

WARHAMMER
FANTASY
ROLE-PLAY

DEATH ON THE REIK

PART 2 OF THE ENEMY WITHIN CAMPAIGN



DEATH ON THE REIK

CONTENTS



PREFACE	3	The Mine	47	Beneath the Castle	87
INTRODUCTION	4	Etelka's Tower	48	The Outer Bailey	90
The Story	6	Gutbag Stoat Throttler	50	Wittgendorf Castle Map	92-93
The Chapters	7	Back to Grissenwald	51	Captains' Tower	98
DEATH ON THE REIK		Non-Player Characters	52	The Inner Bailey	99
BÖGENHAFEN TO ALTDORF		GRISSENWALD TO		The Dark Tower	103
Leaving Bögenhafen	9	THE BARREN HILLS		The Temple of Slaanesh	105
Bögenhafen to Weissbruck	10	Back to Kemperbad	54	Servants' Hall	107
A Boat in Need	11	Up the River Stir	55	The Great Hall	108
Weissbruck	13	Twin Falls	56	The Sorcerous Tower	114
The Pharmacist	14	Unterbaum	57	The Dungeons	117
Kidnapped!	15	Into the Unknown	58	The End of Castle Wittgenstein	122
The Red Barn	16	Crot Scaback	60	Non-Player Characters	122
The Bounty Hunter	18	The Return	61	A STOP ALONG THE WAY	
Weissbruck to Altdorf	19	Non-Player Characters	62	A Fresh Start	125
Non-Player Characters	20	UNTERBAUM TO WITTGENDORF		Leaving Wittgendorf	126
ALTDORF TO KEMPERBAD		Journey to Kemperbad	64	Friendly Locals	127
Timeline	24	The Signal Tower	65	The Swan's Neck	128
Journey to Grissenwald	27	There and Back Again	66	Getting Loaded	130
Dagmar von Wittgenstein	28	WITTGENDORF		The Party's Over	132
Outside the Tower	29	A Bad Mooring	68	The Oldenhaller Contact	134
Kemperbad	33	Events	69	A Passage To Altdorf	136
Non-Player Characters	35	Wittgendorf Village	71	Non-Player Characters	137
KEMPERBAD TO BLACK PEAKS		The Physician's House	72	The Barge: End of the Line	138
A Grisly Find	39	The Temple of Sigmar	76	APPENDIX I	
Grissenwald	39	The Outlaw Camp	79	Mentors and Training	140
Blood Feud	41	Non-Player Characters	81	APPENDIX II	
The Outlying Farms	43	CASTLE WITTGENSTEIN		Player Handouts	146
The Attacks	44	Castle Wittgenstein	84	APPENDIX III	
The Journey to the Mine	45	The Attack	85	Maps	152

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PREFACE: A BIT OF HISTORY



Before moving to Games Workshop, Jim Bambra and Phil Gallagher worked together with Graeme Morris creating a series of well-reviewed adventure modules, and contributed to roleplaying magazines. This team also created a campaign module that was regarded as a masterclass in campaign design. In many ways, **Death on the Reik** was its spiritual successor. It was the third instalment in the original *Enemy Within* campaign, and first published in 1987 as a boxed set containing the main adventure book, a 16-page supplement titled 'River Life of the Empire,' and several sheets of maps and handouts.

There were two reasons behind the move away from the module format used for *The Enemy Within* and *Shadows Over Bögenhafen*. Firstly, **Death on the Reik's** page count was too large to be practical as a module. It was also thought that a box would be more robust, leading to fewer returns on account of damage in transit. The boxes turned out to be delicate, unfortunately, and all subsequent WFRP first edition publications were books, except for the *Character Pack*.

The original *Death on the Reik* can be found in several different formats: the original boxed set from 1987, a Games Workshop hardback of 1989, in *Warhammer Adventure* from 1991 together with *The Enemy Within* and *Shadows Over Bögenhafen*, and the Hogshead Publishing softback from 1996. In addition, Cubicle 7 has published the Hogshead edition as a PDF version.

There is a lot to absorb in this adventure. As Our Heroes travel across the Reikland solving mysteries and thwarting enemies (and picking up the clues that will lead them to the next instalment, **Power Behind the Throne**), the adventurers and players find out a great deal about the Empire, its people, economy, society, and culture.

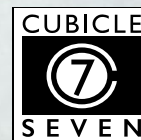
Various changes have been made in this edition based on 30 years of player and GM feedback. Some sections of text have been re-ordered to make everything easier to use, and some notes have been added to help you handle the complex middle section and ensure that the Red Crown sub-plot is not derailed if your party fails to keep up with the anticipated timeline. The trail of the Purple Hand has been made clearer. The mentor NPCs, originally added to help the campaign's pregenerated Characters advance to new Careers, have been made more flexible and more useful to player-generated Characters.

To strengthen the links to **Power Behind the Throne** and give the Characters a chance to advance a little more before facing that challenging adventure, the first part of 'Carrion up the Reik' has been added as a final chapter. It was written by James Wallis for this purpose, and published in the Hogshead edition of *Power Behind the Throne*. This covers the journey from Castle Wittgenstein to Altdorf. It provides a coda after the climactic destruction of Castle Wittgenstein, and brings the 'river section' of the campaign to an end. — Graeme Davis, 2019

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INTRODUCTION



Welcome to **Death on the Reik**, the second volume in the Director's Cut edition of the **Enemy Within** campaign. While it can be played on its own, it has been designed for use after completing **Enemy in Shadows**.

This book falls into eight chapters, with a preliminary section that summarises the various plots that the adventurers will encounter. Some of these plots come to a conclusion within the pages of this book, while others lay the foundations for adventures to come. The companion book for this adventure includes supplemental material and additional adventures which you can use to make this part of the **Enemy Within** even more entertaining.

In this adventure, the Characters learn more about the cult of the Purple Hand, the threat it poses to the Empire, and why it is so interested in them. They also encounter a rival cult, the Red Crown, which has different methods and objectives.

Warpstone plays a major role in this adventure. This is a stony substance made from the pure essence of Chaos. Derived from concentrations of dark magic, it is rumoured to originate from Morrslieb, the ill-omened second moon of the Old World. It is much sought after by followers of Chaos and, most of all, by the Skaven ratmen.

Burrowing beneath many parts of the world, Skaven are seldom seen. Many think they do not exist, and some of the Empire's rulers deliberately foster this notion to avoid widespread panic.

The Characters find that many people refuse to believe their tales of an encounter with the Skaven, and some may actively try to silence them.

The Characters pick up several clues as they travel along the Empire's great rivers. These point to Middenheim, the famous city of the White Wolf. There, they learn of a religious schism that could tear the Empire apart, of a runaway noble whose family has some very dubious connections, and of Purple Hand agents active within the fortress city. All of these plot lines lead them into the next volume, **Power Behind the Throne**.

Along the way, the adventurers will travel the great rivers that are the arteries of trade and transportation throughout the Empire. They learn about commerce, and may become wealthy as traders. They'll meet the people of the Empire in all their variety: urban and rural, common and noble, law-abiding and criminal, and all types in between. The fledgling adventurers who set out for Altdorf to seek their fortunes in **Enemy in Shadows** become seasoned and well-travelled veterans as they make their way through **Death on the Reik**.

RUNNING THE ADVENTURE

Death on the Reik allows the Players a great deal of freedom. They may take off in all sorts of unexpected directions, heading into areas for which you have no information. While some GMs enjoy this sort of challenge, there are some ways you can minimise this risk if you want to:

RIVER LIFE AND THE TRADING RULES

Readers familiar with earlier versions of **Death on the Reik** will notice (perhaps with alarm) that the 'River Life of the Empire' supplement and the trading rules are not in this book. In the words of the Classical philosopher Bibulus Maximus, 'nil perspirandum.' They have found a new home in the **Death on the Reik Companion**.

This frees space here to make the adventure better by adding more options for you, more clarifying text on events, and more guidance to see the adventurers to the end of their river-borne exploits. We've also included the first part of the old *Carrion up the Reik* as part of the changes.

The advanced rules for boat handling and trading, and the optional river encounters, make more sense in a companion volume filled with 'Director's Cut extras'. This is not to say that we have forgotten the pledge first made thirty years ago at the birth of *The Enemy Within*: that each product includes material with lasting value, and continues to be useful even after the adventure has been played. For example, despite its troubled history and strange inhabitants, the maps and basic room functions of Castle Wittgenstein provide a model for any of the Empire's small to medium castles in any home-brewed adventures you might create.





- Encourage the Players to make plans for the next session of play before the group disperses at the end of a session. This gives you some time to fill in any locations that are not described in these pages.
- Try to understand Players' ambitions for their Characters. For example, if one of the party wishes to train as an Initiate, they hear rumours that initiates are being ordained in a town that just happens to be on the campaign's intended route. If it is preferable to delay a transition, the adventurers arrive too late: the ordaining priest moved on, or there are too many applicants.
- An unpleasant rumour can discourage adventurers from visiting a place that is best left alone for now. Mysterious, deadly diseases, for example, or rampaging mutants and Beastmen are quite useful.
- If, despite all these ploys, you are (temporarily) at a loss, random encounters can fill a play session and buy you planning time to get things back on track. If used well, random encounters can also present the illusion that you know everything about every part of the Empire and you are prepared for the adventurers wherever they may go. This impression of your genius is worth cultivating.

When the action moves to a town or city, there is no need to worry about detailed maps or profiles for every inhabitant. The important thing is to describe the general appearance of the town: prosperous or seedy, clean or shabby, busy or sleepy, and so on. Accommodation can be found at an inn; goods and services in keeping with the town's size and prosperity can be purchased; and most locations can be described in a sentence or two.

THE HORDES OF CHAOS

If things went very badly in Bögenhafen, there is a chance that the whole town was destroyed by the opening of a minor Chaos gate, which is still spewing daemons and other abominations into the world. Obviously, such an outcome will have an effect on this adventure.

The most significant change will be a marked increase in military traffic on roads and the river, all of it heading for Bögenhafen. Every route that leads towards the town will be packed with heavily armoured troops, and the adventurers should pass a company of infantry or cavalry hurrying in that direction at least once each day. Wizards in Imperial service and clerics of the major religions will also be encountered heading in the same direction.

Going the other way, the adventurers will be caught up, or passed, by a stream of refugees heading away from Bögenhafen. Accommodation becomes harder to find, and more expensive. Chaos may be coming, but so are profits for those not yet affected. As word of the catastrophe spreads, any NPCs encountered will talk of little else. As long as the adventurers do not reveal their part in events, any news they bring will be highly valued by those they encounter.

Local traders are always happy to fleece unwary travellers, and the local Watch are equally happy to throw them in jail for the slightest infraction. Greedy watchmen will then charge an exorbitant fine to let them out and escort them to the town gates with strict orders never to return. Unless a particular town is a specific landmark in the adventure, it's always much like any other: adventurers aren't really welcome, but their money is.





THE STORY

This adventure has a complex set of plots that unfold at the same time. Some are new, some began in earlier adventures, some are resolved in this book, and some will cast a shadow over the adventurers' lives in the months to come.

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 power throughout the Empire, and these include high-ranking members of the cults of Sigmar and Ulric. The Purple Hand intend to reawaken the rivalry between the cults of Sigmar and Ulric, and create a religious schism to destabilise the Empire. The first fruits of their activity appear in this adventure, in the form of news from distant Middenland.

The Purple Hand has cells in all major cities, all theoretically controlled by a central leadership. However, given the vast distances between cities in the Empire, each cell normally works independently. Occasionally, though, orders do come down from above. One such order has recently been issued to all cells: Kastor Lieberung, Magister Impedimentae of the cultists in Nuln, has broken off contact with the cult, and he must be found and recovered at all costs.

THE PLOT THICKENS

The cult leaders know that Lieberung received notification of a large inheritance and set out to visit a law firm in Bögenhafen who are the executors of his new wealth. Two minor cultists were ordered to contact him as he passed through Altdorf, and they were found dead a few days later. By the time this adventure takes place, the cult's leaders in Middenheim are becoming suspicious. They fear that Lieberung intends to keep the money for himself, rather than handing it over to the cult as ordered.

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

- There was no inheritance. The law firm does not exist, and the letter that Lieberung received was part of a complex hoax by a bounty hunter (now also dead) to lure Lieberung into a trap.
- Lieberung died before he reached Bögenhafen. He was killed in a mutant attack on the Middenheim-Altdorf coach. One of the adventurers, who bears an uncanny resemblance to Lieberung, found his body and some crucial documents, then went to Bögenhafen in his place.

The cult's prime concern is to recover Lieberung and his inheritance. Cult members throughout the Reikland have been ordered to find and capture the Magister Impedimentae. Knowing that Lieberung was headed for Bögenhafen, and was

supposed to return from there with the money, Purple Hand agents are looking for him all along this route. They do not know why they are looking for him, only that they must deliver him to the cult's agents in Altdorf or Middenheim. All are loyal to the cult, and will choose death rather than surrender or capture.

If the Lieberung-double adventurer has been killed, the cult will still be looking for the adventurers in the mistaken belief that they are agents of a rival cult. The cultists will assume the adventurers have somehow done away with Lieberung and stolen the inheritance! Some of the events described below may need to be changed slightly to accommodate this course of events. Where the text calls for cultists to pick on one particular adventurer, you can choose who is targeted by the cultists, or simply roll dice to decide.

THE TRAIL FROM BÖGENHAFFEN

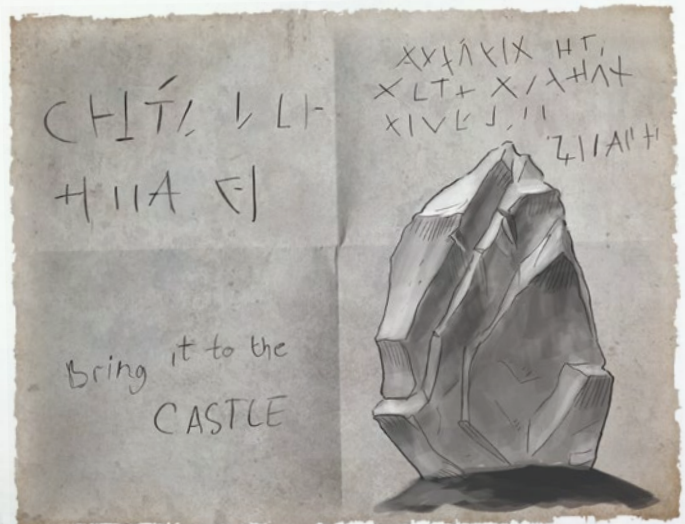
While they were investigating the Ordo Septenarius in Bögenhafen, the adventurers probably came across a series of letters written to the cult's chief by one Etelka Herzen, a fellow devotee of the Ruinous Powers. Although they do not find her at home, they find plenty of proof of her crimes, and her journals point them towards another mystery.

THE RED CROWN

Through Etelka Herzen, the adventurers become aware of the Red Crown, another Chaos cult that appears to be widespread within the Empire. They learn that it venerates the same foul deity as the Purple Hand: Tzeentch, the Great Mutator. The two cults are, however, bitter enemies with widely differing methods and goals.

THE METEORITE

The main plot of **Death on the Reik** concerns a meteor that fell in a remote part of the Empire more than two centuries ago. The meteorite is a chunk of the Chaos moon, Morrslieb, about the size of a cow's head. This piece of warpstone was recovered by members of a local noble family, but it has wrought disturbing changes on the family, their castle, and their peasants.





THE CHAPTERS

There are eight chapters in *Death on the Reik*.

CHAPTER 1: BÖGENHAFEN TO ALTDORF

The first stage of the journey is to Black Peaks, and takes the adventurers downriver to Altdorf, by way of the Weissbruck canal. Along the way they encounter a barge in trouble. Arriving at Weissbruck, they must deal with Purple Hand agents and find out what has become of a friend they made in Bögenhafen, who is now missing.

Altdorf presents more challenges: the adventurers are still wanted in connection with the death of a young nobleman, and the local cell of the Purple Hand saw them arrive.

CHAPTER 2: ALTDORF TO KEMPERBAD

A half-built signalling device, part of a network of signal towers decreed by the Emperor, hides an ancient secret. A castle overlooking the river has an evil reputation. The prosperous town of Kemperbad offers the adventurers some trading possibilities, and another encounter with the agents of the Purple Hand.

CHAPTER 3: KEMPERBAD TO BLACK PEAKS

A mine near the town of Grissenwald has been overrun with Goblins, leaving the local Dwarf community in despair and disarray. The Goblins are based at Black Peaks, in the home of Etelka Herzen. She seems to have gone on a journey and, while the wizard is away, the Goblins definitely play.

Documents in the wizard's house shed some light on the strange events in Bögenhafen, and tell the adventurers a little about a Chaos cult known as the Red Crown. Other documents give a clue as to where the wizard has gone, and why.

CHAPTER 4: GRISSENWALD TO THE BARREN HILLS

Local adherents of the Purple Hand dog the adventurers as they try to pick up the wizard's trail. In a remote village the adventurers learn more about the wizard and her companions, and about their goal. It appears that a group of Skaven are also on the trail of the meteorite. The adventurers will discover the key to Dagmar's observatory under the signal tower.

CHAPTER 5: UNTERBAUM TO WITTGENDORF

Returning to the signal tower, the adventurers finally penetrate its inner sanctum. They discover the clue that leads them to the adventure's climax at Castle Wittgenstein. Along the way, they may learn of growing unrest within the Empire and have yet another brush with the Purple Hand.

CHAPTER 6: WITTGENDORF

Arriving in the village near Castle Wittgenstein, the adventurers learn a little of the Wittgenstein family from the locals, most of whom are suffering from strange mutations. They also encounter an outlaw band, and can try to recruit the outlaws for an assault upon the castle.

CHAPTER 7: CASTLE WITTGENSTEIN

Bathed in warpstone radiation for two hundred years, the castle and its inhabitants have changed in strange and disturbing ways. Some warped unfortunates are evil, and some are not. The trick to surviving the castle is to learn who can be trusted. One member of the family is away in the city of Middenheim, forging ties with the cult of the Jade Sceptre.

At last, the adventurers catch sight of the warpstone meteorite. This happens just as the Skaven take it out of their reach and demolish the castle to cover their escape. If the adventurers survive, they will have several good reasons to head to Middenheim and the next part in the campaign.



CHAPTER 8: CARRION UP THE REIK

The journey to Middenheim is long, and the distractions of the river are numerous. Many days' journey away lies the great city-port of Marienburg, famed for its wealth, its opportunities, and its pleasures. Some say (though not without a faint twinge of guilt) that it is greater even than Altdorf. To a group of wanderers with their own boat and a taste for trading, it can be an irresistible attraction, especially when a merchant offers them a cargo to take there.

Little do they know that the job is a fraud, concocted by the local servants of the Purple Hand to pin the adventurers down by destroying their barge. Then they can be delivered into the hands of the cult's leadership... in Middenheim.



DEATH ON THE REIK

CHAPTER 1



BÖGENHAFEN TO ALTDORF



Regardless of where they decide to go, the first leg of the adventurers' journey is down the River Bögen to Weissbruck. **The Glorious Reikland** map inside this book covers gives an overview of the Reikland and surrounding areas. If the Players decide to head in a different direction, the GM can use some of the ploys mentioned in the 'Running the Adventure' section (page 4) to discourage them from straying.

The mountains upriver are dangerous. Somewhere between the peaks, and among many other hazards including hostile tribes of Greenskins, lies the dread Castle Drachenfels. Following the Bögen to the Reik and then further downriver eventually leads to Marienburg. The adventurers must pass Weissbruck on the way, which offers you plenty of opportunities to direct them back towards Altdorf and Grissenwald. The highway leads south to Übersreik, which has nothing to offer, and north to Altdorf, a longer and more dangerous journey by road than by river. Other detours lead the adventurers into danger or present no opportunities for them to learn what is going on.

If your Players are determined to go another way, you can let them. They can travel for a while but, sooner or later, they will be recognised by an agent of the Purple Hand. With a little help from you, the unanswered questions about Kastor Lieberung, the Cult, and the events in Bögenhafen will gnaw at them, until they realise they cannot rest until they have found the truth.

LEAVING BÖGENHAFEN

At the end of **Enemy in Shadows**, the adventurers have several compelling reasons to get out of town.

THE LONG ARM OF THE LAW

Gideon, the daemon behind the whole plot in Bögenhafen, has framed the adventurers for the murder of prominent merchant Friedrich Magirius, and probably for arson as well. The Bögenhafen authorities are actively looking for the party. They are likely to hang disreputable adventurers rather than listen to some elaborate tale about the town's leading citizens being involved in a Chaos cult. After all, no one except Teugen knew about any link to the Ruinous Powers. To most of its members, the Ordo Septenarius was a club for merchants. To the Inner Council, it was using sorcery to make them all rich. Leaving town is by far the healthiest option.

THE HORDES OF CHAOS

If the ritual in Bögenhafen succeeded and the Chaos portal opened, the town's authorities have bigger problems than a band of suspected criminals. Equally, the Characters have bigger problems than being wanted. In the face of an unstoppable horde of abominations, their best option is to leave quickly.

THE LETTER

The adventurers may have found a letter from Etelka Herzen among Teugen's papers, giving her address as Black Peaks near Grissenwald. The letter implies that she has been in correspondence with Teugen for some time. She almost certainly knows more about Teugen's plans than the adventurers were able to learn. Perhaps she will even know how to close the gate and save the Empire.

At any rate, she is the only solid lead, so a trip to Grissenwald may be in order.

THE PURPLE HAND

Ever since they first arrived in Altdorf, the adventurers have been followed by strange, gesticulating men with purple hand tattoos. These men seem to think that one of the adventurers is named Kastor Lieberung, and they are convinced that 'Lieberung' is part of their organisation and owes them something. Even though the authorities in Altdorf want to question the adventurers about the murder of a young nobleman, they may decide to return to Altdorf to track down this mysterious Purple Hand.

THE BOUNTY HUNTER

Also convinced that one of the Characters was Kastor Lieberung, Adolphus Kuftos the bounty hunter pursued the party from Altdorf to Bögenhafen. Kuftos is dead, but the adventurers know he was active in Altdorf and Weissbruck, and they have recovered documents pointing to Nuln. If they can pick up his trail and identify his client, they may be able to learn why Kuftos was after Lieberung. They may also discover his connection to the Purple Hand.

AN OPEN INVITATION

Closer than Altdorf or Nuln is the town of Weissbruck, home of the herbalist Elvyra Kleinestun whom the adventurers met at Bögenhafen's Schaffenfest. She invited them to visit, and may even offer a training opportunity to any Character interested in becoming an Apothecary or Charlatan. A few quiet days in a small town may be just what the adventurers need as they decide what to do next.

HEADING MY WAY?

Lastly, the adventurers' friend Josef Quartjin is taking his barge the Berebeli back to Weissbruck. He has a fresh cargo of local wine if all went well, or a group of terrified refugees if events went badly. At least some of the adventurers signed on as crew when the barge was headed to Bögenhafen, and he offers them a ride back to Weissbruck on the same terms: 2 shillings per day for up to four Characters who sign on as crew. The rest of the party may travel free of charge.

BÖGENHAFEN TO WEISSBRUCK

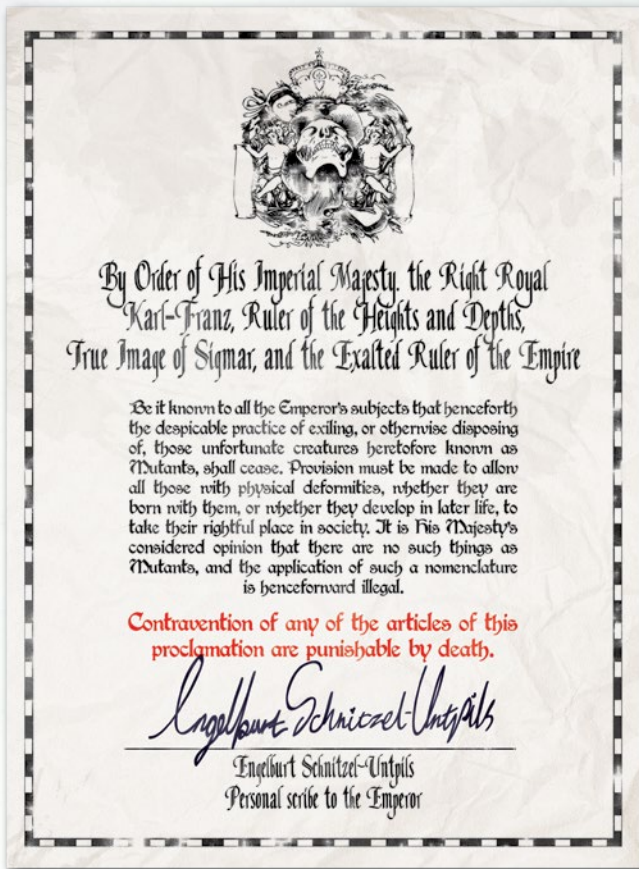
The journey to Weissbruck can be as peaceful or as eventful as you wish. If things went badly in Bögenhafen, the river is choked with refugees fleeing the doomed town. Rumours abound about the terrible things that happened there, and every nearby town and barony is desperately mustering soldiers. If Bögenhafen was spared, traffic on the rivers runs as normal.

This journey offers a perfect opportunity to introduce Players to the boat handling rules in the **Death on the Reik Companion**. You can also try out some of the hazards and encounters described there. Conversations with passing riverfolk, or in riverside inns at night, allow the adventurers to pick up news and rumours.

NEWS AND RUMOURS

You can give out the following news and rumours as the adventurers talk with fellow travellers and riverfolk between Bögenhafen and Weissbruck. Choose which titbits to impart, or roll a d10. Feel free to reuse a particular piece of news with some of the information changed or misreported.

- ☠ The road to Altdorf is troubled by bandits and coaches are failing to get through. One traveller spoke of horrible mutants attacking his coach, and the road wardens have recovered some partially eaten bodies. It's time the Emperor did something!
- ☠ The village of Teufelfeuer to the south of Altdorf was recently burnt down by Fabergus Heinzdork, the witch hunter. Word in the capital is that mutations are on the increase in rural areas.
- ☠ Foresters are reporting that beastmen are growing bolder. It's something to do with Morrslieb, which has been behaving oddly in recent nights according to the scholars. Beastmen worship the moon, you know!
- ☠ 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 (voice lowers to a whisper) a complete imbecile. The other Electors are unlikely to accept his accession.
- ☠ Crown Prince Wolfgang Holswig-Abenauer is being held prisoner in his own castle on the orders of the Emperor. This is because (you should choose a different explanation each time the adventurers hear the rumour):
 - ☠ He's been touched by Chaos and has sprouted a rat's tail.
 - ☠ He's contracted Tomb Rot, Red Pox, or some other horrible disease. You can choose a different disease each time this tale is retold.
 - ☠ It's for his own protection. His jealous brothers are out to have him assassinated!
- ☠ 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 I see page 11.)
- ☠ The Crown Prince is not a prisoner, but he won't let anyone see him except to deliver food. This is because (again, you should choose a different cause on each retelling):
 - ☠ He's taken to worshipping the Chaos Gods. This is a treasonous story, and will only be passed on by someone who trusts the adventurers' discretion.
 - ☠ He's a raving lunatic. Prince Wolfgang always was a bit strange, and now he's gone completely round the bend.
 - ☠ 'E's been made mad by one o' them there daemnyologists, and the Emperor's tryin' to keep it secret.
- ☠ The river wardens and the excisemen are all crooks, you know. They'll confiscate your cargo with the slightest excuse and then sell it themselves. It happened to my friend/brother/casual acquaintance/vagabond I met once only last week.
- ☠ Crown Prince Hergard von Tasseninck, the only son and heir of Grand Prince Hals von Tasseninck, the ruler of Ostland, has been killed while on an expedition in the Grey Mountains. They say there's beastmen out there, throwing lightening out of green sticks. Some say the have the scars to prove it! Have you ever heard such tripe?
- ☠ There have been riots in Middenland, to the north. The locals have always followed Ulric, and now they're turning on the true followers of Sigmar. It's time the Emperor declared them rebels and sent troops to deal with them!



A BOAT IN NEED

So far, the adventurers have been lucky that their travel plans have coincided with those of Josef and he let them tag along. Now, though, it's time for them to part ways. Josef has his own life and business, and he cannot wander all over the Empire with a group of adventurers. He has customers to serve and contracts to fulfil. By now, the adventurers have hopefully learned a little about boat handling, and they should be ready to strike out on their own. All they need is a boat.

THE FIRST VICTIM

It all begins when one of the party spots a human corpse floating in the river, face down, with several crossbow bolts sticking out of its back. As the *Berebeli* draws closer, other terrible wounds can be seen.

If the adventurers left Bögenhafen by road, the encounter starts a little differently. A tattered, bedraggled man 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 sees the adventurers, points back towards the river and, before he dies, gasps, 'Mutants!' The corpse has nothing of value or interest. Following his trail, clearly marked by blood, back to the river is quite easy.

THE BOAT

As the adventurers continue along or beside the river, they see a riverboat of the same type as the *Berebeli*. The boat is adrift, and a number of corpses — some human, some less so — are on deck and afloat in the river. There is no sign of life. A rowing boat is conveniently tied up along the bank, allowing road travellers to reach the drifting boat without swimming.

At this point, you can ask any adventurers with the *Sixth Sense* Talent to make an **Average (+20) Intuition** Test. Don't give any information regardless of the result: the intention is that the adventurers should have an uncomfortable feeling that they are being watched, and that 'something is out there'.

The boat has been attacked by a band of mutants (see 'The Boat Attackers', pages 20–21) and the surviving marauders are still on the scene. A winged mutant is keeping watch from a tree and anyone making a **Hard (-20) Perception** Test will spot the creature. It will warn its companions on the boat by imitating an owl call, and Ranger Characters who make an **Average (+20) Intelligence** Test should be told that this is an odd time for owls to be out and about. There are two mutants ransacking the boat's cabin, and a Beastman is lurking in the water on the other side of the boat from the adventurers.

As soon as the adventurers attempt to board the boat, the winged mutant dives toward them. The two mutants in the cabin attack anyone trying to enter and they fight to the death. The winged mutant flees if it sees the other two killed, or if it is reduced to 3 or fewer Wounds.

After one Round of fighting, the tentacled Beastman rises from the water and reaches up to the deck, trying to seize anyone on its side of the boat. Characters who are close to the rail must make a **Challenging (+0) Cool** Test or gain a *Surprised* condition. It will seize a leg of someone near the rail if it makes a successful **Melee (Brawling)** Test and drag its target into the water. Targets are wrapped in the creature's cloying tentacles, suffering SL Entangled Conditions, with a Strength equal to the mutant's. It will attempt to surprise and entangle a Character each Round until it succeeds or until it is reduced to 3 Wounds or fewer, at which point it will try to flee. Characters who are warned about the mutant by someone who can see it emerge automatically pass the **Cool** Test and will not be surprised.

Entangled Characters may attempt to escape by making an Opposed **Strength** Test — see *WFRP*, page 168. Additionally, the creature's tentacles may be cut away by any suitable bladed weapon. They are a static target, and the victim is cut free if the tentacles take 5 or more Damage.

At the beginning of the Beastman's Round, if it has Entangled a victim, it will pull them over the side of the boat. The target may make a **Difficult (-10) Strength** Test to grab hold of the rail and avoid being pulled into the river.

WE WERE EXPECTING MUTANTS!

Experienced Players will be expecting mutants, so you may wish to keep things fresh with different foes for the adventurers to wrestle the barge away from.

Mundane human river pirates are a possibility, throwing the bodies of the boat's crew overboard and preparing to get under way for Weissbruck. Once there, they intend to sell the boat and its cargo. Perhaps they plan to just sell the cargo and keep the boat to be fitted out as a pirate vessel. In this case there are three pirates on board, all humans with Warrior-Class Careers.

Failing costs 1 Wound regardless of armour and Toughness. The Beastman tries to hold its target under water until they drown. Characters pulled into the water in this way can hold their breath for their Toughness Bonus in Rounds — after this, they lose 1 Wound per Round until they fall unconscious.

The victim may fight back while underwater, but only using thrusting weapons such as swords, spears, or daggers, and even these suffer -2 damage. While held underwater, the usual -10 penalty for actions taken while Entangled becomes -20 instead. The Beastman will continue to attempt to drown its victim until they break free, until it is reduced to 3 Wounds, or its victim falls unconscious. If the latter happens, the creature will happily depart, dragging its next meal with it.

TAKING STOCK

Once the marauders have been defeated, the adventurers can look over the boat. There are five corpses in total: three of them are Humans (a man and a woman in their mid-twenties and a man in his forties) and the other two are mutants. One has a skull face and eyestalks, the other has bird's legs, a furry tail, and a single eye on the end of its nose.

A search of the bodies will reveal: 2 Mail Coats (which will fit two of the adventurers), 2 Mail Coifs, 3 Swords (one broken), 1 Crossbow and 13 Bolts, 4 Daggers, 2 Clubs, and a total of 30 shillings in mixed coinage.

SOMETHING DOWN BELOW

As the adventurers search the boat, they hear the sound of movement in the hold. If anyone searches the hold, they will find many sacks of wool and 10 crates. A **Difficult (-10) Perception** Test lets that Character see a crate lid move ever so slightly. If that test is failed, a second **Difficult (-10) Perception** Test allows an adventurer to hear a faint sound from inside the crate.

If the adventurers call out 'Who's there?' (or anything else) all movement stops abruptly. If the crate is opened, there's a woman cowering inside. She screams and brandishes a small knife ineffectually as the lid is removed, but then collapses with relief at the sight of friendly faces. Or perhaps it's at the sight of normal, non-mutated faces...

If they see the adventurers coming, one of them will blow a horn just before battle is joined. On the fourth combat Round, a pirate boat comes around the bend with 4-8 more pirates on board. The number varies depending on the party's combat strength. Three of the pirates will be working the boat, while the others attack with bows and crossbows, showing little regard for the safety of their fellow pirates on the captured vessel. They keep up this fire for three more Rounds, by which time the two vessels will be alongside each other, and hand-to-hand fighting can take place.



This is Renate Hausier, a pedlar from Grünburg and passenger who was on her way home after the Schaffenfest. 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. 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, his son Albrecht, and his daughter-in-law, Heidi. If asked, she thinks the cargo belonged to the Segels rather than being a contract load.

There are, if anyone wants to count them, 75 sacks of wool in total, each the equivalent of 3 Encumbrance Points.

WHAT NOW?

If the adventurers are unsure of what to do after winning the fight, Renate encourages them to take over the boat and cargo so that she can get to her destination in Weissbruck. If the adventurers are still travelling with Josef, he points out that normal practice on the river is to take over a salvaged boat and work it until any next of kin can be traced, keeping any profits as salvage fees. It's not uncommon for the next of kin to pay a reward too, if they are traced. An **Easy (+40) Lore (Riverways)** Test by an adventurer will bring this to mind, or Renate or Josef can tell the adventurers about salvage. The adventurers have now acquired a boat, a cargo, and a passenger who could serve as a replacement adventurer if one is needed. They are now ready for the next part of the adventure.

If they are travelling with Josef there will be a fond, and moderately alcoholic, farewell. This can take place now, or when the two boats arrive in Weissbruck.

If none of the adventurers have Row or Sail Skills, Josef will spend a day teaching at least one of them the rudiments of boat handling. This is not enough time to learn a Skill, but each of the adventurers being taught should make a **Challenging (+0) Intelligence** Test. Those who succeed gain a +10 bonus to any Tests involving boats that you decide are relevant until they properly acquire either Skill.

Even if Josef is available, Renate will offer to help with the boat. It's the least she can do for the heroes who rescued her.

Her offer is quite sincere, but she is quite gushing in her praise when she makes it: she has been shaken by the mutant attack, and is very glad to be alive. Renate is actually quite useful around boats, too.

Renate or Josef can also explain how to trade the cargo on arrival at a suitable port. See the **Death on the Reik Companion** for more details.

WEISSBRUCK

In Weissbruck, the adventurers have the opportunity to buy equipment and supplies, and perhaps to train for Career changes. They may wish to trade their salvaged cargo, and to look up Elvyra Kleinestun, the herbalist they met at the Schaffenfest in Bögenhafen. They may also make enquiries about the bounty hunter Adolphus Kuftsos, whom they encountered there.

First, however, they must deal with the Purple Hand cultists who are anticipating their arrival.

THE PURPLE PALM

When the adventurers first arrive in the town, they are approached by two cultists disguised as pedlars. Under cover of an innocent-sounding sales patter, these two try to exchange secret signs with Lieberung's double among the adventurers. If 'Lieberung' is dead, the pedlars will try to use secret signs to determine the cult loyalties of the other adventurers.

While one 'pedlar' carries on with 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 adventurer copies this gesture, both cultists will wink knowingly, and the one who did not make the sign will hold out his right hand to shake hands. The cultist's palm is coated with purple ink, and after the handshake, the two will

quickly disappear into the crowd or a maze of back alleys. The target of the handshake will have a stained, purple palm. This is a sign used by the cult to convey a warning. In this case the warning is 'hand over the inheritance', and there's an 'or else' in there too...

If the adventurers don't respond, the cultists' gestures become more and more deliberate. They will eventually give up and disappear (as above, into the crowd or through a maze of alleys) when a Watch patrol appears. They don't talk or answer questions, except for their false sales pitch.



Until the 'purple palm' warning is properly delivered, the cultists will repeat the attempt, using a variety of disguises: beggars, Strigany, entertainers, and so on. After the first few encounters you can tell the adventurers that the odd folk gesticulating at them seem strangely familiar as well as just... strange. If the cultists have not managed to pass the purple palm after two days, they will leave for Altdorf to report to their superiors.

The adventurers may try to tail the cultists either to their lodgings in Weissbruck or all the way to Altdorf. Both cultists are skilled at avoiding pursuit and relevant Tests are **Hard (-20)** or **Very Hard (-30)** at your discretion. If the adventurers do manage to corner the cultists, they will fight to the death rather than allow themselves to be captured. Use the profile for Purple Hand Cultist found on page 23 if required.

THE RED BARN

Some Players familiar with the adventure may decide to head straight for the Red Barn as soon as they reach Weissbruck, and not bother investigating Elvyra's house. This sort of 'short-circuiting' the story should be discouraged, so feel free to make the Red Barn a completely innocent farm building. You could add a vicious guard dog or three, and a farm hand who has a blunderbuss and is not afraid to use it. Meanwhile, the kidnappers are holding Elvyra at some other location.

Alternatively, Liza could be an ally of the kidnappers, acting out a grudge because Elvyra once refused to help her or someone she loved. She will lead the adventurers straight into an ambush.

The kidnappers themselves can be very different from the way the Players remember them: for a start, there could be more of them. They could be better organised and, perhaps, their employer Hollzauber is with them, with spells that tip the balance against rash adventurers. Instead of being a daemonologist, he might be a witch hunter who has arrested Elvyra as a suspected daemonologist. He has staged the kidnapping as bait to draw out any accomplices or, as he sees it, anyone who turns up to rescue her. Imagine The witch hunter's pleasure when a handful of highly suspicious, well armed characters stumble directly into his trap?



THE PHARMACIST

Elvyra Kleinstun is well known in Weissbruck, and nearly everyone local can tell the adventurers where to find her. Elvyra's home (see the map below) is a simple, two-up-two-down cottage near The Happy Man inn. The cottage is well kept and recently painted, with window boxes of herbs and flowers. As the adventurers approach, however, they will notice that one of the windows has been smashed and its window box is broken. An adventurer making an **Average (+20) Perception** Test will see that it was smashed from the outside, and that a couple of threads caught on a broken glass show that someone has climbed through it. Looking through the window, the signs of a violent struggle are obvious, with broken furniture, glass, and so on.

There are no signs of life in the house, and knocking doesn't bring anyone to the door. The house seems deserted. The door lock is a normal one, and requires a **Challenging (+0) Pick Lock** Test, SL 2 to open.

If the adventurers search the house, each one can make a **Hard (-20) Perception** Test or **Very Hard (-30) Intelligence** Test. Any who succeed will notice that there are no drugs, herbs, or other ingredients around the place. This is very odd for a pharmacist's house.

A. Parlour

This room has been thoroughly wrecked and there is broken glass on the floor. A **Very Hard (-30) Perception** Test reveals traces of blood on a few slivers of glass, but there is no discernible blood trail that goes anywhere. A **Challenging (+0) Perception** Test turns up a handwritten note (Handout 2, below).

*This is your final warning!
Deliver the goods to the Red
Barn by sunset tonight!*

B. Kitchen/Storeroom

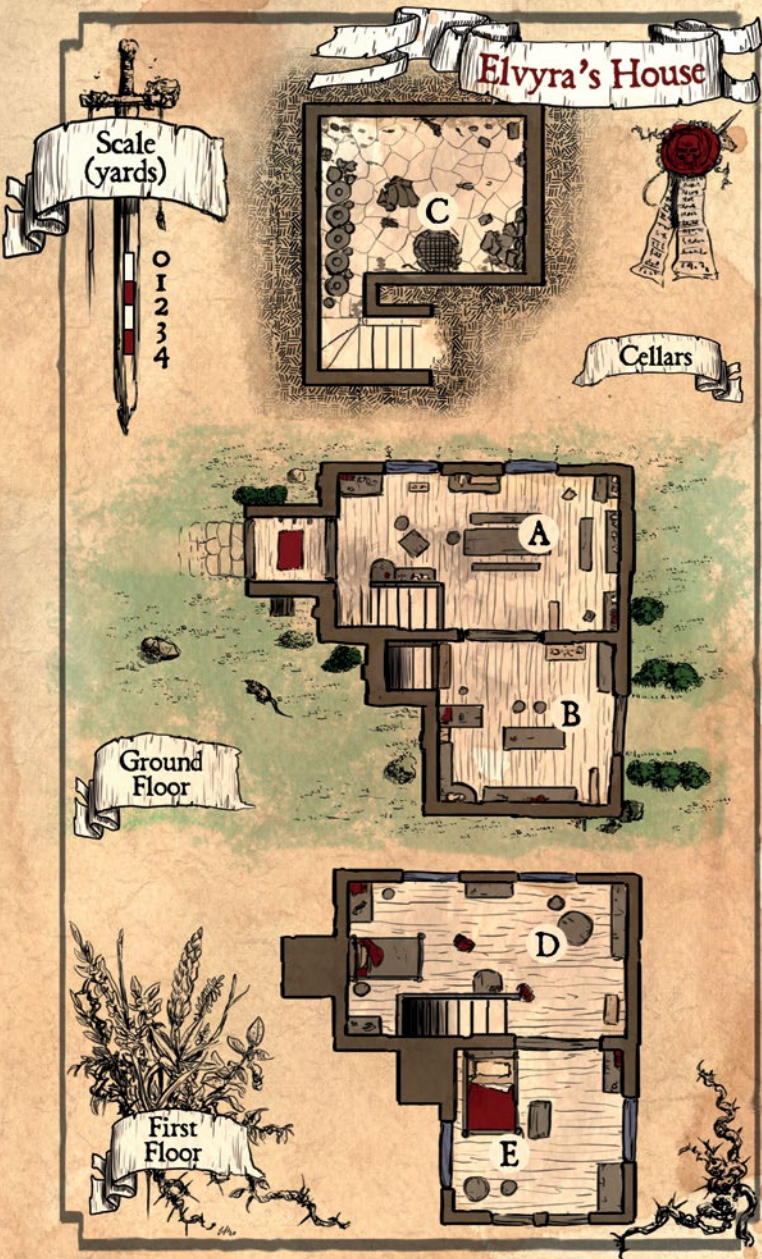
The kitchen has been thoroughly ransacked. The contents of the shelves and cupboards have been thrown on to the floor alongside pots, pans, and broken crockery.

The steps to the cellar are concealed behind a large cupboard in the kitchen, and the hidden door will only be noticed if the Characters look behind it. An **Average (+20) Perception** Test will reveal a slight draft from behind the cupboard. If the hidden door is not discovered, you can give the adventurers a **Very Easy (+60) Perception** Test to hear a faint noise coming from the cellar. The noise is slightly louder near the cupboard.

C. Cellar

The hidden door opens on to a steep, narrow flight of steps leading 15 ft 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. Anyone who makes a **Challenging (+0) Initiative** Test is not surprised. The mysterious shape is about 3 ft high and humanoid, but nothing else can be seen in the dim light. Characters with the *Night Vision* Talent will be able to see something moving behind a jumble of boxes. There is a faint scrabbling noise from the cellar, then silence.

There is a missing step about halfway down the stairs. If the first Character down the stairs has the *Night Vision* Talent, a light, or makes an **Average (+20) Perception** Test, the gap is spotted. If not the Character must make a **Very Hard (-30) Agility** Test or fall down the steps. Anyone falling the 6 ft to the cellar floor ends up with a twisted ankle; Movement and Initiative are halved for 1d10 hours.



A terrified girl is hiding among a pile of rags and boxes in one corner of the cellar. A Human Character who makes an **Average (+20) Fellowship** Test will convince the girl that the adventurers mean her no harm. A non-human character must make a **Challenging (+0) Fellowship** Test.

If the Test fails this, she will try to dodge around them and escape. Any adventurer between her and the door can grab her by making an opposed **Challenging (+0) Initiative/Dodge** Test. She wriggles and tries to bite anyone holding her. The bite is a normal attack, and causes 1 Wound to the holding arm.

Anyone bitten must make a **Challenging (+0) Endurance** Test to keep a hold. The adventurers may repeat the **Challenging (+0) Fellowship** Test every Round until they calm her down.

Once calm, the girl will say 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 certain. 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 says that some men came to see her two days ago, and then left after a lot of shouting. After their visit, Elvyra warned her to stay away from The Happy Man inn.

The following day, Liza was banished to the cellar after Elvyra caught her playing with her pretty coloured powders. Soon after there was a lot of noise from above, and she heard Elvyra scream. She also heard one of the men shouting something about 'Taking her to the red barn'. 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 leave 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. They frightened her when they opened the door.

This is all Liza can tell them. She has no idea who the men were or what they wanted, and she can only describe them as big and rough and smelly.

Elvyra's pharmaceutical cabinet is carefully hidden in the cellar. It is concealed behind a section of fake wall and it will take a very thorough search to find it. It will require a **Hard (-20) Perception** Test to spot the wall panel, and it has a very complex lock. Opening this requires a **Hard (-20) Lock Pick** Test, SL 5. You should feel free to improvise the cabinet's contents. If the adventurers look for a specific remedy or herb, they will find 1D6 doses of the desired preparation.

Once rescued, Elvyra will be willing to sell the adventurers up to half her stock in the cabinet at a 50% discount. If the adventurers simply help themselves to her property she will be quite angry until she has been paid in full for her wares.

D& E. Bedrooms

These two simple bedrooms each contain a wooden bedstead with feather mattresses and pillows, a washstand, bowl and jug, and a chest of drawers. Both rooms have been thoroughly ransacked. The mattresses and pillows have been cut open, and stuffing is strewn about the room, mixed with a tangle of bedding, clothes and other items.

KIDNAPPED!

Alberich Hollzauber, a daemonologist in Altdorf, has discovered that Elvyra is wanted there under another name. He is using this information to try to blackmail her. Some of Hollzauber's minions arrived in Weissbruck two days ago, with a message threatening to turn her in to the authorities there unless she gave him some rare and skilfully mixed ingredients for a powerful spell.

Elvyra rejected their demands and threats until the daemonologist's lackeys grew frustrated. They kidnapped her and gathered up every ingredient they could find in the house. The plan is to take her to their master in Altdorf. As the adventurers arrive in Weissbruck, the thugs are holding Elvyra in a disused barn just outside the town, not far from the canal.

THE WATCH

Elvyra is unpopular in certain quarters due to her fraudulent medicines, including the commander of Weissbruck's Watch.

Reporting the apparent crime to the town Watch has little effect. The half-dozen volunteer watchmen have their hands full keeping order in the town, and are aware of their commander's low opinion of Elvyra. They are even busier when miners from the nearby Delfgruber mine visit to drink away their pay. Elvyra simply isn't wealthy or influential enough to merit more than the promise of an investigation, maybe, possibly, at some point, in the fullness of time... perhaps. It should quickly become clear that the adventurers are pretty much Elvyra's only hope of rescue. Saying that, the watchmen are not entirely unhelpful, and one of them will offer to look after Liza with his wife until Elvyra can be found.

THE HAPPY MAN

The adventurers need to win over the locals to get any information in The Happy Man inn. They can buy drinks, entertain the crowd, or simply chat to people and turn on the charm. Making an **Average (+20) Charm** Test will determine how people react to them and, depending on what questions are asked and how much drink is poured, the adventurers can obtain one piece of information for each Test.

Three strangers did stay at the inn a few days ago. Last night they settled up and left. The landlord remembers that they were expecting to meet 'a boatman friend' who was to take them to Altdorf, but he wasn't due until tomorrow morning.

The landlord was a little puzzled about where they were going to stay, but not particularly curious. 'Folks have a right to their own business,' is his attitude.

There are lots of barns hereabouts. Some of them might well be red. Barns come in lots of colours. According to everyone 'good old Otto', the tavern's geriatric potman, is a great source of information. He has worked here for as long as anyone can remember, and he sees everything.

For his part, Otto remembers that he saw three strangers leave last night with a large trunk piled on a wheelbarrow. He knows, though, that his memory is not what it once was. A drink or a few coins have miraculous restorative powers. Otto does remember that the strangers headed north, towards the canal. There is a red barn near there, on the far bank.

THE RED BARN

Just across the canal is a group of miscellaneous buildings. The Red Barn, below left, stands at the northern edge of this group, dilapidated and almost overgrown by foliage. Only the barn doors are properly red, and even then the paint is faded and peeling.

Inside, the three thugs (see The Red Barn Kidnappers, page 22) are holding Elvyra in the hayloft, gagged and tied to a chair.

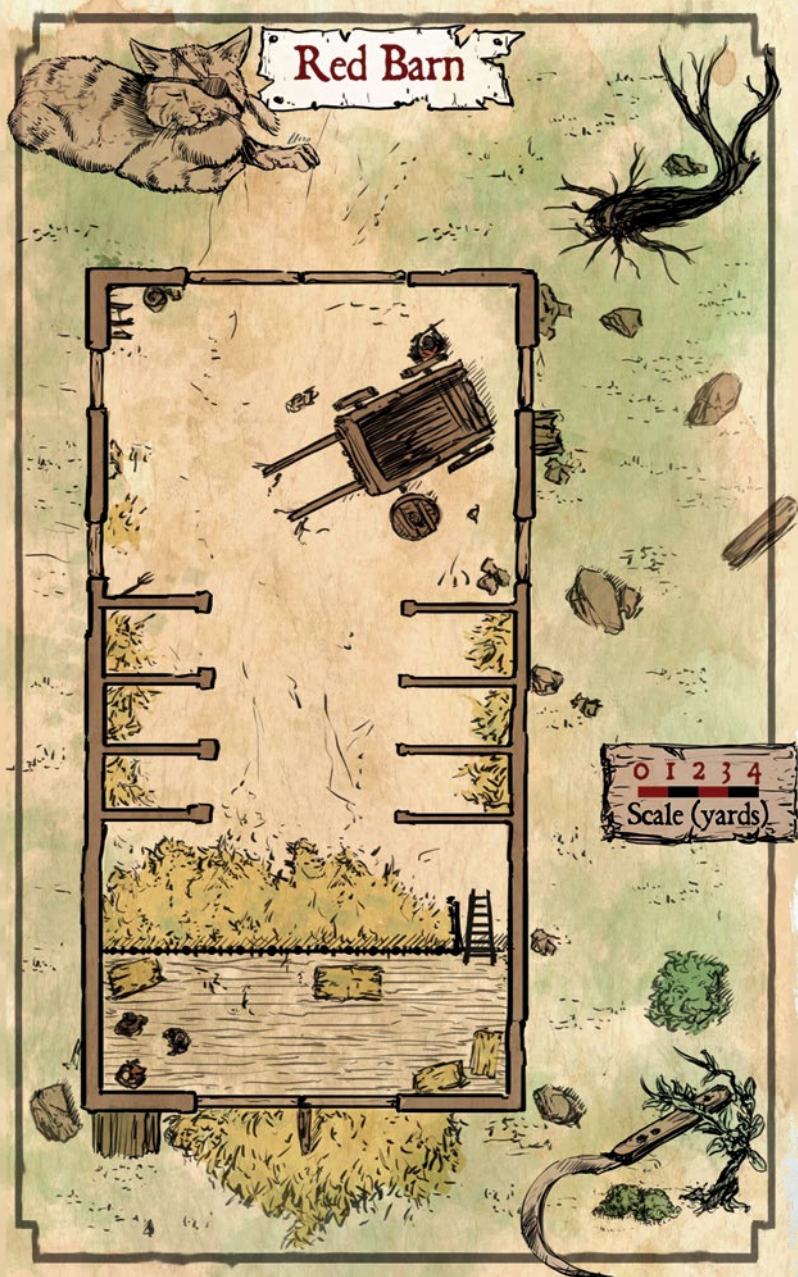
One of them is supposed to be a sentry, but is dozing, slumped against a broken cart near the doors. The other two thugs are asleep. Elvyra is drifting in and out of sleep, because she is simply not comfortable enough to get any rest.

The adventurers have a good chance of being able to approach the barn undetected. The dozing sentry should make a **Challenging (+0) Perception** Test to hear them coming. This is an **Average (+20) Perception** Test if the adventurers simply walk up to the barn. Shouting a challenge or being noisy will always alert the sentry.

If he hears them coming, the sentry readies his weapon and stands behind the door. It is wedged shut, and needs a **Challenging (+0) Strength** Test to force it open. Up to three Characters can make separate tests to do this at any one time, and only one needs to succeed. The noise of a complete failure always wakes the sentry and he arms himself to confront intruders. If the sentry isn't awake, he gets up as soon as the adventurers enter the barn. He is automatically Surprised if he was woken (WFRP, page 169).

The sentry tries to imitate an irate yokel, and protests in a cod-rustic accent that the adventurers have damaged his door and have no business on private property. He even tries the classic 'Get orff my labbbnd!' approach with them. He is not terribly convincing, though. Any adventurer who makes an **Average (+20) Intelligence** Test spots that he is an imposter. You can give anyone with local knowledge or a Career from the Peasant Class a +10 bonus to the Test if you wish. If the Test fails then the two thugs in the hayloft have time to prepare a response (see below).

As soon as he realises that the adventurers aren't leaving, the sentry shouts a warning to his comrades and makes a dash for the back of the barn. He ducks and weaves to make maximum use of the cover from the cart and stalls. He takes two Rounds to get to the back of the barn. If he makes an **Average (+20) Initiative** Test each Round he put some cover between himself and the adventurers. Missile attacks have a -20 penalty if he does.





The other two thugs in the hayloft take two Rounds to react to the sentry's warning or the sounds of fighting. On the first Round, they look over the 3 ft high railing on the hayloft, and dodge back as soon as they see the adventurers. The second Round is wasted in panic, as they were not expecting trouble. On the third Round, they hoist Elvyra out of the chair, leaving her hands and feet bound. Should the adventurers come up the ladder, the two thugs are standing behind Elvyra with a dagger at her throat.

The thugs do not intend to kill Elvyra; she is valuable to their master. They do expect the threat to make the adventurers hesitate, giving them time to push her out of the hayloft into a pile of mouldy straw outside, jump after her, and then escape as best they can. The plan is not perfect by any means, but it is the best that they have. If it becomes clear that they cannot win in a stand-off or fight, the thugs will surrender, hoping to make a run for it when they are led out of the barn.

Elvyra's rescue should pose little trouble. If the adventurers fail she will be taken to Altdorf, never to be heard from again.

If possible, you should arrange matters so that the thugs all escape or are killed. If necessary, have Elvyra kick one of them so that he falls onto a pitchfork or hits his head. She will be distraught at the death. The point of this is that if the adventurers get to interrogate the thugs they may be tempted to waste time in Altdorf looking for a daemonologist.

If an interrogation does happen, then the thugs admit:

'We was hired by a tall man. Tall-ish. Not quite my size. Sort of. Looked about forty, I suppose, though it's hard to tell with posh folks. I dunno. Middling years, perhaps. Piercing-blue eyes, he had, like

ice. Right hard looking, in a soft sorta way. Or were they brown? Or maybe green. He definitely had two of them. I noticed that.

After a while, the adventurers should realise that the thugs know nothing useful about their employer, except for the fact that he paid them 5 GC and promised another 20 GC on Elvyra's delivery. Searching the barn and the thugs turns up an assortment of glass vials and bottles from Elvyra's house, three Daggers, two pairs of Knuckledusters, and a total of 10 shillings.

If asked about her kidnappers, Elvyra will say that they were working for someone in Altdorf who wanted her to do something she definitely didn't want to do. Beyond that she refuses to explain anything. She is happy to be free though, and polite enough with her thanks.

If the adventurers ever return to Weissbruck, Elvyra and Liza are gone, moved to a new town under new names.

A NEW CAREER

If the adventurers succeed in rescuing Elvyra, she will willingly train anyone who wants to become a Charlatan or Apothecary, and Characters may enter those careers for 100 fewer XP than it would typically cost. She can also introduce any suitably qualified adventurer to the town's Physician. Other opportunities for training and advancement are at your discretion. Elvyra knows a wide variety of people in Weissbruck, and some may agree to provide an adventurer with training.

You can decide how long any training takes, depending on your group's preferred play style. It might be a week before any adventurers can use a new Career, or a new Career can be available for the next play session.

THE BOUNTY HUNTER

The adventurers may decide to spend some time inquiring in the riverside inns for Bengt, Gurt, and Willi, the three thugs hired by Adolphus Kufstos to attack their barge on their last visit to the town.

At your discretion, and with some **Average (+20) Fellowship** Tests and a little bribery, it will be possible to track the three labourers down as they are quite well known on the docks. The Test will be **Challenging (+0)** or harder if the adventurers are suspiciously pushy or hostile.

Three or four failed tests should mean that the labourers hear about the adventurers' inquiries and decide, not unreasonably, to disappear. Armed people asking questions are usually trouble, after all.

If the adventurers pursue their quarry, the thugs lead them a merry chase around and through a variety of warehouses and inns. Use the Pursuit rules (**WFRP**, page 166) and make the adventurers sustain a series of successful Tests to keep up with the trio. You can keep the chase going for as long as your Players enjoy it, adding complications to reflect the fact that the labourers are on their home ground.

NEWS AND RUMOURS

The following information can be learned as the adventurers travel from Weissbruck to Altdorf, and in the capital itself. As always, you can choose news to fit the person speaking to the adventurers, or roll randomly. Don't worry if the adventurers hear a rumour more than once. Repetition shows that lots of people are talking about a particularly interesting or important topic. Feel free to word things differently or to change minor details if you want.

Two more coaches have been ambushed on the way into Altdorf in the last two weeks! That's terrible! The Emperor hasn't done anything so far, but some of the city's adventurous young nobles are talking about an expedition to clear the roads of bandits and mutants. Good for them! Despite the brave talk, though, no one is recruiting in the capital yet.

A friend of a friend (or a third cousin by marriage) works at the Temple of Sigmar, and says that the witch hunter Fabergus Heinzdork met with the Grand Theogonist about his destruction of the nearby village of Teufelfeuer. You can change what is heard next as you like, but according to what was 'o'er'heard by my sister's cousin-in-law's third brother's friend', the witch hunter said that:

- The villagers were all horribly mutated, and were seen eating human flesh!
- One of the villagers had a birthmark that looked like a symbol of Chaos. Imagine that!
- The mother of a village maiden tried to prevent the witch hunter from having his way with her daughter, and her neighbours supported her.
- Heinzdork overheard a local folk song with a verse about Taal and the changing of the seasons. Obvious that Taal meant Tzeentch, the — gulp! — Changer of the Ways! Couldn't be clearer, could it?

Emperor Karl-Franz has not been seen in public for a few weeks. He's supposed to be ill, but the palace is saying nothing.

The Emperor's edict on mutants is unpopular. Everyone knows about mutants! Everyone! And everyone knows they're a right menace!

Crown Prince Wolfgang Holswig-Abenauer, the heir to the Imperial throne, remains at Castle Reikguard. Everybody thought he would hasten to the palace at the first word of the Emperor falling ill. Again, you can choose a reason why this is the case.

- He is a mutant and dare not show himself in public.
- He is waiting for the Emperor to die, and using the time to bribe Electors and hire mercenaries.
- He is afraid of being assassinated by someone. He has rivals, you know...
- He has the same disease as the Emperor. In fact, he infected the Emperor. Or the Emperor infected him. Or both were infected by a (whisper it) secret conspiracy. Each informant will also name a different disease.

The river wardens and excisemen are becoming more corrupt by the day, levying non-existent taxes and stealing anything that takes their fancy. Petitions have been sent to the Emperor, but he hasn't done anything yet.

Crown Prince Hergard von Tasseninck has been killed while on an expedition in the Grey Mountains. He was the only son and heir of Grand Prince Hals von Tasseninck, the ruler of Ostland. Some of them that were with him came back raving about beastmen using guns! Have you ever heard such tripe!

The Grand Prince of Ostland blames Grand Duke Gustav von Krieglitz of Talabecland for his son's death. He says that an assassin working for the Grand Duke murdered his son. Gustav has long had designs on the Ostland forests. Everyone of consequence knows that.

People have started arriving in Altdorf from the north. They say they were persecuted in Middenland for their Sigmarite faith. Some even report that two chivalric orders have been involved in the religious violence. The Ultrican Templars of the Order of the White Wolf, and the Knights Panther, the elite guard of the local Elector! Fighting! What is the world coming to?

Merchants in Marienburg are re-labelling Bretonnian brandy as 'Produce of Sudenland' in an attempt to dodge the import embargo imposed by the Emperor's excisemen.

If it looks like the adventurers are having a hard time, remember that thuggish types rarely have too many friends, and that a bystander will always point the adventurers in the right direction. No one is going to be too upset if Bengt, Gurt, and Willi get a bit of a thumping... or worse.

Capturing one or more of the labourers allows some questions to be asked, but without many helpful answers. 'The boss man' paid in cash; he might be an Altdorfer, they didn't ask about his business with the adventurers, they 'just did a job, y'know... that's all. Bit o' fun and a larf.' Kuftsos was a very recognisable figure. The adventurers can find plenty of dockside innkeepers and bar patrons who remember him. However, he never spoke to a Weissbruck local about the business that brought him there.

WEISSBRUCK TO ALTDORF

There is a toll of 18/- to take a boat into the Weissbruck canal, or 2 GC for barges over 12 ft wide. The alternative to paying is a journey down the river to Carroburg, then back up the Reik to Altdorf. This is approximately three times as far as the canal trip.

It takes three days to get from Weissbruck to Altdorf by canal, which is peaceful, with a regular river patrol presence. The chances of any attack are almost nil, but at your discretion the journey can be punctuated by hazards and human encounters. The 'River Life of the Empire' section of the **Death on the Reik Companion** is a good place for inspiration. The adventurers will get a chance to practise their boat handling skills and become used to a waterway life in this comparatively safe and controlled environment.

ALTDORF

The Empire's capital looms above the dock, vast and full of promise. Though they may not know it, the adventurers are pressed for time, and can't explore the fabled city any more thoroughly than when they were on the way to Bögenhafen. However brief, their visit this time will not be uneventful.

A Routine Check

A river patrol boat stops the adventurers while they are approaching Altdorf. The crew are friendly and not very thorough, so any hidden contraband goes undiscovered. The check should serve to make the adventurers feel uncomfortable. If they are carrying anything illegal, have the river patrol come close to discovering it. Encourage the adventurers to find a way to distract their visitors.

One of the river patrol crew is, however, a Purple Hand agent. He stares suspiciously for a moment at the adventurers and particularly at 'Lieberung'. He says nothing and goes about his business, avoiding further contact with the adventurers. As soon as the patrol boat reaches docks, he reports the sighting to his superiors in the cult.

The river patrol captain will take a statement from the adventurers about how they came into possession of the boat. Depending on how much trouble you want to make for your adventurers there are a couple of ways of dealing with their salvage. The captain can issue them a Writ of Salvage giving them legal title to the boat and its cargo. This costs 5 GCs. He can, if they are in any way evasive, direct them to the Harbourmaster's Court on the dockside. In this case, the adventurers can look forward to two or three days of bureaucratic delays, paperwork, and (even higher) documentation fees.

In the Market

If the Characters have not yet managed to find a buyer for the wool on the boat, shortly after mooring they will be approached by a Herr Hohenzoll. This merchant drives a hard bargain, and will offer them 10 shillings per sack of wool, but can be haggled up to 2 GC per sack by anyone who makes a couple of **Hard (-20) Charm** or **Haggle** Tests. Hohenzoll wants to do business, but he isn't a charity. You should encourage your adventurers to spend some of this money on equipment. They will certainly need it later on in the adventure!

Wanted!

The adventurers may be apprehensive about entering Altdorf after the young noble's murder during their last visit. They won't know that the real culprits have already been caught and hanged. Wanted posters accurately describing two of the adventurers and offering a 10 GC reward are still posted around the docks, and in many of the surrounding villages.

While they are in the city there is a 20% chance per day that someone will report the adventurers and claim the reward. Perhaps someone stares at them in the street, then hurries away. A six-man Watch patrol arrives later to arrest the adventurers and, if they don't bribe or bluff their way out, they will spend three days in a damp, lice-ridden cell. Their captors release them when it comes to light that the case is solved. However, it's quite possible that some of their gear mysteriously goes missing while they are incarcerated. This is your opportunity to remove one or two items that are a little too useful to the Characters.

If and when the adventurers next visit Altdorf, the wanted posters have disappeared, pasted over with new announcements. There is no further danger from the Watch over that incident.

Keeping Tabs

The Purple Hand has been expecting the adventurers to arrive in Altdorf, as they were tipped off by their agents in Weissbruck when the adventurers' boat left town.

While the cultists are watching the docks, this time they do not attempt to make contact. Instead, two low-level cultists tail the adventurers night and day, trying to learn what 'Lieberung the Magister Impedimentae' and his companions are doing. When the adventurers leave Altdorf, the cultists will hire a small boat and follow them.

Twice each day you should make a secret **Challenging (+0) Initiative** Test using the highest Initiative value among the adventurers, and grant a +10 bonus to any Character with the *Sixth Sense* Talent. Make the Test when the adventurers stop for the night and when they resume travelling in the morning.

If the adventurers spot the cultists, you should give them a brief description. The cultists should make an **Average (+20) Intelligence** Test to realise that they have been spotted. They will then do their best to evade any fight with the adventurers. If the Test is failed, they will walk straight into any ambush set by the Characters.

If the cultists are captured or killed, the only information that the adventurers will find is a note (Handout 3 below). Do not worry if the cultists in Weissbruck failed to pass on the purple palm. Your Players will be mystified as to what is going on. Let them come up with all kinds of entertaining theories as to the nature of the note's 'purple palm'.

The shadowing continues, using replacements for any cultists killed, until the adventurers are confronted in Kemperbad.

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 dicited 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

Pursuing the Kidnappers

If the adventurers didn't rescue Elvyra Kleinstun and have rushed to Altdorf in the hope of saving her, they are going to be disappointed. The pharmacist has vanished, and there is no chance of finding one person hidden in a city of this size.

Of course, news of the adventurers' inquiries could reach the ears of Alberich Hollzauber, the daemonologist. He might take steps to silence them using hired thugs, a summoned daemon, or some other means. He is always careful to shield himself from any unpleasantness, though, and the Players may never learn his name. His hirelings are paid in cash through intermediaries. All anyone knows is that someone of wealth and power paid well to be rid of the adventurers.

Training and Advancement

Altdorf is a vast city with inhabitants from all walks of life. If the adventurers can gain the right introductions, they will be able to find training in almost any Skill. They will also find instructors to prepare them for any required Career change.

As at other times during this adventure, you can handle training in whatever way suits your group's playing style. Bear in mind that staying too long in one place takes away the sense of urgency that should be driving the adventure forward.

A Familiar Face

As the adventurers leave the city for the second time, one of them (you can pick one at random) will catch sight of an oddly familiar face.

Boarding a coach at the Four Seasons depot near the docks is Ernst Heidleman, the 'Physician's Student' they met at the Coach and Horses Inn. They travelled with him at least part of the way to Altdorf some time ago (see **Enemy in Shadows**, page 22). The adventurers' boat passes fairly close to the coach on the dockside. Heidleman looks out from the coach window and makes accidental eye contact with one of the adventurers before hastily ducking out of sight. The coach pulls away before the adventurers have time to stop it. If you want to be particularly dramatic, a cloud crosses the sun just at that moment...

Heidleman is a member of the Red Crown cult. His superiors have ordered him to go to Grissenwald and help another cultist, Etelka Herzen the wizard, to organise an expedition into the Barren Hills. He and the adventurers will meet again.

RESOLUTION

REWARDS

Beyond any points you offer for good roleplaying and clever ideas at the end of the session, XP should be awarded for the following:

- ☠ 40 points for securing the abandoned river boat.
- ☠ 50 points for rescuing Elvyra.
- ☠ 15 points for calming down Liza.
- ☠ 15 points for tracking down Kuftsos's thugs.

NON-PLAYER CHARACTERS

THE BOAT ATTACKERS

Rightly or wrongly, the Empire's population of mutants are shunned from society. While some simply seek to hide themselves away, many turn to violence — either to survive, or to punish the society that abandoned them.



TENTACLED MUTANT (BRASS 0)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	55	30	35	55	40	45	25	25	30	25	16

Traits: Amphibious, Armour 1, Corruption (Minor), Mutation (Enormous Eye), Night Vision, 2 Tentacles +7

Skills: Dodge 55, Melee (Brawling) 65



THE MUTANTS (BRASS 0)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	35	41	31	44	31	32	33	40	27	14

Traits: Corruption (Minor), Mutation (see below), Weapon +8

Skills: Dodge 41, Swim 53, Melee (Basic) 55

☠ **Winged Mutant** - Hidden in the trees
Additional Skills: Ranged (Crossbow) 45
Traits: Flight 60, Ranged (Crossbow) +9
Trappings: Spear, Crossbow

☠ **Beak-Face** - On the Barge
Traits: Beak (Bite +7) **Trappings:** Sword
 5 Wounds remaining

☠ **Furry** - On the Barge
Traits: Fur (Armour 1) **Trappings:** Club
 6 Wounds remaining



THE BOAT SURVIVOR, RENATE HAUSIER

A very independent and self-reliant young woman, Renate is often mistaken for a Strigani. She favours brightly coloured, heavily patterned clothing, and usually wears a red headscarf over her raven-black hair, with two large gold hoops hanging from her ears. Renate is naturally cautious (the Players may have another word for her), and has a healthy aversion to danger. She will always try to find some non-violent way out of danger, such as bluffing, hiding, or running away. She loves travelling and seeing different places, and it was this, rather than any particular love for adventure, that 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.

RENAME HAUSIER, HUMAN VAGABOND,
FORMER BOAT-HAND (BRASS 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	31	26	35	38	34	45	37	37	40	42	13

Skills: Charm 54, Consume Alcohol 45, Dodge 50, Endurance 42, Entertain (Storytelling) 47, Evaluate 40, Gossip 51, Haggle 57, Intuition 39, Language (Bretonnian) 40, Melee (Basic) 34, Outdoor Survival 42, Row 43, Sail 57, Stealth (Rural) 52, Swim 43

Talents: Doomed (*Lives Shall be Saved at the Cost of Thine Own*), Fisherman, Flee!, Night Vision, Resistance (Disease), Rover, Strong Back, Strong Swimmer, Tinker, Very Resilient

Traits: Weapon (Knife) +5

Trappings: Blankets (4), Iron Pots (2), Knife, Lantern, Pack, Pins (300), Purse (containing 3/6), Reels of Coloured Ribbon (3), Rope (10 yards), Small Knives and Forks (12), Tinderbox



THE PHARMACIST'S GIRL, LIZA SAUBER

Liza wears a simple smock and goes about barefoot. She is very fond of Elvyra, and will do whatever she can to help her.

LIZA SAUBER, HUMAN CHILD (BRASS 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	28	31	25	27	33	35	31	28	32	35	7

Traits: Small

Skills: Dodge 40, Gossip 60



THE RED BARN KIDNAPPERS

KIDNAPPERS (3) – HUMAN THUG (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	30	40	35	35	35	30	25	30	25	13

Traits: Weapon (Club) +8, Weapon (Dagger) +6, Armour (Leather Jack) 1

Skills: Consume Alcohol 40, Cool 35, Dodge 40, Evaluate 30, Intimidate 45, Melee (Basic 45, Brawling 45), Stealth (Urban) 40

Talents: Criminal, Menacing

Trappings: Club, Dagger, Leather Jack



THE MISSING PHARMACIST

In her late 30s with light brown hair and dark-blue eyes, Elvyra has an engaging, outgoing personality. Beneath her glib exterior lies a penetrating mind with a great enthusiasm for drugs, herbs, and other medical preparations.

She can talk shop all day and most of the night, and is always delighted to make the acquaintance of anyone with similar interests. However, she tends to regard physicians as stuck-up bookworms with little practical knowledge and followers of Verena as simpering idiots with more faith than intelligence, so any such Characters must show that they are truly interested, and preferably knowledgeable, before she warms to them.

Elvyra has lived in Weissbruck for the past two years. Originally from Altdorf, she moved not long after she decided that there was more money in fleecing people than in manufacturing and selling genuine medicines — although she still provides the real thing to her neighbours and anyone else she likes. The characters will probably have met her in Bögenhafen.

ELVYRA KLEINESTUN

HUMAN MASTER APOTHECARY (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	31	24	27	53	59	36	69	65	64	62	18

Traits: Prejudice (Bookish folk), Weapon (Dagger) +4

Skills: Bribery 72, Charm 82, Dodge 41, Drive 74, Consume Alcohol 73, Cool 74, Endurance 58, Entertain (Acting 72, Storytelling 77), Evaluate 75, Gamble 70, Gossip 90, Haggle 80, Heal 85, Intuition 79, Language (Classical 80, Guilder 70), Leadership 67, Lore (Medicine 80, Plants 80, Reikland 70), Melee (Basic) 34, Perception 74, Secret Signs 75, Sleight of Hand 51, Trade (Apothecary 89, Poisoner 89)

Talents: Blather, Coolheaded, Concoct, Craftsman (Apothecary), Criminal 2, Doomed (*A sister thine, shall unleash a crime*), Etiquette (Criminals), Fast Hands, Field Dressing, Master Tradesman (Apothecary), Luck 2, Pharmacist, Read/Write, Resistance (Poison)



THE CULTISTS

All the Purple Hand cultists have some item of clothing that is purple: a tunic, cloak, belt, or something else. After three or four cultist encounters, begin making secret **Challenging (+0) Intelligence** Tests for the adventurers to spot this purple theme. Also, every cultist has a small purple tattoo of an open hand, somewhere on their bodies. Although the cultists have a variety of occupations which provide them with suitable cover stories, they all have a number of Skills in common, that are listed below. In addition, they have whatever non-combat Skills are consistent with their cover and the situation in which they are encountered.

PURPLE HAND CULTIST (???)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	30	30	30	30	30	30	30	30	30	25	12

Traits: Weapon +6

Skills: Secret Signs (Purple Hand); other Skills at GM's discretion, according to cover.

Trappings: Purple Hand Tattoo, Some Purple Item of Clothing, others at GM's discretion.



THE RIVER PATROL

The river patrol boat has a crew of 2+D10 River Wardens, which includes one Captain. They are typically serious individuals who take their duties seriously, but tend to treat fellow Riverfolk with fairness.

RIVER PATROL CAPTAIN – HUMAN SHIPSWORD (SILVER 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	43	51	30	40	28	27	30	31	43	14

Traits: Armour (Mail Shirt and Helmet) 2, Weapon (Sword) +9, Ranged (Pistol) +8

Skills: Athletics 35, Charm 46, Cool 40, Dodge 39, Endurance 35, Haggle 48, Intimidate 61, Intuition 48, Leadership 55, Lore (Reikland 35, Riverways 41), Melee (Basic) 57, Perception 48, Ranged (Blackpowder) 55, Row 61, Sail 42, Swim 64

Talents: Fearless (Wreckers) 2, Hatred (Wreckers), Pilot, Sea Legs, Strong Swimmer 2, Waterman

Trappings: Grappling Hook, Helmet, Lantern & Oil, Mail Shirt, Pistol (with 10 shots), Uniform, Shield, Sword,

RIVER PATROL CREW – HUMAN RIVER RECRUIT (SILVER 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	30	40	30	30	30	35	30	30	25	13

Traits: Armour (Leather Jack) 1, Weapon (Sword) +8

Skills: Dodge 35, Melee (Basic) 40, Perception 35, Row 45, Sail 35, Swim 45

Talents: Very Strong

Trappings: Leather Jack, Uniform, Sword

CHAPTER 2



ALTDORF TO KEMPERBAD



Red Crown cultists play a major role in the next four chapters, although the adventurers will directly interact with them only rarely. However, you will need to keep track of where the cultists are, and in particular how and when they encounter the adventurers.

THE SCHEMES OF THE RED CROWN

The Red Crown is a Cult of Tzeentch, and bitterly opposed to the Purple Hand: the servants of Chaos are, after all, rarely united. Where the Purple Hand is quietly gathering power and influence in high places, the Red Crown is dedicated to uniting the Old World's mutants and Beastmen into an army that is poised to attack from within. Among its members are Etelka Herzen and Ernst Heidleman.

The Red Crown's agents in Altdorf have recently, and unknowingly, replicated the research of Dagmar von Wittgenstein. They have learned that there might be large chunks of warpstone in the Barren Hills. Ernst Heidleman, whom the Characters encountered briefly in **Enemy in Shadows** (page 22), has been ordered to visit Grissenwald, near Nuln, and consult Etelka Herzen. She is the cult's leading expert on warpstone. By coincidence, she supplied a vital scroll to Johannes Teugen in Bögenhafen, and she wrote a letter the adventurers should have found among Teugen's papers.

TIMELINE

This timeline starts when the adventurers see Heidleman set out from Altdorf. The exact date is left blank, for you to fill in to fit your campaign. Subsequent events have been numbered by day, according to the mode of transport used and the distance travelled. You should feel free to alter these times to reflect your party's actual progress. A detailed schedule is provided to help you keep track of everyone's progress and position.

UNFORESEEN DELAYS

By the time the adventurers reach Black Peaks, Etelka Herzen must have left for the Barren Hills. From then on, the adventurers should follow her trail until they eventually catch up with her. If the adventurers spend a day or two at the Signal

Tower, the Red Crown cultists will have left Black Peaks by the time the adventurers arrive. If it looks as though the adventurers will reach Black Peaks before the timeline has Herzen and Heidleman setting out, you can use one or more of these delaying tactics.

- The adventurers' boat is damaged by accident, requiring them to spend one or two days at a riverside inn for repairs. The 'River Life of the Empire' section of the **Death on the Reik Companion** includes several suitable events.
- A river patrol boat stops the adventurers for an inspection (see A Routine Check, page 19). The patrol captain sees right away that the adventurers are not river traders, and interrogates them about their backgrounds, how they came to possess the boat, where they are going, and why. Each answer from the adventurers leads to several more questions, and by the time the patrol captain is satisfied (or bribed sufficiently) a whole day will have passed.
- Ahead of the adventurers, a large trading boat has run aground to partially block the river, and has then been rammed by a second boat. Traffic is backed up in both directions, and it will take at least half a day before the adventurers' boat can get past the obstruction.
- The river passes through a series of ravines, and recent bad weather has caused a landslide. The river is impassable until the blockage is cleared away. The river patrol are working with a gang of labourers and a couple of Dwarf engineers. It will be two days before a channel is clear unless someone helps with magic or gunpowder.
- The Red Crown has ordered Herzen and Heidleman to meet up in Kemperbad rather than Black Peaks. They set out for the Barren Hills on Day 9 rather than Day 17. The events of Days 8–15 are ignored, and the rest of the timeline is moved up by six days.
- After the failure of their expedition to the Barren Hills, the cultists spend longer in Kemperbad than the day or two given in the timeline.

WHAT ABOUT DELBERZ?

In the original campaign the pre-generated Characters came from the small town of Delberz. After the drama at the Red Barn, they had an opportunity to return there. One of their group, Wanda Weltschmerz the wizard's apprentice, could return to her mentor's house to complete her training as a Wizard.

Hieronymus Blitzen, the mentor, can be found in the Appendix of this book. He can now be placed wherever you need. This makes

him a far more useful resource, and he can act as a mentor to any eligible adventurer. The heroes in this version of the campaign are all Player-generated, and could be from anywhere: the chance of Delberz being their home is very remote.

Of course, Characters who have an attachment to Delberz are welcome to go there, but the plot of this adventure does not require them to do so.



MEETINGS WITH THE RED CROWN

The Signal Tower (page 27) is an ideal location for a confrontation with the Red Crown cultists. This happens when the adventurers return there with the sixth key after exploring the Barren Hills. However, the adventurers may run across the cultists at some other point in time. Here are the most probable occasions.

Between Kemperbad and Grissenwald, Day 13 – 15

If the timeline continues without changes, the cultists will be travelling north to Kemperbad by road at the same time as the adventurers are travelling south from Kemperbad to Grissenwald by river. There is a chance that a sharp-eyed adventurer will recognise Heidleman riding along the bank. He will be in the company of a lady and a couple of pack horses. After being recognised in Altdorf, though, Heidleman is cautious, and has taken to wearing a broad-brimmed hat that hides much of his face. A **Hard (-20) Perception** Test is required to spot him, although you can allow a +10 bonus for any Character with the *Sixth Sense* Talent if you wish.

When Heidleman sees that he has been spotted, he and his 'lady friend', Herzen, will spur their horses to a gallop and be gone before the adventurers can reach the bank and disembark. The close encounter, however, should serve to pique the adventurers' interest.

Kemperbad, Day 15 or 16

If the adventurers waste no time in Grissenwald, there is a small chance that they might reach Kemperbad before the cultists have departed. Kemperbad is a small town, but it is possible for the two parties to miss each other. If Heidleman saw the adventurers on the river (above), he persuades Etelka that steps need to be taken. She pays a couple of dockside thugs

to look out for the adventurers' boat and set fire to it at night. If necessary, refer to The Bounty Hunter's Plan in **Enemy in Shadows** (page 46).

This attack, and the Watch inquiry that will follow, should delay the adventurers by anything from a few hours to a full day. If the attackers are captured, all they can say is that a 'nice lady hired us to discourage an over-eager lover from bothering her', further muddying the waters for the adventurers.

Between Kemperbad and the Devil's Bowl, Day 17 – 23

The River Stir is narrower than the Reik, but it is still a major waterway and traffic moves freely along it. If necessary, you can use one of the ploys above to make sure the adventurers do not catch the cultists before they have reached the Barren Hills.

The River Narn becomes considerably narrower and faster as it rises toward the Barren Hills. Working a boat upstream against the current is a slow business. Half normal speed is good progress. The cultists will be able to travel faster on horseback.

The Devil's Bowl, Day 20 – 24

This could be a good time and place for a showdown, especially if the cultists have reached the conclusion that the meteorite is not here. If the Characters are strong combatants, the situation could turn into a three-sided fight between the adventurers, the cultists, and the Skaven.

Brunhilde's ghost (pages 59 & 63) might join the adventurers if they need reinforcement, as she recognises the nature of the cultists. She could scare off any hired thugs quite easily, leaving the adventurers to deal with the two wizards. For extra reinforcements and drama, she might clear the rock fall from The Cave of the Dead (page 60) with an impressive gesture. This



allows the four skeletons to enter the fight under her command. A normal ghost could not do such a thing with normal skeletons. The manner of their deaths, and the presence of warpstone, have given the undead strange and unexpected powers. They also have a thirst for vengeance and hate the followers of Chaos...

Between the Devil's Bowl and Kemperbad, Day 24–29

An encounter in this section could work well, but will be less dramatic than a confrontation at the Devil's Bowl or the Signal Tower. If the party needs reinforcements, the conflict could take place near the village of Unterbaum (page 57) or the Inn of the Roaring Falls (page 57). Some of the more able NPCs in either location could help out. A mutant or two, recruited in the warpstone-irradiated hills, can be added to the Red Crown expedition if the adventurers' party is strong.

Between Kemperbad and the Signal Tower, Day 29–36

Again, an encounter during this period can work well, but it lacks the drama of a confrontation at the Signal Tower. For a really dramatic conclusion to the chase, it might be preferable to have the two groups miss each other in Kemperbad. The adventurers then reach the Signal Tower first and the cultists arrive at a suitable later time. Alternatively, some of the tricks mentioned above could be used to delay the adventurers so that

they find the cultists in control of the Signal Tower, with the surviving Dwarfs held prisoner.

THE TIMELINE

The next part of the adventure revolves around the actions of two groups of people in different locations. Although the Players don't know it yet, they are racing against Red Crown cultists. It may not seem much like a race, as travel is only ever as fast as the nearest horse or riverboat, but keeping track of events in the timeline will make your life as a GM a bit easier. There are long distances to cover, secrets to reveal, and not a lot of time for the Players to do either.

The 'Day' column is effectively a clock, measuring the progress of the cultists in obtaining the last key needed to get into Dagmar's secret library beneath the Signal Tower. A game aid has been included at the back of the book to keep track of your party's location. If the Players dawdle or delay too much, or get side-tracked by other events, you can inject a hint that they are wasting time by having a cultist or two watch them from a distance. This monitoring becomes more overt as Heidlemann moves towards his goal. If the Players are sluggards, then you should feel free to rearrange matters so that Heidlemann has the sixth key as he arrives first, rather than second, at the Signal Tower. The adventurers are then in a chase to prevent him reaching the secret library.

ON THE TRAIL OF THE RED CROWN

Day	Location/Event
1	Heidlemann leaves Altdorf by coach.
3	Heidlemann arrives at Grünburg.
4	Heidlemann leaves Grünburg by coach.
7	Heidlemann arrives in Kemperbad, crosses the Reik by ferry, and spends the night in the town.
8	Heidlemann leaves Kemperbad by coach.
11	Heidlemann arrives at Grissenwald, and goes immediately to Black Peaks.
13	Herzen and Heidlemann leave Black Peaks on horseback.
15	The two 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 for the Devil's Bowl.
23	They reach the Devil's Bowl.
24	Realising the meteorite is long-gone, they depart in frustration.
26	They re-cross the rivers above Twin Falls, losing a horse in the process...
29	...and arrive back in Kemperbad.
31	After a short rest in the town, the group heads north in search of Dagmar von Wittgenstein's observatory.
36	The cultists arrive at the Signal Tower, preferably just after the adventurers do.

Heidlemann travels south alone
 ...joins Herzen and travels north
 ...then on to Dagmar's observatory

JOURNEY TO GRISSENWALD

The adventurers' journey from Grissenwald and Black Peaks takes them up almost 270 miles of the River Reik. Once again, you are free to enliven the journey with hazards and encounters as desired. There are also some landmarks worth mentioning.

CASTLE REIKGUARD

As the adventurers travel up the Reik from Altdorf, they will pass the towering fortress of Castle Reikguard. This commands the point where the River Teufel flows into the Reik, bringing traffic to the capital from Grunberg, Auerswald, and Übersreik.

The castle's battlements are thick with guards in shining plate armour, and cannon barrels can be seen poking through the crenels. Commoners are not admitted within the castle. Enquiries at any of the nearby villages will reveal wildly contradictory rumours that the adventurers can pick up elsewhere. See News and Rumours, page 34..

THE SIGNAL TOWER

One of the Emperor's pet projects is the construction of chains of signal towers to give warning of any attack or other emergency. One chain of signal towers runs between Altdorf and Nuln. The adventurers pass a tower under construction a little way south of Castle Reikguard. From the river the characters can see the signal tower is being built on the remains of an older, partially ruined structure.

Perched on top of the tower is wooden scaffolding, with stanchions, ropes, and pulleys. All over this confused-looking mess swarm a number of short, bearded, tool-wielding figures. Clearly, work on the structure is not finished yet.

HITCH-HIKERS

It is not necessary for the adventurers to stop at the signal tower on their journey to Black Peaks. However, they should return after they have been to the Barren Hills, as the key they will find in the hills opens the secret library beneath Dagmar's ruined observatory.

As their boat rounds a river bend near the tower site, the adventurers see two Dwarfs waving frantically from a small wooden landing stage close to the construction works.

When the boat comes within earshot, the adventurers hear cries of: *'Oi! Give us a lift! We can pay!'* One of Dwarfs holds up a bulging purse.

If the party shows no signs of stopping, the Dwarfs leap into a small rowing boat and row out toward the boat, shouting, *'Hey! Wait! Wait! You've got to take us!'*

They will not be able to catch up, however, and will soon be left behind unless the adventurers decide to stop.

If the adventurers stop for them, the Dwarfs clamber hurriedly aboard, introducing themselves as Thingrim and Belegol, Dwarven engineers 'to the gentry'. They are in a great hurry to leave and want to go to Altdorf or Nuln, or as close as they can get. They can be haggled up to twice the usual fare, or –/6 per mile.

Before the adventurers have a chance to question the two Dwarfs, another one comes running down to the bank. She is somewhat overweight and gasping for breath, her face almost as red as her voluminous breeches. Thingrim and Belegol fall silent as the newcomer arrives.



She glowers at them and points at the half-finished signal tower, wheezing as she speaks:

'Unless (gasp!) you want to be blacklisted (wheeze!) with every dwarf in the Empire (splutter!) you'll get back to the site NOW!'

With a look that is a mixture of apology, embarrassment, and appeal, the pair of dwarfs disembark and trudge back up the bank.

Gradually recovering her breath, the newcomer introduces herself as Aynjulls Isebeard, Master Artisan and foreman in charge of the construction of the Emperor's signal tower. Clearly the task has not been a pleasant one. Her eyes are red-rimmed with dark rings beneath, and a permanent frown furrows her brow. Aynjulls apologises for Thingrim and Belegol, whom she claims are simply 'overworked', but she does not look to be in any great hurry to get back to work herself.

DAGMAR VON WITTGENSTEIN

The original tower on the site was built as a small observatory about 120 years ago by Dagmar von Wittgenstein, a dilettante wizard and astronomer. This choice of remote location, far from the family's castle at Wittgendorf, was deliberate. The family's social position was secure, thanks to an Imperial Charter from Empress Margaritha in 1979 for unspecified 'services to Imperial security'. Dagmar had his own reasons to keep his research away from prying eyes. The observatory was protected by various magical means, and its location was kept secret even from the rest of the family.

Some years later, Dagmar stumbled across an ancient tome of astronomical records in which the following passage (dated 2302) attracted his attention:

In this two thousandth, three hundredth and second year of our Empire, on the night of the ill-omened Hexenstag, Morrslieb did shine with a Greene and Unnatural Lighte, and its Shape was as if it bore a Grinning Countenance of Most Horrghle Appearance.

The Heavens were filled with a Greate Number of Shootinge Stars and some of these did seem to fall upon the Ground which groaned under their assault. Again, during the Night of Geheimnistag Morrslieb was Dominant in the Sky, and the Firmament was Criss-Crossed with a Tracery of Shootinge Stars.

Being Forewarned by the earlier events of Hexenstag, I was able to trace the course of a particularly large Shootinge Star, which seemed to issue from Morrslieb itself. According to my calculations, the Star must have fallen to earth in the Uplands of Talabeelande, near the Head-waters of the River Narne.

Others would have regarded this as an astronomical curiosity, but Dagmar had recently finished translating an ancient scroll written in the arcane language of daemons.

One passage read as follows:

This calls for wisdom. The time shall come when the enemies of Chaos shall relax their guard; looking out from their fortress, 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.

Dagmar realised immediately that the meteorite mentioned in the astronomical records must actually be a piece of the moon, Morrslieb. Checking his histories, Dagmar learned that the hills around the headwaters of the River Narn had come to be known as the Barren Hills sometime around 2302. This date coincided with the record of the meteorite's fall and a major Incursion of Chaos. Concluding that the meteorite must possess great power, Dagmar set off for Kemperbad, where he raised a small expedition to journey into the Barren Hills.

According to legend, the expedition never returned. In fact, once he had located the meteorite, Dagmar slew the others and made his way home by a circuitous route to cover his tracks, with the chunk of warpstone safely stored in a lead-lined casket.

Unfortunately for Dagmar, he did not live to reap the fruits of his labours. One of his cousins, Hermann, known to chroniclers as Hermann the Mad, strangled Dagmar in a rage because his relative had refused to let him see the contents of a certain casket. In the customary manner of noble houses, the family covered up the murder. Hermann was confined in an outer tower of the castle, and quietly erased from memory. The strange casket and its deadly contents were also never mentioned again. So things remained until Lady Margritte, Dagmar's great-great-granddaughter, found his books and learned of the stone...

The Ruinous Powers, however, have also recently discovered its existence. Red Crown cultists and the Skaven ratmen are determined to possess it for their own terrible ends.

Over the years, the observatory tower has fallen into partial ruin, but some of Dagmar's original protections are still in place. They include a powerful ghoul and five zombies, which are responsible for the deaths, disappearances, and paralysis afflicting some of the Dwarfs working on the site. There is also a set of magical keys without which it is impossible to access the observatory.

If the adventurers try to strike up a conversation she can tell them:

I run a crew of twelve engineers. All good, solid dwarfs until this job. We were hired in Altdorf six weeks ago, with an Imperial Commission to build this signal tower as specified.'

It seemed like an ideal site. Good visibility to the next towers up and down the chain, and this ruin is sound enough for a foundation.

Nothing went right from the start. There were accidents and injuries. And mind, these aren't blockheaded manlings — no offence — but trained and seasoned dwarfs. They'd no business slipping off scaffolding and dropping hammers on each other. Then they started falling sick, with no cause anyone can find.

'We carried on regardless. Contracts have been signed, after all. But five days ago the disappearances started. Two more vanished only last night, leaving six of us, including me. The rest of the crew's asking for danger money now. Some think the place is an accursed elven burial mound. Or something worse. Them two favours the "something worse" thing.

'We're falling woefully behind. But... I gave my word and the tower must be finished on time. I'll take any help I can get. I'll pay good money for good work. What do you say?'

Aynjulls can be haggled up to 6/- per person per day, plus 5 GC payable when the signal tower is complete (which will take seven more days). She will also pay the bonus if the mystery of what has been happening to her workers is solved.

She has a diagram (Handout 4) which she will show the adventurers to explain how the signal tower works.

If the adventurers decide to help, keep track of how much time they spend at the tower. This will affect the timeline (page 24) which tracks their movements and those of the two Red Crown cultists.

OUTSIDE THE TOWER

The wall is made from blocks of a black, shiny and completely featureless mineral. Breaching this wall is impossible without specialised siege or engineering equipment. Aynjulls will reluctantly agree to create a hole if the adventurers insist. This takes a couple of hours, and Aynjulls will worry all the time that it will compromise the tower's stability.

The secret doors are completely indistinguishable from other sections of the wall, even though there are obvious paths that come to a dead end at a blank wall where the doors are hidden. The doors open automatically if the ghou's key (see The Magical Keys) comes within 1 yard, and close again when it is further away.

THE MAGICAL KEYS

There are three types of magical keys associated with the tower. The *Detect Artefact* Talent will hint that each of the keys has a magical aura, but there is no clue as to what the keys do that's magical.

The first key is on a leather thong around the ghou's neck. This gives access to the observatory, either through the trapdoor in the floor of the signal tower or through the secret doors in the observatory's outer wall. These doors open of their own accord whenever the key comes within 1 yard of them, and close when it is more than 1 yard away. The key has no effect on any other doors. It is a rod of iron, 6 inches long and with a five-pointed star cross-section.

There are five other keys of the second type. These are carried by the five zombie guardians of the observatory (see page 37). These keys have a cross-section like a six-pointed star. Any one of these keys will open all of the observatory's internal doors, except the entrance to the secret library.

The third type of key needs to be recovered from the Barren Hills. This key, plus the five carried by the zombies, opens the trapdoor entrance to the secret library (see page 32). The library holds the vital information that will lead the adventurers to Castle Wittgenstein and the climax of this adventure!

A. The Signal Tower

The Dwarfs have managed to complete the bottom floor of the signal tower, which houses the signal fire and mirror. The wooden pylon with its signalling arms has yet to be added. Both the tower and its foundation, which is the ground floor of the old observatory, are surrounded by wooden scaffolding.

The floor of the tower is actually the ceiling of the observatory. It is from this room that the workers have disappeared. They were attacked by the ghou which entered from the observatory below through a secret trapdoor. Even if the Players suspect there is a trap door in the floor, they will not be able to open it from this side without the ghou's key.

If the adventurers decide to spend the night here, the ghou will attack in the small hours. The trapdoor opens noiselessly and the ghou springs into the room. The creature is so swift that no one can attack it until it is clear of the trapdoor and fully in the room. If, foolishly, no one is watching the trapdoor, no one knows of the ghou's presence until it attacks. The ghou attempts to flee back through the trapdoor if it has 2 or fewer Wounds remaining. In this case, the adventurers will have time to follow it, or to wedge the trapdoor open before it snaps shut.

The Observatory

The adventurers can enter the observatory (see The Observatory map on the page 31) through the trapdoor in the signal tower using the ghoul's key, or from the outside using one of the zombie keys. (See The Magical Keys, page 29).

All of the observatory's rooms are windowless and unlit, so the adventurers will require a light source. Leaving the trapdoor open provides enough dim light for those with the *Night Vision* Talent. The place has a musty smell and is shrouded in dust and cobwebs. It has clearly not been used for a very long time.

The Zombies

There are five zombies in the observatory. Three are in the library (e), one in the laboratory (c) and the final one in the study (d). Each carries a magical key that automatically opens any of the observatory's inner doors. Without a key, opening a door requires a **Hard (-20) Pick Lock** Test, SL 2.

The zombies are usually dormant, moving only to attack trespassers or to help one of their number who is under attack. A reinforcement zombie arrives on the second Round of combat, and another each Round until all five have appeared. The zombies will not attack anyone carrying Dagmar's staff (see page 32). They were enchanted by Dagmar so that they would not need a controller, and they do not suffer from the *Unstable* Creature Trait while they are within the observatory.

B. Entrance Hall

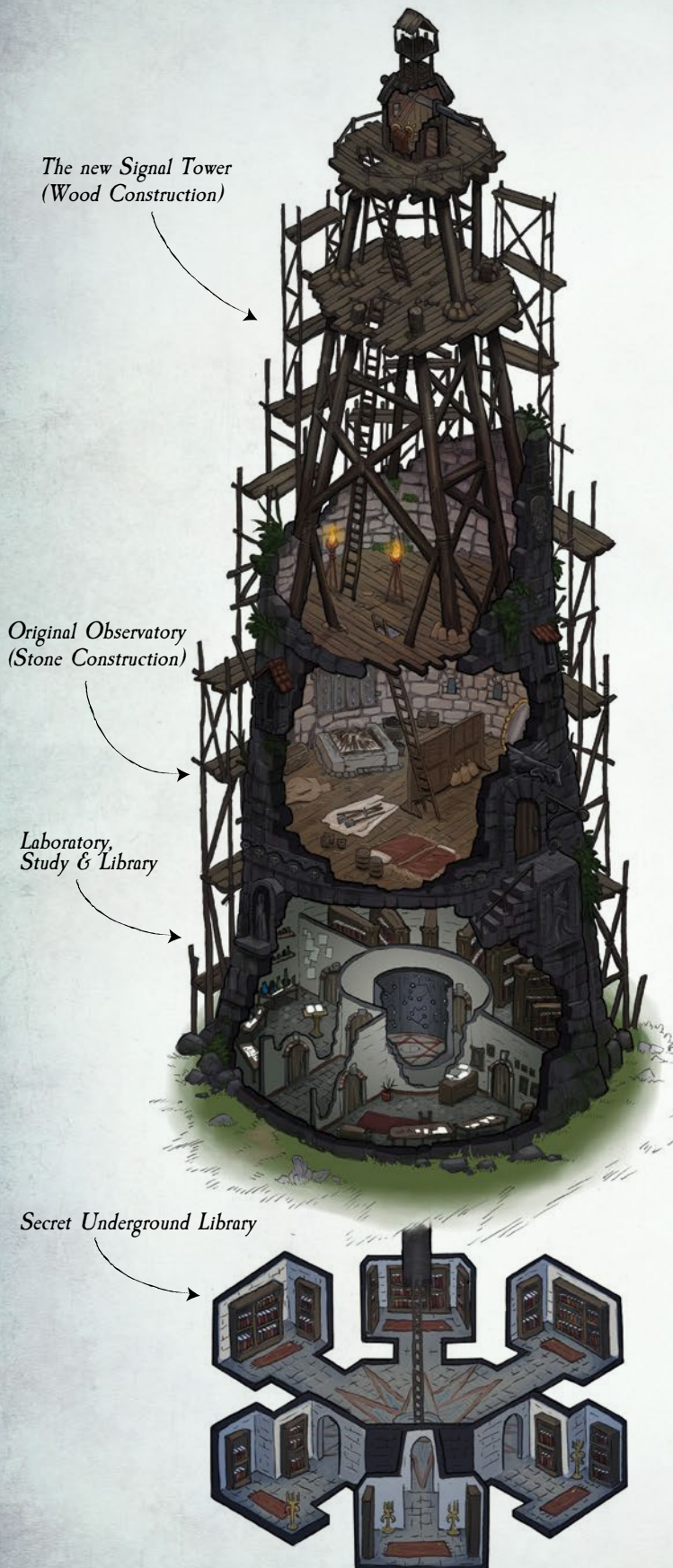
The hall is empty. Strange geometric patterns adorn the floor, walls, and ceiling. Obscured by years of dust, these patterns lend the room a strange aspect, giving the appearance of impossible, disorienting angles. All the doorways are covered in cobwebs, and dust falls from the ceiling as the adventurers pass through. When they first approach one of the doors, a mysterious and chilling wind will seem to rush past them. Any adventurer who fails a **Challenging (+0) Cool** Test will hear (or believe they hear) a ghostly voice whispering: 'Go back!'

C. Alchemist's Laboratory

A zombie stands in the middle of the room. It only moves if someone enters the laboratory or if a fight starts involving one of its fellows.

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

The book is hand-written in Classical language and has copious marginalia and multiple revisions. An appropriately skilled Character would take days to read it thoroughly. Studying it for a couple of hours reveals that it contains research into the summoning and control of skeletons, zombies, and ghouls.



A reader making a **Hard (-20) Research** Test will spot several, deliberately elliptical, references to warpstone. The information contained in the book can be studied in the same manner as a spell. It enables a wizard to control these types of undead, but not summon them. A pinch of powdered warpstone is required for each undead creature, which the wizard may then control as if they had cast a *Reanimate* Spell (**WFRP**, page 256).

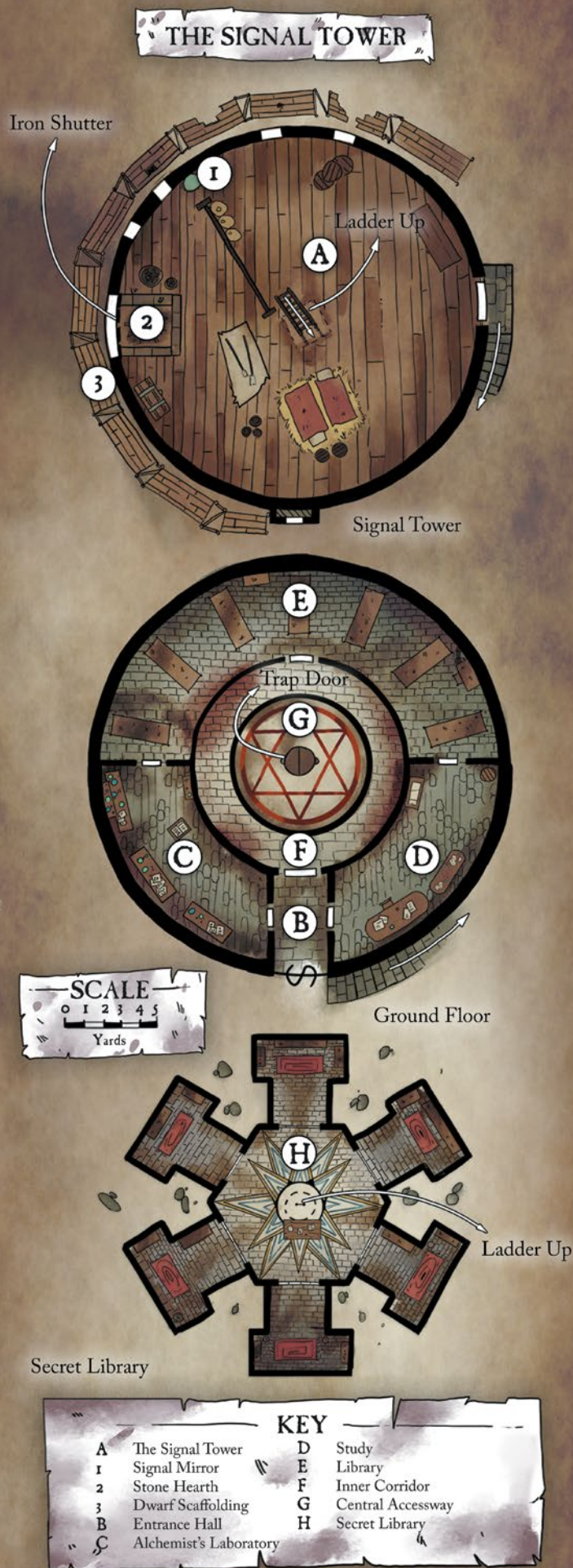
D. Study

This room is guarded by a zombie that will attack anyone not carrying Dagmar's staff (see page 32).

The room contains a large desk, a plans chest, and a drawing board. Various ancient portraits hang on the walls.

Opening the desk requires an **Average (+20) Pick Lock** Test (SL 2), or it can be smashed open with an **Easy (+40) Strength** Test. An adventurer smashing it open will get covered in ink. This is harmless, but there's no need to tell the Players that! Inside there are quills, bottles of ink (many dried up), and parchment. There is also a battered notebook with yellowing pages covered in complex calculations and notes written in a spidery hand. Anyone with the Lore (Magick) Skill quickly works out that the calculations are to do with the orbit of the Chaos moon Morrslieb. No test is necessary as the moon is mentioned several times in the text.

The plans chest has several antique maps showing various parts of the Empire, the Reikland, and the western marches of Talabecland in particular. Give your Players Handout 5 (below). All the maps have a number of intersecting lines carefully drawn on them. One intersection in the Barren Hills has been roughly ringed. Anyone who has grasped the calculations in the notebook and makes a **Difficult (-10) Intelligence** Test realises that the lines of the triangle trace Morrslieb's erratic orbit. You can allow a +10 bonus if anyone has advances in the *Navigation* Skill, or a second adventurer has the *Lore (Magick)* Skill. There is, however, no clue as to what the ringed intersection means.



The drawing board itself is empty. The portraits depict various members of the von Wittgenstein family, though they are not labelled. The adventurers will not know this if they have not yet visited Castle Wittgenstein. However, the family resemblance between the portrait subjects is clear: all have aquiline noses, high foreheads, and thick, bushy eyebrows.

Propped in one corner of the room is an ornately carved staff. Anyone with the *Detect Artefact* Talent will feel a strong aura coming from the staff. The zombies will not attack anyone carrying it.

E. Library

There are three zombies in this room, which is lined with bookshelves from floor to ceiling. The books are written in a variety of mundane, secret, and arcane languages. They cover many subjects, from alchemical treatises to 'novels' of a somewhat insalubrious literary nature. There is nothing of immediate use to the adventurers, but anyone making a **Challenging (+0) Evaluate** Test will find 2d10 books in the library that a book trader or collector would consider valuable. Their musty condition means that each is worth 1d10 GCs. You can include a couple of historical or religious books if you want to pass on some background information to your Players.

F. Inner Corridor

The inner wall of this area is made of 2-inch-thick steel. If no one taps the wall, this is spotted by anyone who makes an **Average (+20) Perception** Test. There are two 18-inch-long bars attached to the wall at waist height, one at each end. If any two adventurers push on these bars, the entire wall rotates so that a gap in this wall will align with the central accessway (area G, below).

G. Central Accessway

Note: the entrance from the inner corridor (area f) can only be opened and closed by two people in that area. If that entrance is closed and the adventurers enter through the trapdoor, they can only leave the way they came in.

The floor here is inscribed with a glowing hexagram, or six-pointed star. Anyone making an **Average (+20) Perception** Test will notice that there is a hole at each point of the hexagram. These holes are star-shaped, and the right size to accept the keys carried by the five zombies. Of course, one key is missing unless it has been brought from the Barren Hills. If all six keys are inserted into the hexagram the secret trapdoor in the floor will open (downwards). Anyone standing on the trapdoor must make a **Hard (-20) Initiative** Test or fall 3 yards into the secret library beneath. An **Average (+20) Athletics** Test will reduce the Damage taken (WFRP, page 166).

H. Secret Library

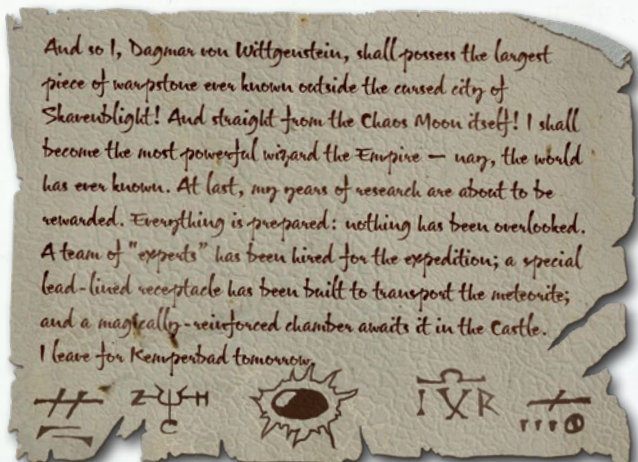
The corridors radiating from the central hexagonal chamber are lined with shelves containing books. These are on a variety of subjects, mostly written in Classical and Magickal, though some have marginalia in Reikspiel, Bretonnian, and Tilean.

For each hour spent examining the books, there is a 50% chance of turning up one of the following. Where a spell is marked as Arcane, the GM may choose which Lore it is from.

- ☛ A grimoire with one of the following spells (your choice): *Healing Light* (Light), *Blast* or *Push* (Arcane).
- ☛ A section of false book fronts conceals a Potion of Healing. This is a green, viscous liquid that smells of almonds, and instantly restores 1d10+2 Wounds when consumed.
- ☛ A torn grimoire page with one of the spells (your choice): *Aethyric Armour* (Arcane), *Mindslip* (Shadows), or *Mystifying Miasma* (Shadows).

A table in the centre of the library bears three large books. Two are ancient tomes: Sternschau's *'Astronomickal Records: Being A Guide of the Mysterious Phenomena of the Nighte Sky'*, and *'True Omens and Prophecies of the Seer Unserfrau'*. The books are open at the pages shown in Handouts 6 and 7 (page 28), respectively.

The pages of the third volume are filled with a spidery script in the Magick language. The title page may be translated as *'The Journal of the Year 2405, by the hand of Wizard Dagmar von Wittgenstein'*. The final entry is reproduced as Handout 8 (below), and it is the most revealing. This provides the adventurers with the final piece of information they need to lead them to Castle Wittgenstein, and the climax of the adventure.



THE SIGNAL TOWER

Veteran Players will already know all about the tower and its secrets, including the undead, the keys, and the books. You can make this location more challenging for them by making a few changes, like the following.

The iron rods worn by the undead are completely inert. Instead, the head of the ghoul, or its whole body, is required to open the trapdoor. The same goes for the five zombies. To open the trapdoor to the secret library, the right thumb of a zombie must be jammed into each hole at the star's points. The sixth thumb key is a zombie that replaces one of the Dagmar expedition skeletons (see *The Cave of the Dead*, page 60).

Neither the ghoul nor the zombies carry anything like a key around their necks. Instead, the keys are stitched into their stomachs. Anyone making a **Challenging (+0) Perception Test** will notice that the undead creatures have strange, crudely-stitched stomach wounds. You can allow a +10 bonus for anyone with the *Detect Artefact Talent*.

The books on the table in the secret library are closed, and are:

☠ *Esme Puddlefoot's Common Herbal* in Reikspiel. After reading the book, anyone who makes a **Challenging (+0) Research Test** gains a permanent +10 bonus to all Intelligence Tests connected to plants, herbs, and herbal preparations.

☠ *The Daemons Amonge Us* in Reikspiel. This book is so apparently authoritative, yet incredibly misleading, that any reader must make a **Challenging (+0) Research Test** or suffer a permanent -10 to any future Intelligence Tests involving daemons.

☠ *A Journey Through Bretonnia* in Reikspiel, is entertaining, but no significant knowledge will be gained by any reader.

The books with the handouts are on the shelves and it requires a thorough search to find them. For each hour spent searching, an adventurer can make an **Average (+20) Perception Test** to spot a book with a silk-ribbon bookmark indicating the handout page.



KEMPERBAD

There are no required encounters or events for the rest of the journey to Kemperbad, although you can use the River Life of the Empire section of the *Death on the Reik Companion* as a source of ideas for enlivening the journey.

THE TOWN

Kemperbad sits atop a 500-foot cliff overlooking the Reik, just north of its confluence with the River Stir. The Stir originally plunged over a mighty waterfall into the Reik, but the river has cut a narrow gorge into the cliffs. The waterfall has slowly moved upstream to its present location at the confluence of the Stir and Narn. The gorge of the Stir is crossed by a narrow rope bridge, and this makes the town all but inaccessible to southern road traffic.

Fortunately for commerce, a dock has been built on the Reik at the base of the cliffs. This is connected to the town by an ingenious system of lifts. There are baskets and platforms of varying sizes, suspended from huge block and tackle sets on Elven ropes, and all raised and lowered by counterbalances. The system is maintained and operated by Dwarven engineers. Remarkably, there has been only one fatal accident in the last fifty years. Some drunken young nobles tried to race each other to the bottom. The winner was too unwell to claim his prize.

Use of the lifts costs 2d per person on the passenger platforms (holding up to four average-sized individuals), and 2d per ten baskets or sacks of bulk cargo, or 30 encumbrance equivalent.

For the poor, the miserly, and the athletic, 1,111 steps are cut into the cliff in a zig-zag staircase to the town.

A ferry service at the docks provides the safest way to cross the Reik between Nuln and Altdorf. It connects the Great North Road to Grünburg and Altdorf. The ferry costs 2d per passenger, and 4d for a horse. The locals joke that this is a foot tax. The Four Seasons Coaching Line maintains a large coaching inn and staging post at the nearby village of Jungbach.

GOVERNMENT

Thanks to an Imperial Charter from Boris the Incompetent in 1066, Kemperbad is an autonomous trading town or 'Freiburg'. This means it is independent of the Reikland and answerable only to the Emperor. A Council of Thirteen governs the town. Its members are elected by the most influential guilds and families. The Emperor retains the right to appoint or dismiss any of the councillors, but has never done so.

Kemperbad has become very wealthy through trade, and all kinds of goods may be found here. It should be considered a City for item Availability (see *WFRP*, page 290).

In theory, the removal of any liege lord, and their accompanying tax demands, should reduce the cost of living. In practice everything costs about as much as elsewhere, as the town's council has simply increased local taxes and tolls. Therefore, Kemperbad is cleaner and better maintained than some other towns, as the council can afford to keep the streets in good order.

KEMPERBAD NEWS AND RUMOURS

The following information can be picked up in Kemperbad. As always, you can choose these, or pick something randomly. Not all of the rumours are true.

- ☠ People are whispering, with many a nervous glance, that something bad has happened to the Emperor. He hasn't been seen for a long time now. Perhaps too long...
- ☠ Crown Prince Wolfgang has not left Castle Reikguard for weeks. He must have the same affliction as the Emperor! (Each informant will give a different disease.)
- ☠ Crown Prince Wolfgang has not left Castle Reikguard for weeks! He must be plotting to seize the throne!
- ☠ The Emperor's mutant edict is suspicious. Why does he love mutants all of a sudden? Has someone close to him developed a mutation?
- ☠ The Grand Prince of Ostland is hiring mercenaries and levying troops for an attack on Talabecland. War could break out at any time.
- ☠ 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.' (These are failed 'experiments', thrown from Castle Wittgenstein's battlements.)
- ☠ River patrols have been recruiting wardens in all the towns between Altdorf and Nuln. Banditry and mutant attacks are threatening trade and the authorities have decided to act at last. Good thing too!

☠ The city folk of Altdorf are only getting stranger. Some merchants came from there a few weeks back and were insistent that Kemperbad used to be on the other bank of the river, and we must have up and moved it! City folk are all mad.

☠ Princess Isabella von Holswig-Schleistein, the Emperor's sister, hasn't been seen in public all year! Everyone knows this is because she had an affair with a peasant, a Priest of Sigmar, or a noble of low standing (each informant will confidently name a different paramour).

☠ Some down and out dwarfs over in Grissenwald have been causing trouble for half the town! You wouldn't catch any Kemperbad dwarfs acting like that – they don't get involved in the affairs of humans.

Rumours about Wittgendorf

Use these rumours in response to questions about Castle Wittgenstein, Wittgendorf, or the Wittgenstein family.

- ☠ Wittgendorf is an unhealthy place. All the villagers are simple, but 'that's what happens when too many relatives get married.' It used to be a thriving little town, but no one goes there now.
- ☠ Castle Wittgenstein has an evil reputation. No one has gone near the place for years. Village mothers use the name of the place to frighten their children to sleep, though. 'Behave, or the castle folk will come for you!'
- ☠ Castle Wittgenstein is a ruin. No one has lived there for years. No one comes, and no one goes.

ARRIVING IN KEMPERBAD

The adventurers are most likely to arrive at Kemperbad for the first time as they travel south along the Reik, heading for Grissenwald and Black Peaks. They are also likely to stop here again on the way to the Barren Hills.

During the day, the docks are bustling. Riverboats load and unload cargoes, and the 'lifts' to the town proper are in constant use. If the adventurers have a cargo to sell, or are looking to buy one, they couldn't have come to a better place!

In addition to trading, the adventurers may wish to find help in learning Skills or changing Careers. If the Players decide to take the time to do this, refer to Training and Mentors (page 140).

THE PURPLE HAND IN KEMPERBAD

The cultists of the Purple Hand are still tracking the adventurers, and are determined to apprehend the Character who they believe is their renegade Magister Impedimentae. His supposedly rich 'inheritance' is still to be acquired for the cult.

Shortly before the party leaves Kemperbad for Grissenwald, Lieberung's double, or another adventurer, is jostled in a crowded street. The adventurer feels a sharp tug at their hair. There is just time to notice a man dressed in purple disappearing into the crowd, but no chance to stop or follow him.

A lock of the Character's hair is gone! Nothing obvious will happen as a result, but the adventurers will have plenty of time to worry. For a typical cultist profile, see The Cultists, page 23.

RESOLUTION

REWARDS

Beyond any points you offer for good roleplaying and clever ideas at the end of the session, XP should be awarded for the following:

- ☠ 10 points for helping to complete the Signal Tower.
- ☠ 15 points for defeating the Ghoul.
- ☠ 25 points for defeating the zombies and recovering their keys.
- ☠ 50 points for accessing the secret library (Note: they will need the 6th key from the Barren Hills to do so).

NON-PLAYER CHARACTERS

THE RED CROWN CULTISTS



Etelka Herzen – Human Master Wizard

On the surface, Etelka is a friendly but reserved noblewoman of medium build, with shoulder-length blonde hair, and blue eyes. Underneath, she is ruthless in the pursuit of her aims, and deals harshly with any interference. In order to conceal her identity, she only uses magic when there are unlikely to be witnesses (or survivors). If confronted, she usually waits a Round or two before deciding to cast spells. Etelka's presence is unmistakable, for her corruption is slowly bubbling out of her. Her skin exudes a very pungent odour, which she masks with strong perfumes. The fragrance sometimes lingers behind her for as much as 15 minutes, and anyone entering an area that she has recently left will not fail to notice it.

Shadow the Cat

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

ETELKA HERZEN HUMAN MASTER WIZARD (GOLD I)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	42	27	29	30	49	40	28	56	52	31	13

Traits: Corruption (Moderate), Spellcaster (Chaos – Tzeentch), Weapon (Dagger) +4

Skills: Animal Care 59, Channelling (Tzeentch) 62, Charm 46, Cool 64, Dodge 46, Evaluate 64, Gossip 36, Intimidate 39, Intuition 59, Language (Battle) 60, Language (Bretonnian 59, Classical 67, Magick 69), Leadership 36, Lore (Magick) 68, Melee (Basic 52, Polearm 47), Perception 57, Ride (Horse) 45

Talents: Aethyric Attunement, Arcane Magic (Tzeentch), Attractive, Doomed (*Beware the Light!*), Instinctive Diction 3, Magical Sense, Petty Magic, Read/Write, Second Sight

Trappings: Dagger, Gold Earrings (10 GCs each), Gold Rings (2, worth 15 GCs each), Potion of Flight, Travelling Case, Wand of Onyx, 67 GCs,

SPELLS

Petty Magic: Dazzle, Drain, Eavesdrop, Light, Open Lock, Rot, Sounds, Warning

Arcane Magic: Aethyric Armour, Blast, Chain Attack, Dark Vision, Entangle, Flight, Mundane Aura, Teleport

Lore of Tzeentch: Treason of Tzeentch

TRAVELLING CASE

Etelka's case contains her personal possessions and dozens of vials of perfume. These are very small and may easily be mistaken for potions. There is a wide range of fragrances in the vials, although lavender and musk are Etelka's favourites, and make up the majority.

POTION OF FLIGHT

When drunk, this potion affects the drinker as a *Flight* Spell (WFRP, page 244). The effect lasts for 20 Rounds, minus the drinker's Toughness bonus.

WAND OF ONYX

This wand of polished, black mineral acts as a well of power. Once per day the bearer of the wand, when casting a spell of up to CN 5, can consider that spell to have been Critically Cast with Total Power (WFRP page 234). On doing so, roll 1d100. If the result is less than or equal to the CN of the spell, the wand shatters and is destroyed, dealing 1d10 Wounds to each Character within 2 yards.

SHADOW THE CAT

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	-	10	20	45	40	-	15	15	15	5

Traits: Bestial, Night Vision, Skittish, Size (Small), Stride, Weapon +5



Ernst Heidlemann

Ernst is a thin, lanky, weasel-faced individual with light-brown hair and a pasty complexion. He masquerades as a recently qualified physician in the employ of Lady Etelka, and maintains this deception by refusing to treat anyone but her. Ernst is quiet and reserved, seldom speaking, but is often 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, saving his powers until he can use them to the best effect.

ERNST HEIDLEMAN - HUMAN WIZARD'S APPRENTICE (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	39	31	31	23	32	29	27	47	39	29	10

Traits: Weapon (Sword) +7

Skills: Charm 34, Dodge 32, Evaluate 52, Gossip 32, Intuition 37, Language (Magick) 54, Language (Wastelander) 50, Leadership 32, Lore (Magick 51, Reikland 52), Melee (Basic 45, Polearm 43), Perception 37

Talents: Acute Sense (Smell), Doomed (*Thy Death Shall Go Unwitnessed*), Flee!, Petty Magic, Read/Write, Savvy

Trappings: Travelling Case (including personal effects and 8 Vials of a bright red liquid, a preparation for the alleviation of his Wasting Sickness), Sword, 33 GC, 15/3.

SPELLS

Petty Magic: Dart, Drain, Magic Flame, Purify Water, Shock, Warning

Wasting Sickness: Ernst suffers from a wasting disease, an affliction that is slowly eating away at his being. He has been supplied by his masters with a preparation to offset this affliction, and he carries the vials with him at all times. Without it, he loses 1 Toughness point every 12 hours, dying when his Toughness reaches zero.

THE DWARVEN ENGINEERS

Of the twelve Dwarven engineers who started work on the site under the leadership of Aynjulls Isembeard, only six now remain — and at least two of them seem determined to desert their posts.



Aynjulls Isembeard

Aynjulls usually wears an oil-stained leather jacket, bright-red breeches, and great hobnailed boots. Fiercely proud of her reputation for swift and reliable work, she can be a somewhat gruff and surly character. The continuing disappearance of her workforce has shaken her to the point where she is ready to try anything — even if it means asking for help from an Elf!

AYNJULLS ISEMBEARD - DWARF MASTER ENGINEER (SILVER 4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	41	42	33	42	38	20	54	48	52	20	16

Traits: Armour (Leather Jack) 1, Weapon (Hand Axe) +7,

Skills: Consume Alcohol 47, Cool 57, Dodge 25, Drive 30, Endurance 52, Evaluate 53, Language (Classical 58, Guilder 53, Khazalid 51), Leadership 26, Lore (Dwarfs 51, Engineer 58, Geology 53, Metallurgy 53), Melee (Basic) 44, Navigation 43, Perception 43, Ranged (Blackpowder 52, Engineering 52), Research 58, Ride (Horse) 25, Secret Signs (Guilder) 49, Trade (Engineer) 64

Talents: Craftsman (Engineer), Etiquette (Guilder, Scholar), Hatred (Greenskins), Magic Resistance, Master Tradesman (Engineering), Night Vision, Read/Write

Trappings: 3 GCs 4/-, Carpenter's Tools, Dwarven Engineers' Guild Ring (5 GCs), Hand Axe, Leather Jack, Stonemason's Tools

The Engineers (6) – Dwarf Engineer

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, although they try not to let it show.

THE ENGINEERS (6) – DWARF ENGINEER (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	40	35	30	40	30	20	45	40	50	20	16

Traits: Armour (Leather Jack) 1, Weapon (Hand Axe) +7

Skills: Consume Alcohol 45, Cool 55, Dodge 25, Drive 25, Endurance 45, Evaluate 43, Language (Classical 45, Guilder 45, Khazali 43), Lore (Dwarfs 43, Engineer 45, Geology 45, Metallurgy 45), Melee (Basic) 45, Perception 35, Ranged (Blackpowder) 40, Research 45, Trade (Engineer) 50

Talents: Craftsman (Engineer), Etiquette (Guilder), Magic Resistance, Night Vision, Orientation, Read/Write 2, Resolute, Sturdy

Trappings: Carpenter's Tools or Stonemason's Tools, Hand Axe, Leather Jack

THE UNDEAD AT THE OBSERVATORY



Ghoul Champion

One of the Wizard Dagmar's final experiments, this unfortunate creature has guarded its long dead creator's home for centuries. Preserved by foul sorcery and the occasional foolhardy rat, the Ghoul is ravenous for a more substantial meal.

GHOUL CHAMPION

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	60	-	45	40	40	35	25	20	40	5	16

Traits: Bite +5, Elite, Hungry, Infected, Night Vision, Venom (Difficult -10)*, Weapon +8

Trappings: A 6-inch-long iron key, resembling a 5-pointed star in cross-section, on a leather thong about its neck, Hand Weapon (Sharpened Tibia)

*PARALYSING VENOM

The Ghoul has been enchanted not only to bind it to the tower, but also to give its bite a unique effect. Rather than causing a Poisoned Condition, those afflicted by the Ghoul's venom gain the *Unconscious* condition instead. This lasts for 1d10 hours minus the victim's Toughness Bonus, to a minimum of 1 hour. Unlike the normal *Unconscious* condition, the ghoul's bite renders its victims immobile, but otherwise aware of their surroundings and exactly what is being done to them.



ZOMBIES (5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	-	40	40	5	10	15	-	-	-	16

Traits: Construct, Corrupted (Minor)Dark Vision, Fear 2, Painless, Regenerate*, Territorial (Tower), Undead, Unstable*, Weapon +7

*These Zombies are sustained by Dagmar's fell magic. They are not *Unstable* while inside the tower, and enjoy the *Regenerate* trait only while they are inside its walls.

Trappings: Each Zombie carries a 6-inch-long iron key — resembling a 6-pointed star at the cross-section — on a leather thong about its neck.



CHAPTER 3



KEMPERBAD TO BLACK PEAKS



The journey from Kemperbad to Grissenwald can be enlivened by random encounters if desired. There is always a chance that the adventurers will cross paths with the Red Crown cultists (see The Timeline, page 26), but there will be little chance of a confrontation. After several days the adventurers' boat reaches Grissenwald.

A GRISLY FIND

This is an optional encounter as the adventurers pass by Castle Wittgenstein on their way to Grissenwald. It serves to place the castle's location firmly in their minds without encouraging them to visit it right away.

On their journey, the adventurers should have heard rumours about Castle Wittgenstein and its evil reputation. This impression of wrongness is magnified when they see it for the first time. It broods ominously over the river, and passing boats hug the opposite bank, as watermen tell tales of maimed and mutated corpses they have seen floating down this stretch of the river. As the adventurers' boat passes beneath the castle's gloomy towers, the adventurers are hailed by a passing vessel. Its crew warn the adventurers to keep to the east bank, and direct their attention to something floating in the water.

Once human, the floating corpse now resembles a bloated fish. If the adventurers try to drag it from the water decaying limbs come apart, and the skin sloughs off exposing hideously rotted flesh. Anyone taking a close look at the body must make a **Hard (-20) Cool** Test to overcome a natural urge to vomit. Those who do so will notice the corpse's skin hangs in shreds, but there are fleshy, pink growths under the armpits, which look disturbingly like small, sucker-tipped tentacles.

If the adventurers do fish the body out of the river, the passing vessel will head away as fast as it can. Its crew will shout to the adventurers to stay away from them, and to throw the body back:

'It's another wretch from the castle! Who knows what diseases it has? And now you might have them, too!'

If the adventurers look like they are making for the castle to find out what happened to the grisly corpse, there are more shouted warnings:

'You're as good as hanged if you try! Them von Wittgensteins are lords and ladies, so do as they please! Folk say the castle is cursed, and the family along with it, and a plague will take anyone who goes near!'

Inquiring further along the river, the adventurers will hear similar stories from anyone who plies these waters regularly. This gruesome body is not the first to be found in the river below the castle, and some of them were in a worse state. Everyone knows there may be a curse on the castle dating back:

'from old Dagmar's time... one of the von Wittgensteins did something, and the gods are punishing the whole family and everyone around them.'

The point here is to create a sense of menace and foreshadowing. There are accounts to settle, but not quite yet.

GRISSENWALD

Grissenwald (Map 7) is a small settlement at the confluence of the Rivers Grissen and Reik. It is a favourite stopping place for riverfolk and boasts a number of wharfside inns. Asking about Black Peaks at any of the inns, the adventurers are told that it is a disused coal mine up in the hills, about five miles away. Anyone making a **Challenging (+0) Gossip** or **Bribery** Test will discover that:

- The mine used to be run by Dwarfs.
- Dwarfs are a bunch of worthless alcoholics.
- The Dwarfs sold the mine to a noblewoman from Nuln about three years ago.
- The Dwarfs used to be the town's main suppliers of coal.

Anyone making a **Hard (-20) Gossip** Test finds out that Etelka Herzen is the mine's current owner. She is described as a friendly, private woman who lives in a house near the mine and rarely visits the town.

A RUDE INTERRUPTION

While the adventurers are making enquiries, two drunken Dwarfs enter the inn. They are spoiling for a fight, and start insulting any strangers, including the adventurers. They will be particularly insulting to any Elf, but a Halfling or an obvious academic will do as a target.

'You smell something funny?'

'Yeah, it's the dead elf over there. They smell worse dead than alive.'

'It's moving. Can't be dead. Undead, maybe.'

'We can sort that.'

They will be favourably disposed to any Dwarf adventurers.

The innkeeper tries to calm the Dwarfs, and even offers free drinks if they don't cause trouble. The Dwarfs are relentless, and the adventurers can only escape their abuse by leaving.

A SHORT CUT

The journey takes the adventurers into the shadow of Castle Wittgenstein. Grogard Players may decide to bypass the following chapters and head straight there. There are ways to prevent this.

The first is to move Castle Wittgenstein and the village of Wittgendorf. When the party arrives at the location where the castle and village are marked on the map, they find a perfectly innocent village full of happy, healthy peasants, overlooked by a fine noble castle whose owners do not take kindly to being accused of consorting with Chaos. In this case, Dagmar's secret library (The Signal Tower, page 65) holds a family history which gives Castle Wittgenstein's actual location.

Another possibility is to have no visible way up the cliffs to the castle. Perhaps there is a landing stage, but no road leads away from it. Close investigation reveals a secret doorway, but this can only be opened with a magical password that is found in the family history, hidden in the secret library.

You may think of other possibilities, but the key idea is to make sure that the adventurers cannot reach Wittgendorf without first going to the Barren Hills and then returning to the Signal Tower.



If a fight does break out, the Dwarfs have no wish to kill anyone. They just want a decent recreational punch-up. If attacked, they pick up any improvised weapon that comes to hand: bottles, chairs and so on. Killing one or both Dwarfs will land the adventurers in a blood feud (see below) with their clan.

THE WATCH

After 6 Rounds of fighting a Watch patrol arrives at the inn. You can make the response time longer if your Players are enjoying the fight. The patrol consists of four watchmen and a sergeant. They try to break up the fight and, if no one has been killed, they take the Dwarfs away to sleep off their drunkenness in the cells. If one or both of the Dwarfs have been killed, the Watch sergeant warns the adventurers to make themselves scarce.

'Normally we'd run you in, but as this were self-defence we'll say no more about it. They came looking for a fight, picked the wrong folk. But I don't want you around here. These wasters have a lot of relatives and I don't need more headaches. Get out of town and stay out, or it'll be the lock-up for you.'

The patrol leaves, taking any Dwarf bodies with them. After the incident, the locals in the inn will start to complain:

'Murderous dwarfs! They ought to be rounded up, aye, and hung.'

If the adventurers enquire about the Dwarfs, they will learn more:

'Murderers, all of 'em. Nasty natures, your dwarfs. Anyways, they've burnt down three farms and killed every soul. Watch has done nothing.'

Other drinkers confirm the story. Three farms were recently attacked at night, leaving no survivors. Although no one saw the Dwarfs committing the atrocities, the culprits are obvious to the Grissenwald locals:

'Them dwarfs are spending coin like it's going out of fashion. They've come into money all of a sudden. Don't take no wizard to put two and two together.'

The locals are keen to warn the adventurers to stay clear of the Dwarf shanty town at the edge of Grissenwald. If you want, the locals will also provide some or all of the information from 'The Dwarfs of Grissenwald' on page 42.





BLOOD FEUD

If the adventurers killed either of the two Dwarfs in the inn, they are now involved in a blood feud. Every night, they are attacked by 2-5 Dwarfs. If the adventurers are careless enough to split up or go out alone, the Dwarfs will take full advantage. These attacks take place at any time when the adventurers are at a location with good escape routes for their attackers. The Dwarfs have no wish to run into other humans or the Watch.

The adventurers will be in the greatest danger if they venture into Khazid Slumbol while the feud is in effect. The whole population of the shanty town surround them, trying to look nonchalant while clumsily hiding hammers and other improvised weapons behind their backs. Only a complete idiot fails to notice the tension in the air. The adventurers have 3 or 4 Rounds to leave before a sudden cry rings out and the Dwarfs rush them.

There are 15 Dwarfs in the clan when the adventurers first reach Grissenwald. If the number of Dwarfs is reduced to six or fewer through fighting, the remainder mount a final, desperate, all-out attack, led by Gorim Greathammer. The adventurers can end this feud by proving that the Dwarfs are not responsible for the raids.

KHAZID SLUMBOL

More than two dozen Dwarfs live in this ramshackle collection of wooden huts. They were originally built well, but there has been little or no upkeep since. These Dwarfs are the last remaining miners, their money gone on drink.

Even if there is no blood feud, any Elf visiting Khazid Slumbol will be heckled, pelted with rotten vegetables, and generally made unwelcome. Humans get a better reception, though little more than sullen stares. A Character wishing to talk with Gorim Greathammer must make a **Hard (-20) Charm Test**. Elves have a further penalty of -50, while Dwarfs get a +10 bonus.

THE DWARFS OF GRISSENWALD

The Dwarfs came to Black Peaks from the Grey Mountains 30 years ago looking for gold. All they found was coal. They mined this for 27 years without finding so much as a speck of gold. When Etelka Herzen arrived and offered them money for their mine, the Dwarfs accepted gladly. They even agreed to build her a house — partially in gratitude, partially for the money.

Having taken the money the Dwarfs moved out of the mine, then began to wonder why Etelka wanted it so badly. They came to the completely erroneous conclusion that she knew there was gold in there, but had bewitched the mine to prevent them finding it. Humiliated, they began to drink more than was good for them. The money soon went, and the half-built settlement of Khazid Slumbol degenerated into a filthy shanty town. A few Dwarfs abandoned their pride completely and begged in Grissenwald, spending what little money they were given on yet more drink.

Everyone in town suspects that the Dwarfs are behind the raids on several outlying homesteads. No one has any proof of this beyond the suspicious coincidence that the Dwarfs of Khazid Slumbol seem to have come into some money recently. Just to make everyone else anxious, the Dwarfs are very close-mouthed about the money's source.

All this is common knowledge in the town.

In truth, the raids are the work of Goblins: allies of Etelka Herzen and the Red Crown. The Dwarfs will not talk about the source of their money because it is a deep and lasting embarrassment to the whole clan. Recently, their leader, Gorim Greathammer, sold his magical hammer to a travelling merchant and divided the money between the clan members. It was a foolish act, born out of shame, but the sale was the only way of raising money for his people.

AN AUDIENCE

If the adventurers manage to gain an audience with Gorim, they are led to a large wooden shack. While it looks just as run down as the rest of Khazid Slumbol, anyone making an **Average (+20) Perception** Test (Dwarfs get a +10 bonus) sees that it is of a better standard than the miserable huts surrounding it.

Being Dwarf-built, the door is quite low. Any Human or Elf will have to stoop to enter, and any Elf will be firmly kicked up the backside as they bend over.

Sputtering torches are placed around the walls and these fill the building with acrid-smelling smoke. The floor is covered with moth-eaten wolf skins and a couple of large moths take flight as the adventurers enter. The smoke is unpleasant and makes it difficult to see.

Adventurers will need to make a **Challenging (+0) Endurance** Test to avoid a coughing fit. The test can be repeated every Round until it is successful, but any Character who fails the test cannot speak and will only recover in the open air.

From the other side of the room a deep, commanding voice sounds. *'Well, come in and stop that coughing. Ain't you used to proper air?'* Through the gloom, the adventurers see Gorim Greathammer seated upon a stone throne, with 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 tricked out of it by Etelka Herzen, who is an evil wizard. *'She wanted our gold, you know. We knew it was there, but she bespelled the place so we couldn't find it. At last we had no choice but to sell. Little enough she gave us, to be sure!'*



This is untrue, but Gorim and the other Dwarfs are still convinced of it. Etelka paid them a good price for an exhausted coal mine, although the Dwarfs refuse to see it. *'She says it was a good price, and so do the other humans, but I tell you there's gold in that mine. We were robbed. Robbed blind.'*

The Dwarfs believe that the rumours about the raids were started by the local Humans to discredit them, and they are greatly offended by the accusations. If the adventurers suggest the Dwarfs might be responsible, they will be hustled out of Gorim's presence, and be lucky to avoid a beating into the bargain. If there is a Dwarf among the adventurers, that Character alone can make one **Difficult (-10) Charm** Test to calm the Dwarfs. If that fails the adventurers are ordered out of Khazid Slumbol, and every Dwarf in the shanty town gathers to chase them out.

If a fight breaks out in Gorim's 'hall' or anywhere else, Humans and Elves suffer a -10 penalty to all **Weapon Skill**, **Agility** and **Initiative** tests on account of the low ceilings and dreadful smoky atmosphere.

FRIENDS IN NEED

If the adventurers offer to investigate the raids, or present Gorim with evidence that proves the Dwarfs are innocent, their mood will change. From now on the adventurers are regarded with a grudging friendship. An adventurer who makes a **Challenging (+0) Charm** Test receives an offer from Gorim, and Dwarf adventurers get a +10 bonus on that roll. He will have up to five Dwarfs accompany the adventurers to Black Peaks, for a price. Initially he will ask for 2 shillings per Dwarf per day, but may be haggled down to 6d each.

The Dwarfs have their own reasons for wanting to go to Black Peaks, so this is a limited, rather than full, alliance. They may be accompanying the adventurers, but they are not going to take orders. They always try to kill Goblins on sight, taking no prisoners, and possibly ruining any cunning plan of attack that the party have conceived. If an opportunity arises, the Dwarfs are not above disposing of any particularly irksome or arrogant Elf adventurer through an 'accident'. Neither will they rush to the aid of an Elf in trouble during a fight with Greenskins.

THE OUTLYING FARMS

There are 14 small farms around Grissenwald, all within eight miles of the town. Each is home to a family group of 1D10+1 farmers, herdsman, labourers, and the like. The three farms closest to Black Peaks are now in ruins from recent attacks.

At the first farm the adventurers examine, they find a short sword, recognisable to anyone who makes a **Challenging (+0) Intelligence** Test as Goblin in origin. Anyone who searches the surrounding woods and makes a **Difficult (-10) Intuition** Test will find a Goblin corpse.

Making a **Difficult (-10) Perception** or an **Average (+20) Track** Test reveals tracks made by many small humanoids and wolves. A subsequent search at the other burned-out farms finds similar tracks without a need for further tests. At all three farms the tracks are too old to follow for more than a couple of hundred yards.

If the adventurers visit any of the inhabited farms they are greeted by the frightened occupants as potential saviours. Everyone they talk to knows that *'It's them cursed dwarfs! They'll kill us all! It's not safe here anymore. And why don't the road wardens do something?'* The farmers are utterly convinced the Dwarfs must be responsible: *'Where else could they have got money from, all of a sudden, like? Answer that one!'* Any Dwarf approaching an occupied farm is met by a hail of ill-aimed arrows. Dwarf adventurers get the same pointed greeting.



THE DWARFS EXONERATED

If the adventurers find the Goblin sword and the corpse in the trees they can automatically convince the Humans of Grissenwald, including the farmers, that Goblins are behind the raids and the Dwarfs of Khazid Slumbol are innocent. If the adventurers find only the sword and bring it back, their representative needs to make a **Difficult (-10) Charm** Test. If they have only seen Goblin tracks, then the representative must make a **Hard (-20) Fellowship** Test. Regardless of whether the Humans believe the adventurers, Gorim is grateful for their efforts. He may well offer the adventurers some Dwarven reinforcements. For the right remuneration, of course (see Friends in Need, page 43).

THE ATTACKS

The next Goblin attack occurs on the night the adventurers arrive in Grissenwald. Next day, the news is all over town. The fourth farm to be attacked was also not too far from Black Peaks, but no one has yet spotted a pattern. The map below shows a typical Grissenwald Farmhouse. The Grissenwald and Surrounds map (page 45) shows the remaining farms.

It is possible that the adventurers might want to help the farmers defend themselves. They are welcome to try such a plan, but they cannot protect all the remaining farms at once. There is no guarantee that the farm they choose to protect will be the next one attacked. The Goblins are clever and will avoid any farms that show signs of strengthened defences. Any group that includes a Dwarf will be unwelcome:

'He's just here to see what we've got! He'll report back to his chief and we'll be next for the chop! Mark my words!'

The Goblins attack every second night, so another attack takes place on the third night after the adventurers arrive in Grissenwald. The target will be the closest farm to Black Peaks that is still standing, and Goblin scouts can spot if a target is too strong to attack.

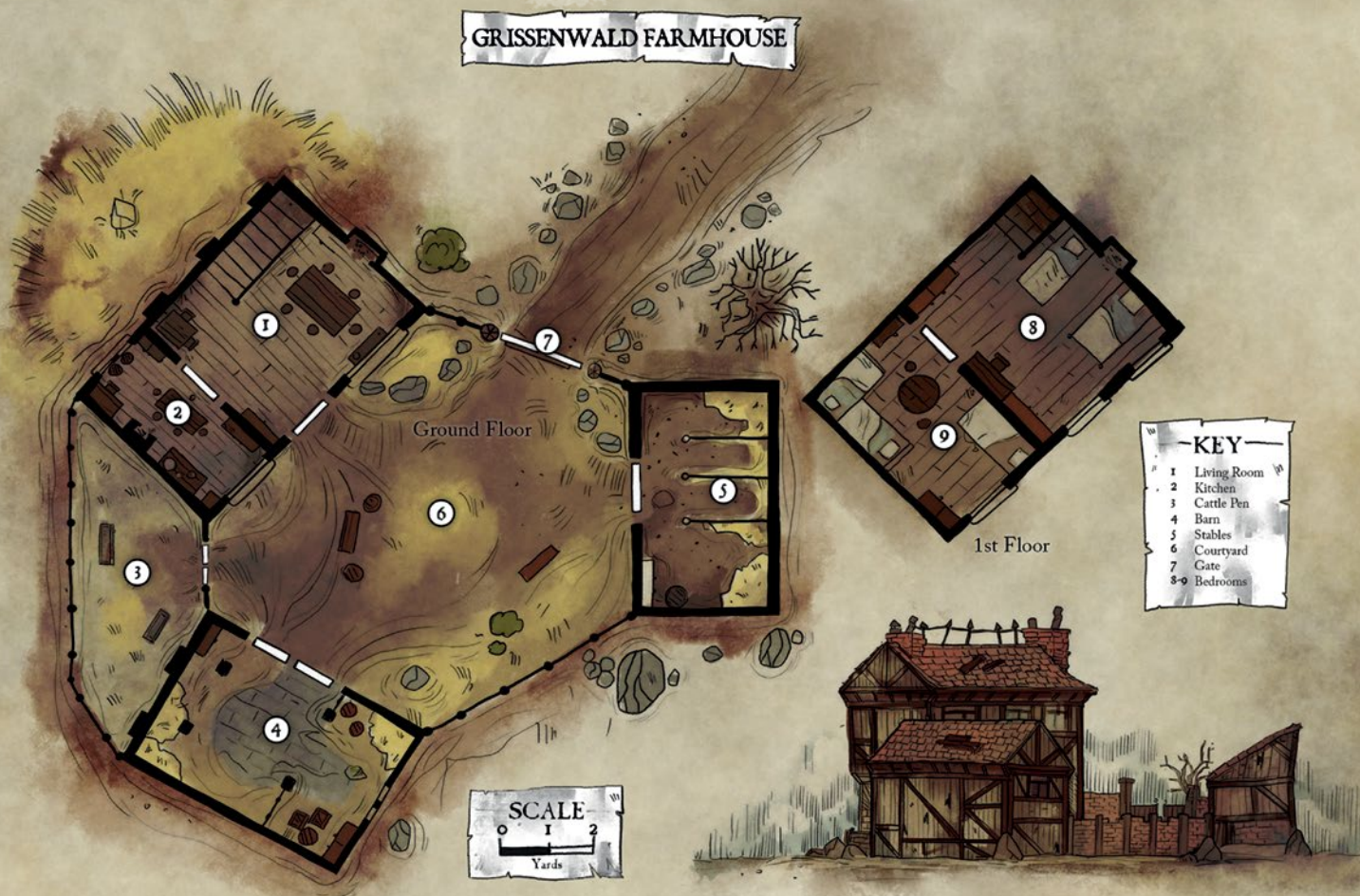
If you are feeling kind, the Goblins attack a farm where the adventurers are waiting for them. Otherwise, their tracks this time are fresh, and anyone investigating the attack can make a **Challenging (+0) Track Test** to follow them back to Black Peaks.

DEAD OF NIGHT

All is quiet until 1 o'clock in the morning, when wolf howls are heard in the distance. Over the next half hour the noise comes closer, until a group of Goblin wolf riders can be seen at the edge of the forest. Some are carrying torches.

In the first wave, eight mounted Goblins will leap the fences and throw their torches on to the thatched roofs of the wooden barn and outbuildings. Once these are alight, six more mounted Goblins and nine on foot attack the farmhouse. Their leader, a striking figure in a red robe, mounted on a large wolf, stays out of the attack, shouting orders, and occasionally waving his arms and chanting.

If more than six Goblins are killed, they break off the attack and flee to Black Peaks. Depending on how you think your party are doing, you can either have the farmers help the adventurers or run around like panicked hens.



GRISSENWALD AND SURROUNDS



THE JOURNEY TO THE MINE

After talking to the Dwarfs, or after noticing the pattern of attacks on farmsteads, the adventurers may decide to investigate the mine and Etelka Herzen's house. A rough trackway (see the map above) leads south out of the town toward Black Peaks, winding through the forest for about six and a half miles.

About a mile from the mine, the adventurers discover a Dwarf propped against a tree. He is ringed by four dead Goblins. The Dwarf is close to death himself, and has three Goblin arrows embedded in his chest. The Dwarf is Durak, a prospector from Khazid Slumbol.

'Gobboes!' he gasps. 'They're in the mine — lots of them. They're taking our gold!'

Durak passes out after delivering this message, and will bleed to death in 5 Rounds unless he receives treatment that restores at least 1 Wound.

A successful **Average (+20) Survival Test** or **Challenging (+0) Perception Test** reveals wolf tracks leading to and from the mine.

BLACK PEAKS

The track winds up a hill, and from the top the adventurers can see a grey stone building and the mine entrance. During the day, the area appears deserted, but at night there are lights in the windows of the tower and, depending on the time, possibly some activity around the mine entrance.

The mine at Black Peaks gets its name from the coal that it formerly produced. Etelka Herzen came here three years ago after leaving the university of Nuln. The Dwarfs had exhausted the mine, and accepted her offer to buy it along with the surrounding land. Etelka hired the Dwarfs to build her a tower, and after its completion they moved to Grissenwald and built Khazid Slumbol.

Etelka has made contact with the remnants of a tribe of Goblins who haunt the surrounding forest. The Goblins moved into the mine with their wolves, and performed various tasks for her. With Etelka away on a mission for the Red Crown, the Goblins have no one to stop them following their violent instincts, and Gutbag, their leader, has been organising raids on surrounding farmsteads.

THE OLD MINE



THE GOBLINS — DAYTIME

During the day Goblins are asleep at the following locations.

THE MINE		
Area	Goblins	Wolves
A	4	5
B	3	6
C	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 winding approach from the mine to the tower, but is often asleep. If the adventurers are careful, they may be able to catch most of the Goblins

napping. It will be much more exciting if Gutbag is ready when the adventurers enter his room, however. Noisy or careless adventurers are likely to alert the Goblins: they will yell out warnings, and other Goblins will converge on their position over the next 2D10 Rounds. The nearest Goblins will be the first to arrive, followed by those in the tower, and finally the Goblins from the mine.

NIGHTTIME

The Goblin raids take place on alternate nights, so if there was a raid the previous night, the Goblins will 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 at midnight in the area in front of the mine. Half an hour later they head down the main track towards Grissenwald. Any adventurers approaching the mine at this time will hear them coming and have time to hide before the Goblins reach them.

During a raid, 3–5 wounded Goblins are left at the tower, each with around half their total Wounds remaining. The raiders return at five o'clock in the morning: their wolves are allowed to run free, returning to the mine of their own accord later.

THE GOBLINS

Grognaard Players may think that they have saved the mine and its surrounding farms once the Goblins of the Twisted Maw have been defeated, and in the first edition of *Death on the Reik*, they would be correct. For an added surprise, perhaps the adventurers find that removing one problem has created another.

When Etelka Herzen bought the mine, she was convinced that the Dwarfs were right: there was gold there, somewhere beneath the stripped-out coal face. To help locate it, she summoned a powerful monster (an earth elemental, perhaps, or a powerful daemon). She ordered this creature not to eat her Goblin allies, and by camping in the mine they have effectively been keeping it contained there. Just when the adventurers are congratulating themselves on successfully completing this chapter, a wounded Dwarf flees the mine, with a terrible monster in pursuit.

If Etelka was right and there is gold to be found, the Dwarfs will be ecstatic – and so will the people of Grissenwald, who can look forward to a new era of prosperity... so long as the monster can be defeated, that is.

On the other hand, there might be no Goblins at all – just a hidden shrine to Chaos where the Dwarfs practice nameless and long forbidden rites. They never returned to the Grey Mountains, and Etelka never betrayed them over the mine. Instead, they were her willing accomplices, searching for warpstone beneath the earth and suffering mutation as a result.

Etelka may actually be looking after them, but they plan to use the adventurers to destroy her so they can take over the area without fear of her magic.



THE MINE

The Old Mine map (page 46) shows the layout of the mine. 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 woodworm: they can easily be pulled down with an **Average (+20) Strength** Test, trapping any Goblins inside. It will take them at least two days to dig their way out.

An old mine cart lies just inside the entrance, so badly rusted that it can only be moved by two Characters succeeding in a **Challenging (+0) Strength** Test each Round, or a single Character succeeding in a **Very Hard (-30) Strength** Test. When moving, its wheels squeak so loudly that every Wolf and Goblin in the mine is alerted. The three numbered chambers are used as sleeping quarters. They are extremely dirty and smelly, and have flea-ridden bedding on the floor.

CAVE-IN!

Conditions in the mine are damp and dark with a pervasive smell. As the adventurers enter, dust and grit falls ominously from the ceiling. Although there is no immediate chance of a cave-in, any fighting or other violent activity may cause one. Each Round of activity there is a 10% chance that the timbers supporting the roof will begin to collapse. This increases to 30% if blackpowder or other explosive weapons are used.

During the first Round of a cave-in, dust falls from the roof and the timbers creak ominously. This gets worse on the second Round. On the third Round there is a loud, reverberating crack and a broken beam sags down from the roof. On the fourth Round the roof collapses, blocking a 2-yard stretch of passage.

Anyone who retreats before the fourth Round will not be injured. Everyone still in the area when the roof collapses will suffer 8 Wounds, reduced to 5 with a successful **Challenging (+0) Dodge** Test. These wounds are reduced by Toughness Bonus, but not armour.



THE GOBLINS OF THE TWISTED MAW

The Goblins of the Twisted Maw are originally from the Grey Mountains, but this group left the tribe a few years ago rather than submit to a dominant tribe of orcs. Ever since, they have been hiding in the forest, competing with mutants and Beastmen for food and territory.

They regard Etelka Herzen with mixed feelings: contempt because she is a Human, fear because of her magical powers, and jealousy because of her house and possessions, and her freedom to do as she pleases. In her absence, they have been exploring her house and enjoying themselves in the surrounds.

GOBLINS OF THE TWISTED MAW (24)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	40	35	35	20	35	40	30	20	20	14

Talents & Traits: Accurate Shot 2, Armour 1 (3 with Shield), Afraid (Elves), Hardy, Hatred (Dwarfs), Infected, Night Vision, Ranged (Shortbow) +7, Weapon (Sword) +7

Skills: Melee (Basic) 35, Perception 30, Ranged (Bow) 50, Ride (Wolf) 45

Trappings: Leather Jerkin, Shield, Shortbow, Sword

GREAT WOLVES (15)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	55	-	35	40	30	55	-	15	15	-	12

Traits: Armour 1, Bestial, Night Vision, Skittish, Stride, Tracker, Trained (Mount), Weapon +7

ETELKA'S TOWER

The two-storey tower house, below, is made from slabs of stone and is of Dwarven construction.

GROUND FLOOR

The ground floor is paved with polished slabs of red stone. Light is provided by the window and by mirrors at the top of the stairwell. Each room has a two-way mirror which looks onto the stairwell. The mirror is reflective on one side and transparent on the other, which makes it ideal for observing the stairwell and allows light into the rooms. From the stairwell, only the mirrors can be seen; it is impossible to look into the rooms without opening the doors.

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 that time, the guard is more alert and is likely to see anyone who approaches.

2. Staircase — A stone staircase leads up to the first floor. Any Character on the stairs is clearly visible from any adjoining room through the two-way mirrors.

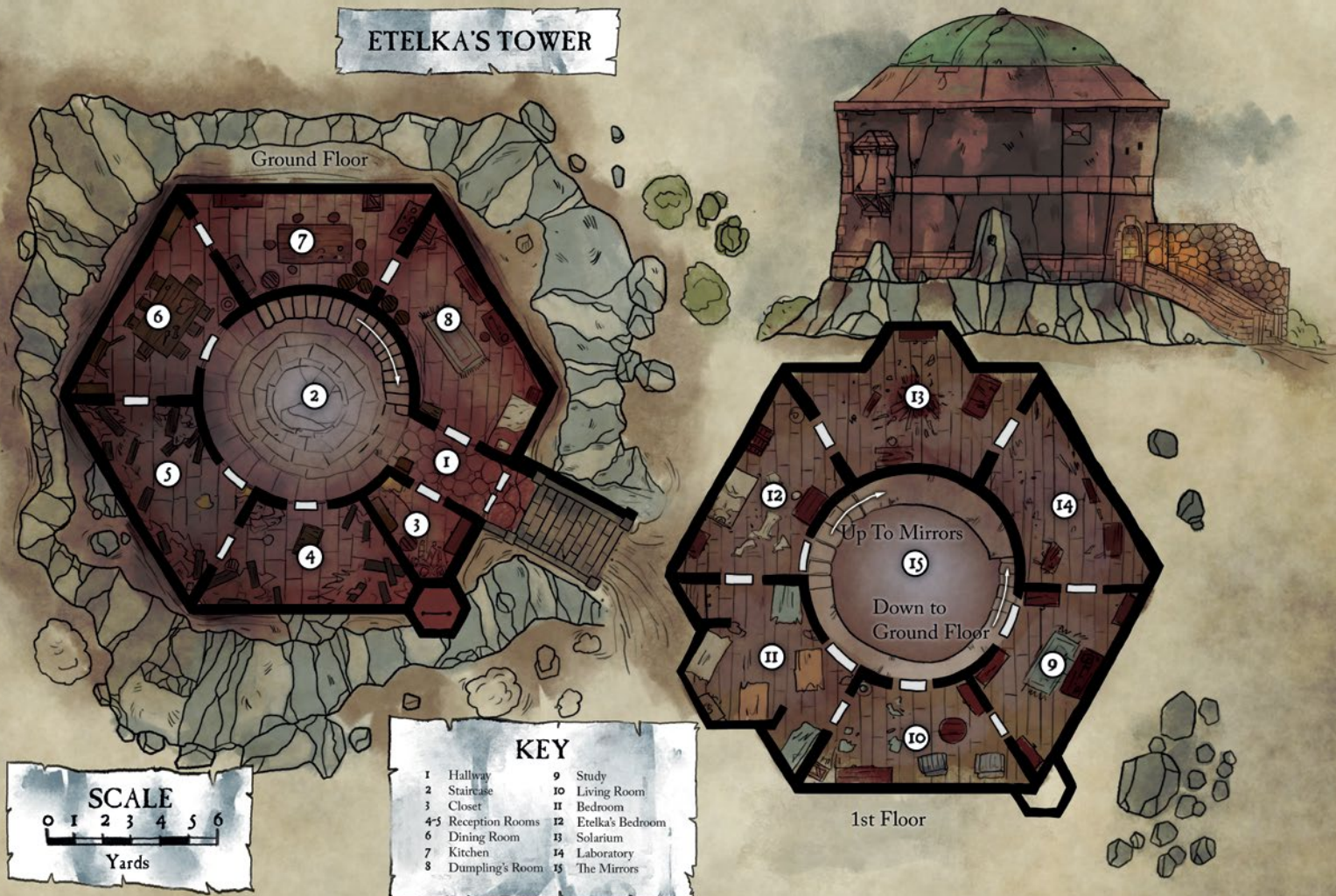
3. Closet — This contains cleaning equipment and a few Human and Halfling cloaks. It smells like a toilet, and has evidently been used as one by the Goblins.

Tied up in a corner are Gurda and Hanse, taken from their farm by the Goblins. They have seen their family, friends, and neighbours slain and eaten, and if freed they will attack the Goblins with no regard for their own safety (gaining the *Frenzy Talent*). If they survive, they will leave to rebuild their farm.

4 & 5. Reception Rooms — These rooms once contained fine, upholstered furniture. Subsequently, the Goblins destroyed every piece and turned the stuffing into crude, filthy piles of bedding 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 are four Goblins in each room unless the tribe is out on a raid.

6. Dining Room — A large wooden table stands in the middle of the room, surrounded by eight high-backed wooden chairs. Cabinets around the walls once contained silver and other dining ware, but their doors hang open and they are gouged and befoiled.



7. Kitchen — By contrast to the rest of the house, this room is still tidy. The height of the table and work benches are suitable for a Halfling. If the adventurers have entered the building undetected, Dumpling Hayfoot (page 53) will be working in here during the day. Otherwise, she is in her bedroom.

8. Dumpling's Room — If she has heard fighting in the house, Dumpling Hayfoot will be hiding under her bed, armed with a meat tenderiser (Improvised Weapon). If no one thinks to look under the bed, she may draw their attention by sneezing.

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 (Room 15) are also clearly visible.

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 visible hack marks, and there are splinters of wood on the floor. The Goblins' crude attempts at picking the lock have left a kitchen knife jammed in the keyhole, and the lock's mechanism is ruined. An **Average (+20) Strength Test** will knock the weakened door off its hinges, however.

Inside, a stuffed reptile as large as a horse hangs from the ceiling and a stuffed bear stands next to the door. Through 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. Among these is a grimoire containing the following spells: *Aethyric Armour*, *Flight*, *Blast* and *Dome*, all Arcane spells in a Lore of the GM's choosing.

A quill, an inkwell, and a few small sheets of parchment lie on the desk. The drawer is locked and contains a dark green, viscous liquid in an enamelled red vial (a Healing Draught) along with a letter addressed to Etelka Herzen (Handout 9).

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



If Ernst Heidlemann met Etelka in Kemperbad rather than coming here (see *Unforeseen Delays*, page 24), the letter orders Etelka to meet Heidlemann in Kemperbad, at the Half Moon Inn. It gives his name, a rough description, and a recognition code: she is to order a brandy and then refuse it, saying loudly that it is not Bretonnian.

10. Living Room — Gutbag has taken over Etelka's living room, and it is a mess. The furniture is badly stained, and ornaments lie smashed on the floor.

11. Bedroom — The Goblins have turned this room into a barracks. There are usually five Goblins in here.

MORE THAN JUST GOBLINS

Grogard Players may approach Black Peaks thinking that they will only be facing a few Goblins and a frightened Halfling cook. A few changes can help keep things fresh, without altering the adventure in any important way.

The Goblins may have a few Snotlings with them. Smaller and stealthier than other Greenskins, these little menaces can attack from concealment using spore weapons, or simply harass the adventurers by hurling dung.

Players who have encountered Gutbag before will be surprised if he actually manages to cast a spell. He will probably be surprised as well when he accidentally hits on the right combination of sounds and gestures, and a Dart Spell streaks toward the nearest adventurer. Try as he might, he cannot replicate the feat, and the

adventurers will never be able to discover any hidden magical item that enabled him to achieve it. Lacking magical training, the casting costs him 1 Wound, which is not reduced by armour or Toughness Bonus.



As for Dumpling Hayfoot, she may act the part of a respectable Halfling appalled by her mistress's carryings-on, but is that really the truth? Would she have stayed in such a disreputable household having learned the truth? Or is she secretly Etelka's accomplice as well as her cook, equipped with a few pinches of warpstone dust and ready to thwart the adventurers if she can? Of course, she will never do anything to arouse suspicion or put herself in danger. If she sees no alternative, she will continue to play the innocent and travel along with the adventurers until she sees a chance to escape with some of their most valuable magical treasures.

GUTBAG STOAT THROTTLER – GOBLIN LEADER

A little (very little) brighter than the average Goblin, Gutbag has been inspired by his acquaintance with Etelka Herzen, and has decided to become a wizard himself. He has no idea how to achieve this, but until he has a better idea he is copying her in as many ways as he can, even wearing her clothes, jewellery, and perfume. One of these strange habits must surely be the source of her power, after all.

Gutbag presents a comical sight. He wears a red ball gown of Etelka's that is at least two feet too long for him, and it drags on the ground and constantly threatens to trip him. His head is adorned with a glittering tiara. When confronting the adventurers, he waves his arms theatrically, chanting gibberish at the top of his voice. When nothing happens after a Round of chanting, he shrugs fatalistically, draws his sword, and charges.

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 wus forced into this ya know! We wus a nice 'n' peaceful tribe, nevva did any 'arm, didn't caws no trubble. But we wus picked on and forced outta da mountains by erm... trolls. Yeah! Big trolls it wus... Hey, if ya let us go, I wun' caws no more trubble.'*

12. Etelka's Bedroom – Etelka's clothes are scattered across the floor, mixed with Gutbag's extensive collection of finger bones. Stuck on a bedpost is a severed Dwarven head. Hanging on the wall is a picture of Etelka: if the adventurers have seen her on their journey to Grissenwald, they will not fail to recognise her.

A wooden chest lies against the west wall, which can be opened with a **Hard (-20) Pick Lock** Test, SL5. Gutbag keeps the key on a chain around his neck. Inside the chest are 28 Gold Crowns, 85 Shillings, 105 Brass Pennies and Etelka's silverware

GUTBAG STOAT THROTTLER – GOBLIN LEADER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	60	40	40	20	35	40	30	50	25	21

Traits & Talents: Accurate Shot 2, Armour 2 (5 with shield), Afraid (Elves), Elite, Hatred (Dwarfs), Hardy, Leader, Roughrider, Night Vision, Ranged (Shortbow) +8, Weapon +7

Skills: Melee (Basic) 55, Perception 30, Ranged (Bow) 70, Ride (Wolf) 45

Trappings: Key to the chest in area 12, Diamond Tiara perched on top of Helmet (9 GC), Red ball gown worn over Sleeved Mail Shirt, Helmet, Magical Shield (*Shield 2, Defensive, Undamaging* – see below), Shortbow, Sword

Magical Shield

Gutbag's shield was stolen from an ambushed Dwarf before the Goblins left the Grey Mountains. The shield is crudely painted with the Goblins' emblem, but the original device of a large dwarf axe can be found underneath. In addition to being a useful and sturdy shield, anyone wielding it gains +1 AP to all locations. When held by a Dwarf in good standing with their clan, the shield no longer counts as having the *Undamaging* Weapon Quality.

— 12 silver plates (1 GCs each), 12 knife, fork & spoon sets (2 GCs each), and one salt and pepper set (2 GCs). Loose among the coins are 18 silver rings (worth 2d10 x 10 silver shillings in total), 37 earrings (worth 4d10 x 10 silver shillings in total), and an assortment of half-empty perfume bottles.

A **Hard (-20) Perception** Test reveals a hidden compartment: turning one of the rivets at the bottom of the chest causes it to slide out. Alternatively, any Character who makes a close inspection of the empty chest followed by a **Difficult (-10)**



Intelligence Test will realise that the chest has a false base. In the secret compartment is a cloth bag containing a gold necklace (1 GC), a gold bracelet (2 GCs) and a silver ring bearing the device of the Red Crown (1 GC, or 2/- melted down).

13. Solarium – The windows in here have all been smashed, and the furniture has been used for firewood. The remains of the fire are visible in the centre of the room; a mixture of burnt woodwork and bones, some are animal, and some humanoid.

14. Laboratory – 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 are broken and charred. Marks on the floor show where other tables stood, but they have since been burned in the solarium (Room 13).

After Etelka left, breaking into her laboratory was one of Gutbag's first priorities. While examining the room and its contents, one of the Goblins caused an explosion which wrecked the room and blew him into the corridor.

The explosion released some captive Purple Mould, which now adheres to the underside of one of the benches. It releases its spores if a spell is cast within 5 yards. This fine purple dust covers a 5 yard radius, and clings to anyone it touches. Until carefully cleaned away, any spells cast also trigger a Minor Miscast, or a Major Miscast if a Minor one had already been caused. There is no way for a Character to know this will happen other than by casting a spell.

15. The Mirrors – The mirrors at the top of the stairwell direct light from the overhead window on to the one-way mirrors below. The mirrors are 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 will have an excellent view of the surrounds.

BACK TO GRISSENWALD

By the time they leave Black Peaks, the adventurers should have dealt with the Goblin threat and learned something about Etelka Herzen, the Red Crown, and the Barren Hills. They will probably want to return to Grissenwald and head back to Kemperbad and the River Stir.

The Goblins Exposed

Gorim Greathammer and the Dwarves of Khazid Slumbol will be delighted when the adventurers arrive with proof that the farm raiders were Goblins. The inhabitants of Grissenwald, and the people of the outlying farms, will be equally delighted to hear that the Goblin threat is no more.

Even if the adventurers are certain that all the Goblins are dead, local farmers and townsfolk will organise search parties to scour the forest for any survivors. Others, having heard that the reclusive noblewoman in their midst is in fact a wizard in

ETELKA'S BEDROOM

If Grognaard Players are looking forward to looting Etelka's bedroom, feel free to have the chest with all her valuables hidden somewhere else: in a secret basement, for example, which is entered through a trapdoor in the floor of the closet downstairs. Of course, the Goblins have been using that closet as a toilet, so the trapdoor will only be found if the adventurers decide to clear out the accumulated filth and look underneath it.



the service of the Ruinous Powers, will head straight for Black Peaks with the intention of looting the tower and burning it to the ground.

The Dwarfs of Khazid Slumbol will also go to Black Peaks, intending to take possession of the mine once more and resume the search for the gold that they are certain is there. Perhaps they will find some, against all odds, or perhaps their search is hopeless; the adventurers will not be around to find out. For now, the Dwarfs are filled with a sense of hope and purpose they have not known in years. Some set about demolishing their shanty town, vowing that they will sleep 'under honest rock' tonight. Relations between them and the townsfolk, though still fragile, are now much more hopeful.

A Halfling Abroad

Dumpling Hayfoot (page 53) becomes a minor celebrity in Grissenwald, telling lurid tales of the Goblins and the 'carryings-on' at the tower house. Some are true, some are embellished, and when she runs out of these, she supplies fresh tales from her own imagination.

From Grissenwald, Dumpling may catch a passing boat bound for Altdorf or Nuln, or she may accept a ride with the adventurers as far as Kemperbad. If the party needs a replacement Character and the Players have really taken to her, she might be persuaded to join them, although all this 'gallivanting about and courting danger at every turn' is not her usual cup of tea — but then, to be a Halfling out in the world and not a cook for someone else might turn out to be a very grand thing indeed.

RESOLUTION

REWARDS

Beyond any points you offer for good roleplaying and clever ideas at the end of the session, XP should be awarded for the following:

- ☛ 75 points for dealing with Herzen and Heidleman.
- ☛ 25 points for befriending the Dwarfs of Khazid Slumbol.
- ☛ 25 points for saving the life of Durak Dimholt.
- ☛ 25 points for aiding the farmers near Black Peaks.
- ☛ 75 points for defeating the Goblins.

NON-PLAYER CHARACTERS

THE GRISSENWALD FARMERS AND FARM LABOURERS

HUMAN VILLAGERS (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	30	35	35	30	35	30	30	30	30	12

Traits: Weapon (Pitchfork) +7

Skills: Animal Care 35, Athletics 40, Drive 40, Endurance 45, Entertain (Storytelling) 35, Gossip 35, Haggle 35, Lore (Local) 40, Melee (Basic 40, Brawling 40), Outdoor Survival 35

Talents: Stone Soup, Strong Back

Trappings: Pitchfork, Shovel

GURDA AND HANSE – HUMAN PEASANTS (BRASS 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	33	31	35	38	31	30	28	29	31	32	12

Traits: Hatred (Greenskins)

Skills: Animal Care 34, Athletics 34, Charm 35, Consume Alcohol 43, Cool 36, Endurance 44, Gossip 37, Haggle 35, Lore (Local) 37, Melee (Basic 38, Brawling 37), Outdoor Survival 36

Talents: Stone Soup, Strong Back

THE GRISSENWALD TOWN WATCH

A typical patrol consists of three Watch Recruits, led by an experienced Watch Sergeant.



WATCH SERGEANT (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	50	30	45	30	45	30	25	30	40	45	17

Traits: Weapon (Sword) +8, Armour (Breastplate) 2

Skills: Charm 50, Climb 50, Cool 55, Dodge 40, Endurance 35, Entertain (Storytelling) 50, Gamble 35, Intimidate 60, Intuition 55, Leadership 60, Lore (Law 45, Local 45), Melee (Basic) 65, Perception 55

Talents: Etiquette (Soldiers), Fearless (Criminals), Hardy, Nose for Trouble, Strike to Stun

Trappings: Breastplate, Helm, Sword

WATCH RECRUIT (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	30	35	30	30	30	25	30	30	35	12

Traits: Armour (Leather Jack) 1, Weapon (Club) +7

Skills: Athletics 35, Consume Alcohol 35, Dodge 35, Gamble 35, Melee (Basic) 45, Perception 35

Talents: Drilled, Strike to Stun

Trappings: Club, Leather Jack, Uniform

THE DWARFS OF KHAZID SLUMBOL

Durak Dimholt

Durak is a dour and determined character who has stuck with his clan through thick and thin, despite wanting to leave after the mine was sold. He was ambushed by a Goblin patrol while out hunting. If he is saved Durak will be very grateful, and after he has healed fully he will be interested in joining the adventurers and putting Khazid Slumbol behind him. However, if the party includes one or more Elves, they must each make a **Hard (-20) Charm** Test or Durak will refuse to accompany them.

DURAK DIMHOLT – WOUNDED DWARF PROSPECTOR (BRASS 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	44	29	40	47	29	20	36	32	56	22	17

Traits: Armour (Leather Jack) 1, Prejudice (Elves), Weapon (Hand-Axe) +8, Weapon (Pick) +9

Skills: Consume Alcohol 50, Endurance 52, Intuition 34, Language (Khazalid) 35, Lore (Dwarfs 35, Geology 37, Local 37, Metallurgy 37), Melee (Two-handed) 49, Perception 34, Trade (Carpentry) 41

Talents: Magic Resistance, Night Vision, Read/Write, Resolute, Strider (Rocky), Sturdy

Trappings: Axe, Leather Jack, Pack, Pick, Prospecting Pan, Shovel, Tent, 1D10 Silver shillings



The Dwarf Leader, Gorim Greathammer

Gorim is a powerfully built Dwarf with flowing, red-blond hair and beard. He is the clan chief of the few remaining Dwarfs at Khazid Slumbol. To keep his people from starving, he sold his magical warhammer and divided the proceeds among them. Like the other Dwarfs, Gorim is convinced Etelka Herzen somehow swindled them out of a rich gold mine.

GORIM GREATHAMMER – NOBLE, FORMER MASTER MINER (GOLD 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	52	30	53	51	33	20	42	30	63	24	21

Traits: Armour (Mail Coat) 2, Hatred (Greenskins), Ranged (Crossbow) (60) +9, Weapon (Warhammer) +11

Skills: Bribery 29, Charm 29, Consume Alcohol 59, Cool 73, Endurance 59, Gamble 35, Gossip 29, Intimidate 65, Intuition 39, Language (Khazalid 33), Leadership 37, Lore (Dwarfs 33, Geology 35, Local 40, Metallurgy 35), Melee (Two-Handed) 63, Outdoor Survival 40, Perception 40, Play (Drum) 47, Ranged (Crossbow) 35, Stealth (Underground) 26, Trade (Engineer) 54, Trade (Explosives) 53

Talents: Enclosed Fighter, Magic Resistance, Night Vision, Noble Blood, Read/Write

Trappings: Crossbow, Mail Coat, Shovel, Warhammer

15 DWARF MINERS (BRASS 4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	45	30	40	45	30	20	40	30	55	20	17

Traits: Prejudice (Elves), Weapon (Pick) +8

Skills: Language (Khazalid) 33, Lore (Dwarfs 33, Geology 35, Local 37, Metallurgy 35), Melee (Basic 53, Two-Handed 55), Ranged (Crossbow) 35, Trade (Carpentry) 45, Trade (Explosives) 46

Talents: Magic Resistance, Night Vision, Read/Write, Resolute, Robust, Strider (Rocky), Sturdy, Very Strong

Trappings: Axe, Crossbow, Pick, Shovel



Etelka's Cook, Dumpling Hayfoot

Dumpling will be very impressed by any Halfling who is not a cook: she has never met a Halfling outside the Mootland who works in another profession. She will be grateful to see the adventurers, and will ask them to escort her to Grissenwald *'or wherever else I can get a coach or boat to a better place. The Mistress can do without proper notice as far as I'm concerned, for there was nothing proper about the situation she left me in.'*

Dumpling is quite happy to answer any questions the adventurers may have, since she no longer feels that she owes Etelka any loyalty. If insulted or threatened, though, she concludes the adventurers are no better than her mistress and refuses to help.

- ☠ A man with a thin, weasel face called several days ago with a letter for the mistress (see Timeline, page 26).
- ☠ He and the mistress then left: *'They went to Norn's River to get some Bare Pills.'* (Along the Narn River to the Barren Hills' is correct, but Dumpling doesn't hold with eavesdropping and did not hear correctly.)
- ☠ They were planning to go to Kemperbad first.

Note: Some of this information will need to change if, for example, Etelka met Heidleman in Kemperbad rather than waiting for him here.

DUMPLING HAYFOOT – HALFLING SERVANT (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	18	37	25	35	40	39	43	31	42	51	10

Traits: Weapon (Meat Tenderiser) +5, Small

Skills: Animal Care 36, Charm 54, Consume Alcohol 40, Dodge 44, Endurance 40, Gossip 56, Language (Mootish) 36, Lore (Herbs) 38, Trade (Cook) 53

Talents: Acute Sense (Taste), Beneath Notice, Etiquette (Servants), Night Vision, Resistance (Chaos)

Trappings: Meat Tenderiser (Improvised), Uniform



CHAPTER 4

GRISSENWALD

TO THE BARREN HILLS

The adventurers will have at least one reason to travel to the Barren Hills. The clues found in Etelka Herzen's tower at Black Peaks indicate that she is travelling there for the Red Crown cult, and clues that they may have found in the study of Dagmar von Wittgenstein's observatory also point to the same place.

The journey to the Barren Hills takes the adventurers back down the Reik to Kemperbad and up the River Stir to its confluence with the Narn. Passing through the remote village of Unterbaum, the adventurers learn something about the area, and may come across traces of the Red Crown cultists' passing.

BACK TO KEMPERBAD

Information on Kemperbad can be found on page 33. As before, the adventurers have the opportunity to trade and train there, but the GM must keep track of how long they stay in the town and where the Red Crown expedition is at the time (see Timeline, page 26).

THE PURPLE HAND SPEAKS

While the party is in Kemperbad en route to or from the Barren Hills, Lieberung's double is approached by a shifty-looking character who is *'not looking for trouble — just a quiet word in your ear.'* The cultist will flee at the first sign of any violence or spellcasting, but otherwise will deliver the following message in a harsh whisper.

'What's your game, Kastor? 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 Player comes up with a convincing bluff that all is well (that he is on his way to deliver the money now, and so on), the cultist will be very suspicious. With a threatening scowl he will depart, hissing:

'You can't fool us, you know. Once a member, always a member! You haven't heard the last of this!'

Any attempt to stop the cultist will escalate into a full-scale brawl as he screams for help and accuses the adventurers of trying to rob or murder him. A hostile crowd will gather, and the cultist will escape in the confusion. A Watch patrol will arrive on the scene shortly afterwards and if they take a dislike to the adventurers — well-armed, suspicious-looking out-of-towners that they are, with no local trading connections to vouch for them — they will be fined half of whatever coin they happen to be carrying and released after a night in the cells.

For a typical cultist profile, see The Cultists, page 23.

If Lieberung's double is dead, a cultist will instead approach one of the Characters with a very direct set of questions — 'What have you done with Kastor, and where is the money?' Pleas of ignorance will be met with disbelief and outright hostility, and it is made clear that a clock is ticking and only by producing Kastor or his inheritance will they make it stop.



THE BARREN HILLS

If the adventurers ask about the Barren Hills while they are in Kemperbad, they will run into a wall of fear and revulsion. No one can provide specific information about the area, but everyone agrees it is best avoided. The adventurers will not be able to find a guide willing to accompany them, no matter how much money they offer. If they persist in looking for a guide and offer a ridiculous amount of money (over 1,000 GCs, or whatever the GM considers ridiculous), a guide will agree to accompany them, but as soon as the party leaves Unterbaum (page 57) it becomes apparent that the guide knows nothing of the area.

Enquiries in the library at the town's Temple of Verena will only reveal that the name 'Barren Hills' dates from some 200 years ago. Before then, the Hills were simply another upland area, and had no particular name. For the last two centuries, though, nothing has grown there and the area has been shunned as a place marked by Chaos. If the adventurers have missed any vital clues so far, the Library of Verena might be a good way to feed them that information in a different form.

THE RED CROWN

It is important to keep track of Etelka Herzen and her crony, Ernst Heidlemann (see Timeline, page 26). Their Red Crown expedition may well have beaten the adventurers to Kemperbad, but if not, the adventurers might run into them during this part of the adventure. For notes on handling accidental encounters between the two groups, see Meetings with the Red Crown, page 25.



UP THE RIVER STIR

There is a huge lock and weir where the Stir flows into the Reik, built to control what would be almost unnavigable turbulence. The lock is basically the same as others that the adventurers have encountered on the Weissbruck canal and elsewhere, but it is much larger. It can accommodate up to four large river barges, and the lock-house has docking and maintenance facilities for two river patrol boats, plus accommodation for their crews and any prisoners. The toll for use of the lock is 2 GCs.

Between the Narn and the Reik, the river Stir flows through a narrow, sheer-sided gorge, about 600 ft deep and 90 ft wide. The adventurers' boat battles upstream in a perpetual twilight. 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. The Stir's foaming waters roar and hiss over the razor-edged rocks that line its banks.

The fast-flowing water and the many treacherous currents and eddies combine to reduce a boat's speed by 25% when travelling upstream. If you are using the advanced sailing rules from the **Death on the Reik Companion**, even skilled Characters must make a **Challenging (+0) Sail Test** at the start of each day's travel, just as unskilled Characters must on normal stretches of river, and there is an additional penalty of -10% to all **Sail Tests** made on this stretch of the river. When sailing downstream, speed may be increased by up to 25% (Players' choice), but the penalty to **Sail Tests** should be increased by an amount equal to the percentage increase in speed.

Barring mishaps, it should take about six days to travel upstream through the gorge. The time may be filled with random encounters (the River Life of the Empire section in the **Death on the Reik Companion** is a good source), although it would be best to avoid any encounters that could distract the adventurers from their goal. It is quite acceptable for you to describe the journey as passing uneventfully.

ANCIENT MEGALITHS

A few miles before Unterbaum, the gorge is overshadowed by two enormous megaliths of ancient Druidic construction, which mark the original boundary of the Baumenvolk's territory (see Unterbaum, page 57). A dozen pairs of these megaliths mark out a huge circle, forming a magical barrier to repel the servants and spawn of Chaos. The megaliths are carved with words of power in an ancient language, and any Character or creature with a mutation must make a **Challenging (+0) Willpower Test** when entering the area, with a penalty of -10 for each mutation after the first. If they fail, they gain the *Skittish* Trait (**WFRP**, page 342) while they remain inside the circle. Even Characters who pass this Test will feel unwelcome and vaguely threatened.

A DEAD HORSE

This event should only be run if the Red Crown expedition is ahead of the adventurers. Somewhere between the megaliths and Twin Falls, the carcass of a horse floats down the river. It was lost when Herzen and Heidlemann recrossed the river Narn, and its condition will reflect the time that has elapsed since then. The horse still carries its packs, which contain:

- ☠ Two weeks' worth of iron rations, soaked and useless.
- ☠ Assorted pieces of clothing (female), some of which might be useable if dried out.
- ☠ A sealed oilskin packet whose seal bears the device of the Red Crown. Inside is a rough map of the Empire, with a circle drawn around the area of the Barren Hills, and with the position of Dagmar's observatory clearly marked and labelled. This map is similar to the handout found in Dagmar's study (page 31), 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 (see below), the river's turbulence increases and a distant, continuous roar can be heard. Where the Narn joins the Stir, both rivers thunder over the dramatic cliffs in a deafening twin waterfall more than 400 ft high. The waters of the two rivers have carved a great rock basin that boils and seethes like a cauldron, and the air is filled with spray that soaks the Characters more quickly and thoroughly than any rainstorm.

There is a small landing stage on the northern bank, sheltered from the turbulence by a rock outcrop. A small sailing dinghy is moored here, covered by a tarpaulin to keep the interior dry. Sitting in a cave-mouth beyond the jetty, a woman is busy patching a hide canoe. Seeing the adventurers' boat, she smiles and waves cheerfully.

To the south is a man-made inlet leading to a long flight of 20 locks which allows boats to get up and down the 400-ft drop to and from the River Narn. At the top stands The Roaring Falls, a lock-house and riverside inn. The toll for the locks is quite expensive at 5 GCs.

The adventurers may decide to go through the lock system, or they may prefer to stop and talk to the woman. She gives her name as Astrit, from the village of Unterbaum.

A TRAVELLERS' WELCOME

Astrit will be happy to talk to the adventurers, offering the hospitality of her village if they seem in need. She will be especially pleased if the party has goods to trade, and will insist on taking them to meet the village elder. They know very little about life outside their immediate area. Astrit can explain that most travellers stay at The Roaring Falls inn at the top of the lock system, and that Uta Freikrüger, the landlady and lock-keeper, runs a friendly and clean establishment. Astrit is an open, sincere person, almost entirely incapable of deception.

If asked about the Barren Hills, Astrit turns pale and touches the forefingers of her right hand to her forehead — a local gesture to ward off evil. *'No one ever goes there,'* she says, *'except for Corrobreth, our priest. He sometimes goes into the hills to search for herbs and the like.'* If the adventurers keep asking questions, she suggests that they come to the village to meet the elder and the priest for themselves.

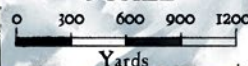
If the adventurers accompany Astrit back to the village, she leads them into the cave, which rapidly becomes an upward-sloping tunnel, and then a spiral staircase hewn from the rock. The steps ascend 350 ft, and are rather slimy and slippery, but fortunately there is a rope bannister, so there is no danger of falling. At the top, the stairs open on to 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 horse and cart wait by a magnificent oak tree. Astrit takes the reins and gestures the adventurers into the back of the cart, which trundles off along the track to the village of Unterbaum.

UNTERBAUM AND SURROUNDS

KEY

- 1 Inn & Lockhouse
- 2 Ferry
- 3 Locks
- 4 Waterfall
- 5 Landing Stage
- 6 Tunnel
- 7 Village of Unterbaum
- 8 River Stir
- 9 River Narn

SCALE



THE INN OF THE ROARING FALLS

The inn is run by Uta Freikrüger, who is also the lock-keeper. As Astrit said, it is a clean, cosy place with a welcoming atmosphere. Accommodation is available at half the prices listed in the Consumer's Guide (**WFRP**, page 302). There may be a handful of other guests at the inn, mostly riverfolk of various types, or the adventurers may be the only visitors.

Uta is assisted by Theo Luckstein, a hulking barman (**Menial**), plus a cook (**Servant**), two stable hands, and two serving/chamber maids (all **Menials**). There is also Jake — an ancient Marienburger who has tools for minor boat repairs, and who operates the simple raft of a ferry across the Stir (**Bargeswain**).

The staff and guests can be a source of rumours, and can tell the adventurers a little about the village of Unterbaum (see The Baumenvolk, below). The inn's patrons are often engaged in low stakes gambling. They favour an odd game involving intricately painted cards that has become popular as of late, and welcome any to join them and gamble a few pennies.

Enquiries about the Barren Hills, however, will meet with the same muttered prayers — 'Sigmar save us!' — and worried looks the adventurers encountered in Kemperbad. The inn's staff can recommend Corrobreth, Unterbaum's village priest, as a good source of information on the hills. They can also give directions to the village, which lies just a few miles west of the inn.

CROSSING THE RIVER NARN

In order to reach Unterbaum, the adventurers may have to cross the River Narn. There is neither bridge nor ferry, but fortunately the river is not particularly deep (except after heavy rain). The current is strong, however, and local NPCs will advise the adventurers to rope themselves together before attempting to cross. Due to the cliffs, the best place to cross is above point 4 on the map on page 56. Anyone wading across the river must make a **Challenging (+0) Athletics** Test to keep their footing. Characters not tied together who fail may make a **Hard (-20) Swim** Test to make it across. If this is also failed, the Character must spend a Fate Point or be swept over the falls. Anyone who fails the first test but is tied to other Characters can be pulled upright if the Character next to them makes an **Average (+20) Strength** Test. If the result is an Impressive Failure (-4 SL) or worse, this Character also falls, then the next Character in the line may make an **Average (+20) Strength** Test, and so on.

UNTERBAUM

Unterbaum is an idyllic, rural village, protected by druidic priests from the dangers of the Empire's forests. Villagers have little interest in events in the outside world, and seldom travel farther than the river, where they trade grains and root vegetables for iron and tools. They are a trusting, peaceful folk, devout followers of Rhya, with a strong sense of hospitality, and will offer food and shelter to any traveller.

The village stands in the centre of a large clearing, about a mile across, consisting of fields, goat pens, and pig sties. A rough wooden stockade surrounds a cluster of log cabins, all facing a large oak tree in the middle of the village.

Astrit introduces the adventurers to Vorster, the village elder, and Corrobreth, the village priest. Before the villagers will answer any questions, the necessities of hospitality must be observed. Food and drink are brought, and a cabin is placed at the adventurers' disposal. All the villagers are open and friendly, and the village seems safe and welcoming. Vorster explains that few strangers ever visit the village except to trade, and gently enquires about the party's intentions. If the adventurers explain that they are planning to venture into the Barren Hills, their hosts try to dissuade them from such a dangerous undertaking. Corrobreth tells 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 sky's 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 was blighted for generations, and around Devil's Bowl, where the largest piece landed, strange, unnatural growths began to appear. I fear there are evil things still lurking in the hills, waiting till the time comes for them to rise up and sweep away all before them.'

If the Red Crown expedition has already passed by, Vorster adds, 'You are not the only ones venturing into the hills. Another group of strangers passed this way recently, led by a fair-haired woman and a dark-haired man. They did not stop here, but came up from the Twin Falls and headed straight into the hills towards the Devil's Bowl.'

THE BAUMENVOLK

There are 83 villagers (33 men, 35 women, and 15 children), living in peace with the land and each other within the Baumenvolk. Elder Vorster is their secular leader, while Druidic Priest Corrobreth provides spiritual guidance.

The people of the Baumenvolk are generally tall and well built, and nearly all have green eyes and brown hair. They wear simple, homespun garments in shades of green and brown, with the occasional item of home-made jewellery. Most of the population are skilled farmers and crafters.

The village Elder is elected by an assembly of all the adult villagers. The role is more one of administrator than ruler: the village assembly votes on all major issues, and the Elder implements the assembly's decisions.

If the adventurers will not be dissuaded from their quest, Corrobreth will offer to go with them. He needs to collect herbs, and has no wish for the adventurers to come to any harm. The adventurers would be well advised to accept the Druid's offer, as without a guide, their chances of finding the meteorite crater are minimal. The Barren Hills extend over a huge area and they could wander for months without finding the crater.

INTO THE UNKNOWN

The journey up the River Narn to the 'Devil's Bowl' will take four days. Owing to the river's current, the return journey will take only three days. The Narn is too shallow and rocky for the party's boat, but the Baumenvolk will provide a number of hide canoes (each one can hold two people and their gear). Going upstream, the travellers must paddle hard against the current, and when travelling downstream there is no need to paddle, although the paddles are still needed to steer the canoe. Any Character with any advances in the Row Skill will have no difficulty steering a canoe.

There is no need to play the journey out in great detail, although if the adventurers look as though they might go off course, a few Beastmen will help keep them moving in the right direction. More important is to build up a feeling of growing peril. This can be achieved by making the Players describe their camping and watch-keeping arrangements in great detail, and by mentioning strange sounds in the distance, unnatural lights on the horizon, and other unsettling details.

The lands above Unterbaum consist of a strange desolate wilderness, with few signs of life other than large, evil-looking crows. Further into the hills, the trees gradually change, and

the majestic oaks begin to look somewhat warped and twisted. The air becomes still and musty. 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 adventurers travel on, the scenery changes even more. Rocky outcrops thrust skywards between sparse copses of leafless trees. The river becomes shallower and faster, with stretches of rapids and small waterfalls, which can only be passed on foot by carrying the canoes and equipment. At such times, the stillness deepens perceptibly, only occasionally broken by ominous sounds in the distance.

In the heart of the Hills there are hardly any trees at all, just stretches of badlands punctuated with 'meadows' of a coarse moorland unlike anything the party has ever seen before. It is luminous green in colour, and seems to ripple as they pass — not with the wind, but under its own, sinister impetus.

THE DEVIL'S BOWL

The 'Devil's Bowl' is the crater left by the warpstone meteorite. When it fell some 200 years ago, the Druids built a stone circle around the spot, to ward against its mutating power. They did the same at each place where other fragments landed. Nevertheless, the meteorite's power was 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, stunted, twisted growths began to appear. Grass began to cover the hills once again, but it is of a distinctly unnatural colour, moving even when there is no wind to stir it. Truly, the hills are alive...

At point A on the Devil's Bowl map (page 59), the river becomes too small for canoes, and the party must continue on foot. It should be about midday on the fourth day out from Unterbaum at this point, and the party will arrive at the crater's edge by dusk.

The main crater has filled with water over the centuries. It is surrounded by a stone circle, which is 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 says.

A VOICE IN THE NIGHT

As night falls, Morrslieb rises full in the sky, hanging above the crater. Regardless of its normal cycle, Morrslieb always looks full from the Barren Hills. As midnight approaches, an eerie blue glow begins to play over the water, and the wind blows mournfully. From outside the circle a shimmering blue form approaches, and at the same time a wind whips up from nowhere and howls across the adventurers' camp, sending dust everywhere and impairing vision. When the dust clears, the adventurers can see a torn and tattered female figure. Translucent and outlined with blue light, the woman moves without touching the ground, and no blood flows from the gaping wounds in her side.

A SURPRISE IN UNTERBAUM

Unterbaum is a refreshing place: the perfect spot for the adventurers to rest, heal, and uncover useful information before or after they brave the Barren Hills.

Or is it? Such perfect peace and goodness seems unlikely in a place corrupted by warpstone. The villagers present a welcoming face, sure enough, but perhaps they have darker motives. They might be mutants themselves and the adventurers are only permitted to see those villagers who can pass for normal, while the rest hide in the nearby forest. Perhaps they plan to lull the adventurers into a false sense of security before using them in some horrific Wicker-Man-style sacrifice, or as the main course in a cannibalistic feast. Maybe they will hand the adventurers over to a powerful band of Beastmen as a tribute to ensure that they are left alone?

In any of these cases Corrobreth will no longer have access to any blessings or miracles. Characters who worship Rhya, or follow the Old Faith, may begin to suspect that there is something about him that is not right if they make a **Hard (-20) Lore (Theology) Test** successfully.



In a distant, wheezing voice, she begs for aid. *'Heelp meee... 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 begins to move towards the caves, and if the characters do not follow she will try to persuade them. They will get no peace until they do.

Brunhilde Gratten – Ghost

A hundred and twenty years ago, Brunhilde was a scout for Dagmar von Wittgenstein's expedition to find the warpstone meteorite. After finding what he sought, Dagmar murdered his whole party, stabbing Brunhilde repeatedly while she slept and burying the rest alive in the nearby cavern.

Since then Brunhilde has haunted the area around the Devil's Bowl, yearning for a proper burial for herself and her companions. She will tell the tale of Dagmar's betrayal — of how he led them into the lush hills to find a meteorite that he calculated had landed here, and of how he changed when he found it, becoming first secretive and then murderous.

The Cave

The entrance, point 1 on the map below, is concealed by the withered and twisted boughs of some vaguely human-shaped trees. The caverns rise to a height of 7 ft or more, but the passages connecting them are only 4 ft high.

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

Skaven Attack!

Before the adventurers can move further into the caves, they hear the sound of squeaking voices from outside. A few seconds later, the Skaven leader Crot Scaback appears in the entrance passage, sword in hand. *'Standstill!'* he squeaks. *'Standstill, or die!'*

Behind Crot are two other Skaven with swords drawn, while three more are sneaking down the underground stream to surround the adventurers. Two 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, the Skaven attack. Otherwise, Crot 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!'* he demands. *'Where, where?'*



Once the other three Skaven are in position, Crot moves to capture the party. If they surrender, the adventurers will be held at sword-point while Crot tortures one of them for information — and entertainment. Crot starts with Corrobreth the Druid, and the Skaven will be absorbed by the torture, giving the adventurers a chance to escape or overpower them.

If the party seems reluctant to fight, the ghostly Brunhilde may attack first, unable to bear the thought of being cheated out of her eternal rest after coming so close. With a blood-curdling howl she launches herself at the Skaven, causing the ratmen to suffer the Surprised Condition for the first Round of combat.

THE TWISTED LANDS

If the adventurers get lost, or distracted, or simply decide to go wandering about at random across the Barren Hills, they may encounter some areas that have been more seriously affected by warpstone. Grogard GMs who own *Fire in the Mountains*, the first part of the Doomstones campaign, can find plenty of ideas in the chapter titled The Twisted Lands, which concerns another area affected by a warpstone meteorite. The section on Chaotic Terrain may be especially useful.

Pay attention to the warning at the start of that chapter, though. It cautions the GM not to weaken the party so much in the course of their journey that they are unable to survive what awaits them at the end of it. These events and encounters are intended to be challenging and entertaining, but not deadly.

For GMs who are interested in finding a copy, *Fire in the Mountains* exists in two forms: as a Flame Publications book published in 1989, and in the Hogshead Publishing reprint *Fire and Blood*, published in 1996. Both are for WFRP First Edition, and the former is available in PDF from Cubicle 7. At the time of writing there are no plans for fourth edition versions, but a Grogard GM will have no trouble with any necessary conversion work.



If the Characters have not previously encountered Skaven, be sure to give them some time to discuss what they have seen. The creatures are considered myth, or at best long extinct, throughout much of the Empire. As the Characters have discovered, this is anything but true. The ratmen will appear again, both later in **Death on the Reik**, and in future installments of **The Enemy Within** campaign.

B. The Cave of the Dead

The cave entrance is sealed by a rockfall. From behind the rocks comes a barely audible scraping sound. From outside, the rockfall can be cleared in two hours. As soon as a man-sized hole has been cleared, a skeleton in tattered chainmail armour lurches through the opening and attacks. As it fights, it begs to be destroyed.

THE SKAVEN

Crot and his followers have been drawn to this area by the traces of warpstone that remain here. Their instincts tell them that a large piece of warpstone was here, but has been removed. They have been watching the adventurers since they arrived, and when they enter the caves, the Skaven see a chance to capture and question them.

CROT SCABACK – SKAVEN CHAMPION

Crot stands 6 ft tall — huge for a Skaven — and is covered in dirty grey fur. He has a prehensile tail that he can use to attack in any direction. He is cunning and utterly ruthless. Crot speaks Reikspiel in a very clipped, squeaky fashion, repeating some words in pairs and running others together.



CROT SCABACK – SKAVEN CHAMPION

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	60	45	35	45	55	50	30	30	25	20	14

Talents & Traits: Armour 4, Dual Wield, Infected, Night Vision, Shieldman 2, Tail Attack +7, Tracker, Weapon +8

Skills: Dodge 60, Melee (Basic) 70

Trappings: Breastplate, Dagger, Helmet, Mace Head (On Tail), Mail Shirt, Shield, Sword

SKAVEN WARRIORS (CLANRATS: 7)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	30	30	30	30	40	35	30	30	20	20	11

Talents & Traits: Armour 2, Infected, Night Vision, Shieldman 2, Skittish, Tracker, Weapon +7

Skills: Dodge 55, Melee (Basic) 50

Trappings: Helmet, Mail Coat, Shield, Sword

THE SKAVEN

If the Players are expecting to encounter Skaven, it may be worth delaying this encounter. Grogard Players may have their Characters waste a lot of time and effort searching the Devil's Bowl for any trace of the ratmen, certain that they are lurking somewhere nearby, ready to mount an ambush at any time. After all, wherever there is warpstone, Skaven cannot be far behind.

Let the Players search as much as they please. Wait patiently until they give up and decide to head back to Unterbaum or

Grissenwald, and then spring a Skaven attack on them when they least expect it. Perhaps Crot and his warriors are waiting in Unterbaum, and the people of the Baumenvolk are secretly Skaven cultists. Perhaps they are waiting in secret tunnels beneath the The Roaring Falls inn, or perhaps, now that the Goblins have been cleared out from Black Peaks, they have moved into the mine and are waiting for the adventurers to return with the precious warpstone.



Each Round for the next 3 Rounds, another skeleton comes through the opening. These are the remaining members of Dagmar's expedition, buried alive more than a century ago. Unable to escape, they kept trying to claw their way out. The skeletons wish to be destroyed, but they are compelled to attack by the decades of warpstone radiation they have absorbed. As the skeletons are destroyed they thank their saviours for releasing them, and collapse into dust.

Inside the cave are some rotten backpacks and other items of equipment. There is a total of 10 GCs and 3/–, and a silver flask (1 GC) containing an enhanced Healing Draught that magically restores 1d10 + Toughness Bonus lost Wounds, up to the drinker's maximum. The final key to Dagmar's secret library is among the debris (see The Signal Tower, page 65). It is identical to those carried by the tower's Zombie guardians. If the adventurers are still unaware of the significance of the observatory, they will also find a map identical to the one described in the Dead Horse encounter (page 55).

If the adventurers miss these two items or fail to search the cavern thoroughly, the ghostly Brunhilde will point them out. *'This pack was Dagmar's,'* she says, pointing. *'He left it behind, of course, but maybe there is something in there that will be useful to you.'* However, she will only be in a helpful mood if the adventurers have dealt with the skeletons and promised to give her a decent burial.

THE TRAIL OF THE RED CROWN

The Red Crown expedition will probably have left the Barren Hills before the adventurers arrive at the Devil's Bowl (see Timeline, page 26).

If the adventurers search the area around Devil's Bowl thoroughly, they may be able to find the rival expedition's abandoned campsite. There is nothing there but a cold fire-pit and some areas of flattened, yellowed grass where tents were once pitched. There is nothing of interest in or around the site.

With a successful **Challenging (+0) Track Test**, the adventurers can tell when the expedition left the area, and that they were headed back the way they came, towards Twin Falls. If the Players fail the necessary test, Corrobreth the Druid can provide this information.

THE RETURN

After dealing with the skeletons and the Skaven, the adventurers are left with the ghost of Brunhilde. She thanks them for helping her companions, and leads them back to her grave. If there are no Priest Characters in the party, Corrobreth the Druid will conduct a simple prayer ceremony as the adventurers gather stones to turn the dirt mound over her shallow grave into a respectable cairn. As the prayers conclude, the ghost hovers over the cairn and turns to face the adventurers.

'Thank you,' she says, looking deeply — and rather unsettlingly — into the eyes of each Character. *'I go to my rest now, and I wish you well on your quest. Dagmar von Wittgenstein is surely dead by now, but if you can find the source of this evil and destroy it, you will have done me and my companions a great service — and the world, too. Goodbye, friends, and may Sigmar guard you.'*

With those words still hanging in the air, her ghostly form sinks into the mound, fading as it does so.

The journey back to Unterbaum is uneventful, but the party will have the same feeling of being watched. This feeling stays with the Characters throughout the remainder of the adventure, and for good reason: they are being followed by a Skaven of the Clan Eshin — a nightrunner or assassin. The adventurers should never spot or catch their follower, but they should always feel as though someone is watching them.

The Skaven tracks them as far as Wittgendorf (page 68), and then leaves to report to its masters.

RESOLUTION

REWARDS

Beyond any points you offer for good roleplaying and clever ideas at the end of the session, XP should be awarded for the following:

- ☠ 30 points for reaching the Devil's Bowl.
- ☠ 20 points for defeating or escaping from the Skaven.
- ☠ 30 points for finding the final observatory key.

NON-PLAYER CHARACTERS

THE VILLAGERS

The villagers of the Baumenvolk are a hardy lot. The nearby forest, and the Barren Hills beyond, have encouraged them to be well prepared for interlopers. You may use the profile given on page 52, Grissenwald Farmers and Farm Labourers, for their statistics, but each adult in the village has a 50% chance of carrying a shortbow. If so, they also have a Ranged (Bow) Skill of 35.



Vorster the Elder

Vorster has been Elder for 12 years, and is liked and respected in the village. He is a friendly and congenial individual who delights in entertaining guests. He takes great pains to ensure their comfort, although he does so in such a way that it appears natural and effortless.

VORSTER THE ELDER – HUMAN VILLAGE ELDER (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	48	30	44	46	29	45	28	44	32	56	15

Traits: Armour (Leather Jack) 1, Weapon (Two-Handed Woodsman's Axe) +10

Skills: Animal Care 54, Athletics 50, Bribery 71, Charm 74, Consume Alcohol 56, Cool 35, Dodge 50, Endurance 53, Entertain (Storytelling) 73, Evaluate 49, Gossip 73, Haggle 71, Intimidate 53, Intuition 44, Language (Bretonnian) 49, Leadership 72, Lore (Local 60, Reikland 47), Melee (Basic 54, Brawling) 56, Two-Handed 60, Outdoor Survival 59, Ranged (Bow) 35

Talents: Animal Affinity, Attractive, Dealmaker 2, Doomed (*Thy Death Shall Be Unknown To Thee*), Public Speaker, Read/Write, Resistance (Disease)

Trappings: Leather Jack, Two-Handed Woodsman's Axe



Corrobreth the Priest

Corrobreth's face bears deep score-marks down each side of his cheeks, which are very evident when he smiles. He does not indulge in casual conversation, but when he does speak it is to offer advice or provide important information. Like all followers of Rhya, he avoids taking life unless it is necessary for sustenance or defence. Consequently, he prefers to avoid conflict, relying on stealth or compromise to avoid danger.

Corrobreth is aware of the changes caused by the warpstone meteorite. He knows the location of the meteor crater, and of the monoliths erected around it. He has never had any cause to go to the site himself, but he is willing to act as the adventurers' guide.

CORROBRETH THE PRIEST – HUMAN PRIEST (SILVER 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	33	31	30	33	32	32	30	39	41	38	13

Traits: Weapon (Sword) +7

Skills: Animal Care 44, Athletics 37, Charm 44, Cool 47, Endurance 38, Evaluate 44, Haggle 41, Heal 50, Intimidate 35, Intuition 39, Leadership 41, Lore (Reikland 44, Theology 46), Melee (Basic) 43, Perception 40, Pray 44, Research 44, Row 37

Talents: Bless (Rhya), Invoke (Rhya), Night Vision, Orientation, Read/Write, Resistance (Poison), Savvy

Trappings: Pet Raven, Raft, Religious Symbol, Robes, Sack, Staff, Sword

Blessings: Breath, Conscience, Grace, Healing, Protection, Recuperation

Miracles: Rhya's Children, Rhya's Harvest, Rhya's Touch

Skysoarer the Raven

Corrobreth has trained Skysoarer to act as a scout, flying in an indicated direction and swooping to mark the positions of any people or creatures that he sees larger than the raven himself. When not acting as a scout for Corrobreth, Skysoarer usually sits on his shoulder.

SKYSOARER THE RAVEN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
2	15	-	5	15	25	40	-	20	20	10	1

Traits: Bestial, Fly 100, Size (Tiny), Skittish, Weapon+0

Optional: Size (Small), Trained (Scout)



ASTRIT – HUMAN VILLAGER (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	33	35	35	30	35	29	31	30	30	23

Skills: Animal Care 35, Athletics 40, Consume Alcohol 45, Drive 40, Endurance 45, Entertain (Storytelling) 35, Gossip 35, Haggle 35, Lore (Local) 40, Melee (Basic 40, Brawling 40), Outdoor Survival 35

Talents: Stone Soup, Strong Back

Traits: Weapon (Pitchfork) +7

Trappings: Pitchfork, Shovel

The Ghost of Brunhilde Gratten

A hundred and twenty years ago, Brunhilde was a scout for Dagmar von Wittgenstein's expedition to find the warpstone meteorite. After finding what he sought, Dagmar murdered his whole party, stabbing Brunhilde repeatedly while she slept and burying the rest alive in the nearby cavern.

Since then Brunhilde has haunted the area around the Devil's Bowl, yearning for a proper burial for herself and her companions. She will tell the tale of Dagmar's betrayal — of how he led them into the lush hills to find a meteorite which he calculated had landed here, and of how he changed when he found it, becoming first secretive and then murderous.



BRUNHILDE GRATTEN – GHOST

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
6	30	55	30	40	20	45	20	15	15	30	11

Traits: Dark Vision, Ethereal, Fear 2, Undead, Unstable, Ranged (Bow) +6, Weapon +6



SKELETONS (4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	25	40	30	30	20	25	-	-	-	14

Traits: Armour 2, Construct, Dark Vision, Fear 2, Painless, Undead, Weapon +8

Skills: Dodge 30, Melee (Basic) 45

Trappings: Hand Weapons, Tattered Chainmail Shirt

Special Rules: Because of the way they died, these skeletons are not Unstable, and can move around freely. If the Characters flee, the skeletons will follow them until they are destroyed or the Characters are dead.

CHAPTER 5



UNTERBAUM TO WITTGENDORF



By now, the adventurers should have the final key to the secret library beneath the observatory (page 32), and with luck they should realise its significance. They know that Dagmar von Wittgenstein recovered a large piece of warpstone from the Barren Hills after murdering every other member of his expedition, and should also know that the Red Crown expedition left the Barren Hills ahead of them (if this is indeed the case — see Timeline, page 26) and could reach the next objective before the adventurers do.

This chapter traces their journey from Unterbaum through Kemperbad and back to the signal tower, where they uncover the last clues leading them to Wittgendorf and Castle Wittgenstein. The journey can be enlivened with events and encounters as desired.

JOURNEY TO KEMPERBAD

The adventurers can retrace their steps from Unterbaum to Kemperbad without any significant incident (see Chapter 3: Kemperbad to Black Peaks).

KEMPERBAD

Kemperbad has already been described on pages 33–34. This will be the adventurers' third visit to the town, having passed through on the way from Altdorf to Grissenwald and again on the way from Grissenwald to the Barren Hills.

As always, the adventurers can pause in Kemperbad to trade, buy equipment and supplies, or train. In addition, the following events and encounters may take place.

THE RED CROWN

Assuming that the adventurers do not catch up with them at Twin Falls, Herzen and Heidlemann spend two days in Kemperbad resting and buying supplies (and replacing a lost horse — see Dead Horse, page 55) before setting out on the Grunberg road toward the signal tower.

If the two parties are in Kemperbad at the same time, there is a chance that they may run into each other. If they know they have been spotted, the Red Crown cultists will leave in a hurry, hoping to outdistance their rivals. The adventurers have no horses, and it will take an hour or two to buy some and follow them by road. Their best chance is to take to the river as quickly as possible, and hope to catch up to the cultists once the initial gallop has taken the wind out of their horses and forced them to slow down.

A LETTER FROM THE PURPLE HAND

The Purple Hand has not forgotten about the Magister Impedimentae, and pressure from above is increasing as Kastor Lieberung's double, and the inheritance he has supposedly gained, continue to elude the cult. Purple Hand agents spot the adventurers as soon as they arrive back in Kemperbad, and track them to their inn.

As the adventurers relax in the bar over a meal and a drink, one of the inn's staff brings them a letter. It is sealed with purple wax, and the seal bears the impression of a hand. Opening it, the adventurers find a lock of hair inside — the same lock taken from a Character on their last visit to Kemperbad — and a letter which reads.



My Dear Friend,

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

We will be in touch...



If the adventurers ask who delivered the note, the servant will indicate a hooded figure seated by the door, surrounded by four ugly-looking thugs. Seeing the adventurers look his way, the hooded figure quite openly begins to cast a spell. The thugs will try to stop anyone getting to him before the casting is finished. Unless Lieberung's double makes a successful **Challenging (+0) Cool** Test, his hands will turn bright purple, and remain this colour for nine days.

While physically harmless, this spell may turn out to be quite inconvenient if the Character's hands are seen by a witch hunter or other NPC who knows something about the Ruinous Powers and their followers. At the very least, the adventurers should have some anxious moments as NPCs ask what happened to the Character's hands, why they always wear gloves and never take them off, or any number of other innocent but worrying questions. If you play it well, this simple spell could turn out to be quite nerve-wracking for the Players.

Having cast the spell, the Purple Hand wizard leaves the inn, while the hired thugs prevent anyone from following. He should be able to escape into the town without much trouble, but if the adventurers capture him, he knows only that he was ordered to deliver the letter and to pass on this more emphatic, magical version of the 'purple palm' warning. Like all Purple Hand agents, he is prepared to die rather than be captured. If the adventurers are skilled and lucky enough to take him alive and break his will, he can identify only the members of his immediate cell, all of whom will have fled town when he failed to report back.

THE SIGNAL TOWER

The signal tower is described on pages 27–33. If the adventurers did not stop there before, start with the Hitch-Hikers event (page 33). Otherwise, they will find things have changed since their last visit, depending on various factors.

CLAWS IN THE DARK

If the ghoul (page 37) survived the adventurers' last visit to the tower, they will find that work on the signalling device has not progressed. The site seems abandoned: a search will turn up the bodies of four more Dwarfs, including that of Aynjulls Isembeard the foreman (page 36). All of the Dwarfs have been dead for at least a week. The site seems to have been abandoned in a hurry, but all tools and personal possessions are gone. Unless the Red Crown expedition has reached the tower before the adventurers, the site is inhabited only by the undead.

A BETTER TIME

If the adventurers destroyed the ghoul on their last visit to the tower, they will find that work has progressed considerably since then. Aynjulls will greet them like long-lost friends, and do everything she can to help them — with the exception of putting any member of her crew in danger, of course. A couple of new Dwarfs have arrived to replace those lost to ghoul attacks. They have heard tales of the adventurers' prowess, and seem even more impressed than the Dwarfs who were there previously.

INTERLOPERS

If the adventurers have not yet had a decisive confrontation with the Red Crown expedition led by Etelka Herzen and Ernst Heidleman, this is the perfect time for it to happen. You can consult the Timeline (page 26) to determine whether they are already at the tower when the adventurers arrive, or simply have them arrive at the most dramatic possible moment. The following paragraphs cover the main possibilities.

RETAKING THE TOWER

The adventurers arrive to find the tower in the hands of the Red Crown cultists. A couple of hired thugs stand guard over the surviving Dwarfs, who are bound hand and foot at the base of the tower. Several of them are wounded. The two wizards are looking on as a couple more thugs attack the base of the tower with tools stolen from the Dwarfs, trying to force open one of the doors used by the ghoul. The adventurers have various options:

Attack!

The adventurers could attack the Red Crown cultists head-on. A good tactic would be to neutralise the two guards and free the Dwarfs, who will snatch up tools, rocks, or whatever else comes to hand, and fight alongside the adventurers against the rest of the enemy force.

As soon as they sense that anything is amiss, the two wizards will form their remaining thugs into a defensive line to protect them as they cast spells. If the fight seems to be going against them, they will make a break for their horses and try to escape, intending to double back to the tower later, and wait for some opportunity to mount a sneak attack on the adventurers.

Surprise!

More cautious adventurers may prefer to hang back and watch from cover, letting the cultists do all the work and take all the risks, only to ambush them on the way out and take whatever they have found. Depending on the party's skills and how intelligently the Players approach this task, you should make any necessary rolls for the cultists to spot them. Describe muffled sounds from inside the tower at key moments and, if the adventurers manage to stay hidden throughout, give them the advantage of Surprise when they finally attack.

If the Characters did not enter the observatory, the cultists may have managed to collect five of the six magical keys that are needed to gain access to the secret library (page 32), but without the last one (which the adventurers found in the Barren Hills) they have been unable to do so — unless of course, they and their hired thugs used the Dwarfs' tools to tear up the floor of the central accessway: a task that takes several hours. Failing this, the adventurers will have to take the five keys from the cultists and search the secret library for themselves.

Been and Gone

If the Red Crown expedition has a long head start on the adventurers, they may already have left the signal tower before the adventurers arrive. In this case, the Dwarfs are all dead — along with one or two hired thugs — and large, ragged holes are visible where the cultists broke into the tower and through the floor of the central accessway into the secret library. To complicate matters even further, the authorities may be on the scene and will not take kindly to a passing group of adventurers wanting to begin an independent investigation.

This is perhaps the most challenging of all possible scenarios. The adventurers must track the cultists down, defeat them, and take the clues that they found in the secret library. You have various options to make this task more or less difficult.

Having recovered the clues from the secret library, the cultists will be heading for Wittgendorf, so your task is to set the adventurers on the right trail. A surviving Dwarf, who hid out and waited for the cultists to leave, may inform the adventurers that the cultists headed south from the tower. The adventurers may know about Castle Wittgenstein by this point, and draw the right conclusion on their own. If they do not, they may speculate that the cultists are headed back to Grissenwald and Black Peaks, Etelka's home, to study whatever they found. In either case, the adventurers will be passing under the shadow of Castle Wittgenstein and you will have plenty of opportunities to sow hints and rumours that will lead them to Wittgendorf.

If there is no convenient witness at the tower to point the party in the right direction, things may become more complicated. In the worst case, the Players may decide that the Red Crown cultists found the meteorite and are taking it to the cult's senior agents, probably in Altdorf. This will send them in completely the wrong direction, and you will have to find some way of turning them around. Perhaps a dead thug has a slip of paper on his body with a crudely-drawn map of the river showing the rough position of Castle Wittgenstein. Perhaps a cleric or other devout Character receives a prophetic dream, in which they are standing on deck and looking up at Castle Wittgenstein. If desired, you could include some dramatic details like dark clouds and misshapen faces looming over the battlements, but in any case the Character will immediately recognise the castle after having passed it on the way from the tower to Kemperbad.

The Worst Possible Moment

Perhaps the most satisfying option is if the adventurers are in the middle of investigating the tower when the cultists arrive. The cultists spent longer resting and re-equipping in Kemperbad than the timeline allows for, and the adventurers left ahead of them. Now, they have caught up just when the adventurers are preoccupied, and they make the most of their advantage.

Depending on how the cultists act, this could turn into a battle within the tower itself, or an ambush when the characters emerge, bloodied but victorious, with the clues that point them toward Castle Wittgenstein.

THERE AND BACK AGAIN

After the situation at the signal tower is resolved, the adventurers must go south again, upriver to Castle Wittgenstein. This part of the journey can be uneventful, although you might want to have them come across another mutated body in the river as they approach the castle: see A Grisly Find, page 39.

Back to Kemperbad

If the adventurers stop in Kemperbad for a fourth time, the local chapter of the Purple Hand is running out of patience. This is the fourth time the renegade Magister Impedimentae has passed through the town, and despite every warning, he still refuses to co-operate. It is almost as though he is taunting them. Meanwhile the cult's local leadership in Altdorf is increasingly displeased at the incompetence of its agents in Kemperbad.

The head of the Purple Hand in Kemperbad has decided that the time for subtlety is over. If the adventurers spend more than three hours in Kemperbad, they will be attacked by a powerful group consisting of three cultists — one of them a wizard — and half a dozen hired thugs (or however many are required to give the party a serious challenge). The cultists' goal is to take the 'Magister' prisoner and ship him to Altdorf where he will be interrogated by their leadership. He is to be taken alive at all costs and his companions are to be killed, or at the very least, scared so badly that they never set foot in Kemperbad again.

NEWS AND RUMOURS

The following news and rumours can be picked up on this leg of the journey. Pick a suitable rumour for the characters circumstances, or roll a D10 to choose randomly.

- The Emperor has been seen in public, soothing public fears that he was sick, mutated, or worse. He took part in an investiture ceremony for new members of the Reiksguard, one of the Empire's elite military units. However, at least one source reports hearing that the Emperor did not look like himself, and indeed may not have been: *'He's got a double to throw off assassins — everyone knows that. And he stumbled over the words of the Oath of Loyalty when he gave it to the new recruits. My brother-in-law was there — Altdorf born and bred, he is — and he's seen the Emperor enough times to know when he's looking at an imposter.'*
- Reports are coming in of border skirmishes between Ostland and Talabecland. The Grand Prince of Ostland is blaming Grand Duke Gustav von Krieglitz of Talabecland for the death of his son, Crown Prince Hergard, while on an expedition in the Grey Mountains. Several villages have been captured by both sides, but so far it is unclear who started the fighting, and who has the upper hand.
- The Emperor has called all the Elector Counts to Altdorf to discuss the situation between Ostland and Talebecland, as well as the reports of anti-Sigmarite violence in Middenland. The Elector Counts are usually slow to answer the Emperor's call — a reminder that he is an elected monarch and not an absolute ruler — but most agree that the situation is urgent: the meeting is expected to take place any month now.
- Ar-Ulric, the head of the Ulrican Cult, and High Priest at Middenheim's Grand Temple of Ulric, has issued a proclamation condemning anti-Sigmarite violence and threatened sanctions against any follower of Ulric found taking part in the riots. This has not deterred a mob from attacking the city's temple of Sigmar, chanting Ulrician prayers and devotions as they went.
- A party of Sigmarite witch hunters was attacked en route from Altdorf to Middenheim. They were found by a passing coach, robbed, stripped, and hung upside-down by their ankles.
- Mutant attacks on river traffic seem to be on the increase throughout the Empire. Recently a notorious river pirate was tried in Altdorf, and claimed that he was only captured because mutant attacks had decimated his crew. He expressed no remorse for his many crimes, but openly regretted that he was no longer the most feared marauder on the river.
- River patrol recruiters have been seen in Marienburg, trying to conscript seasoned boatmen and marines despite the Wasteland's long independence from the Empire.
- The road and river wardens continue to recruit aggressively in the Empire's cities and larger towns. They have switched their tack from a catch-all, press-gang approach to a more targeted strategy where they offer financial inducements to men and women with previous combat experience.
- Something strange is happening along the Reik between Kemperbad and Grissenwald. Although this stretch of the river has seen fewer reports of mutant attacks than many other places, scarcely a week goes by without some deformed corpse being fished out of the river. Perhaps something — or someone — is hunting mutants to keep the river safe for honest traders.
- Castle Wittgenstein is an evil place, cursed by the gods in punishment for the unspeakable sins one of the family committed a century or more back. Old Dagmar was a wizard of the worst sort, and this current generation is scarcely any better. The inhabitants of nearby Wittgendorf have fallen prey to a terrible, deforming plague, and pass along appalling tales of degradation within the castle.

Note: The adventurers will only hear this rumour when they are within a few miles of the castle.

Ideally, the adventurers will prevail after a hard fight. They may capture a thug or two, who will only know that they were paid good money to take one Character alive and kill or maim the rest. If the adventurers try to alert the authorities they will find themselves frustrated: the town Watch will take their statements with barely-disguised scepticism and advise them to come back in a month or two. Even if an inquiry does go ahead, it will eventually be stymied by Purple Hand agents or puppets in the higher echelons of Kemperbad's judicial system.

If things go awry, several Characters may be killed — or at least, obliged to spend Fate Points so they later wake up unconscious — and the double will be bound and gagged, stuffed in a sack, and shipped downriver to Altdorf with a cargo of onions. The rest of the party will have just a few days to recover from their wounds, formulate a plan, identify the boat, and rescue their comrade.

RESOLUTION

REWARDS

XP should be awarded for good roleplaying and clever ideas at the end of the session.



CHAPTER 6

WITTGENDORF



A BAD MOORING

The village of Wittgendorf, see the map on page 71, lies on the west bank of the Reik, about a mile from Castle Wittgenstein. It was once thriving, but the arrival of the warpstone brought a dramatic decline in its fortunes.

The atmosphere in the surrounding forest is oppressive. Huge, bloated butterflies and moths flit between the contorted trees, and large grubs crawl across the forest floor. The air is filled with unnerving sounds: growls, hisses, and cries are heard constantly.

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 (page 80).

The village's wharf (Location 1) is rarely used these days, as river traffic avoids the village and castle. Road traffic is almost non-existent, and anyone travelling from Kemperbad to Nuln either goes by river or uses the road on the eastern bank.

Although it is still inhabited, Wittgendorf has the appearance of a ghost town. The streets are choked with debris and rank vegetation, and many of the buildings are in ruins. Half-starved dogs (and some emaciated people) roam the streets looking for food, frequently attacking each other in a ravenous madness. The current population comprises some 30 beggars, with about the same number of brow-beaten peasants and farm workers,

plus a dozen or so degenerates who have taken to cannibalism. This last group has its lair at the abandoned temple of Sigmar (Location 4). The rest of the population either fled the village or formed a band of outlaws in the woods, while other unfortunates were carried off to the castle for Lady Margritte's insane experiments (The Sorcerous Tower, page 114). All of the remaining villagers live in fear of the castle and its inhabitants, with the sole exception of the village physician, Jean Rousseaux (page 82).

ARRIVING IN WITTGENDORF

The town's wharf (Location 1) is the only place to moor a vessel along this rocky stretch of the river.

Exploring the Village

Most of the village is squalid and depressing, but there are two key locations: the physician's house (Location 5) and the Temple of Sigmar (Location 4). The adventurers' chances of success will be greatly increased if they have thoroughly explored both locations.

The Villagers

The locals are wary of strangers, fearing that outsiders may bring the wrath of the Wittgensteins down upon them. Most of the villagers know of the outlaws in the forest, and many are sympathetic to their cause, but they will not tell the adventurers about them until the adventurers have proven themselves worthy of aid. If asked about the castle and its inhabitants, they will warn the adventurers to stay away for their own good, and for the good of the village: *'Leave us be, if you've any decency. Things are bad enough, and you'll only make them worse.'*



WINDS OF CHANGE

Two years ago, a terrible and unnatural storm raged over the castle. There was no rain: just a howling wind, and lightning flashes leaped from the castle to the sky. This was followed by a week of 'black rain'.

From that time on, the few crops that still grew became twisted and discoloured. The grass and trees became warped and sickly, and the animals and people began to develop mutations. There are reports of two-headed cattle, green sheep, and all manner of diseases among the peasants.

Though the villagers do not know it, this was a Warp Storm, the result of Lady Margritte's experiments with her ancestor's Warpstone. While this might have given others pause, the widespread effects of the storm only heightened the noble's certainty that this fell material was a sure path to sorcerous power.

THE BEGGARS OF WITTGENDORF

Talking to the beggars yields nothing more than pleas for money and food, interspersed with incoherent ramblings that include no useful information.

The beggars will continue to bother the adventurers throughout their stay in the village, and at any time the party will be followed by 1d10 Beggars. They will flee if attacked, only to return later. Successive beatings keep them at a respectful distance, but if a beggar is killed, the others will summon up the courage to attack in a mob.

When they are not following the adventurers, the beggars can be found lying in doorways and elsewhere, drinking from dirty blue bottles.

There are 30 Beggars in total. Once respectable villagers, they have lost both health and reason to the effects of the warpstone, and to Jean Rousseaux's rotgut liquor. Some have withered limbs, and others have crude stumps where mutated limbs have been hacked off. Facial deformities are common, such as missing noses, ears, eyes, overlong teeth, and so on. All have open sores, and their breath smells of stale alcohol. Their filthy, ragged clothes are crawling with lice.

The beggars are sold rotgut liquor by Kurt Kutzmann, a servant to the village physician, Jean Rousseaux. Unknown to anyone but Lady Margritte, the rotgut contains powdered warpstone which exacerbates the beggars' condition. Even Rousseaux believes the powder to be a rare medicinal chemical.

The Cannibals

Some of the desperate villagers have taken to eating corpses from the graveyard in order to survive. They live in the abandoned Temple of Sigmar (Location 4) and move around the village via secret passages dug underneath it. So far they have not preyed on the living, but they are running short of corpses, and they are preparing to kill and devour the other villagers.

EVENTS

These events occur at specific times while the adventurers are in Wittgendorf, as noted. The course of some events depends on the adventurers' actions, and they should be adjusted as necessary.

DAY 1 — ARRIVAL

Welcome to Wittgendorf

When the adventurers arrive, a horde of beggars will limp out of the boathouse and hobble down the embankment path to gather around the boat. They 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 if one of them escapes with the alms.

The Pale Lady

As the adventurers reach the top of the track leading up from the wharf, they see a beautiful young woman dressed in dark blue, mounted on a white horse and surrounded by six armed guards amid a crowd of slack-jawed beggars. On a successful **Challenging (+0) Intelligence Test**, the adventurers will spot an obvious familial likeness between the woman and the portraits in the ruined observatory's study (see *The Observatory*, page 30). The guards bear the Wittgenstein family crest on their shields and wear full-face helmets with sleeved mail shirts.

LICE TO MEET YOU

Though a very common and not terribly serious malady in The Old World, infestations of lice can be quite distracting. These small insects live in and around human hair, causing itching and irritation of the skin on the head and upper neck. If the same clothing is worn for weeks on end, body lice can also become a problem. Effective treatments include the use of a very fine comb to remove the lice and their eggs, shaving one's head, or the use of very harsh lye soap.

Contraction: If you fail an Average (+20) Endurance Test after close contact with an infected person.

Incubation: 1D10+5 hours.

Duration: Until treated.

Symptoms: Frequent Itching, Shame.

The young woman is Lady Margritte (page 116), and she is supervising the abduction of yet another villager. A beggar lies on the ground with blood pumping from the stump of his arm. A young man struggles with the guards and upon seeing the adventurers he cries for aid, but is quickly beaten senseless. Lady Margritte stares coldly at the adventurers for a moment, then returns to the castle with her unconscious prize.

If the adventurers intervene, they will have to deal with the six guards (page 123 — Human Sentry). The guards have a foul stench, and anyone within 2 yd of a guard must make a **Challenging (+0) Endurance** Test or suffer a -10 Weapon Skill penalty for the duration of the combat. Lady Margritte will use spells to help the guards, fleeing to the castle if defeat seems certain. The fight is hampered by panicking beggars: all Initiative scores suffer a -10 penalty, and fleeing guards can automatically escape.

The Dog and Bone Man

While walking through the village, the adventurers see a beggar and a dog fighting over a bone. Unless they step in, the beggar will be slain after 3 Rounds and the dog will flee into the woods with its prize. A few rounds later, more dogs and beggars arrive to fight over the man's body. This time, the beggars 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 hug the nearest Character (be sure to check for them becoming lice-ridden), then pick up the dead dog and make his way into the nearest building. Another six beggars follow him inside, and together they cook and eat the dog. The adventurers can get no useful information from the beggars, but they may be offered a few scraps of meat.

The Watcher

As the adventurers explore the village, they may become aware (via the *Sixth Sense* Talent) that they are being watched by a comparatively smartly dressed individual. This is Jean Rousseaux, the village physician. If approached, he will introduce himself, welcome them to the village, and apologise for not coming to meet them earlier. Explaining that he is kept very busy 'alleviating the suffering of these poor creatures,' he invites the adventurers to call on him the next day at his home (Location 4). He then departs.



DAY 2

A Mother 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 Rousseaux gave her was some of his terrible rotgut, which only made the baby's condition worse. Her baby refuses to eat, she says, 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).

Any Character looking under the blanket suffers minor exposure to Corruption (see **WFRP**, page 182). Rather than an infant, the bundle holds a large but apparently docile spider. Eight hairy legs sprout from its body, which is covered in green fur. Whether this was once Emrer's infant, or a common spider of unusual, warpstone-induced size is unclear, but the troubled mother begs the Characters for assistance regardless.

The Two-Headed Sheep

The Characters see a two-headed sheep being chased through the village by a group of eight beggars, hobbling after it on crutches and propelling themselves on various wheeled carts. The sheep is one of many mutant creatures that live around here, and is harmless. Before the adventurers can intervene, it will escape the beggars and flee into the woods.

The Impounding

The evening following the adventurers' arrival, a force of 20 guards led by Kratz, the Sergeant of the Guard (see page 124), rides down to the wharf. While eight guards board the adventurers' vessel, the other twelve cover the Characters with their crossbows as Kratz orders the adventurers to disembark. 'Get off this boat, you scum,' he yells. '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 the toll for use of this splendid wharf. Before you ask, it's too late now to pay, even if you wanted to.' A few of the guards laugh at this witticism. 'Move along peacefully and no one will get hurt. Or of course, we could always feed you to the beggars.' Disturbingly, the beggars look excited at this, and a few of them take an eager step forward.

The mooring fee is a lie, but Kratz will not listen to any excuses and the adventurers have little choice other than to comply. Their boat is taken through the castle's water-gate (page 87) and tied up at the wharf there. Any offer to pay will be dismissed, as Kratz explains, 'We'll need some time to calculate the full scale of your fine. We'll need to get the big abacus out for you lot.'

DAY 3

Three Pints and Three Straws

The next time the adventurers visit The Shooting Star inn (Location 2), three castle guards enter. They take a moment to look around at the locals, who cower in their seats. They order three drinks and stare around menacingly. They do not remove their helmets to drink; instead each one produces a straw.

Anyone who attempts to leave will be aggressively told: *'Stay where you are!'* The guards want to find out about the outlaws who have been attacking their patrols.

They start off by threatening everyone present and demanding to know where the outlaws are hiding. None of the locals say anything — this angers the guards and one of them strikes the oldest local with a mailed fist, causing blood to run down his face. The guards demand information again, and again, but none is given. Then they drag the old man outside. *'Watch this,'* one says, *'and remember that next time it could be you. Maybe that will make you more helpful.'* Unless stopped, the guards hang the old man from a tree while the villagers look on. A variation of this scene will be repeated each day until the adventurers intervene.

The guards will defend themselves if the adventurers attack, but will flee if any of them are incapacitated. If the guards are driven off, the villagers become more friendly, and Hilda (see below)

offers to lead the adventurers to the outlaw camp. Staying in the village would be a mistake, as Kratz and a dozen guards come down from the castle after 2 hours, and conduct a thorough house-to-house search for the adventurers.

The Outlaws' Spy

After any fight with the castle guards, the adventurers are approached by Hilda. This young woman is the outlaws' spy in the village (see The Outlaw Camp, page 79). She offers to take them to the outlaw camp, pointing out that more guards are likely to come looking for them in the village.

WITTGENDORF VILLAGE

1. THE WHARF

Wittgendorf's crumbling, neglected wharf has been home to more rats than boats in recent years.

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 who have not yet been seriously affected by Rousseaux's rotgut. Both the landlord, Herbert Marcuse, and the locals avoid talking to outsiders if possible, but they will 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, and whenever it is mentioned they suddenly focus on something else, like a beer-mug that urgently 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. The bedding is mouldy, but surprisingly free of vermin. There are ample supplies of beer, but very little food. Herbert explains that the adventurers are the inn's first guests in three years. Herbert will stretch his meagre supplies as far as possible to feed his guests. The chickens in the back yard all have two heads and three legs. When cooked they look very strange, and the vegetables have an unnatural colour to them. Despite these worrying details, the adventurers will not suffer any ill effects from eating in the inn.

Herbert Marcuse, Innkeeper

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. Herbert is depressed all of the time and shows it. He is very guarded about events in the village, especially when talking to outsiders, and he is aware of the cannibalistic tendencies of some villagers, but will not speak of it. He would be horrified to discover that the ghouls have broken through into his cellar!

3. THE PHYSICIAN'S HOUSE

Understanding the relationship between Rousseaux and Lady Margritte is the key to success in 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 adventurers will not only have to talk to Rousseaux, but also search his house and cellar. The physician, meanwhile, having reported to the castle, will try to arrange a dinner party at which the adventurers can meet Lady Margritte. The dishes, however, will be drugged...

Rousseaux's house (below) 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 (Area I) throughout the day and leaving again after a few minutes, clutching blue bottles of rotgut.

Arriving at the house, the adventurers are met by Frau Blucher, the housekeeper. She is a diminutive, elderly woman, who is short-sighted and somewhat hard of hearing. She peers at the adventurers quizzically, seeming to ignore 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 scream loudly and faint.



A. The Hallway

There is a wooden bench against one wall for patients who cannot stand unaided. Visitors will be asked 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 them. The kitchen cupboards contain only 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 several minutes. During this time the adventurers are left to their own devices.

Rousseaux sees patients here, and the room has been decorated with an eye to inspiring confidence. The office is equipped with a desk, four chairs, a couch, a wall cupboard, and a bench. In one corner of the room, a skeleton hangs in an iron frame. 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 the parchment is an exceedingly good forgery.

On the desk are a quill, ink, sand (for drying fresh ink), and parchment. The desk's large drawer is not locked, and contains a letter from Lady Margritte (Handout 12).

CHAOS LEECHES

These leeches have been affected by the warpstone. Their slimy skins are mottled with garishly bright colours; they have developed strong jaws and human-like faces. If forced to fight, Rousseaux will throw the jar of leeches at the nearest enemy, up to 2 yd away. If his throw is successful, SL + 1 leeches hit and immediately begin to burrow into the Character's skin. They do no damage on the first Round, but thereafter their burrowing automatically inflicts 1 Wound per leech each Round. The leeches can be removed by burning or can be dug out with a dagger. Either remedy inflicts normal damage unless performed by a Character with the *Surgery* Talent.

The cupboard is unlocked and contains numerous bottles of coloured water and coloured sand. There is also an unmarked glass bottle of blue rotgut (see page 75) in here, and a pottery jar containing five Chaos Leeches (see box). On a bench next to the cupboard are various surgical implements and other physician's tools.

D. Study

Rousseaux uses this room as a study and to entertain guests. If the adventurers are polite to him and make a successful **Average (+20) Charm 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 to Wittgendorf when he first arrived

My dear Jean,

Since the night of the storm, a strange malady seems to have affected some of 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 it will help heat this strange disease.

*Margritte
von Wittgenstein*

from his native Bretonnia, but anyone with the *Read/Write Talent* who examines the bottle and succeeds in a **Challenging (+0) Intelligence Test** will realise that the brandy is only one year old. If pressed, Rousseaux will confess that the brandy was a gift from Lady Margritte von Wittgenstein.

The study contains a locked bureau, a couch, three easy chairs, and a bookcase that stands against one wall. Since this room is directly underneath Rousseaux's bedroom (F), be sure to make an **Opposed Stealth/Perception Test** between Rousseaux and the Characters should they break in here at night and try to force the bureau open. If he hears any noise, 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 dust (Handout 13, page 74). There is also an unfinished letter to Lady Margritte (Handout 14, page 74), and a locked cash-box (D -10, SL 2) containing a signet ring bearing the von Wittgenstein crest (value 5 GCs), as well as 8 GC, 10/6 in assorted coins.

The bookcase contains various medical treatises from Rousseaux's student days, and conceals the entrance to the cellar. A successful **Challenging (+0) Perception Test** reveals a catch that causes the bookcase to swing open, revealing a flight of steps leading down to the cellar. A stench of decay wafts up from below when the secret door is opened.

E. Cellar

A flight of rickety wooden steps leads down into the cellar. It is here that Rousseaux mixes the powdered warpstone into his rotgut. Across the room is a table with several vials and bottles upon it. A locked (D +20, SL 0) wooden door (TB 2, W15) leads to the cannibal tunnels beneath the village. A strong stench of decay emanates from a buzzing mass of blackness lying on a bench against the far wall.

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 worst will befall should I stop supplying them with treatment.

If the Characters move towards the buzzing 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 body once had four arms, but they have all been sawn off; the bones and a surgical saw can be found in a bucket under the bench. Having developed a taste for human flesh, Rousseaux has arranged for the cannibals to bring him bodies.

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

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

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 containing the white powder that he uses to treat his flaking skin.

THE INNOCENT PHYSICIAN

If the Players show signs of wanting to confront Rousseaux before their Characters have had time to become suspicious of him, you can make a few changes. It is Herbert Marcuse, not the good doctor, who is distributing warpstone-laced food and drink at Lady Margritte's behest. The still that produces the contaminated rotgut is in the cellar of his inn. Rousseaux, for his part, has been affected by the dust but is completely innocent — in fact, he is actively trying to help the villagers with his limited medical skills.

Lady Margritte communicates with Marcuse through one or two of her guards who are regulars at his inn, but never goes there herself. She corresponds with Rousseaux as a means of keeping tabs on his efforts, and dines with him once in a while to help keep him docile and to maintain her own charade of innocence.

Any correspondence the adventurers find in the physician's house will be completely innocent — Rousseaux commenting on changes in the villagers' conditions and the efficacy (or lack thereof) of his own preparations, Lady Margritte asking questions and making suggestions. However, Players who are already suspicious might still assume the two are conspiring to poison everyone.

At the inn, meanwhile, the most the adventurers might find are a brief note or two giving Marcuse instructions that 'a new preparation will arrive tomorrow, to be distributed as before,' or that 'your man should dilute all future batches by one-tenth more than previously.'



THE WARP-DUST

One of the vials in Rousseaux's cellar contains a small amount of a green tinted dust, which is in fact powdered warpstone. It may be identified as such with a successful **Challenging (+0) Lore (Magick or Chaos) Test**. If the vial is opened, the dust swirls about as if alive, shaping itself into a crude but recognisably humanoid face. If the vial remains open, the congealed dust suddenly flies out, landing on the corpse and sending hundreds of flies buzzing into the air. When the storm of flies clears, the corpse will sit upright, as dark, slimy tentacles sprout from its body. These tendrils strike at any Character within 2 yards.

If the adventurers take the vial 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 that rise out of the bottle. A successful **Challenging (+0) Dodge Test** allows the Character to get out of the way, dropping the bottle in the process. Failing to dodge results in the Character taking 3 Wounds, ignoring Armour, each Round until dead. The tendrils may be pulled off by another Character who makes a **Challenging (+0) Strength Test**. If the warp tendrils are pulled off, or the bottle is dropped, the warp dust dissipates into the air and disappears.

Unless stopped, the corpse breaks through the door into the tunnels, ignoring the adventurers as long as they keep their distance. The warpstone infusing its body draws it to the fragment of warpstone beneath the castle. If they follow, it will lead them to the graveyard, and from there, it makes for the castle, entering through the secret entrance (see page 94).



THE CHAOTIC CORPSE

Once a four-armed mutant, the corpse is now armless, but far from harmless. It lashes out with four slimy tentacles at any target within two yards.

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	60	-	50	50	5	10	15	-	-	-	20

Traits: Construct, Dark Vision, Fear 2, Painless, 4 Tentacles +7, Undead, Unstable

A bucket next to the still holds a bubbling, purple sludge. This is fermenting juniper berries, used by Rousseaux to cover the worst of the rotgut's flavour. The adventurers do not know this unless one of them makes an **Average (+20) Test** using a suitable skill, such as **Trade (Brewer)** or **Lore (Herbs)**. There are no traces of warpstone here, apart from those that have affected the tap of the still, as Rousseaux doesn't trust Kurt to handle the precious powder.

I. Yard

The yard is surrounded by a wooden fence 5 feet high. During the daytime the gate is unlocked, and beggars can be seen coming and going. At night it is usually locked (**D +0, SL 0**).

J. Brew House

The brew house is a wooden building containing Rousseaux's still. During the day it is tended by Kurt Kutzmann; at night it is locked (**D +0, SL 0**). 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 trapdoor leading to the cannibals' 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, tiny writhing tendrils can be seen growing from it. These are harmless unless they stay in contact with the skin for an hour or more, in which case this counts as a Major Exposure to Corruption.

THE ROTGUT

Jean Rousseaux's rotgut liquor contains warpstone dust suspended in a mixture of alcohol and fermented juniper berries. He sells the mixture for 6 brass pennies per bottle. Even a small amount causes painful stomach cramps for five minutes (-30 to all Tests) unless the drinker makes a successful **Challenging (+0) Endurance Test**. Any success ensures no further ill effects, but Characters who fail must repeat the test each time they drink rotgut, until successful.

Each drink constitutes Minor Exposure to Corruption (see **WFRP**, page 182). A bottle holds 16 drinks.



EVENT: A DINNER PARTY

This event occurs only if the adventurers accept Jean Rousseaux's invitation to meet Lady Margritte over dinner. Having invited the adventurers to call at his house at seven o'clock the next evening, he will then politely encourage them to leave. If they watch his house, they will see him go up to the castle almost immediately.

At six o'clock on the day of the dinner party, a carriage arrives at Rousseaux's house carrying Lady Margritte and four guards. Lady Margritte enters the house and the carriage departs to return to the castle. The four guards station themselves in the kitchen, just by the door.

When the adventurers arrive, Frau Blucher answers the door to the adventurers and shows them into the study, where Rousseaux and Lady Margritte are waiting. After introductions are made, both of them chat politely but avoid the subject of the town's condition, commenting only that times are hard. After a few minutes, Frau Blucher announces that dinner is served and shows everyone into the dining room.

The food looks and tastes good. However, the adventurers' portions are laced with Nightshade (see **WFRP**, page 307). Once the herb has taken effect, the guards (who have been waiting in the kitchen) rush in and try to overpower the adventurers. If they succeed, they carry the adventurers up to the castle and lock them in the dungeon (page 119).

If the adventurers refuse to eat, or become aggressive, their host will call the guards who try to overpower the adventurers — or at least protect Rousseaux and cover Lady Margritte's flight back to the castle.

THE WORST DINNER GUESTS

If Grognaard Players are too obvious in preparing for an attack at the dinner party, let it be a completely innocent affair in which no one is poisoned. Lady Margritte simply wants to see these newcomers for herself, and judge whether or not they present a threat to her plans. If she believes that they do, she orders Kratz and his guards to watch them, before taking the first opportunity to surprise and capture them. She will then take them to the castle, to be held in the dungeons until she finds a use for them in her experiments.

If the adventurers manage to avoid capture — and especially if they kill or seriously injure Kratz or any of his guards in the process — all the guards will be on the lookout for them, and will attack without challenging them first. If the adventurers need help to avoid capture, Sigrid and a few outlaws may come to their aid, appearing from cover. They will explain later that they have been watching the adventurers ever since Hilda reported their arrival in Wittgendorf.



4. THE TEMPLE OF SIGMAR

Abandoned when the village priest was mysteriously killed six months ago, the Temple of Sigmar has been taken over by the cannibals. Asking about the temple and its priest will be met with silence, or muttered excuses about '*some pressing business*.' Only Rousseaux will answer the adventurers' 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 that should help the Players understand what is going on in the Barony of Wittgenstein.

Entering the Temple

During the day, there will be no sign of any cannibals in any area above ground. If not already involved in a fight, there is a 25% chance of encountering 1D10 cannibals for every five minutes of game time spent underground in the crypts, mausoleum, or tunnels. At night, this chance increases to 40%, and there is also a 25% chance of running into 1D10 cannibals in those areas of the temple that are not described as 'avoided by the cannibals'.

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 Life of Sigmar.

B — Temple

The cannibals avoid this consecrated area. Built over the site of the village's first temple, centuries of worship have given this room a permanent aura with the effects of a Zone of Sanctuary Miracle (see box.) A large altar stands on a raised dais at the south-eastern end of the temple, and behind it is a stone statue of Sigmar. The god's right hand is raised as though in blessing, but is in fact a cleverly concealed lever that causes the altar to descend silently into the crypt below (raising the arm raises the altar again). In the far corners of the dais are two magical lanterns on stands. They burn continually without fuel, and cannot be extinguished unless removed from the temple, nor relit until they are returned.

The vaulted ceiling is decorated with an elaborate script in the Classical language. Any Character who has the skill may make an **Average (+20) Language (Classical)** Test to understand it. The inscription is a kind of short hand version of the temple's history. It tells how it was founded during the reign of Emperor Boris I. Characters with the **Lore (History)** Skill may recall the information about Boris 'Goldgather', see **WFRP** page 273. It also says that the temple was built on the site of one of Sigmar's legendary battles. Another part of the inscription eulogises a knight named Siegfried von Kesselring who defended the newly-built temple against an assault by 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 in a funeral conducted 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 that tells the Legend of Sigmar. Anyone who examines the book will notice that it is resting on an ancient piece of parchment. The parchment is also written in Classical, and foretells Sigmar's return to save the Empire in its hour of direst need (see handout below). Any Character who reads this aloud (you may determine if it is with suitable reverence) will receive a blessing.

And all those who venerate Chaos shall tremble and despair.

For when the Dwarfs return to Zaiyon and a twin-tailed comet fills the sky, though the Chaos Gates be open, the mutant hordes shall die! Amid a host of warring brothers a standard is unfurl'd, rallying man and Dwarf behind it at the ending of the world.

The lanterns dim and then flare brightly, and the statue's eyes glitter with intelligence and life. A voice, audible only to the Character who read from the parchment, says, *'That hour is fast approaching. Will you be ready?'* If the Character replies in the affirmative, 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 blessed Character will be healed of any and all wounds, and will gain a +10 bonus to all Fear Tests for the next 24 hours.

Other Characters may read the scroll to receive the same blessing, but no one may receive it more than once. Those who are mocking or disrespectful, or who fail to announce their readiness, will never receive the blessing.

THE CANNIBALS

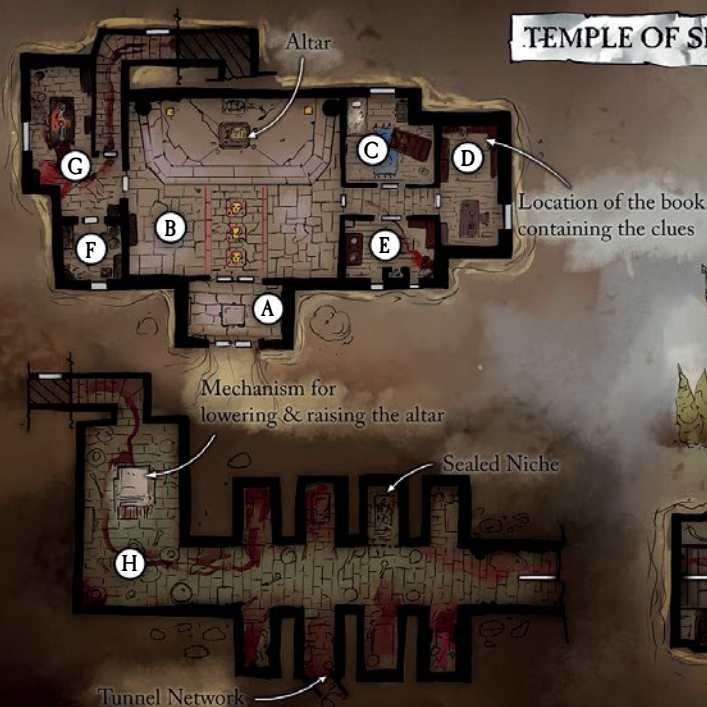
Driven insane by the effects of the warp storm, some villagers have resorted to cannibalism. They live in the abandoned Temple of Sigmar, and travel via a system of passages under the village.

The cannibals are identical to the village beggars (page 81) at first glance, and have identical profiles. They are dressed in rags and armed with an assortment of clubs and bones (Improvised Weapons).

Having devoured all 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 inn (Location 2).

Their feral existence is gradually eroding their humanity, although they have consumed very little rotgut and are relatively free from mutation. They are ashamed of their cannibalism, however, and will try to kill any outsider who discovers their secret.

When these creatures first see the adventurers, they will mistake them for emissaries from the castle. The cannibals will not attack, but will try to rebuff any attempts at 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 adventurers have no connection with the castle, a successful Challenging (+0) Charm Test will convince the cannibals to explain that Lady Margritte has mounted a number of expeditions to remove bodies from the graveyard and mausoleum.



TEMPLE OF SIGMAR



KEY

- A Foyer
- B Temple
- C Priest's Room
- D Room of Records
- E Kitchen
- F Stores
- G Receiving Room
- H Crypts
- I Graveyard and Mausoleum

C — Priest's Room

This room was once simply furnished with a plain cot, a chest for clothing and other belongings, and a shelf bearing for books and religious images. It is now a complete mess as the cannibals have ransacked the room and apparently tried to set fire to it, but without success.

NEW MIRACLE OF SIGMAR ZONE OF SANCTUARY

Range: Fellowship yards

Target: Area of Effect

Duration: Fellowship Bonus Rounds

You appeal to the righteous might of Sigmar to judge the wicked and keep them from your presence. Characters within the Miracle's area of effect gain a +20 bonus to resist Fear and Terror. No Undead or Daemonic creatures may enter the zone, nor may they attack those inside it. Such creatures within the Range of this Miracle when it is invoked must attempt to leave it. This miracle is centred on the Character who invoked it, who for its duration may not Move or take any Action other than to vigorously condemn the wicked in Sigmar's name.

D — Room of Records

The door to this room has a magical lock. It may only be unlocked with the key from the altar (Area B, page 76) or it can be broken down (TB 5, W 15). The cannibals started hacking at the door but gave up before inflicting any serious damage.

Inside, 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 in any particular order. All of Wittgendorf's records are here, including centuries of harvests, births, deaths, marriages, and so on. Characters with the *Read/Write* Talent will turn up one of the following clues for each hour spent searching these records.

Until about 100 years ago, the area produced crops in abundance, and was famous for its fine wines.

The brother of the local baron, Dagmar von Wittgenstein, was renowned as an astronomer, and suspected of researching sorcery. He disappeared for a while on an expedition into the Barren Hills. He returned alone, bearing a large, lead-lined crate. The next harvest was a disaster. The crops failed completely and wine from even the finest vineyard turned sour. With each succeeding year, things got worse. Peasants began to leave the area, while those who stayed slowly starved.

In more recent history, the storm of two years ago is also recorded. Its effects echo the decline that occurred after Dagmar's return to the castle — see *Winds of Change* on page 69. After the storm the malaise afflicting the land clearly escalated, from mutated animals and people to warped vegetation. There are no entries dated later than six months ago.

E — Kitchen and Stores

Once plainly furnished with items 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 cannibals 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 may make a **Challenging (+0) Heal** Test, or an appropriate (**Apothecary** or **Embalmer**) **Average (+20) Trade** Test to identify the bones as human.

F — Receiving Room

This is the room where corpses were prepared for burial. It is now a filthy mess. There is a large table in the middle of the room, and various ceremonial 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 see anything. The niches (except one: see below) which once held the corpses of former priests and other notable villagers have been broken open and their occupants removed by the cannibals. Gnawed bones litter the floor, and a freshly-dug tunnel may be found behind one burial spot (see map on page 77), leading to a network of tunnels beneath the village.

The only unopened niche bears a plaque which is still legible despite its age: 'Here lyeth the body of Siegfried von Kesselring, loyal Servant 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 reveals a skeleton in rusted (and useless) plate armour. On his breast is a shining longsword, sheathed in a gem-encrusted scabbard, both as spotless as the day they were placed in the tomb. Anyone attempting to draw the sword must make a **Challenging (+0) Willpower** Test. If successful, this Character may draw and wield the sword, otherwise they will never be able to draw it.



The sword, which the GM may choose to treat either as a Hand Weapon or a Zweihänder depending on the party's skills, is in perfect condition. Its name, **Barrakul**, — 'Hope of the Mountains' — is inscribed with Dwarf runes along its blade. It is undoubtedly the creation of a Runesmith of no mean skill. When wielded in combat, the blade shimmers, visible one moment and gone the next, and only the red glow of its runes is constant. Non-magical armour is useless against this blade — ignore the AP of any non-magical armour or shield. It possess the Unbreakable quality, but gains the Undamaging flaw if wielded against a Dwarf.

H&I — 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 is the mausoleum where local notables were interred. Their coffins have all been broken open and the corpses removed. Outside, the graveyard is wreathed in 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 have been eaten, but some have been taken by Lady Margritte for her experiments.

5. THE MILL

The windmill is where Hilda and her grandfather Hans live. Hans works hard to maintain it, and even has a secret cache of flour in the cellar. The Characters will not be made welcome, as Hans and Hilda are afraid to draw the attention of the guards.

6. THE SHOP

Wittgendorf's only store is closed and long since picked clean. It is now home to a quickly diminishing population of rats.

7. THE BOATHOUSE

The crumbling boathouse is used as a shelter by the village's beggars. It reeks of urine and vomit, and contains nothing more than tattered, lice-ridden blankets and cast-off rags of clothing.

THE OUTLAW CAMP

The outlaw camp lies just over a mile from the village, and is well concealed. Unless led there by Hilda (see *The Outlaws' Spy*, page 71), the adventurers will only find it after a thorough search of the surrounding forest. A successful **Difficult (-10) Track Test** will reveal intentionally obscured tracks leading to the outlaw camp. With Hilda leading the way, it takes about half an hour to reach the camp.

THE FOREST

The forest surrounding the village is dark and sinister. Tall trees spiral upwards to the sky, blocking out the light. The floor of the forest is covered with sickly-looking fungal growths, and tree roots seem to reach out to snag passers-by. Although no one will ever see a root move, you may impose Athletics and/or Perception Tests at intervals, to avoid tripping.

Hilda seems alert, but unaffected by her surroundings. If the adventurers ask about the forest, she will say that although it has changed dramatically since the storm (see *Winds of Change* page 69), it is usually safe during the day. During the night, though, terrible creatures come out to hunt.

THE FUNGUS

The fungus that covers the trees has a warty skin, an unpleasant colouration and a musty smell. A close inspection reveals what might be crude caricatures of human facial features, leering out of a mass of decay.

The fungus is harmless unless eaten. Anyone foolish enough to eat it must make a **Challenging (+0) Endurance Test** or spend 2 Rounds vomiting. Even those who successfully pass their test will be afflicted by stomach pains after 30 minutes, lasting for 1d10 hours. During this time all Tests suffer a -20 penalty.

THE OUTLAWS

In the original adventure, the outlaws were a small group of noble souls from Wittgendorf, untouched by the corruption and dedicated to resisting the evil von Wittgenstein family and restoring justice. They are natural allies for the Characters, and can provide much-needed reinforcements.

There is a risk the Players might see them as an easy resource to be used and discarded, which is why the text makes it so clear that they will go no further than the gatehouses, and at most Sigrid and two others will accompany the adventurers.

It may surprise the Players if they discover that the outlaws are using them, rather than the other way around. The most obvious way to do this is to have the outlaws be secret mutants or cultists. They may even be in league with the von Wittgensteins despite all appearances, and willing to lead the adventurers into a trap for Lady Margritte.

Alternatively, they may be in league with the Skaven, using the adventurers to weaken the castle's defences and locate the warpstone in exchange for the ratmen's assurance that they will remove it immediately. The outlaws hope the stone's baleful influence will be lifted from the castle and its surroundings, and things will return to normal.

If neither of these scenarios is appealing, the outlaws may simply want to use the adventurers to dispose of the von Wittgenstein family and their retainers. They will move through the castle, killing anyone the Character's spare, perhaps brutally executing several sympathetic NPCs, such as the peaceful Ludwig and the deranged but harmless Fritz. This done, they intend to occupy the castle and declare Wittgendorf a free city-state — an ambitious plan, to put it mildly.



NIGHT IN THE FOREST

The forest is even more sinister at night. Strange shadows flit amongst the trees, and the adventurers will occasionally catch sight of red eyes staring at them from the darkness. An oppressive silence falls, punctuated by sudden, bloodcurdling screams and yells. The sounds seem to be coming from all around, but this is an illusion caused by the darkness and the strange character of the forest. It is hard not to feel that something evil is closing in on the adventurers.

Suddenly, a lone Beastman comes bursting through the undergrowth. As it attacks, more howls can be heard from other creatures that are closing in on the adventurers' location. A small group of Beastmen and mutants will arrive in another 15 minutes, and another, slightly larger group a few minutes after that. See 'The Bestial Horde' below for statistics for these creatures. These encounters will persist, growing ever more dangerous, until the adventurers leave the forest or reach the outlaw camp.

THE PROTECTED AREA

The area around the outlaw camp is protected by the goddess Rhya, who watches over the outlaws and has protected them from the effects of the warpstone. This area is marked by normal vegetation and creatures, and the oppressive atmosphere of the

forest ends as the adventurers pass into this expanse of natural woodlands. However, even Rhya's protection cannot stop the warpstone from leaching through into the surrounding land, and it is only a matter of time before the outlaws are afflicted by it.

The outlaw camp is protected by traps. There is one trap per Character, and one more for good measure. If the Characters are making their way to the camp by themselves, a **Difficult (-10) Perception** Test is required to notice these traps. The traps are an assortment of snares and spear-throwers. The lead Character has a 50% chance of activating any trap they fail to notice. If the trap is not noticed or activated, the following Character has a 50% chance of setting it off, and so on. Snares grab Characters by the ankles, yank them off the ground and leave them suspended upside down. Each spear thrower fires a single spear at the Character who activates it, requiring a **Challenging (+0) Dodge** Test to avoid taking 11 damage.

There are 20 outlaws at the camp, led by Sigrid, an ex-priestess of Rhya. They offer the adventurers their hospitality, and Sigrid can provide directions to a cave that she believes leads into the castle (page 87). She will warn against going there, however, calling it a '*den of madness and death*.' She has been into the cave, but the strange, unnerving gibbering she heard drove her back.

THE BESTIAL HORDE

BEASTMAN - GOR

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	55	40	45	55	30	35	25	25	30	25	17

Traits & Talents: Arboreal, Armour 1, Berserk Charge 2, Fury, Horns +7, Night Vision, Weapon +8

PIG HEADED MUTANT (BRASS 0)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	54	28	43	42	29	27	33	25	36	36	15

Traits: Bestial Face (Cosmetic), Armour (Thorny Scales) 2, Weapon (Spear) +8

Trappings: Spear

GOAT MUTANT (BRASS 0)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	53	24	39	35	32	33	28	29	31	26	12

Traits: Animalistic Legs, Armour (Fur) 2, Bestial Face (Cosmetic), Horns +6, Weapon +7

Trappings: Spear

EMACIATED MUTANT (BRASS 0)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	49	42	20	37	25	52	27	38	35	35	11

Traits: Corruption (Minor), Weapon (Spear) +6

Trappings: Spear

BIG EARED MUTANT (BRASS 0)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	51	39	37	42	38	28	35	28	27	25	13

Traits & Talents: Acute Sense (Hearing), Corruption (Minor), Weapon (Club) +7

Trappings: Hand Weapon (Club)

GREEN FURRED MUTANT (BRASS 0)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	50	26	44	34	29	30	25	33	31	36	13

Traits: Armour (Fur 1), Corruption (Minor), Weapon (Club) +8

Trappings: Hand Weapon (Club)

THREE EYED MUTANT (BRASS 0)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	47	42	44	40	43	29	33	27	28	32	14

Traits & Talents: Acute Sense (Sight), Corruption (Minor), Weapon (Sword) +8

Trappings: Hand Weapon (Sword)

Any additional Beastmen can use the stats presented on page 331 of the **WFRP** rulebook. Additional mutants can be generated randomly, using the Physical Corruption table found on page 184 of the **WFRP** rulebook, or the mutation tables from the **Enemy in Shadows** Companion.

Any adventurer may spend 100 Experience Points to enter the career of Outlaw while at the camp, even if they are of a different class, or if their current career is incomplete. Characters who remain friendly with Sigrid and her followers may also return later for training.

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 (page 124) leading a group of six guards. The guards are accompanied by a Beastman with an enhanced sense of smell, and are searching for the adventurers. At the moment, though, the adventurers are downwind of the Beastman and safe from detection. Kratz is on horseback, and is clearly visible.

If the adventurers are quick and cautious, they will be able to ambush the patrol, which will reach their position in 4 Rounds. If the adventurers do not attack, the Beastman will not fail to notice them as it passes. If Kratz is killed, the guards must make a **Challenging (+0) Cool** Test or flee to the castle. Hilda will encourage the adventurers not to let any of the patrol escape.

Use the Beastman profile from *Night in the Forest* (page 80), but with the addition of the **Acute Sense (Smell)** trait. For profiles for Kratz and the guards, see page 124.

RESOLUTION

REWARDS

Beyond any points you offer for good roleplaying and clever ideas at the end of the session, XP should be awarded for the following:

- ☛ 30 points for saving the elderly villager.
- ☛ 10 points for reading the records in the Temple of Sigmar.
- ☛ 30 points for gaining the Blessing of Sigmar.
- ☛ 30 points for destroying Rousseau's rotgut.
- ☛ 30 points for destroying or releasing the warpdust.

As always, feel free to award XP for anything else you feel deserves it, using the amounts above as a guideline.

NON-PLAYER CHARACTERS

The Beggars of Wittgendorf

These unfortunates have suffered terribly under the experiments arranged by Lady Margritte and administered by Jean Rosseaux. Each Beggar already has 4 Corruption points, and you should make one or two rolls on the table on page 183 of **WFRP** to determine what mutations they bear. Even brief physical contact counts as a Minor Exposure to Corruption (**WFRP** page 182).



THE BEGGARS OF WITTGENDORF (BRASS 0)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	30	30	30	30	30	30	30	30	30	30	12

Skills: Consume Alcohol 35

Talents: Panhandle

Traits: Corruption (Minor), Infestation

Trappings: Assorted Crutches, Hand Carts, Rags, Lice.



Herbert Marcuse

Herbert has been landlord of The Shooting Star inn for two decades. Having lost his family in some two years ago, he is perhaps understandably dour.

HUMAN MERCHANT (SILVER 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	32	28	30	31	30	34	30	43	36	39	15

Traits: Weapon (Club) +7

Skills: Animal Care 48, Bribery 48, Consume Alcohol 38, Cool 41, Gamble 48, Gossip 45, Haggle 47, Intuition 36, Lore (Local 53), Perception 38

Talents: Doomed (*A Welcome Release*), Hardy

Trappings: Cloth for polishing glasses (his favourite pastime), Pick-axe handle (Club) hidden under the bar.

Kurt Kutzmann, Rosseaux's Distiller

Kurt spends most of the day tending the still and dispensing rotgut to the peasants. His hands are covered with a brown stain and his fingers are thick and stubby, and starting to resemble clubs. Kurt drinks the rotgut himself and is almost completely deranged. He speaks little sense, and can often be heard singing nonsense to himself as he goes about his work. At night, he locks the brew house and goes to sleep in his room. He is fanatically loyal to Rousseaux, and obeys him without question.

KURT KUTZMANN - HUMAN SERVANT (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	32	28	36	41	33	36	23	32	19	12	12

Traits: Armour 1, Corruption Moderate, Mutation (Totally Unhinged, Horny Hands)*, Weapon (Club) +7

Skills: Athletics 41, Climb 41, Consume Alcohol 49, Dodge 41, Drive 41, Endurance 46, Entertain (Singing) 18, Evaluate 40, Gossip 19, Haggle 18, Intuition 39, Perception 41, Stealth (Urban) 41

Talents: Doomed (*Cleansing Flames Twixt Verse and Rhyme*), Strong Back

Trappings: Club, Leather Apron, Money Belt with 30d

* The effects of these mutations have been reflected in Kurt's stats.



Jean Rousseaux - Village Doctor

Rousseaux is overweight and his clothing slightly too small and covered in the powdered snuff of which he is inordinately fond. He has not escaped the effects of the warpstone: daily contact has caused his skin to flake, and he has taken to plastering his face with white powder to hide it. If seen at night without his make-up, Rousseaux is a hideous sight, and viewing his true face counts as Minor Exposure to Corruption (WFRP page 182).

Jean Rousseaux was born in Bretonnia. After starting a career as a physician's student, 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 a physician, selling the villagers ineffective but addictive 'medicines'. By using his limited medical skills, he has been able to heal minor ailments and divert any suspicion that he is a charlatan.

Following the warp-dust's effects on the village, Rousseaux ceased to use his healing skills. Instead, he simply uses Kurt to distribute his rotgut booze to the peasants. He is in love with Lady Margritte and carries out her every wish. She has been supplying him with powdered warpstone which he has been adding to the rotgut. Rousseaux has been monitoring the effects and reporting back to Lady Margritte, but he is unaware that the dust 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 he will claim it is there purely for scientific dissection, though a closer look may reveal fine cutlery nearby.

Rousseaux takes a keen interest in the adventurers, questioning them closely under the guise of polite conversation and reporting every detail back to Lady Margritte at the castle. He explains the deformities in the village as the inevitable result of inbreeding in an isolated community: *'I help as best I can,' he says, 'but there is little that can be done.'* He speaks highly of the von Wittgenstein family, and is eager to have the adventurers meet Lady Margritte over dinner at his house.

He does not mention the source of the beggars' rotgut, but will not deny his activities if presented with evidence. *'This is only to help the poor unfortunates,'* he says. *'Whatever the side effects, this liquor dilutes their suffering.'* If the adventurers dispute this, he becomes offended. *'Of course,'* he says sarcastically, *'you well-educated travellers know more about medicine than the doctors and professors of the finest academy in all Bretonnia. How foolish of me to suppose otherwise.'*

JEAN ROUSSEAU - HUMAN CHARLATAN, FORMER PHYSICIAN'S APPRENTICE (BRASS 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	33	29	31	30	35	27	37	47	36	44	12

Traits: Weapon (Rapier) +7, Mutation (Flaking Skin: -10 Fel if visible)

Skills: Bribery 51, Charm 50, Consume Alcohol 35, Cool 41, Endurance 35, Gamble 55, Haggle 53, Heal 55, Lore (Reikland) 52, Melee (Fencing) 38

Talents: Blather, Doomed (*The Heavens Shall Smile Upon Thee*), Etiquette (Scholars), Read/Write

Trappings: 6 GCs 8/4, Bottles and Jars of Ineffective but Colourful Liquids and Powders, Box of Snuff, Gold Pocket Watch (15 GCs), Medical Bag, Rapier

THE OUTLAWS

Sigrid leads a group of former villagers who have turned outlaw rather than continue to suffer the harsh, insane rule of the von Wittgenstein family. Eighteen months ago, her husband was taken to the castle, never to be heard from again. In vengeance, Sigrid killed a guard, and fled into the forest rather than face Wittgenstein justice. Other men and women have fled the village to join her, and there are currently thirty outlaws in her band.



Sigrid

Sigrid is a determined woman who protects the outlaws under her command. While the outlaws often attack guard patrols, she is against a direct assault on the castle, knowing that it will only end in defeat. She will help the adventurers reach the castle, but will not allow her followers to risk a direct assault unless the adventurers clear the way — for example, by infiltrating the castle through the secret cave and lowering ropes from the walls, or opening the main gates.

SIGRID – HUMAN OUTLAW CHIEF, FORMER INITIATE OF RHYA (BRASS 4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	43	50	41	36	40	37	30	37	36	41	13

Traits: Armour (Mail Shirt) 2, Ranged (Bow) +7, Weapon (Sword) +8

Skills: Athletics 43, Charm 44, Cool 44, Dodge 42, Gamble 42, Haggle 46, Intimidate 46, Intuition 45, Leadership 56, Lore (Local 50, Theology 45), Melee (Basic) 53, Outdoor Survival 47, Perception 50, Pray 46, Ranged (Bow) 60, Stealth (Rural) 49

Talents: Doomed (*As a Curse Overlooks, An Arrow Spies*), Flee!, Read/Write, Rover

Trappings: Bow and 24 Arrows, Mail Shirt, Sword

Hilda Eysenck

Hilda is the outlaws' agent in Wittgendorf. She lives with her ageing grandfather, Hans, and they scrape a living as the village's millers. She has managed to keep her outlaw connections hidden from the castle 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, but only if asked.



HILDA EYSENCK – HUMAN BRIGAND (BRASS 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	32	33	34	34	30	29	36	34	33	12

Traits: Ranged (Shortbow) +5, Weapon (Dagger) +7

Skills: Animal Care 39, Cool 39, Endurance 39, Gamble 40, Gossip 36, Lore (Reikland) 41, Melee (Basic) 48, Ranged (Bow) 37, Stealth (Rural) 35

Talents: Doomed (*By Thy Trust Undone*), Night Vision

Trappings: Dagger, Shortbow and 24 Arrows, all kept at the outlaw camp.



OUTLAWS (30) – HUMAN BRIGANDS (BRASS 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	30	35	35	30	30	30	30	30	30	12

Traits: Armour (Leather Jerkin) 1, Ranged (Bow) +6, Weapon (Hand Weapon) +7

Skills: Athletics 35, Endurance 40, Melee (Basic) 40, Outdoor Survival 35, Ranged (Bow) 35

Trappings: Bow and 24 Arrows, Hand Weapon (Sword, Axe, Mace, or Club), Leather Jerkin

CHAPTER 7

CASTLE WITTGENSTEIN



CASTLE WITTGENSTEIN

Castle Wittgenstein is built on a clifftop, 200 ft above the Reik. It consists of an **Outer Bailey** and an **Inner Bailey**, with a guard tower between.

The **Outer Bailey** houses the guards, and is also home to an assortment of mutant beggars. Its south wall incorporates the main gatehouse (Area 2), from which a road leads to the village. The south-east corner is not overlooked by any guard post, making it an ideal place for the adventurers to lower ropes for their outlaw allies. The guard tower is protected by an outer gatehouse (Area 3) in the **Outer Bailey's** north wall.

The **Inner Bailey** is further protected by an inner gatehouse (Area 4) at its south wall. This part of the castle is home to the von Wittgenstein family, and is largely empty of guards, as Lady Margritte has her own ways of dealing with any intruders who make it this far! Nearly all of the Inner Bailey's walls overhang the cliff; the rest are in plain view of one or more windows, making it virtually impossible for the outlaws to gain entry by climbing ropes.

Beneath the **Inner Bailey** lie the dungeons. A steep, spiral staircase leads to the water gate and the river. Unknown to the family, there is also a water-filled tunnel that leads from inside the water gate to the caverns beneath the **Outer Bailey**. These caverns (which open out from the one described by Sigrid) also connect with a secret staircase that leads into one of the ruined outbuildings of the Outer Bailey.

There are 25 guards in total. The 18 beggars who live in the ruins of the **Outer Bailey** will not fight. The various servants are unarmoured, have only improvised weapons, and will fight only in self-defence. All major NPCs (including family members) are detailed in the appropriate area description.

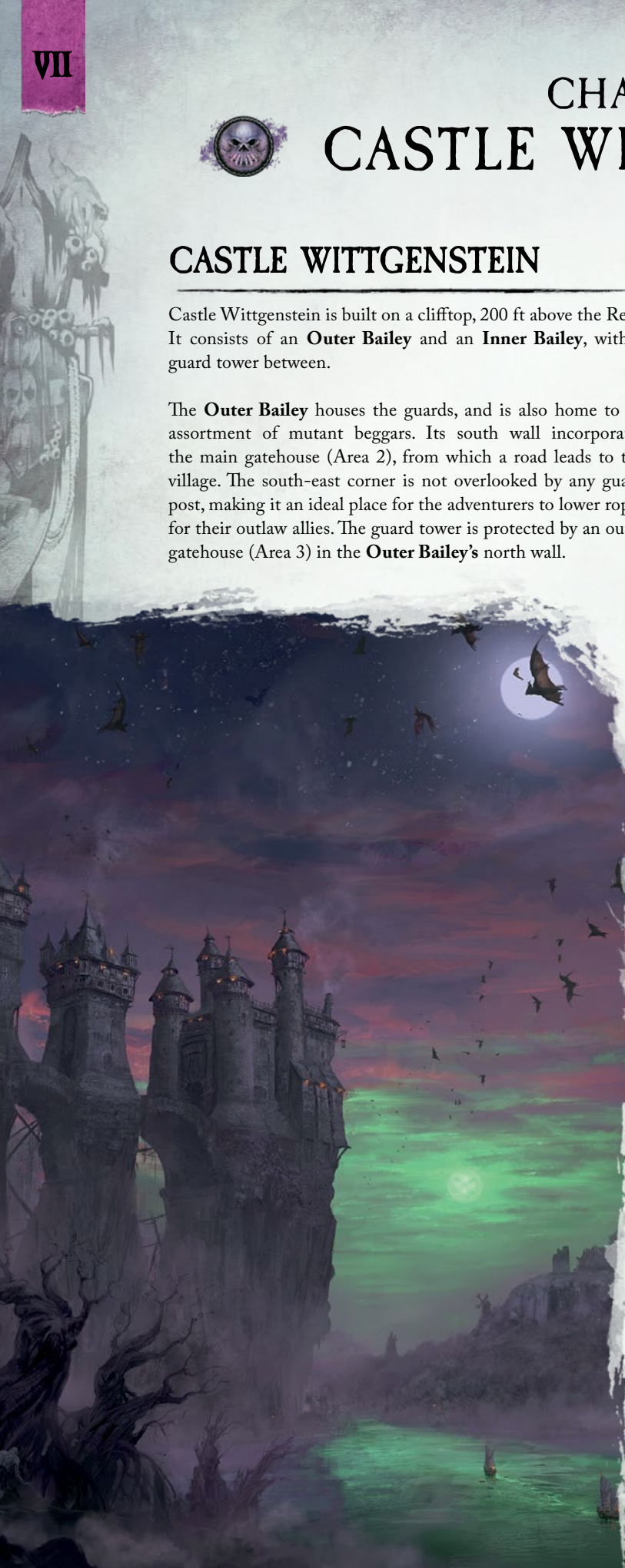
CASTLE GUARDS

The Captain of the Guard is (or rather, was) Georg Hegel. Having recently suffered an accident, he has become a skeleton controlled by Lady Margritte (see Captain's Tower, page 98). As a result, command of the guard has passed to Hegel's lieutenant, Shif Doppler. He is assisted by Sergeants Kratz, Klinger, and Anderer. If Kratz has not already been killed in the encounter in the woods (see Leaving the Camp, page 81), his actions during any assault on the **Outer Bailey** will be similar to those of the other sergeants.

UNDER ATTACK

Castle Wittgenstein has never been attacked, and its inhabitants are quite confident that it never will be. The guards are less than vigilant, even when manning the walls and gatehouse. Their initial reactions to an attack are slow unless there is a sergeant or officer with them, and the guards will always retreat if attacked in numbers.

Any guards will shout an alarm as soon as they are attacked. This brings guards from other locations to their assistance, under the direction of Doppler or one of the sergeants. In the absence of a sergeant or officer, guards will not move to reinforce threatened positions. Instead, they will prepare to defend their present location.



Lieutenant Doppler and his sergeants follow a standard defence drill. First, they move to reinforce the main gatehouse. If this looks likely to fall, they move to the arrow slits overlooking the courtyard and set up a crossfire. If the main gatehouse falls, the guards fall back to the outer gatehouse, and then if necessary to the guard tower, and the inner gatehouse. If the inner gatehouse falls, the guards' morale breaks and they will flee, fighting only if Doppler or a sergeant can rally them.

That, at least, is the theory. In practice, it takes 20 Rounds after any alarm for the guards from the keep to assemble in the courtyard and start for the gatehouse. If, as Sigrid plans, the outlaws and adventurers are already in the courtyard, the confused guards will retreat back to the keep while Doppler assesses the situation. Doppler's priorities will be to prevent the main gates from being opened, and to stop intruders reaching the Inner Bailey.

GUARD LOCATIONS

Guards will only be encountered in the Outer Bailey and the central guard tower. The only guards in the Inner Bailey are the three posted at the water gate (Area 8).

The numbers in the following table assume that the adventurers dealt with the patrol in the woods, including Kratz. If any of the patrol returned to the castle, they will add to the castle's defence. If any other guards were killed prior to the assault, remove a corresponding number of defenders from the table.

THE ATTACK

There are three ways into the castle: the main gates, the water gate, and the secret entrance from Beneath the Castle (page 87). Any attempt to force a way in through the gatehouse or the water gate will probably end in disaster, so it is important to be familiar with the movements of the guards (see Castle Guards, page 84). The adventurers' best approach is to carry out reconnaissance via the secret entrance into the Outer Bailey, and then to lead the outlaws in an assault on the guards there.

Once the adventurers have reconnoitred the castle, they must return to the outlaw camp to plan the attack. Sigrid favours an assault over the walls, but can be persuaded (on a successful **Challenging Charm (+0) Test**) to enter through the caves with the adventurers (see The Dark Entrance, page 87).

PLANNING THE ATTACK

Sigrid divides the outlaws into two groups. Once inside the castle, one group will attempt to take and hold the main gates while the other seizes the outer gatehouse. The outlaws will hold these positions, securing a line of retreat for themselves and the adventurers, but they will go no further into the castle until it is safe. The most Sigrid will do, if persuaded by a successful **Opposed Charm/Cool Test**, is to accompany the adventurers herself, with no more than two outlaws.

GUARD LOCATIONS

Area (Map page 92)	Number of Guards	
	Normally	After Alarm
1. Gate Defences	None	2 Guards
2. Main Gatehouse	5 Guards, with a 50% chance of Sergeant	
2a & b	None	1 Guard in each
2d	1 Guard	1 Guard
2e	4 Guards	None
2f	None	2 Guards
3. Outer Gatehouse	5 Guards + Sgt Klinger	
3a & b	None	1 Guard in each
3c	1 Guard	1 Guard
3e	None	None
3f	4 Guards & Sgt Klinger	2 Guards & Sgt Klinger
4. Inner Gatehouse	None	5 Guards
4a & b	None	1 Guard in each
4d	None	1 Guard
4f	None	2 Guards
Keep	10 Guards, Lt. Doppler & Sgt Anderer	1 Guard, Lt. Doppler & Sgt Anderer
10	Sgt Anderer	1 Guard & Sgt Anderer
11	6 Guards	None
19	4 Guards	None
22	Lt. Doppler	Lt. Doppler
Captain's Tower	6 Skeletons + Capt. Hegel	
23	3 Skeletons	3 Skeletons
26	3 Skeletons	3 Skeletons
27	Capt. Hegel	Capt. Hegel
Guard Tower	Five Guards	
28	None	1 Guard
29	None	4 Guards
30	5 Guards	None

If the adventurers come up with a different plan, play out the discussion in detail. Sigrid will not endanger her people unnecessarily, and she fears being stranded in the Inner Bailey. Any plans that conflict with these caveats will require at least an **Impressive (+4 SL)** or better success on an **Opposed Charm/Cool Test**. Bonus SL may be awarded to players who come up with particularly clever or convincing strategies, however.

RUNNING THE ATTACK

If either group of outlaws loses 25% of its total numbers, Sigrid must make an **Average (+20) Leadership Test** if she commands the group. If not, make a single **Challenging (+0) Cool Test** for all the outlaws in the group. If the test succeeds, the outlaws keep fighting until they suffer another casualty, when the test must be repeated. If a test is failed, the outlaws try to flee the castle or, if that is impossible, hide behind any available cover. They fear capture, and will fight to the death rather than surrender.

You should describe this battle in dramatic terms, while keeping the focus on the adventurers. Their own fights are played out in detail: when one enemy falls, they have just a second to look around and see how their outlaw allies are faring. Do not be afraid to change the outcome of any fight that does not involve the adventurers. If the Characters are hard-pressed, give them hope by describing how well the outlaws by the gate are doing, and if the adventurers are having an easy time, mention that the outlaws at the gate are being cut down, and need help. Describe everything in sweeping, dramatic terms, to create the feel of a mass battle from a historical action movie.

ENDING THE ATTACK

Once the Outer Bailey and the central guard tower have been taken, the fight is effectively over for the outlaws. Sigrid will not risk her people in the Inner Bailey (except herself and

two companions, if the adventurers have persuaded her to accompany them), and will order the remaining outlaws to hold the main gates and the outer gatehouse. If the area has not been thoroughly searched, Captain Hegel and his skeletons (see Captain's Tower, page 98) surprise the outlaws while the adventurers are elsewhere. The outcome of this fight is up to you, but if he is successful in driving the outlaws off, Captain Hegel will lead his remaining skeletons into the Inner Bailey to protect Lady Margritte.



AROUND THE BACK OR TAKEN BY SURPRISE!

Veteran Players might not be taking this section of the adventure seriously: for example, they might be speculating on what the new statistics and rules are for a Lashworm or a Monstrous Leech, or planning what they will do as they approach the water gate (page 89). Most foolish of all, they might be doing so blatantly, and you can punish such overconfidence in various ways.

NEVER TRUST CRIMINALS

As already mentioned (see the Groggnard box: The Outlaws, page 79), the outlaws may not be what they seem. The unkindest time for the adventurers to find this out is when they are fighting their way through the tunnels to the castle. When engaged in a fight against some creature or another, they suddenly find arrows in their backs and outlaws advancing on them with murderous intent — some revealing mutations perhaps, or fighting alongside some unexpected Skaven with a yellow fang daubed on their clothing so the ratmen can tell good man-things from bad ones. Later in the campaign, the adventurers will come to know and loathe the sign of the Yellow Fang.

'IT'S A WHAT?'

Another way to make things a little more challenging is to present the Characters with monsters that, while still perfectly feasible in context, are so different from the beasts they were expecting that all their preparations are for naught — or worse, actively disadvantageous.

Brutagh the mutant plays various tricks to let the adventurers know he is around, and put them on their guard. How much more interesting would it be if he had Dark Vision and a masterful array of stealth and ranged-combat skills? The nerve-racking events — shorn of all their dramatic power by familiarity — are replaced by absolute darkness and silence, broken only by the echoes of the adventurers' movements that give away their position to anyone who is listening.

The Lashworms are no more than a living trap, able to weaken one or two Characters slightly, but no more. Since these tunnels are such a convenient way into the castle, would they have gone completely unnoticed by the Wittgensteins? A stronger guard is surely needed, and a family like this one would know how to get their hands on something like a Basilisk or a Jabberslythe. While the adventurers are carefully probing every narrow crevice in the rock walls, tentacles whip out of the darkness as the Jabberslythe attacks. Or, for the truly cruel GM, a noise in the darkness ahead prompts one or more Characters to shine their lanterns and strain their eyes in that direction — revealing a Basilisk looking straight back at them with its Petrifying Gaze.



The Giant Rats and Bats were originally simple creatures with only hand-to-hand, or rather hand-to-claw, attacks. We have already added some mutations, but given the warpstone-irradiated nature of the castle a few more would not be unreasonable. Breath weapons, for example, or Corrosive Blood, or whip-like tails that hurl volleys of porcupine-like spines. Perhaps a Trait or two like *Die Hard*, *Magical*, or *Regeneration*, would underline how the warpstone has altered their nature.

The mushrooms are safe enough if left alone, but that need not be the case. They could react to body heat within a couple of yards, releasing an explosion of spores that fills an area 5 by 5 and causes *Poisoned* Conditions, or *Minor Corruption*, or effects like one of the drugs on pages 306–7 of *WFRP*. If the mushrooms do not fire their spores themselves, then perhaps a small group of Snotlings has crept in, growing the fungus for their own obscure purposes and throwing them — along with rocks and more conventional missiles — when the adventurers trespass on their territory.

Finally, the Monstrous Leech by the water gate could be something else entirely. While the adventurers are looking nervously at the water and trying to find ways to avoid it, a Giant Spider or two could be looking hungrily down on them from the ceiling.

THE STORM

As the adventurers launch their attack, a fresh, westerly wind springs up and the weather begins to worsen. Towering black clouds sweep over the castle, and rumbles of thunder can be heard in the distance. At suitable moments during the battle, remind the Players that a storm is about to break. By the time the battle is over, the wind has risen to a gale, and rain is pouring down in torrents. The storm will build to even greater heights as the adventurers explore the Inner Bailey, so that by the time they are ready to enter the Great Hall (Areas 49–77) and Lady Margritte's Sorcerous Tower (Areas 60–62) the storm is right overhead, with lightning playing around the tower's top floor.

BENEATH THE CASTLE

First, though, the adventurers must make their reconnaissance. Following Sigrid's directions, they come to a dark cave that leads to a network of tunnels running beneath the Outer Bailey (Under the Castle, below). Here dwells Brutagh, a deranged mutant. There is also an underwater tunnel connecting to the inside of the water gate, and a narrow, winding staircase leading up to a ruined outbuilding in the Outer Bailey.

1. THE DARK ENTRANCE

The cave's narrow entrance is concealed by bushes, so the characters are unlikely to find it without help from the outlaws. The area around the entrance looks undisturbed, but a **Difficult (-10) Perception** Test reveals sucker-like marks on the ground.

The cave is damp and dark, and its floor slopes downwards. After the adventurers have gone about 5 yd, they will begin to hear a deep, grunting, bellowing sound ahead. After another 10 yd, it is joined by a high-pitched, squeaking noise which sets the adventurers' teeth on edge.

This winding maze of tunnels is inhabited by Brutagh, a human mutant driven insane by the effects of the warpstone. When the adventurers enter his realm, Brutagh will begin to stalk them. He does not attack immediately, preferring to wear the adventurers down first. Brutagh follows at a distance of 10 to 15 yd, dropping back if he thinks the adventurers are trying to trick or ambush him. He is intimately familiar with the caves, and will use this knowledge to herd the adventurers towards danger, or divert from the tunnel leading to stairs up to the castle (Area 11). If the adventurers decide to leave way-markers through the cave, Brutagh will eradicate them, rubbing out any chalk marks, picking up any dropped tokens, or rubbing dirt into any marks scratched on the walls.



Brutagh the Mutant

Brutagh was once a woodcutter, but thanks to prolonged exposure to warpstone, little of his humanity remains. He is now completely insane, apart from rare moments of lucidity when he becomes melancholic, his eyes fill with tears, and he rambles about his life in the forest. Most of the time, though, he prowls the caves, venturing out only to find food. Until he attacks, Brutagh should never be fully visible: he should remain a shadowy, indistinct figure, only ever glimpsed briefly. Brutagh's body, arms and head are covered in a hard, green carapace that confers 2 AP to these areas. He has an extremely long neck that he can snake around corners. Suckers on his hands and feet allow him to cling to passage roofs and walls.



BRUTAGH THE MUTANT

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	48	25	44	48	29	33	25	31	36	11	17

Traits: Corruption (Minor), Mutation, Wallcrawler, Weapon (Hand Axe) +7

Mutations: Carapace (+2 AP, Body, Arms, Head), Long Neck, Suckers

Skills: Melee (Basic) 58, Perception 35

Trappings: Hand-axe

2. SKELETON

Around a corner, the adventurers come upon 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 bloodcurdling scream reverberates around them. This unsettling event requires everyone who hears it to make a Fear 2 Test. If any player suffers an Impressive Failure (-4 SL) or

worse on any roll of the Extended Cool Test to overcome this Fear, they also gain a Broken condition and must attempt to flee the caves. There is a sound of squeaking and twittering ahead. As the adventurers journey deeper into the caves, the sound seems to come from all directions, as though something is surrounding them and closing in. In fact, the sounds are from the rats and bats in the caves, amplified by the tunnel system's natural acoustics.

3. LASHWORMS

Two Lashworms live in holes in the walls at 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 their lashes fail to penetrate armour, they continue to attack until successful, and then retire into their holes with their meal. Once fed, the Lashworms are busy digesting their meal, and do not attack again for at least 4 hours.

Lashworms (2)

Lashworms are small, carnivorous creatures that live in fissures, which they disguise with debris, leaving only a hair-like 'trigger' outside. A **Hard (-20) Perception** Test is required to see the Lashworm's lair, and a **Difficult (-10) Lore (Beasts)** Test is required to identify it as the lair of a Lashworm. This test may be modified at your discretion if the Character has encountered Lashworms before.

When the 'trigger' senses any movement within 5 yd, a thin, saw-toothed organ whips out, grasping a shred of its victim's flesh, then retracting into the crevice almost instantly. Characters must make a **Difficult (-10) Cool** Test or gain a Surprised condition. The Lashworm will spend the next 4 hours digesting this meal, and will not attack again in that time.

LASHWORMS (4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
-	30	-	10	30	100	30	30	3	-	-	6

Traits: Bestial, Immunity to Psychology, Painless, Size (Small), Weapon +3

Lashworms are incredibly fast, and always attack first, even if their target is aware of their presence.

4. GIANT RATS

The warpstone in the castle has affected the rats that inhabit the caverns. They have grown to a length of 6 ft, 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 at the adventurers as soon as they come within 3 yd of the cavern.

5. MUSHROOMS

These caverns are filled with glowing fungal growths in all shapes and sizes. The mushrooms are harmless unless eaten. If any Character does so, they must make a **Challenging (+0) Endurance** Test or spend 2 Rounds vomiting. Even those who successfully make the test will be afflicted by stomach pains 30 minutes later, which last for 1d10 minus Toughness Bonus hours, to a minimum of 1, and during this time all Tests suffer a -10 penalty.

GIANT RATS (4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	-	30	25	25	35	-	15	15	-	5

Traits: Bestial, Corrosive Blood, Corruption (Minor), Infected, Night Vision, Size (Average), Skittish, Stride, Weapon +4

6. BATS

This cavern is the roost of half a dozen giant bats, which will swoop down to attack anyone entering their lair. The creatures have become infused with warpstone dust, growing to a wingspan of 10–12 ft. They are aggressive predators, and will attack anything Human-sized or smaller, belching noxious fumes laced with warpstone dust.

GIANT BATS (6)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	40	30	25	45	35	-	15	15	-	8

Traits: Bestial, Bite +5, Breath +6 (Poison), Dark Vision*, Flight 90, Size (Average), Skittish, Weapon +6

* Relies on sound rather than sight, so some tests will need to be amended accordingly.

7. THE UNDERGROUND STREAM

The passage is broken by an icy underground stream, 2 yd wide and about 4 ft deep. The water is cold, but not dangerously so, and may be crossed by jumping, wading, or swimming. Swimming or wading Characters will have no difficulties provided that metal armour is removed first. Characters who attempt to leap the gap and fail will fall into the stream, suffering 1 Wound.

There is gap of a foot between the water and the tunnel roof on the southern side, and on the northern side, the gap is only a few inches. The stream flows into the pool at the water gate (Area 8), and Characters who make the 80-yd swim may be able to surprise the guards there and gain entry to the Inner Bailey without going through the Outer Bailey. It is possible to drag armour through on lengths of rope. However, at three points between here and the water gate, the roof dips suddenly, requiring some underwater swimming. At the end of the second underwater section, any Character coming up for air will be attacked by a monstrous leech that hangs from the roof, and must pass a **Challenging (+0) Cool** Test or become *Surprised*.

8. THE WATER GATE

The water gate lies under the Inner Bailey. A spiral staircase (Area 10) leads up to the castle dungeons. The gate leading to the river is sealed with a heavy iron portcullis which goes all the way down to the bottom of the dock. Unbeknown to the castle's inhabitants, there is a third way into this area via the underground stream from the cavern network.

The adventurers' boat has been docked here ever since it was impounded (see *The Impounding*, page 70). There are three guards in the guardroom (Area 9) at all times, but they are not particularly attentive. The boat has already been stripped of anything that can be eaten or drunk, and the guards are playing cards as they nurse their hangovers. They will challenge any stranger who comes down the stairs, but anyone coming through the underground stream will be able to get out of the pool and onto the dock without being noticed. Thereafter, the guards must make an Opposed **Perception/Stealth** Test to determine whether they hear the adventurers approaching the guardroom, or sneaking past it to the staircase. You may make a single roll for the guards, granting +1 SL to account for their number.



MONSTROUS LEECH

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3*	30	0	20	20	20	30	-	10	15	-	2

Traits: Aquatic*, Bestial, Bite +3, Blood Drain†, Cold-Blooded, Dark Vision‡, Hungry, Immunity to Psychology, Size (Little), Swamp-Strider

* Out of water, M = 1 and all tests suffer -2 SL.

† If the leech scores a wounding blow it becomes attached to its victim, inflicting 1 *Bleeding* condition until killed or gorged. To see whether it is gorged, roll a 1d10 each Round: if the result is a 9 or 10 it drops off, otherwise it keeps feeding. Fire or some irritants (salt, acid, etc.) will cause it to release its hold and try to flee. Simply pulling it off inflicts 1 *Bleeding* condition.

‡ Relies on vibrations in the water rather than sight, so some tests will need to be amended accordingly.

STALKING THE CAVE

The following events may be used while the adventurers are in the caves, to play on their nerves and unsettle them.

☠ *Sucker Prints*

The adventurers see slimy, damp sucker marks on the walls and floor of the caves. These markings may be wiped off, but leave a slimy residue on whatever is used to remove them.

☠ *Grinning Face*

One of the adventurers catches a glimpse of a disembodied, grinning face. It appears to be near the ceiling or hanging in mid-air, but is gone in an instant. The Character must make a **Challenging (+0) Cool Test**: if this fails, tell the Player that their Character is shaken by the encounter. This has no effect in the game, but will add an element of tension.

☠ *Screams*

Occasionally, blood-curdling screams echo through the caves, seeming to come from all directions. Brutagh knows where to create the best echoes.

☠ *Clattering Stones*

Brutagh uses the sound of stones clattering on the floor as a means of luring the adventurers towards certain areas, such as the bats (Area 6), or the rats (Area 4).

The portcullis prevents the adventurers from taking their boat out to the river. If they go to the gate, call their attention to suspicious swirls appearing in the water and the half-glimpsed sight of something brown and scaly breaking the surface in the shadows. There is no monster in the water here, but the adventurers should be discouraged from entering the water!

9. GUARDROOM

This cavern-like room contains a rough table, four chairs, and a set of bunk beds. If the guards are playing cards, there will be 5d10 shillings piled on the table.

10 & 11. STAIRCASES

Each of these spiral staircases ascends over 200 ft. The one from the water gate (Area 10) leads to the dungeons under the Inner Bailey. The one from the tunnel network (Area 11) ends in a seemingly featureless room, 2 yd square. In the central square yard of the ceiling is a delicately-balanced secret door whose outline may be discovered on a successful **Hard (-20) Perception Test**. Pressing lightly in the centre of any edge causes the trap door to pivot, allowing access to a ruined outbuilding in the Outer Bailey (see The Ruins, page 94).

THE OUTER BAILEY

Visible from the track that 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 mercy.

There are six iron baskets in all. Five of the six contain either a skeleton or a rotting corpse, with only one still housing a living soul. There is nothing the adventurers can do to help 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.

ENTERING THE CASTLE

If it is daylight when the adventurers reach the castle proper, there is a high chance that they will be seen when they emerge into the courtyard. Each time they pass within sight of any occupied location (marked  or  on the Wittgenstein Castle Map) they have a 65% chance of being seen. Unless they are disguised (see below), they will be challenged by any guard who sees them. If they do not surrender immediately or silence their challengers within 2 Rounds, the alarm will be raised (see Under Attack, page 84).

At night, the adventurers have more freedom of movement. The darkness will cover them, but there will be enough light from the stars and moons to make torches and lanterns unnecessary. If the adventurers do use light sources, there will be an 80% chance of them being spotted. The alarm may not be raised straight away, but their movements will be watched, making it unlikely that they will be able to surprise anyone.

Clever adventurers may decide to enter the castle disguised 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.

No one questions the presence of beggars in the courtyard, and even the beggars themselves will take no notice of these newcomers. However, if the adventurers enter any building occupied by anyone other than a beggar, they will be ordered to leave immediately, and physically thrown out if they resist. The castle's occupants are used to bullying the beggars, and do not expect them to retaliate, so the alarm will only be raised after 3 Rounds of fighting.

Dressing as guards provides the adventurers with more options, and they may even be able to bluff their way through the castle gates. Only 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 Doppler or one of the sergeants 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 **Challenging (+0) Charm Test** is made. If the adventurers fail the test, the guards will raise the alarm 3 Rounds later, if they are able.

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 here can fire at the backs 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 shields them from artillery fire.

The tower is unoccupied, but in the event of an assault on the gates, two guards will rush from the gatehouse, one to the wall and the other to 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.

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 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 refuses to let them in. After a while, he orders them to leave, gesturing to the guards on the wall. The guards aim their crossbows in the adventurers' direction, opening fire if they do not leave. The guards fire only one volley unless the adventurers return fire. If necessary, four more guards arrive, and they keep firing until all the adventurers are dead or out of range.

2, 3, & 4. MAIN, INNER, AND OUTER GATEHOUSES

All three gatehouses have a similar layout, and are described together to avoid repetition. Each one has two floors, consisting of two towers spanned by a room over the gateway. The wooden gates are covered with iron plates, held in place by huge black iron rivets. They are usually barred on the inside by a stout wooden beam, requiring Characters with a total of 60 or more Strength between them to make a **Challenging (+0) Strength** Test to lift. Behind the outer gates is a short passage leading to an inner set of gates. These inner gates are normally kept 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.

The main and outer gatehouses (Areas 2 and 3) are each protected by five guards. During the day, there is a 50% chance of a sergeant also being present in each of them. The inner gatehouse (Area 4) is normally empty, although the guards from the central guard tower will fall back here in the event of a determined attack (see Under Attack, page 84). In the descriptions of individual rooms, ignore all references to guards when dealing with the inner gatehouse.

The guards in the main gatehouse will only open the outer gates if ordered to do so by Doppler or a sergeant. Most unexpected visitors are turned back, and peasants or villagers are used for target practice. Important-looking visitors will be asked to wait while the guards refer the matter to Lieutenant Doppler.

The outer and inner gatehouses are usually left open, but only family members and guards on duty in the central guard tower 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 guard with a crossbow will be positioned in each room to fire on anyone approaching the gates. A ladder in each room leads up to a trapdoor which can be bolted from above.

c. - This room is little used these days, but 4 crossbows and 230 bolts are stored on racks along the walls. The door to the courtyard is locked.

d. - One guard sits behind a 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 (see Castle Guards, page 123, for the effects of this sight on Characters). If he is attacked, the guard will call for help from the floor above (Area e).

e. - Although the four guards in here are meant to be watching for anyone approaching the castle, they will be found playing dice. There are 3d10 silver shillings on the table.

f. - The portcullis is operated from this room. It hangs from its pulleys above a slot in the floor, supported by a 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 on 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, they suffer a -10 penalty to WS or BS as appropriate.

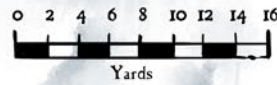
Also in the room are two huge iron cauldrons, one filled with water and the other with a mass of lead. Both stand above unlit fires, on wheeled iron frames that are designed so they can be moved above the murder holes and tipped over. The section of floor around the murder holes is noticeably concave, to ensure that the hot water or lead runs through the holes as intended. The north end of the room contains two wooden pallet beds that are used by any guards on duty here.

If the Characters find themselves trapped below, guards will be all too happy to assault them with spears dropped from above. Resolve these attacks using the guards' **Ranged (Throwing)** Skill as normal, but Characters with shields receive +20 to any attempt to block as the attack can only come from directly above.

CASTLE WITTGENSTEIN

GROUND FLOOR

SCALE



BALCONY

SECOND & THIRD FLOOR

FIRST FLOOR

SECOND FLOOR

LEGEND

- (T) Trapdoor Up
- (Ti) Trapdoor Down
- Window
- Door
- Ladder
- Portcullis
- Secret Door
- Arrow Slit

GUARD LOCATIONS

- Normally
- After Alarm

See page 85 for the specifics

KEY

- I Gate Defences
- 2 Main Gatehouse
- 3 Outer Gatehouse
- 4 Inner Gatehouse
- 5 The Ruins
- 6 Riding Stables
- 7 Coach Stables
- 8 Coach House
- 9 Smithy
- 10 Guard Room
- 11 Common Room
- 12 Hall
- 13 Stairs Up/Down
- 14 Well
- 15 Store Room
- 16 Armoury
- 17 Kitchen
- 18 Store Room
- 19 Barracks
- 20 Sgt. Kratz
- 21 Meeting Room
- 22 Lt. Doppler
- 23 Guard Chamber
- 24 Entrance Hall
- 25 Well
- 26 Barracks
- 27 Captain's Chamber
- 28-30 Bridge
- 31 Solarium
- 32 Kitchen Garden
- 33 The Charnel Pit
- 34 Entrance Chamber
- 35 Trough of Life
- 36 Portrait Room
- 37 King Roach
- 38 Temple of Slaanesh
- 39 Gallery
- 40 Hallway
- 41 Servant's Hall
- 42 Kitchen
- 43 Storeroom
- 44 Patio & Beehives
- 45 Servant's Dormitory
- 46 Slurd's Room
- 47 Great Hall
- 48 Balcony
- 49 Taxidermist's Room
- 50 Music Room
- 51 Garderobe
- 52 Hall of Whispers
- 53-55 Guest Rooms
- 56 Chiming Room
- 57 Lady Ingrid's Room
- 58 Haunted Room
- 59 Lady Margritte's Room
- 60 Lens Room
- 61 Library
- 62 Laboratory

GROUND FLOOR

SECOND FLOOR

FIRST FLOOR

SECOND FLOOR



CASTLE ROOM CONTENTS

The area descriptions in the following pages contain only general information on a room's contents. More detail may be required if the adventurers search a room thoroughly, or under certain other circumstances. In such cases, you can either choose a room's contents from the table below, or roll 1d100 to select them randomly. Use common sense, and refer to the room's function: for example, a kitchen is unlikely to contain bedding.

CASTLE ROOM CONTENTS

1d100 Roll	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.

While it is unlikely that the guards will have enough forewarning to heat their cauldrons, should the party have been particularly reckless in planning the assault they may find themselves scalded with water or, even worse, molten lead. It will take the guards 1 hour to heat the water to boiling, or 2 to heat the lead. Characters trapped in the portcullis and subjected to a torrent of boiling water take 10 damage, ignoring Armour, while those struck by the molten lead lose 15 Wounds. Characters may make an **Challenging (+0) Dodge Test**, or an **Average (+20) Melee (Basic or Parry) Test** if they have a shield, which reduces the damage by the number of SL achieved. Characters struck by the molten lead also receive an Ablaze Condition as their clothing ignites.

g. - This room is locked, and the thick dust that covers the floor attests to its not having been used for some time. A rack against one wall holds 6 crossbows and 164 bolts, but otherwise the room is empty.

The Courtyard

The Outer Bailey is choked with rubble and weeds, and the only clear area is a track from the gates to the bottom of the steps, and from there 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 stench of decay filling the air.

5. THE RUINS

These structures (labelled 5a, 5b, and 5c) were once storehouses and outbuildings. The staircase from the tunnel network beneath the Outer Bailey leads (via a well-concealed trapdoor) to the ruined building marked '5a'.

A total of 18 beggars live in the various ruins. 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 for shelter and succour. 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 her experiments, but she has recently stopped using them, preferring to take her specimens from those villagers who still lead the semblance of a normal life.

The remaining beggars are so demoralised that they spend all day lying in their filth. If attacked, they hobble out of the way as best they can, 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: 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 Lady Margritte some weeks ago, and he has deluded himself that it was a gift, which he now treasures 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, and he will throw himself off the castle walls rather than part with this treasure from his love.

6. RIDING STABLES

The castle's five riding horses are kept here. They are tended by Hans Shumacher, who lives in the rooms on the upper floor. Hans shimmers with an unwholesome green glow, and his arms reach down to his knees. Hans attacks any strangers who come near to his horses, and he keeps a pitchfork by the door which he will use at the slightest provocation. If necessary, use the profile of a normal guard (page 123). The upstairs rooms are well maintained, but sparse. Hans sleeps on a lice-ridden horsehair mattress on the floor. Anyone touching it has a 50% chance of becoming infested (see *The Beggars of Wittgendorf*, page 69). There is nothing of value in these rooms.

7. COACH STABLES

Four black coach horses and a handful of other mounts are kept in here. They are looked after by the coach's driver, Otto, and the footman, Dolf. Otto and Dolf live in the rooms above the stables. These rooms are well-furnished, and contain spare uniforms, among other things. Otto has three arms (as do all his uniforms), while Dolf's feet both point backwards, which gives him a pronounced shuffling gait. These individuals only fight in self-defence. Use the *Castle Servant* profile (page 96) if necessary. If attacked, Otto will immediately throw open the stable gates, releasing the castle's 1d10+4 horses to trample the Characters. Several of the beasts bear mutations of one sort or another, and at least one will defend Otto or Dolf against any Character who attacks them.

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 on the walls.

9. SMITHY

The smithy has obviously not been used for some time, as everything is covered in dust and cobwebs. A thorough search will turn up a full set of blacksmith's tools, but everything is rusty and ill-maintained. The forge is choked with ash, and

the only signs of life are a couple of rats (one with two heads) foraging in a pile of debris in one corner. If disturbed, the rats 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

The keep houses the majority of the guards, plus Lieutenant Doppler and Sergeant Kratz (Sergeant Klinger will move in here on Kratz's death). The guards will retreat to this building and bar the door if hard pressed by attackers in the courtyard.

The keep is sparsely furnished with layers of dust and grime everywhere and cobwebs hanging in the corners of all rooms. The ground floor is very damp with water running down the mildew-covered walls.

10. GUARD ROOM

Unless the alarm has been raised this room will be empty, as 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 eight high-backed chairs. A sword hangs 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. The one leading up (a) smells of rotting carcasses, as though a number of dead animals were strewn at the top. The staircase going down (b) smells strongly of damp and mildew.

13. COMMON ROOM

This room is used by the guards. The waste-pipe from the garderobe in the corner opens into the space between the outer gatehouse and the keep.

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, stand next to the well.

15. STOREROOM

Bundles of damp firewood are stored here.

16. ARMOURY

This room contains racks of weapons, armour and shields. In total, there are 16 crossbows, 500 bolts, 12 sleeved mail coats (human-sized), 9 shields, 34 swords, and 14 axes.

WALLS, DOORS, AND GATES

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

Statistics for the castle's various doors are shown on the following table.

Location	TB/W	Diff/SL
Main Gatehouse	8/32	-10/2
Other Gatehouses	6/28	-10/2
All other doors	4/14	+0/2
When barred	+1/+2	Cannot be picked

17. KITCHENS

Various cooking utensils hang next to a smoking fire. Three servants — Helga, Hans, and Fritz — work, eat and sleep in here. They are all covered in soot and grease, and are pale from lack of sunlight. Their leather aprons give them 1 AP on the chest and front of the legs only, but they will only fight if there is no other choice, using kitchen knives that act as daggers.

When the adventurers enter this room, the servants dive under the kitchen table, where they cower fearfully. They are very unhappy with their lot, but only a successful **Average (+20) Charm** Test will persuade them to come out from under the table and help the adventurers. The servants can provide information about the other rooms of the keep, but wish only to escape from the castle, and will flee at the first opportunity.

If the adventurers fail the Charm Test, the servants stay under the table and do nothing to hinder the adventurers' search. Whether the Charm is successful or not, the servants warn the adventurers not to open the door to the storeroom (Area 18): *'Don't open the door, masters! Don't let them out!'* If asked what 'they' are, the servants start gibbering about green rats. *'Big they are, with long teeth, and they bite!'* The servants normally use lit torches to keep the rats at bay.

There is a beggar in one corner of the room, his hands and feet manacled. He wears a tight-fitting chain around his neck, attached to a length of wire that 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 explain that Doppler uses this to summon them instead of a bell, but despite the summons they refuse to come out from under the table unless a successful Charm Test has been made.

Castle Servants Human Servant (Silver 3)

Like everyone else in the castle, the servants have been affected by the warpstone. Each one has some minor mutation. The servants are eager to leave, but reluctant to take unnecessary risks. To convince them to fight, one of the adventurers must make a **Difficult (-10) Leadership** Test. Another test is required each time one of the servants is hit, or they will all flee.

HUMAN SERVANT (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	30	35	35	35	35	20	15	15	-	7

Skills: Animal Care 35, Athletics 40, Dodge 40, Drive 40, Endurance 40, Evaluate 35, Gossip 35, Intuition 40, Perception 40, Stealth (Urban) 40

Talents: Beneath Notice, Etiquette (Servants)

18. STOREROOM

This room contains supplies for the keep. It is 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, they 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 if the torchbearer ventures too far into the room, the rats dart behind them and attack.

The room contains barrels of food and beer. Some of the contents have been spoiled by the rats, but the majority of barrels are still sealed. A close inspection of the walls will reveal numerous holes used by the rats to enter the room.



RAT SWARM

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	30	-	20	30	40	20	-	10	20	-	15

Traits: Bestial, Infected, Night Vision, Size (Little), Swarm, Weapon (Endless Gnashing Teeth) +5

19. BARRACKS

The foul smell first noticed at the bottom of the stairs (Area 12a) is almost overpowering in this room. Against the walls are 16 beds, covered in ragged blankets. At the foot of each bed is a small wooden chest, and a sword hangs on the wall above each occupied bed. At any time four guards are sleeping in here, with their armour and weapons hanging next to their beds. With their helmets off, treat the guards as though they had the **Fear 1** trait (see Castle Guards, page 123). If surprised, these guards will either grab their gear and run, or attempt to flee to the armoury (Area 16) to collect new weapons and armour.

The putrid smell, which is like rotting meat, emanates not only from the guards, but also from the blankets and beds. Although the stench is very unpleasant, it is not overpowering until someone pulls back the blankets on the beds, in which case a **Challenging (+0) Endurance** Test is required to avoid vomiting for 2 Rounds. The chests are unlocked and contain assorted personal belongings of little value or interest. Each chest also holds the equivalent of 5d10 Silver Shillings in assorted coins.

20. KRATZ'S ROOM

The sergeant's room is filthy, and smells even worse than the barracks next door. The preserved head of a caprine Beastman hangs on the west wall. A **Difficult (-10) Perception** Test reveals that the head's beard looks compressed, as if it were often handled. Hidden inside the Beastman's mouth is a magical Potion of Healing that instantly restores 1d10+2 lost Wounds when consumed.

A small table is next to the bed with a decanter of sour wine, a silver goblet (8 shillings) and a large, leather-bound book. The book contains innumerable pictures of polearms, and goes to interminable lengths describing the differences between them.

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, colourful tapestries hang on the walls, and the carpet is brightly coloured and remarkably 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 and religions of the Empire. All in all, this seems like the room of a well-mannered and cultured person.

Appearances can be deceptive, however. Hanging in an iron cage in the alcove behind the curtain is a middle-aged man (Sigrid's husband). He has been severely tortured by Doppler: his tongue is torn out and both his arms are broken. The cage is locked (D + 0, SL 2) and Doppler carries the key with him at all times.

22. DOPPLER'S ROOM

Doppler will be found here unless the alarm has been raised. The room is sumptuously furnished, and the bed is covered with bearskins. Hanging above the bed-head is a bell-pull that connects to the choker around the neck of the beggar in the kitchen (Area 17). 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 (D -10, SL 2) against the west wall contains Doppler's finest clothing: three pairs of leather breeches, three silk shirts, and assorted leather underclothes. Beneath these is a bag containing a silver necklace (3 GCs) and a ruby ring (4 GCs).



BONED



The Skeletons of the Captain's Tower (next page) present little challenge for a party that is expecting to encounter them. If the Players are a little too complacent, perhaps a surprise is called for.

Instead of basic Skeletons, perhaps they are the fruit of some of Lady Margritte's early experiments. So while the tower's inhabitants look like Skeletons, perhaps they are a little different.

Instead of being mindless constructs, they may be reanimated guards whose rotting process has finished, leaving only bone on the outside but preserving all the original NPC's experience and knowledge. Their profiles will reflect this, with the advances, Skills, and Talents of a Guard or Honour Guard (WFRP II0), the ability to think and act independently, and a complete indifference to any magic that affects undead.

Alternatively, they are still undead constructs, but one of Lady Margritte's experiments has given them a few extra Traits to strengthen them. Champion, Elite, Fast, Hardy, and (in the case of Captain Hegel) Leader will make them more of a challenge in combat, and so will Die Hard, Magical, Magic Resistance, and Regenerate. If you are shameless enough to exploit the full power of the Creature Traits list, you can turn a simple skeleton into an almost unstoppable killing machine — and wipe the complacent smile from any Groggnard Player's face.



CAPTAIN'S TOWER

This tower houses the animated skeletons of the former Guard Captain Georg Hegel, and six guards. The Captain died a few months ago, and was reanimated by Lady Margritte.

23. GUARD CHAMBER

As the adventurers open the door, three skeletons dressed in tattered chainmail armour spring to their feet. They attack anyone who is not Lady Margritte, or dressed as a guard.

SKELETONS (3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	25	30	30	20	20	25	-	-	-	12

Traits: Armour 2, Construct, Dark Vision, Fear 2, Infected, Painless, Undead, Weapon +7

Trappings: Hand Weapon, Tattered Chainmail Shirt

Special Rules: Thanks to the warpstone used on their summoning, these skeletons are not Unstable while in the tower.

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 the furniture. A table against the wall bears the mouldering 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

Two rotten leather buckets stand next to the well, whose sides 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 a completely natural growth, but the adventurers may find its motion disturbing.

26. BARRACKS

The room contains three bunks with mouldy mattresses. Before their demise and subsequent reanimation, Hegel's guards slept here. Three skeletons remain, and they will attack anyone who enters the room, other than guards or Lady Margritte. These skeletons use the same profile as those found in the Guard Chamber, above.

27. CAPTAIN'S CHAMBER

The door to this room creaks loudly as it is opened. Inside, Captain Hegel sits in a wooden chair, covered by a mass of cobwebs, no more than a vague, grey shape. 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 that obscures him completely for 1 Round. As Hegel draws closer, the adventurers can see his dead features clearly coming into view. This would be an excellent time to have Characters test for Hegel's *Fear 2* trait.

On a table next to Hegel's chair stands a dust-filled silver goblet (6 shillings) and a silver decanter of mould that was once filled with fine wine (12 shillings). The other furniture comprises a mouldy bed and a chest of mildewed clothes. There is nothing else of value in the room.



Georg Hegel

Hegel was Captain of the Guard before his unfortunate death three 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 magic and a sprinkling of warpstone dust. Now Hegel is little more than a skeleton rattling around inside his armour, but he is absolutely loyal to Lady Margritte, knowing that his continued existence relies on her powers.

SKELETON, FORMER CAPTAIN OF THE GUARD

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	55	45	45	45	45	20	25	15	40	10	46

Traits: Armour (Full Helm over Mail Coif) 4, Armour (Mail Chausses, Mail Coat) 3, Champion, Construct, Dark Vision, Fear 2, Infected, Painless, Ranged (Crossbow) +9, Undead, Weapon (Bastard Sword) +9, Weapon (Shield) +6

Skills: Melee (Basic) 70, Perception 55

Talents: Combat Master 2, Furious Assault, Reversal 1, Shieldman 2

Trappings: Crossbow & Bolts (10), Bastard Sword, Full Helm over Mail Coif, Mail Chausses, Mail Coat, Shield

CENTRAL GUARD TOWER

This tower stands on an isolated pinnacle between the Inner and Outer Baileys, guarding the bridge that connects the two parts of the castle. Five guards are stationed here permanently. They will not permit anyone to enter the Inner Bailey, but anyone crossing into the Outer Bailey will not be challenged. In a battle for the outer gatehouse (Area 3), 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.

28. GROUND FLOOR – BRIDGE

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. Both rooms are empty apart from a few a sacks and barrels of food, beer, oil, etc.

29. FIRST FLOOR – WINCH ROOM

This room contains the winches for the northern and southern drawbridges, allowing the two halves of the bridge to be pulled up on great chains. However, the winches are so old and rusty that four guards are typically required to operate them. Even then, it will take 1d10 minutes to fully raise one bridge. The room is also equipped as a murder room, with holes in the floor for dropping missiles on those who pass below. If the alarm has been raised, three of the five guards stationed in the tower will take up defensive positions here.

30. SECOND FLOOR – ARMOURY

This room contains rough pallets for five guards. Unless the alarm has been raised, the guards will be found here — sleeping, 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 to the floor below), 300 crossbow bolts, 10 shields, 10 sleeved mail coats, 10 mail coifs, 10 full helms, and 10 swords.

THE INNER BAILEY

The Inner Bailey is occupied by the von Wittgenstein family and their servants. There are no guards in this part of the castle, and even the gatehouse remains unmanned unless the guards from the central guard tower are ordered to fall back there. The von Wittgensteins assume that no intruders could penetrate this far into the castle, but even if they do, the only NPC whose actions will change from those described below is Lady Margritte (Area 62) — and if she has been warned by Doppler or another guard.

As the adventurers enter the courtyard of the Inner Bailey, their eyes are drawn to the vast number of evil-looking black birds that circle overhead and peer down at them from the rooftops. The birds' eyes seem to glitter with intelligence and they follow the movements of the adventurers closely, even hopping along the walls to keep them in sight. These birds are slightly mutated



(but harmless) crows. They take an active interest in all that goes on, but are not truly intelligent. However, they can be used to good effect — for example, by having them watch the adventurers for a while and then hop into an open window, as though going to report to someone inside.

31. AVIARY

Originally built as a solarium, the walls of this building are mostly glass, apart from the side facing the castle wall. The panes have turned green over the years, and are virtually opaque.

As the adventurers approach, they hear birdsong drifting out of the whitewashed building. Closer inspection reveals that the whitewash is flaking and the dome above is badly cracked. Through grimy panes, it is just possible to make out the leaves of towering ferns and other plants.

The building now houses some two dozen human/bird hybrids — the more fortunate victims of Margritte's experiments. Once human, they perch high up in the domed roof amid a vast collection of exotic flora, singing sweetly and eyeing the adventurers hungrily. These creatures have birds' legs and wings, but their heads and bodies — although beaked and feathered — are unmistakably human.

The birdfolk hop excitedly around their perches as the adventurers enter, expecting to be fed. As soon as they realise that the adventurers have no food for them, they grow angry and their singing changes to 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. It can be chased off by waving a weapon or an open hand. With an anguished squawk, it retreats to its perch, observing the adventurers with its head cocked quizzically to one side.

BIRDFOLK

Each one of the birdfolk has a hooked beak, clawed feet, and feathered wings. Although their bodies and faces remain human, they are covered in bright feathers. Some look like thrushes, some canaries, some parrots, and so on. Their size also varies, and 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.

BIRDFOLK (24)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	10	10	20	20	40	40	10	10	10	10	7

Traits: Bite +4 (Beak), Corruption (Minor), Flight 10*, Mutation, Weapon +7

* Lady Ingrid keeps their wings clipped. If their flight feathers have a chance to grow back, this will change to Flight 60.

Even if they wanted to leave, their wings have been clipped. They are looked after by Lady Ingrid, who has named each one (e.g. 'Bluey', 'Joey', 'Pretty Boy'). She feeds them daily, and has a key that fits the lock to their food cupboard (see below).

Attempts to communicate with the birdfolk are met with squawking demands for food. A locked (**D +20, SL 0**) cabinet in the south-eastern corner of the aviary contains bags of bird seed and a large scoop. If this food is scattered on the floor, the birdfolk flock down greedily to eat it. They ignore the adventurers while eating, and as soon as the food has gone (about 10 minutes) they hop back to their perches and start singing again, completely ignoring the adventurers.

The only way for a Character to get any information from one of these creatures is to grab hold of it and force it to talk. This is best done on the ground, but can be attempted while they are sitting on their perches, requiring a 4 yd leap from the nearest perch. A successful **Average (+20) Athletics** Test must then be made each Round to avoid falling, and if this is failed, a successful **Challenging (+0) Climb** 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 may force the birdfolk to cooperate. They are unused to violence and would rather negotiate than suffer harm. Even if the adventurers succeed in convincing the birdfolk to talk, they are little more than intelligent pets who spend most of their lives singing. They do know something of the layout of the castle, and of its inhabitants, and the right questions may yield some useful information. The birdfolk are familiar with any area that can be seen from the top of the aviary, but cannot answer questions about the Outer Bailey, for example. Their answers are short and rather vague, as they barely remember a question for more than a few seconds.

32. KITCHEN GARDEN

This corner of the courtyard was walled off many years ago. The 8-ft-high walls are covered in strange green tendrils, and at the end of each tendril, a splayed green hand grips the wall with sucker-like growths. The plants give the impression of some malign entity attempting to climb out. If anyone approaches the closed gate it will swing open of its own accord, revealing twisted and repulsive growths behind. The garden once kept the castle kitchens supplied with all manner of vegetables and herbs, but its current crop seems more likely to eat than be eaten.

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 discoloured and bloated tomatoes, marrows, artichokes, and so on. Entwined amongst these are sickly green vines that reach out to grasp any Character who ventures into the garden.

THE GRASPING VINES

The thing in the kitchen garden consists of a central maw, surrounded by a host of vines that grab victims to feed it.

Use the following profile for the vines, even though they are part of a larger creature. Individual vines can be destroyed, but this will only gain a temporary reprieve, as there are at least 50 of them in total. As one is killed, another will reach out, with at least one attacking each Character in range. The only way to end the threat is to kill the maw, which will cause all the vines to become inactive.

The Tool Shed

A dilapidated wooden building stands in the north-eastern corner of the garden, completely covered in vines. If the adventurers manage to get in here, they will find various gardening implements (e.g. hoes, spades, forks), a wheelbarrow, and some clay pots.

VINE (50 OR MORE)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
-	50	-	20	20	20	-	-	-	-	-	7

Traits: Grapple +5, Immunity to Psychology, Painless
Successful attacks grapple the victim, but cause no damage. Instead, the victim is pulled 2 yards closer to the maw for each Entangled Condition. While grappling a victim, a vine counts as a Helpless target.

MAW

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
-	50	-	50	30	30	-	-	5	-	-	44

Traits: Bestial, Bite +5, Immunity to Psychology, Painless, Size (Enormous), Weapon +5

The maw gapes wide, revealing bright-green teeth and an interior filled with a sickly green ichor. Characters who have been dragged 6 yd will be within biting range: roll to hit as normal. Any Character reduced to 0 Wounds is swallowed in the following Round.



THE THING WALKS!

The thing in the kitchen garden is a challenging monster, but one that is perhaps too easily avoided. Give it two vast, tree-trunk legs (Move 6) and let it patrol the Inner Bailey, and the Players will be far more challenged. In view of its similarity to a certain beast from a certain mythos, it might not be too much to give the thing Fear 3 or even Terror 2.



33. THE CHARNEL PIT

A pit has been dug in the middle of the courtyard, measuring about 15 by 10 yd, and 20 ft deep. Its edges are lined with downward-angled spikes that make it impossible to climb out. The lower 10 ft is covered by a grid of iron bars with a trapdoor in the middle. Up until about fifty years ago, this pit housed the family's menagerie: a collection of weird and unusual creatures captured in the Great Forest. More recently, though, Lady Margritte has taken to disposing of her failed experiments here.

The trapdoor can be reached from the courtyard via an overhanging walkway and a portable wooden ramp. The ramp is usually left at the edge of the pit, together with a hooked pole 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 bars and obscuring the floor of the pit. Screams and moans rise continually from within, forcing any Character who hears them to make a **Fear 2** Test or be overcome by uncontrollable shivering, which inflicts a -10 penalty to all tests for as long as the Character can hear the noise.

Opening the trapdoor reveals a ladder leading down into the mist. As the adventurers descend into the pit, writhing, grey shapes advance toward them through the mist. Withered, grey limbs grope from the walls and floor, along with hideously misshapen heads and bodies which writhe uncontrollably. At this horrifying sight, each Character must make a **Challenging (+0) Cool** Test or immediately flee back up the ladder.

THE THING IN THE PIT

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
-	45	-	20	50	20	-	-	10	10	-	52

Traits: Bestial, Immunity to Psychology, Size (Enormous*), 5 Tentacles +5

Each of the Thing's arms has 5 Wounds - inflicting this much damage on a Called Shot to an arm severs it, removing all Entangled conditions from any character grappled by it. Damaging an arm does not reduce the Wounds of The Thing itself, and another arm will take the place of the severed one on the following round. Only attacks against the fleshy mass of The Thing itself will reduce the creature's Wounds.

When reduced to 0 Wounds, the Thing goes into its death throes: the floor begins to undulate and the walls ripple. Anyone in the pit may escape up the ladder to the courtyard, but those who delay their escape for more than 3 Rounds will be trapped within the Thing as it collapses in on itself. Trapped Characters will suffocate after a number of Rounds equal to their Toughness Bonus + 2. They may be cut out alive before then, and inflicting 10 Wounds is sufficient to free a Character.

*Note that, among other effects, The Thing's size doubles its damage against Average sized Characters, and triples it against Small Characters.

The creatures thrown here by Lady Margritte were so impregnated with warpstone that instead of dying they have melded together into a single, hideous being. It attacks all who venture into its pit, its arms reaching hungrily for its victims and its mouths moaning and groaning horribly.

The pit may also be entered from the castle dungeons (see Charnel Pit, page 119). Note that the door leading from the pit to the dungeons has been nailed shut from the other side (T 6, W 20).

WIDESPREAD CARNAGE

Like the kitchen garden, the charnel pit is too easily avoided to give Grogard Players a challenge. Perhaps, instead of being in a pit, the monster occupies the whole of the Inner Bailey, penned in by buildings and walls, and filling the courtyard to a height of several feet. This would make its size Monstrous (WFRP, page 341) at the very least, with all the concomitant advantages. Perhaps the cage roof has been replaced with a single, narrow walkway that bows and moves under a Character's weight,

requiring nerves of steel and a good Agility score to cross safely. And perhaps the creature knows this, and its many clutching arms tear off pieces of its own substance and throw them at anyone it senses on the walkway, with a BS of 20. Or, perhaps, it can shape its heaving, amorphous substance into 1d10 tentacles per Round...





THE DARK TOWER

Horrendously mutated, Ludwig von Wittgenstein, Lady Ingrid's husband, 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 on the door, a deep, hollow sound reverberates around the whole tower, and small stones and dust fall from the eaves above. Apart from this, there is no response.

Since his metamorphosis, Ludwig has developed an aversion to daylight. All the windows have been bricked up, but Characters with the Night Vision Talent 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. Something crunches underfoot and each step leaves a dark-red stain. Then suddenly, a clear patch of stone flooring is revealed as thousands of cockroaches scamper for cover.

The door leading to the tower is also covered in 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, to a depth of 3 or 4 in in places. In the middle is a large metal trough, in which thousands of the black insects swarm over millions of tiny white eggs.

A bucket stands next to the trough, but it 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, the adventurers will frequently find cockroaches dropping down onto them from the ceiling. Most of the time the insects will bounce harmlessly off clothing and armour, but a few may find their way down collars and inside clothing and instinctively make their way towards the warmest points of a Character's body: the armpits and groin. This is very distracting, and a Character suffering from cockroach infestation suffers a -10 penalty to all tests. Meanwhile, cockroaches on the ground are busily climbing up Characters' legs and into their boots or shoes.

While in this chamber, the adventurers can hear music drifting down from a floor above. Any Character with the Play (Any) Skill will automatically recognise the instrument as a harpsichord.

36. THE PORTRAIT ROOM

The furniture here is blanketed with cockroaches, although they seem to avoid the walls and ceiling. A bookcase contains books on plants and flowers, art, and architecture.

Visible behind the cockroaches on the walls are portraits of past and present family members. One shows Lady Ingrid (page 112), another Lady Margritte when she was ten years old, a third is of Margritte's brother Gotthard, and a fourth is of Ludwig himself — labelled 'Head of the Family'. Ludwig's portrait is quite disturbing, as although he looks more or less normal, his jacket bulges oddly from the armpits and his skin seems very shiny. Protruding from the edges of his mouth are two small, black teeth.

The music is louder on this floor, and the adventurers can hear a pleasant male voice singing. If they decide to leave rather than continue up the stairs, have Ludwig come down and greet them.

PEST REMOVAL

Veteran Players will no doubt be looking forward to encountering the gentle, philosophical cockroach-mutant Ludwig. Over the last 30 years, he has consistently been one of the best-loved NPCs in the whole campaign. Perhaps, after all the cruel tricks you have been able to play on veteran Players so far in the castle, it would be best to leave him unchanged, and let the Players feel they can be secure in at least one thing. Or perhaps the Players would not respect such soft-heartedness, no matter how much they might need it.

When the adventurers enter his room, Ludwig looks much as they remember. There the jointed legs, there the shiny carapace, there the powdered wig and spectacles, and there the gentle tones and cultured conversation. The only thing that is different — and any

Player who notices is clearly taking advantage of prior knowledge that none of the Characters could possibly have — is that there are no cockroaches. The floor and the furniture are spotlessly clean, apart from a tiny bone here and there: perhaps of a mouse, or some other small creature.

Whenever the moment is right, Ludwig turns, revealing the face of a spider rather than a cockroach. At his call, swarms of spiders — from the size of teacups to the size of large dogs — appear from beneath furnishings, behind tapestries, and out of every other crevice and hiding place. *'It's been so long,'* says Ludwig, in his gentle, cultured voice, *'since anyone stopped in for a meal.'*



37. THE KING OF THE ROACHES

This room is also filled with cockroaches, but the adventurers' attention is caught by the sight of a human-sized cockroach, seated on a stool and playing a harpsichord with its forelegs. The creature wears a powdered white wig, and has a pair of spectacles upon its almost-human head. A gold pocket-watch hangs from its chitinous body, and a white lace handkerchief is tucked between two of its body plates. This is Ludwig von Wittgenstein.

As the adventurers enter, he stops playing and turns towards them. *'Ah, visitors!'* he says, his mandibles clicking slightly as he speaks. *'It has been so long! Please, come in and make yourselves comfortable.'* He issues a series of clicks, and the cockroaches hurry off the furniture, revealing a comfortable-looking sofa and three chairs. *'Please do not be disturbed by my appearance,'* he continues. *'May I offer you a drink?'* He indicates a table with a decanter of brandy and six glasses.

Ludwig does not consider it strange that the characters should be in his tower — in fact, he is happy to have visitors after years of only his increasingly insane family for company. While aware of the curse that affects them all, he sees it as no fault of their own. Ludwig offers an opportunity to show that mutants are often victims of their condition rather than dangerous monsters.

Ludwig will happily talk about the castle and its occupants, but will try to change the subject if he suspects the adventurers intend to inflict harm on 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 the family's history and on his son Gotthard von Wittgenstein, who lives in Middenheim and provides one of the links between this adventure and the next part of the campaign, **Power Behind the Throne**.

If he is attacked, Ludwig expresses surprise but makes no attempt to defend himself. *'Why?'* he asks. *'What harm have I done you?'*

Ludwig von Wittgenstein

Ludwig is a very cultured individual who takes great delight in literature, art and sculpture. Unlike other members of his family, he is kindly and hospitable. Since he metamorphosed into a giant cockroach about ten years ago, he rarely leaves his room. He comforts himself with music and reading, and takes increasing pleasure in the company of his millions of cockroach 'friends'. While not exactly happy with his predicament, Ludwig carries on as best he can.

Ludwig deplores the behaviour of the rest of the family, which he credits to what he calls *'the von Wittgenstein curse'*. *'It all started with Dagmar von Wittgenstein,'* he explains. *'My great-grandfather, built the observatory up near Grünburg. He became obsessed with a shooting star — couldn't rest until he found it. Well, he brought it back, and things have never quite gone right for us since.'*

LUDWIG VON WITTGENSTEIN FELLOW, FORMER ARTIST AND SCION (SILVER 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	36	30	34	43	37	30	35	56	47	55	15

Skills: Art (Sculpture 42, Writing 42), Entertain (Storytelling 65), Evaluate 63, Gamble 61, Haggle 60, Intuition 43, Language (Classical 66, Estalian 66), Leadership 60, Lore (Art 69, Heraldry 63, Music 71, Philosophy 69, Reikland 61)

Talents: Doomed (*Thou Shalt Die In The Thousands*), Etiquette (Nobles), Etiquette (Scholar), Noble Blood, Read/Write, Savant (Music), Savvy, Speedreader, Suave

Traits: Mutation (Cockroach Body), Armour (Chitinous Skin) 2 (everywhere except his head)

Trappings: Gold Pocket-watch, Gold Snuffbox (1 GC, 8/-), Powdered Wig, Spectacles

THE TEMPLE OF SLAANESH

This two-storey, rectangular building on the western side of the courtyard was once the castle's chapel, dedicated to the worship of Sigmar. Carved friezes on its exterior depict scenes from Sigmar's life: receiving the hammer Ghal-maraz, defeating the chief of the Teutognens, the battle of Black Fire Pass, and others. These have all been severely defaced.

The iron-studded oak doors are slightly ajar. Regardless of the hour, strange, discordant music drifts out on a haze of acrid, lavender-coloured smoke. Mixed with the music are sounds of merriment and laughter.

38. INSIDE THE TEMPLE

A stained-glass window at the far end of the temple casts a weird, reddish light on the chapel's interior. The window is covered with a thick coat of some red, translucent substance, obscuring the window's design. At the far end, a rectangular altar stands on a 3-foot dais, with a large statue behind it. Lavender mist pours from two large, silver censers on either side of the altar, supported on 10-ft silver statues of a naked man and woman (each worth about 120 GCs, weighing 10 encumbrance points). The mist cascades from the dais, filling the temple to a depth of about 2 ft, and within the mist, the floor is littered with writhing bodies. A flight of steps on the right leads up to a gallery.

A hidden organ plays a discordant tune, which sets the nerves on edge but also has a strangely seductive quality. As soon as the adventurers enter the temple, each must make an **Average (+20) Cool Test**. Those who fail succumb to the effects of the strange, intoxicating music and begin to dance with uncontrolled abandon. A further **Challenging (+0) Cool Test** is allowed after 3 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 if they are physically removed from the temple, or if the organ (Area 39) is stopped from playing. Those who make the first Cool test successfully are immune to the effects of the music for as long as they remain in the temple, but must make the test again if they leave and re-enter.

Anyone who spends more than 20 Rounds (a few minutes of exploring) in the temple must make a successful **Challenging (+0) Endurance Test** or succumb to the euphoric smoke from the censers. They will feel light-headed, and all Attributes are reduced by 20 points. If a Character's Intelligence, Initiative or Willpower is reduced to 0 or less, the Character can only sit on the floor, giggling incoherently and staring into space. They cannot move unless physically pulled upright and led by the hand, and will sit down at every opportunity. The affected Character will try to protect themselves if attacked, but cannot attempt any other action unless led by someone else and given very short, very clear instructions several times over. The effects of the smoke last for 2 hours.

The bodies on the floor are a dozen men and women, all partially dressed in rainbow-coloured robes that expose their right breasts. Their faces and the visible parts of their bodies are covered in heavy make-up and body paint, of garish and clashing colours. They bear no visible signs of mutation. Some of their robes are adorned with a symbol which any Character with the **Lore (Theology or Chaos) Skill** will recognise on an **Easy (+40) Test** as belonging to the Chaos God Slaanesh.

The worshippers take no notice of the adventurers as they pick their way through the sprawling, writhing bodies. If questioned, they are unable to do anything but giggle and make lewd suggestions, offer very suspicious smelling wine, or invite the characters to join their dance. The only way to get any sense out of any of them is to forcibly take them outside into the fresh air, give them a shake and a few slaps across the face, and wait for the effects of the incense to wear off. No profiles are provided for the worshippers, since they take no active part in the adventure.

As the adventurers make their way towards the altar, any Character with the *Sixth Sense*, *Magical Sense* or *Aethyric Attunement* Talents will feel an undefinable sense of foreboding. The altar, like the temple itself, was once dedicated to Sigmar, but it has been defiled and rededicated to Slaanesh.

As the adventurers approach the altar, they will notice that a relief on the front has been defaced: it once showed Sigmar holding his hammer, but it is now rather difficult to discern precisely what he is grasping.



The statue behind the defiled altar is made of wood and about 12 ft tall. It takes the form of a slim humanoid who appears 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 the **Lore (Theology or Chaos)** Skill will recognise on an **Easy (+40)** Test that this is an image of the Chaos God Slaanesh.

As soon as anyone sets foot on the dais, a piercing scream rends the air and a figure hurtles over the top of the statue, performing a double somersault before landing in a fighting crouch before the altar. The creature is a Daemonette — a lesser daemon of Slaanesh.

Daemonette – Lesser Daemon of Slaanesh

The Daemonette is 5 ft tall, and has white skin with deep-green, saucer-like eyes. Its face and figure resemble those of a Human woman, except that its arms end in powerful, crab-like claws.

It will try to distract the adventurers with conversation as it edges close enough to cast Acquiescence (**WFRP**, page 257). It asks why the adventurers are not dancing, or pleasuring themselves in some other way. Why do they look so unhappy? If attacked, the Daemonette will fight, taking great pleasure in the battle so long as it appears to be winning. The Daemonette has no wish to have its soul thrown back to the Realm of Chaos in shame, and will vanish in a puff of pink smoke if reduced to 5 Wounds or less.



LESSER DAEMON OF SLAANESH

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	60	50	40	30	65	60	35	30	70	45	17

Traits: Champion, Corruption (Moderate), Daemonic 8+, Distracting, Fear 2, Night Vision, Spellcaster (Chaos), Unstable*, Weapon +9

* Does not apply within the temple, as it has become suffused with the essence of Slaanesh.

The Hidden Steps

A hidden mechanism causes the altar to slide to one side, revealing a hidden staircase that leads down to the warpstone chamber (The Dungeons, Area 6, see page 120). Even if the adventurers search the altar thoroughly, they will not discover this mechanism until they have explored the rest of the castle — the steps lead directly to the climax of the adventure, and it would not be right for them to reach it too soon.

When you decide that the time is right, a successful **Average (+20) Perception** Test draws a Character's attention to a raised part of the relief carving, set in the centre of the rear face of the altar. Before that time, this detail has been obscured by the shifting light and cascading smoke. The staircase descends some 20 ft to the chamber below.

39. GALLERY

Steps lead up to a gallery with a wooden balustrade 3 ft high. The gallery is empty, except for a strange looking organ — the source of the discordant music that fills the temple.

Nobody is playing the organ. Its pipes are garishly painted, and many have animated human heads that 'sing' the notes as they are played. The organ's keys are red, yellow and blue, and move by themselves as it plays. Each organ stop has a carved head on the end, which smirks, grins and pulls faces as if alive, and will bite anyone who touches it and fails a **Challenging (+0) Dodge** Test, licking the blood off its lips in satisfaction.

The only way to stop the music is to destroy the organ. It counts as a Helpless target, but any attack causes its music to rise to an ear-splitting cacophony, requiring anyone within earshot to succeed at a **Challenging (+0) Cool** Test each Round. Those who fail gain one Stunned and one Deafened Condition for each failure, and an Impressive or worse failure adds one Unconscious Condition.

Meanwhile, scaly tentacles emerge from four of the organ's pipes. Each tentacle attacks one Character, constricting them until it is destroyed. Any Character reduced to 0 Wounds is drawn into the pipes over the next 2 Rounds. A victim may be freed by severing the tentacle with a single cut that causes at least 4 Wounds. If the organ is destroyed, all surviving tentacles become slack and release their victims.

If the tentacle is not severed, or the organ has not been destroyed, by the fourth Round, only the victim's head remains outside the pipe. The head begins to sing — the Character has been absorbed into the organ, effectively killing them.

The Chaotic Organ

TENTACLES (4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
-	35	-	20	40	55	-	-	-	-	-	4

Traits: Constrictor†, Construct, Grapple +5, Regenerate (special)

* A tentacle can only be severed by damage of 6 Wounds or more, delivered in a single blow by an edged weapon. All other damage is instantly regenerated.

†Helpless target when constricting.

ORGAN

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
-	35	-	20	50	55	-	-	-	-	-	56

Traits: Construct, Distracting (Noise — see above), Immunity to Psychology, Size (Enormous)

* Helpless target

SERVANTS' HALL

The servants who work in the great hall are all loyal to the family and will offer no aid to the adventurers. Although no one mentions it, inbreeding has been going on for so long that they are all related to the von Wittgensteins, and many bear a noticeable family resemblance.

All of the servants carry some form of mutation. For more details, refer to Castle Servants on page 96.

All the servants wear an old-fashioned green livery, bearing 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.

40. HALLWAY

Faded paintings hang in the 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

The servants spend their time here when 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 (Stupid Trait). The other has a pointed head with three eyes (Acute Sense — Sight Trait). If disturbed, the one with the pointed head will ask why the adventurers are here, and will attempt to raise the alarm if they look threatening.

42. KITCHEN

Grundar the cook is a foul-mouthed and horrendously fat mutant with ridiculously short legs and a horrendous odour. Use the statistics for a Servant (page 96) but with Movement 1, a Strength and Toughness of 45, and the Distracting Trait). She is assisted by Boris, a mutant with no nose and transparent skin (Fear 1). Grundar waddles around the kitchen, rolling comically from side to side, and she will order the adventurers out of her kitchen with a string of blistering invectives.

Boris's lack of a nose allows him to work with Grundar without any ill effects. When the adventurers enter, Boris is between the fireplace and the wall. If a fight starts, he will leap out and try to make a surprise attack.

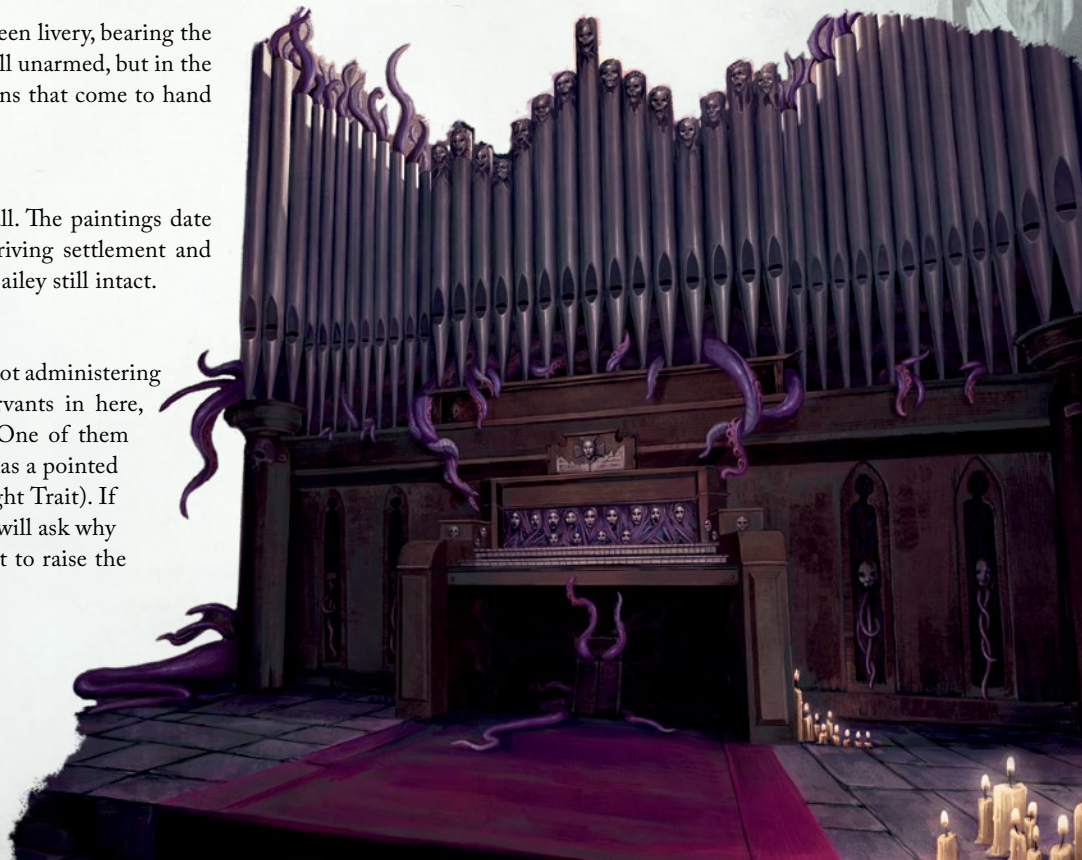
43. STOREROOM

This room contains barrels and sacks of flour, grain, vegetables, salt beef, and so on. Hanging on the west wall are carcasses of sheep, pheasants, cattle, and one of the villagers.

44. PATIO

This area has a commanding view of the Reik below. A row of four beehives stands under the outer wall. If the disturbed in any way, a swarm of mutant bees pours out to attack.

If the bees are defeated, the adventurers can recover 1d10 pounds of honey from the hives. Thanks to the effects of the warpstone, each pound of honey (if a little is consumed each day for a week) will make one Character immune to animal venom for one month.



MUTANT HONEY

If the Players are expecting the honey to protect them from animal venom, it could have some other effect entirely – it is a product of Chaos, after all. Eating it might constitute Minor Exposure to Corruption, for example, or it might give a Character the Nausea Symptom (WFRP, page 189) for 1D10 hours after eating it. It could have different effects each time it is consumed: some beneficial, others not.



45. SERVANTS' DORMITORY

There are 13 beds in here, and 4 off-duty servants. They resent being disturbed and insist that the adventurers leave, but they will only fight in self-defence. They have no money or other possessions of interest.

46. SLURD'S ROOM

Slurd, the butler, is found here between midnight and dawn. At other times he dozes in the great hall (Area 47). The room is knee-deep in cobwebs, dirty underclothes, the remains of old meals, and general detritus. It has not been cleaned in living memory, and that is just how Slurd likes it. If they can bring themselves to search through the debris, the adventurers may find a pilfered gold necklace (6 GCs) and a single gold earring (2 GCs).

THE GREAT HALL

Large oak doors decorated with wrought-iron scrolls stand closed but unlocked at the entrance to the hall. Each door has a large brass knocker of daemonic shape. A knock brings Slurd, the butler, from the chair just inside, where he usually slumbers.

The great hall is home to Lady Ingrid, her daughter Margritte, and her son Kurt. Also here is Ulfhednar the Destroyer, a visiting Chaos Warrior.

47. THE HALL

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 flight of stairs leads down to the dungeons.

The oak floor is covered in a thick layer of grease and grime. The meal on the huge dining table is weeks old: dried and cracked, with variously coloured moulds growing over it. The cutlery and plates are silver (9 GCs, if cleaned).

If he has not come to answer the door, Slurd is dozing on a chair behind one of the staircases. If he hears the adventurers enter the hall, he emerges from his hiding place with a discreet cough and asks their business. He displays no sign of surprise, instead showing them to the table. *'Welcome, ladies and gentlemen,'* he says. *'You must be hungry after your journey. Please take some refreshment while I have guest rooms made ready.'*

MUTANT BEES

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	-	10	10	10	-	-	5	-	-	10

Traits: Bestial, Swarm*, Venom (Very Easy), Weapon +1

*The bees Fear fire, but are immune to all other psychology rules.

Then, he hobbles back to his seat behind the stairs and dozes off again. If he is approached, he goes through exactly the same speech, until he is convinced that the 'visitors' have eaten and drunk their fill. Then, he takes them to the guest chamber (Area 55).

Placed around the walls are eight small side-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 arranged in chronological order: the oldest paintings are on the north side of the hall, and the most recent, depicting living family members, are on the south side. The subjects of the early paintings look noble and healthy. Those later than 2402, when Dagmar returned with the warpstone, show an increasing pallor and the first signs of inbreeding.

The more recent portraits, about 50 years old, are more unsettling. Their eyes seem to follow the adventurers around the room, and although no one ever sees a portrait move, their expressions change from smiles to frowns, poses shift from straight-on to profile, and occasionally strange tentacles can be glimpsed in the background. Perhaps even more disturbing is the way items from the side-tables suddenly appear in a portrait, disappearing from the room as they do so and reappearing when they disappear from the painting.

The two mahogany staircases leading upward creak and groan when anyone walks on them, as if in pain from the weight of those climbing them. The staircase leading down is silent, but a strong smell of stale sweat wafts up from the dungeons, growing stronger the further down the Characters venture.

Slurd the Butler

Slurd is at least 90 years old, but no one is really sure of his exact age, least of all him. He has been here as long as anyone can remember, and has always been old. Slurd walks with a pronounced stoop, his grey, wrinkled head always pointing at the ground. His voice is gravelly, and he has a habit of tilting his

head to one side as he speaks. His left hand has mutated into a bird's talon, so he keeps it hidden whenever possible, and if attacked, he will claw at an opponent's face. Slurd is very senile, and can do nothing other than repeat a few, simple actions. He is useless as a source of information, simply repeating the words and actions of a butler over and over again, without truly understanding what they mean.



SLURD THE BUTLER – HUMAN MENIAL (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	26	19	28	29	21	27	17	23	27	22	8

Skills: Dodge 35, Endurance 34, Perception 27, Stealth (Urban) 34

Talents: Beneath Notice, Doomed (*Morr Calls To Thee When Life's Beat Falters*), Etiquette (Servants)

Traits: Mutation (Claw Hand), Weapon (Claw Hand) +4

Trappings: Stained and dirty butler's livery with a faded-yellow cravat.

48. THE BALCONY

Four ancient suits of plate armour stand on the balcony. Their visors are raised and a very lifelike human face stares out from each one. In fact, each suit contains a skilfully embalmed corpse. Although dead, some tricks of the light may make them appear to move, wink, or mouth words, but never when anyone is looking directly at them.

Numerous faded banners adorn the walls, some of which date from the 1980s when this part of the Reikland saw many battles between the forces of the Empress Margaritha and those of various Talabecland pretenders. Most of the banners are extremely fragile, and will crumble to dust if touched. Anyone approaching the central staircase will hear whispering voices coming from above (Area 52).

49. TAXIDERMIST'S ROOM

Kurt, Margritte's younger brother, has recently moved in here, to work at his hobby of taxidermy. When the adventurers first enter, they may well mistake him for one of his specimens!

Stuffed animals adorn the walls. There are deer, otters, bears, and various birds and small mammals, 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, stuffing, bowls, tubes for draining off liquids, and other devices of less obvious purpose.

A middle-aged, male, human corpse holding a pipe sits in a chair against the far wall. Mounted on the back of the door is a young servant girl to whom Kurt took a liking. Nailed to a perch near the ceiling is a brightly coloured member of the birdfolk. Two beastmen, one with a boar's head and the other with that of a goat, are mounted on stands against the outside wall. There are also two mutants; one with green fur and the other with four arms. The four-armed mutant stands behind the door and bears a strong resemblance to the von Wittgenstein family — which is not surprising as this is Kurt, who is very much alive.

When the adventurers enter, Kurt stands still and watches them. The only way to tell he is alive is to watch him closely or to touch him. If his 'friends' are interfered with, Kurt attacks maniacally until the adventurers leave the room, but he does not pursue them. If touched, Kurt greets the adventurers and asks if they will be his 'friends'. If anyone agrees, Kurt reaches for his tools and invites the Character to lie down on his work bench...





Kurt von Wittgenstein

Kurt is insane, and spends all his time mounting and stuffing corpses of all kinds. Kurt loves his stuffed 'friends,' and talks to them as though they are still alive. He openly admits that he would like everyone in the castle — no, in the whole world — to become his 'friends,' and becomes quite disturbingly excited at the thought. Recently, the servants have refused to enter this room, as the last one to do so is still there, hanging on the back of the door. She doesn't bring any more meals, but Kurt thinks her conversation is far more interesting now.

KURT VON WITTGENSTEIN – HUMAN, MALE, MUTANT

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	25	30	30	50	45	55	20	30	30	12

Traits: Ambidextrous, Frenzy, Mutation (Four Arms), Prejudice (Living Creatures), Weapon +7

Skills: Melee (Brawling) 45, Trade (Taxidermy) 94

Trappings: Taxidermist's tools

50. MUSIC ROOM

A vast assortment of old, dusty and broken musical instruments are kept here. None of them work anymore, and the room has not been entered for decades.

51. GARDEROBE

This room is provided with a discharge pipe that opens out high over the River Reik.

52. HALL OF WHISPERS

As the adventurers climb the stairs to this floor, the sound of whispers grows louder and clearer. Just as they reach the top of the stairs, the adventurers clearly hear the words, *'Here they come! They're almost at the top.'* These whispers come from the hall itself, but the adventures may believe that someone is lying in wait to attack them.

THE TAXIDERMIST



Kurt is a throwaway little NPC: the adventurers shudder at his works, kill him, and move on. To make his hobby more horrific, perhaps his 'friends' really are as playful as he thinks they are. At his command, one or more come to life — all of them if the adventurers act aggressively — and welcome the visitors by grappling them so that Kurt can begin the work of making his new friends into 'proper friends, like the others.'

The stuffed specimens have the basic profiles of Mutants, with the addition of the Construct Trait, at least one mutation, and other traits according to your whim.

Example: Armour 1 or 2, Big, Bounce, Constrictor ('big hug!' cries Kurt in glee), Corrosive Blood, Distracting, Flight, Hardy, Infestation, Tail Attack, Tentacles, Tough, Venom, and Wallcrawler.

Once they enter the hall, whispering voices can be heard from all directions, in many different voices. While the adventurers remain in the hall, it will continue to comment on their presence and appearance. If, for instance, the adventurers hesitate at the top of the stairs while they consider what to do next, the hall whispers, *'What are they waiting for? Are you afraid?'*

53. GUEST ROOM

This room is currently being used by the Chaos Warrior, Ulfhednar the Destroyer. Ulfhednar does not immediately attack anyone who enters the room. Instead he tries to persuade them to join him and overthrow the castle's forces. If successful, he will later try to kill the adventurers. If he is attacked or threatened, though, Ulfhednar will take great delight in killing everyone in his path.

The room is simply furnished with a bed and a chest. The bed is unmade, and the chest contains 23 GCs and 18/-.

Ulfhednar the Destroyer – Chaos Warrior

Ulfhednar leads a band of mutants and Beastmen in the Great Forest. Having heard of the family's reputation, he has journeyed to Castle Wittgenstein to gain Lady Ingrid's support. Ulfhednar hopes to use the castle as a training ground for Chaos troops, and as a base from which his forces could strike at the Empire's heartlands. So far, Lady Ingrid has not shown much interest in his scheme, but if she were removed, Ulfhednar thinks Lady Margritte may be more amenable. A follower of Tzeentch, Ulfhednar does not understand why a castle full of mutants would not willingly join his cause.

**ULFHEDNAR THE DESTROYER - CHAOS WARRIOR**

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	65	30	55	65	55	65	30	55	65	25	23

Traits: Armour 5, Clever, Champion, Fast, Mutation (Elastic Arms*), Tough, Weapon +11

* At will, the reach of any weapon can be increased up to 2+1d10 yards. His armour, being a part of his body, automatically expands to the same distance.

Skills: Melee (Two-handed) 75

Trappings: Chaos Armour (cannot be removed) decorated with the skin of a dire wolf, Greatsword

54. GUEST ROOM

Crakatz, Ulfhednar's Beastman lieutenant, is asleep in here (if they listen at the door, his snores may be heard) and will be surprised by the adventurers' entrance. A deep sleeper, Crakatz will only wake on the second Round after the adventurers enter, even if attacked.

Crakatz - Chaos Beastman (Minotaur)

Crakatz has a bull's head and legs, and a violent temper. He will charge into combat at the first opportunity, fighting to the death. Ulfhednar is the only one who can hold Crakatz's natural killing urge in check, since the Beastman is loyal to Ulfhednar and obeys his every command. Crakatz's upper torso, while recognisably human, is covered in a thick layer of skin that gives him 1 AP on his body.

CRAKATZ - CHAOS BEASTMAN (MINOTAUR)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
6	55	24	54	55	20	35	25	20	30	15	36

Traits & Talents: Armour 1 (Body Only), Belligerent, Dirty Fighting 2*, Fury, Horns +9, Hungry, Night Vision, Size (Large), Weapon +12

Skills: Melee (Brawling) 65

Trappings: Nothing of value or interest. Crakatz likes to fight unarmed.

*The bonus damage from Dirty Fighting has been included in Crakatz's Weapon trait.

THE GUESTS

Ulfhednar and Crakatz add little to the plot, and perhaps by this point Grogard Players have suffered enough: perhaps they deserve a break, and a little piece of story rather than another potentially challenging fight.

If you agree, then the guest rooms have been turned into makeshift prisons, holding people who have been kidnapped from the village for Lady Margritte's experiments. They lie on the floor listlessly, drugged into immobility, and each has the Unconscious Condition.

If the adventurers rescue them, they will be hailed as heroes in the village — at least until the other villagers start to worry that perhaps Lady Margritte is not dead after all, and fear that the rescuers will bring her wrath down upon everyone. Getting the prisoners out of the castle will not be easy, unless the outlaws can be persuaded to help. Almost none of them can walk unaided in their present condition, and even when revived they will be fearful and unpredictable. They constantly wander off and get into trouble, they talk, scream, and give away the adventurers' position in other ways. They will panic if fighting breaks out, running in random directions and getting in the way, and they might even turn on their rescuers to try to ingratiate themselves with Lady Margritte, in the hope of kinder treatment.

No one ever said it was easy to be a hero. Or if they did, they were lying.



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

On opening the door, the adventurers are confronted by the loud ticking and whirring of hundreds of clocks; some as small as a fist, others as large as one floor of a tower. The clocks are all set to different times, and at least some of them will chime the hour while the adventurers are in the room. You can choose from the events below, or devise others.

- ☛ **Deafening Chimes:** Many clocks chime at once. The noise is so loud that the room begins to shake. The adventurers must make a successful **Challenging (+0) Endurance** Test or gain one Stunned Condition.
- ☛ **Cuckoo Clock:** A 3-ft-tall cuckoo flies out of a clock and strikes a Character (WS 30, S 20, I 30, Damage SB+2). The Character may try to Dodge. The Cuckoo attacks again each hour thereafter.
- ☛ **The Knights:** Two clockwork knights charge each other, possibly from neighbouring clocks. Anyone in between them is struck (WS 45, S 40, I 30, Damage SB+6, Impale). Characters may try to Dodge.

57. LADY INGRID'S ROOM

On opening the door, the adventurers will be confronted by a dozen or more mutant cats. The cats flock around the adventurers, but their friendly attitude turns aggressive if they are not immediately fed. Lady Ingrid sits in a high-backed wooden chair at the far end of the room, and imperiously demands to know what the adventurers are doing in her private chamber. What happens next will depend on the Characters.

If a commoner (i.e. a non-Noble) responds, they will be subjected to a tirade of abuse due to their lack of manners, respect, and 'quality'. The von Wittgenstein family goes back to the time of Empress Margaritha and Lady Ingrid, as ruler of this barony, considers herself caretaker of the lesser beings who dwell in it.

'Not that I expect you commoners to appreciate that,' she goes on. 'Your kind are never grateful, never satisfied — nothing but one complaint after another.'

Nobles receive slightly more courteous treatment, although Lady Ingrid will complain about their lack of manners in turning up unannounced, with no invitation, and no letter of introduction. She will inquire about a Noble Character's family, and make subtle but disparaging comparisons with her own illustrious line.

Lady Ingrid will carry on in this fashion until interrupted. If offended or attacked, she screams loudly and her mutant cats attack the adventurers. She will hear no talk of corruption or misrule, and will consider any such suggestion as treasonous.



Baronette Ingrid von Wittgenstein

Lady Ingrid's pale complexion and white hair make her look only barely alive. Her fine clothes are covered with cat hairs and marked by muddy paw-prints, especially on her lap. She has been the head of the family since her husband Ludwig's metamorphosis (see Ludwig von Wittgenstein, page 104). While she shows no outward signs of mutation, the rot of Chaos goes deep into her soul. In recent years her insanity has grown worse, and she now spends all her time pampering her mutant cats.

Lady Ingrid's furniture is ragged and torn by innumerable claws. The curtains hang in ribbons, and there are deep claw-marks on every available wooden surface.

BARONETTE INGRID VON WITTGENSTEIN – HUMAN MAGNATE (GOLD 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	43	31	28	27	43	30	44	39	32	46	9

Skills: Animal Care 44, Bribery 51, Charm 56, Consume Alcohol 33, Cool 37, Evaluate 44, Gamble 44, Gossip 57, Intimidate 39, Language (Bretonnian 49, Classical 49), Leadership 56, Lore (Heraldry 50, Politics 44), Melee (Fencing) 48, Perception 54, Play (Violin) 56, Ride (Horse) 38

Talents: Doomed (*On Crimson Winds You Shall Soar*), Etiquette (Nobles), Noble Blood, Read/Write, Suave

Traits: Mental Corruption (Hateful Impulses, Hollow Heart, Suspicious Mind), Prejudice (Non-Nobles)

Trappings: Diamond Necklace (35 GCs) & Matching Earrings (10 GCs), Expensive (but dirty) Clothing, Gold & Silver Bracelets (3, worth 15 GCs each), Heavy Silver Charm Bracelet (15 GCs), Large Emerald Ring (30 GCs)

Around the walls are hunting trophies from Lady Ingrid's younger days. Stuffed heads peer down, each with an engraved brass plate: 'Peasant - 2490', 'Roadwarden - 2492', 'Beastman - 2493', 'Imperial Tax Collector - 2496,' and lesser prey such as deer, boars, bears, and goblins.

Next to a four-poster bed, a table holds a jewellery box and several vials of perfume. Most of the perfumes have an unpleasant, musky feline odour. The jewellery box is made of ivory, inlaid with mother-of-pearl (25 GCs) and holds three sets of gold earrings set with precious stones (50 GCs per pair), a diamond tiara (175 GCs), a cat-shaped brooch studded with sapphires and emeralds (80 GCs), the key to the birdfolk's food store (Area 31), and a heart-shaped, gold locket (50 GCs) which contains a lock of Gotthard's black hair.

Mutant Cats

The cats vary greatly, but each has at least one visible mutation. Some have long ears or long tails, some are strangely coloured (bright blue, red and yellow stripes), others have human-like hands, or long fangs, or multiple limbs or eyes. You should feel free to describe any kind of mutation that comes to mind. These cats have been thoroughly spoilt by Lady Ingrid. The other residents of the castle try to avoid them, as they can be quite vicious. The creatures are dreaded by the servants of the castle, whom they have been known to attack, and more than one of the beasts has developed a taste for blood that goes beyond mice and small birds.

MUTANT CATS

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	40	-	20	10	60	40	-	10	20	-	30

Traits: Bestial, Mutation (GM's discretion - mostly cosmetic), Swarm

THE LADY OF THE CASTLE

Grogard Players will probably expect Lady Ingrid to be an eccentric, snobbish, but mostly harmless aristocrat, and remain wary of her cats. The cats could be completely normal: some might be odd colours, to be sure, but nothing beyond the range found in nature. A few might have natural, or unsurprising features such as polydactyl paws, missing ears or limbs, or eyes that glow oddly through a trick of the light. While the adventurers are watching the cats for any signs of mutation, Lady Ingrid attacks - for she is a cult priestess, just as powerful as her daughter. Or perhaps, given her paleness, she is an undead creature such as a Ghost, a Tomb Banshee, or a Vampire.



UNSEEN GHOST

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	0	35	20	-	60	30	-	20	20	20	20

Traits: Dark Vision, Ethereal, Fear 2*, Invisible†, Ranged (Thrown Items) +0, Territorial (this room only), Undead, Unstable

* Affects anyone seeing an item thrown by the ghost.

† A Character with the Second Sight Talent can see the ghost as a faint, smoke-like swirl in the air, and may attack with no penalties to hit. Attacks by other Characters suffer a -40 penalty to hit, reduced to -30 if a Character with Second Sight is directing the attacks.

58. HAUNTED ROOM

This used to be Kurt's room, but since he left it to live in the taxidermist's room (Area 49) it has become haunted by an unseen ghost. Anyone entering the room will be greeted by a vase flying through the air at them. The ghost will continue to throw things at any interlopers either until they flee, until the ghost itself is destroyed, or it runs out of small unsecured items to throw.

59. LADY MARGRITTE'S BEDROOM

This room is luxuriously appointed, with gilt edgings to the furniture and bed. A dressing table holds jars of face and hand creams, and other items of make-up that Lady Margritte uses to conceal her worsening appearance.



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 - you can improvise the details.

The chest against one wall contains some clothing and Lady Margritte's jewellery box, with a gold choker (30 GCs), a pair of ruby earrings (15 GCs each), and a gold and emerald diadem (45 GCs).

A door leads to the bottom floor of the Sorcerous Tower.

THE SORCEROUS TOWER

This tower is where Lady Margritte conducts her depraved experiments. The tower is supported by flying buttresses, and not only does it have no ground floor, but its lowest level overhangs the courtyard of the Inner Bailey.

60. LENS ROOM

This room connects with Margritte's bedroom (Area 59), and she uses it as a dressing room. In former times, 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, filled with tomes on necromancy. Dagmar von Wittgenstein's diary is also here, on a table next to a letter to Margritte from her brother Gotthard in Middenheim (Handout 15) — a lead for the next part of the campaign: **Power Behind the Throne**.

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 flogging of *deja-vu* is just too tedious for woods!*

Life in Middenheim, on the other hand (as should I say, 'claw?') is just wonderful. I've lost count of the number of simply scandalous parties I've been to this week, and I've been positively swept off my 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 the sort of contacts I've made (in every sense of the expression — Changer be praised!) and there are so many important and influential people flocking to the cause. You'd over guess, but your baby brother has made quite an impression on the inner circle here, and I've already been put in charge of organising something special for next year's Hexenstag celebrations. I'll write and tell you all about it, sooner the time. Perhaps I can even persuade you to make the journey to suit for yourself.

Well, must dash now — I've got to get made up for tonight's bash. Must look my best for the quest of honour.

*Your loving brother,
Gotthard*

THE GRIMOIRES

Any Character with the *Read/Write* Talent may try to search the library for magical books using a **Very Hard (-30) Perception** or **Challenging (+0) Research** Test. The test is subject to the following modifiers:

- +10 for each tier of any spellcasting Career completed
- +10 if the Character has the *Lore (Magick)* Skill
- +10 if the Character has the *Language (Magick)* Skill
- For each other language the Character knows (except *Battle Tongue*, *Grumbarth*, and *Thieves' Tongue*): +5

A successful test turns up a number of grimoires equal to the Success Level.

Each grimoire contains $1d10+1$ spells: roll on the following table to determine the lore, and then choose a spell or select randomly from **WFRP** or any other available sources.

LORE

1d10 Roll	Lore
1-6	Petty Magic
7-9	Arcane Magic
10	Necromancy

Characters who choose to learn spells from the *Lore of Necromancy* may become Corrupted. Each necromantic grimoire they read counts as a *Minor Exposure to Corruption*. If the authorities find such a book among the Character's belongings, or a forbidden spell transcribed into their spellbook (assuming the arresting party can read and understand its nature) they will be arrested and tried for heresy and witchcraft.

The Books

Several of the books are grimoires containing magical spells. Lady Margritte has transcribed the most useful spells into her own personal grimoire (see Lady Margritte, page 116). The books come from all parts of the world and cover almost every known school of magic. Some once belonged to wizards, while others are scholarly tomes covering a *Lore of magic*: of these, the *Lores of Death and Life*, the forbidden *Lore of Necromancy*, and the *Chaotic Lore of Tzeentch* are the most common.

Lady Margritte is a devoted and painstaking researcher, with contacts in the rare book trade (legal and illegal) across the Known World. Bookplates and folded invoices used as bookmarks include the names and addresses of dealers from Marienburg to far Cathay, and to a magic-using Character, these contacts might be even more valuable than the spells.

The Diary

Dagmar's diary contains a narrative of his expedition to the Barren Hills, and his plans to use warpstone to augment his powers. If the adventurers missed any of handouts at The Signal Tower (pages 28-32), give them to the Players now. Otherwise, the diary simply confirms everything the adventurers have already learned.

BLACK BOOKS

Veteran Players will probably be expecting a magical windfall when they reach the library, and some may have stocked up on paper, ink, and other ingredients in anticipation of transcribing many spells into their own books. Here are some ways for you to punish and disappoint them.

Incendiary Stuff - The books are protected by a simple spell which causes them to burst into flames when anyone but Lady Margritte handles them.

It Reads You Back - When a particular book is opened, the Character must make an Opposed Challenging (+0) Willpower

Test against the book's WP of 45, or lose 1d10 Wounds and gain one Fatigued Condition.

Blank Looks - The books' pages all appear blank unless a magical password is spoken when opening them. The password is known only to Lady Margritte: it is 'onions'.

Escaped Spells - When a book is opened, the Character must make a successful Difficult (-10) Channelling Test or a spell flies out of it and strikes the Character in the face. Obvious candidates are *Dart* or *Magic Flame*, but feel free to be imaginative.



62. LABORATORY

This room contains a network of glass tubes filled with glowing, multi-coloured vapours, linked by a series of brass rods. Five human corpses and skeletons hang on hooks around the walls in various states of decomposition. Glass tanks along one wall contain preserved body parts: legs, liver, kidneys, a brain, and so on.

A large wooden platform is the dominant feature of the room. At each end stands a steel column, about 10 ft high and 2 inches in diameter, and between them is a solid wooden table. Ropes run to the four corners of the platform from a huge block and tackle, enabling the platform to be raised to roof level, and a system of levers and rods opens the roof to the elements. A large kite hangs nearby, trailing four wires to the columns, and from there down other wires to a metal skull-cap. When the platform is raised and the roof opened, the kite can be flown out to conduct lightning via the columns and wires, straight into the head of whomever is wearing the skull cap.

When the adventurers enter this room the electrical storm (see Running the Attack, page 85) is at its height. Lightning arcs overhead, momentarily flooding the room with stark light. Rain falls through the open roof to sputter and spit on glowing items of equipment, and the coloured glass tubes pulsate in an uneven rhythm. The kite can be seen through the roof opening, and Lady Margritte is pulling on the ropes that raise the wooden platform.

The adventurers take all of this in as they enter. Before they can act, a deafening and blinding lightning-bolt strikes the kite. The metal columns quiver with power, and the stench of burnt flesh fills the room as Lady Margritte begins to wind the table down. It is shaking and swaying, and above the noise of the storm, a moaning sound can be heard.

The Spark of Life

It will take 3 Rounds for Lady Margritte to crank the table all the way down. If she is allowed to finish, her supreme undead being will be lowered within sight of the adventurers. When the platform reaches the floor, the monster will rise up and stare around blankly. Lady Margritte will order it to kill the adventurers, and it will lumber off the table and move slowly but inexorably to attack.



If Lady Margritte is attacked before the table is lowered, the monster will burst loose from the straps holding it on the table. It stands confused for 3 Rounds, then leaps off the table and attacks whoever is nearest to it, including Lady Margritte. After disposing of this foe, it attacks the next nearest Character unless there is no one within 2 yd, in which case, it blunders out of the room and wanders around the castle for a while, attacking anyone in its path before finally making its way out into the countryside.



Lady Margritte von Wittgenstein

Lady Margritte is young and beautiful, but her researches into necromancy are taking their toll. Obsessed 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 maintaining a somewhat normal appearance.

The monster stands 8 ft tall, and its body is a patchwork of scars. It has dead-white skin with green discolouration on the cheeks and lower jaw.

THE WITTGENSTEIN MONSTER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	60	-	60	60	10	10	10	-	-	-	24

Traits & Talents: Battle Rage 3, Big, Construct, Fear 3, Fury, Immunity to Psychology, Weapon (Fists) +10

Skills: Melee (Brawling) 80

Despite being immune to Psychology, the Monster is energised by the lightening strike and lashes out with a terrible, vibrant rage.

THE GRAND EXPERIMENT

Lady Margritte is the daughter of Ingrid and Ludwig, and perhaps more significantly, the great-great-granddaughter of Dagmar von Wittgenstein. She is continuing his experiments, and her current project is to use warpstone to create the ultimate undead creature: one that does not require constant supervision, is able to lead and control other undead, and is not Unstable. She is also using Rousseaux (see The Physician's House, page 82) to study the effects of powdered warpstone on the living.

Lady Margritte has used the warpstone-infused bodies of villagers and beggars to build a composite being, which she hopes will be able to act as the leader of an undead army. Her work has progressed slowly, but her monster is now complete, lacking only the final spark of life: the electrical energy from the lightning bolt that coincides with the adventurers' entrance into the laboratory. Imbued with life, the creature will follow her every command, as long as she is able to give it instructions as soon as it 'awakes'.

LADY MARGRITTE VON WITTGENSTEIN – HUMAN WIZARD, FORMER NOBLE (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	38	28	28	31	38	37	36	51	50	41	13

Skills: Bribery 46, Channelling (Necromancy) 60, Charm 49, Consume Alcohol 36, Cool 58, Dodge 43, Gamble 56, Gossip 47, Intimidate 36, Intuition 46, Language (Classical 61, Magick 63), Leadership 46, Lore (Heraldry 56, Local 57, Magick 60), Melee (Basic 43, Fencing 43), Perception 45, Play (Violin) 41, Ride (Horse) 42

Talents: Arcane Magic (Necromancy), Doomed (*A Great Storm Shall Herald Thy Doom*), Etiquette (Nobles), Noble Blood, Petty Magic, Read/Write, Savvy, Suave

Trappings: Ring of Protection from Fire (+10 to all tests involving fire, half normal damage from all kinds of fire), Wand of Jet (reduces the CN of any spell cast using it by 2, to a minimum of 0). Her only other jewellery is a shrunken, silver-plated, skull on a chain around her neck (35 GCs).

SPELLS

Petty Magic: Dazzle, Drain, Light, Rot, Shock

Arcane Magic: Aethyric Armour, Aethyric Arms, Bolt, Terrifying, Ward

Lore of Necromancy: Raise Dead, Reanimate, Vanhel's Call

BORIS WHO?

Grogard Players will probably be expecting to deal with the monster, so you have the opportunity to surprise them with something else.

A Few Upgrades

The bolt of lightning might have consequences that even Lady Margritte does not foresee.

- ☠ The monster might be suffused with electrical power so that each of its attacks causes an extra 1d10 points of lightning damage, which ignores metal armour. Anyone who touches the monster or strikes it with any metal melee weapon also suffers 1d10 lightning damage. At your discretion, wooden or leather-wrapped hilts may protect against this.
- ☠ Alternatively, the surge of electricity may have caused the monster to become magnetised. Weapons of iron or steel stick to the monster, and require a **Challenging (+0) Strength Test** (and one Action) to pull free before another attack can be made. Any Character in metal armour who comes within Short Weapon Reach (2 ft) is slammed into the creature and suffers one Entangled Condition, and the monster's own Grapple attempts gain a +10 bonus.
- ☠ Lightning-based attacks, such as the *T'Essla's Arc Spell* from the Lore of Heavens, actually cure the monster of a number of Wounds equal to their normal damage, and the monster ignores all conditions they would normally create.

Wait... What?

Lady Margritte lowers the platform, revealing... nothing but a pile of black ash in the rough shape of a body. For a moment, everyone looks at the platform in puzzlement and disbelief, and then:

- ☠ The ash swirls, coalescing into a vaguely humanoid shape over the course of 1 Round. It then attacks the nearest Character (including Lady Margritte) using the profile of a Ghost.

It is still undead, so she may be able to control it and direct its attacks if she makes a successful Opposed Willpower Test against the creature.

- ☠ The electrical wire leading from the kite breaks loose and whips around the room, delivering an electrical charge to everyone it touches for 10 Wounds, ignoring metal armour. Roll 1d100 for location if necessary. Each Round, all Characters in the lab (including Lady Margritte) must make a **Challenging (+0) Agility Test** to avoid the lashing cable, and taking an Action to do so gives the test a bonus equal to the Character's Intelligence score.

The Infernal Device

Lady Margritte was not trying to animate a monster at all. Instead, the platform holds a glass tank filled with clear liquid. Metal rods on either side of it are attached to wires leading to a device resembling a concave mirror. She pulls a lever, and the device unleashes a storm of lightning that fills the room.

Everyone except Lady Margritte, who is standing behind the device, is struck by lightning for 10 Wounds. In addition, everyone in the room (including Lady Margritte) suffers one Deafened and one Blinded Condition. You may decide that she has equipped herself with dark goggles and some form of ear protection, in which case she is unaffected.

She has not foreseen the damage the lightning will do to her laboratory, though. Shards of glass and splinters of wood fly everywhere, pelting everyone in the vicinity. Each Character and NPC in the room with at least 1 unarmoured location suffers 1d10/2 damage per unarmoured location. Total damage is reduced by Toughness and magical protections. If the Character is also carrying a Shield, the total damage is further reduced by its Shield Rating



THE DUNGEONS

The small, central staircase from the great hall (Area 47) leads down some 20 ft to the dungeons. The Castle Dungeon map on page 119 shows their layout.

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 warystone meteorite, and would be worth a fortune to a connoisseur. Unfortunately, their proximity to the warystone has turned them into vinegar — but this can only be discovered by opening them.

2. SLAGDARG'S ROOM

The smell first noticed at the top of the stairs from the main hall gets stronger as the adventurers approach this room. Inside, Slagdarg the ogre torturer is feasting on one of his victims. He will not attack at once, but will question the adventurers about why they are here. Slagdarg will believe just about any excuse as long as it is not too outrageous. There is nothing of value in the room, as Slagdarg is not paid for his work. The only items of furniture are the filthy animal skins that Slagdarg sleeps on.



Slagdarg – Mutant Ogre Torturer

All 10' 5" of Slagdarg is bright green, with orange hairs growing out of his muscular arms. The heads of some of his previous victims hang from a large belt around his waist. He likes to keep his victims alive as long as possible but always asks the same two questions: *'Where did you hide the money?'* and *'Who are your accomplices?'* Regardless of what his victim may or may not have done — evading taxes or accidentally walking in front of Lady Margritte's coach — he always asks these same questions, and failing to answer is a good reason for turning the rack another notch. Slagdarg is not very bright, even for an ogre, and will think nothing of adventurers wandering around his dungeon. However, he will be alert to any *'funny business,'* such as releasing prisoners, and will attempt to prevent it. He only got this job because the previous torturer accidentally flayed a visiting cousin of Lady Margritte, so until he knows who the adventurers are, he will use violence as a last resort.

SLAGDARG – MUTANT OGRE TORTURER

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
6	40	20	45	55	10	25	20	20	40	20	36

Traits: Armour 1, Hungry, Prejudice (Everyone else), Mental Corruption (Unending Malice), Mutation (Green Skin), Night Vision, Size (Large), Weapon +8

Skills: Melee (Basic) 50, Lore (50) Torture 21

Trappings: Assorted knives (8), Axe, Studded Leather Jerkin

3. TORTURE CHAMBER

This room has a torture 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, Demented Doctor

Fritz's lower body has wasted away from years of disuse, and at first glance his legs appear like a couple of thin sticks. His upper body is emaciated, and his long white beard is full of filth. There is a faraway look in his eyes, but a friendly grin plays across his mouth.

Fritz has been a 'guest' of Lady Margritte's ever since he failed to cure Ludwig's worsening condition, some five years ago. Fritz has watched Slagdarg stretch, shorten, burn, and break many people, and his mind has snapped as a result. *'Good day,'* he will say. *'How are you? Have you come for tea? I'm a guest of Lady Ingrid. She was the one who gave me this nice room,'* Fritz fondles the bars of his cage, *'and Slagdarg has looked after me ever since. He'll be along soon to look after you, too.'*

FRITZ CARHINGAR, DEMENTED DOCTOR

– HUMAN PHYSICIAN (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
0	32	26	28	29	27	0	41	37	48	16	10

Skills: All lost to insanity

Traits: Claustrophobia*; Mental Corruption (Totally Unhinged), Wasted Legs (M = 0, Ag = 0)

Trappings: None

* Gains one Broken Condition for every Round spent outside his cage

Slagdarg is not allowed to torture Fritz, and a strange friendship has built up between the two. The door to the cage is not locked, but Fritz will not leave willingly, as over the years the cage has become his home. *'It's nice and dry, and when it gets cold Slagdarg moves the fire over so I can keep warm.'* If Fritz is taken out of the cage he will panic and curl up in a ball until he can get back inside.

4. CHARNEL PIT DOOR

The door to the charnel pit (Area 33, page 102) has been nailed shut from this side (T 6, W 20) and Slagdarg has painted a crude skull and crossbones on it.

5. CELLS

The air here smells foul. In cell B are five villagers, while cell D holds an Imperial tax collector. If rescued, all they can do is hobble and grope their way along, and they are too weak even to carry a dagger, let alone fight.

If the adventurers are captured at any point, 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: 'To Hermann's Hermitage'. If you are not ready for the adventurers to locate the secret room with the warpstone meteorite (Area 6), do not allow them to find the secret door which leads to it.

FLIPPING THE SCRIPT

Poor Fritz could be more than he seems. Having convinced the adventurers that he is a pathetic victim whose broken mind cannot bear the prospect of leaving his cage, he could take advantage of any moment of weakness or distraction to attack!

A Hard (-20) Perception Test will reveal that Slagdarg seems a little uneasy – perhaps even afraid – whenever Fritz speaks. Use the profile below for the Doctor.

Ever the charming psychopath, Fritz acts and speaks as described, disguising his true nature until the moment comes to strike. Then, he turns into a shrieking devil, jumping on to the back of the nearest Character and holding on fiercely while he stabs and stabs and stabs. If dislodged, he will try to scuttle under a nearby piece of furniture and work his way into position to attack again.

FRITZ CARHINGAR, DEMENTED DOCTOR

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
1	54	20	10	30	40	10	23	86	50	30	12

Traits (additional): Champion, Distracting (Ear-Splitting Screech), Frenzy, Hardy, Immunity to Psychology, Painless, Weapon (Dagger) +7

Mental Corruptions (additional): Unending Malice

CASTLE DUNGEONS

KEY

- 1 Wine Cellar
- 2 Ogre Torturer's Room/
Jailor's Room
- 3 Torture Chamber
- 4 Menagerie
- 5 Cells
- 6 Warpstone Kept Here



6. THE WARPSTONE CHAMBER

Dagmar used this chamber to store the warpstone meteorite. The room can be entered by moving the altar in the temple (Area 38) or via the secret passage in the dungeons (5C). Ideally, this should be the last room that the adventurers explore.

Unbeknownst to them until now, the adventurers were followed from the Barren Hills by the Skaven of Clan Eshin. Realising that the warpstone was near, they sent for the warlock-engineers of Clan Skryre. The Skaven have tunnelled up through the rock beneath the castle, heading for the warpstone chamber. For maximum dramatic impact, they should reach the chamber just before the adventurers.

Three Skaven warriors are posted here to ensure that no one interferes with the warlock-engineers further down the tunnel. When the adventurers encounter them, the Skaven will withdraw and only fight in self-defence.

THE SKAVEN WARRIORS

Beaten to It!

The chamber's walls, floor, and ceiling are all unnaturally blackened. A fresh, 3-ft-wide tunnel leads down through the floor. In the centre of the room is an empty lead box, 3-ft long on each side. A lead lid lies beside it, and there are no traces of warpstone left anywhere in the chamber. 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.

The sound of squeaking voices can be heard coming from the tunnel, but fall silent as soon as anyone enters the passage.

A successful **Challenging (+0) Perception** Test reveals large, rat-like footprints on the floor, leading in both directions. Adventurers taller than 4 ft who enter the tunnel must crawl or stoop, suffering a -20 penalty to all tests that require agile movement, including combat. After about 10 yd, the tunnel comes to a natural crack in the rock.

The Fissure

This area is 12 ft high and has a recently dug tunnel leading off from it. Five 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 narrow tunnels, and will easily outdistance the adventurers if they decide to give chase.

THE SKAVEN WARRIORS (5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	40	40	30	40	40	45	30	30	20	20	13

Traits & Talents: Armour 2 (4 with shield), Infected, Night Vision, Shieldman 2, Skittish, Tracker, Weapon +7

Skills: Dodge 55, Melee (Basic) 50

Trappings: Helmet, Mail Coat, Shield, Sword

When the Skaven escape, or after 5 Rounds of fighting, a crash is heard from further along the passage. A Round later, a dense cloud of dust sweeps toward the adventurers. The dust moves at 2 yd per Round, so it can easily be avoided. This is a poisoned wind released by a Clan Skryre warlock-engineer. Anyone breathing the gas must make a successful **Challenging (+0) Endurance** Test or suffer one of the effects detailed on page 122. Roll separately for each Character, including any Skaven:



THE SKAVEN AND THE WARPSTONE

Veteran Players will remember all too well the frustration of being denied the warpstone on their previous adventures in Castle Wittgenstein. Some of them may have spent much of this adventure plotting and scheming, trying to find some way to surprise the Skaven and snatch the warpstone from their paws before they know what is happening. Some of these plans have been as long as 30 years in the making, and may be works of genius. It is up to you how to respond.

There are four ways to reach the dungeons: up the stairs from the water gate (Area 10), through the sealed door in the charnel pit (Area 33), through a secret passage behind the altar in the Temple of Slaanesh (Area 38), and down the stairs from the great hall (Area 47).

If the Players seem willing to explore the castle anew, in the spirit of the adventure (and, having sampled some of the novelties detailed in preceding Groggnard boxes, they may well be) then the changes below may not be necessary. Still, you are free to use them if they appeal.

The Stairs

Players who are bent on getting the warpstone at all costs will probably head straight up the stairs from the water gate, look for the secret door nearby, and follow the passage to the warpstone chamber. This cuts out the castle, jumps straight to the end of the adventure and misses out on almost a quarter of the fun.

Two crude, but effective, ways to deal with this are to have the staircase blocked by rubble part-way up, or to switch the two staircases so that the one from the water gate (Area 10) comes out at the ruined building in the Outer Bailey while the one from the tunnel network (Area 11) either ceases to exist or carries on through the dungeons and into the castle (see below). Any map discrepancies can be put down to error: after all, even professional cartographers sometimes make spectacular mistakes. There will be an opportunity to remind them of this when they hear about Gulhein Tobwurst, chief cartographer to Graf Boris Todbringer of Middenheim, in the early stages of *Power Behind the Throne*.

Alternatively, the stair could simply wind up through the dungeons without stopping, pass through the great hall (Area 47) inside a pillar, and come out on the upper floor of the keep, either in Lady Ingrid's room (Area 57) or Lady Margritte's bedchamber (Area 59). It was installed as an escape route if the castle should be attacked, and not as a convenience for the guards.

The Charnel Pit

This is certainly the most challenging way to reach the dungeons, and needs no changes. Any Players who willingly go this way are showing remarkable enterprise!

The Temple

This route avoids the main body of the castle, but fortunately the temple has been desecrated and rededicated to the worship of a Chaos God. Consequently, any passage leading out of it could end up anywhere in the castle, and it need not go to the same place every time someone uses it.

The walls of the passage are made of a substance that looks disturbingly like flesh. Faces materialise and dissolve within the walls, some laughing and some screaming. Each journey through the passage constitutes Moderate Exposure to Corruption.

The passage can lead anywhere you desire, or the destination can be determined randomly by rolling 1d100. Results of 01-62 lead to the corresponding map location, results of 63-90 are rerolled, and on a result of 91-00 the passage goes to a dungeon location, determined by rolling 1D10.

The Great Hall

The stairs from the great hall lead down to the dungeons as before, but the great hall itself is a little more difficult to reach. Instead of being confined to a pit, the charnel creature (Area 33) has overflowed and occupies the whole of the Inner Bailey to a depth of 3 ft or so: see the Groggnards box: *Widespread Carnage* (page 102) for details.



THE END OF CASTLE WITTGENSTEIN

As the poisoned wind billows forth, a tremor runs through the foundations of the castle. Any Character with the **Lore (Geology or Engineer)** Skill will realise that this is a sign of a major cave-in and it would be wise to vacate the area immediately. As the tremors grow stronger, dust and rocks fall from the ceiling. By the time the adventurers reach the courtyard, the whole of the castle is shaking, and cracks appear in the ground. The warlock-engineers are destroying the castle to cover their escape. If the adventurers head for their boat, let them reach it as rocks crash down into the water around them and they make their escape to the River Reik. If they flee the castle on foot, buildings collapse behind them and the occasional narrow crevice opens up in front, just wide enough to jump over. By a happy chance, their boat is washed out of the collapsing water gate and grounds itself a little way downriver (if they do not find it themselves, an outlaw or villager tells them).

Whatever happens to the adventurers, the castle is reduced to a pile of rubble, and the horror of the von Wittgensteins is ended for all time...

Or is it? There is at least one living member of the von Wittgenstein family who is *'having a wonderful time'* in the city-state of Middenheim, which aside from being Gotthard's playground, is also the headquarters of the Purple Hand.

POISONED WIND

1d10 Roll	Effects
1-4	-10 to Initiative for the following hour
5	Victim hallucinates millions of small spiders, and may only stamp, scream, and scratch for 1d10 Rounds.
6	Victim believes the nearest rock is an animated and hostile piece of warpstone, and must attack it for 1d10 Rounds.
7	Victim must flee for 1d10 Rounds.
8	Victim believes they are a bird, drops all weapons and equipment, and attempts to fly for 1d10 Rounds.
9-10	Victim suffers acute paranoia and attacks nearest Character for 1d10 Rounds.

RESOLUTION

REWARDS

Beyond any points you offer for good roleplaying and clever ideas at the end of the session, XP should be awarded for the following:

- ☠ 30 points for gaining the outlaws' cooperation.
- ☠ 30 points for Defeating Kratz and the guards.
- ☠ 100 points for Gaining entry to the castle.
- ☠ 50 points for Capturing the Inner Bailey and guard tower.
- ☠ 30 points for destroying Captain Hegel.
- ☠ 30 points for capturing or killing Lieutenant Doppler.
- ☠ 30 points for destroying Lady Margritte's experiment.
- ☠ 30 points for capturing or killing Lady Margritte.
- ☠ 30 points for finding the Warpstone Chamber.
- ☠ 1 Fate point and 150 XP if the castle was destroyed.

As always, feel free to award XP for anything else you feel deserves it, using the amounts above as a guideline.

NON-PLAYER CHARACTERS

The Denizens of Castle Wittgendorf

Castle Wittgenstein is a truly labyrinthine construction, and most of the NPCs, creatures, and threats that the Characters will encounter have been detailed in the text at the location where they are typically found. The Guards and their leadership may be encountered throughout the castle, as well as in the village of Wittgendorf itself, and so they have been moved here to the end of the chapter.





THE GUARDS

Rotting Flesh

The guards of the castle were once human, but living so close to the warpstone has transformed them. Beneath their sleeved mail coats and full-face helmets, their bodies are a mess of putrescent decay. Anyone viewing a guard's uncovered face or body must make a Fear Test or be rooted to the spot. In addition, they all stink of decay and uncleanness: the stench requires anyone within 2 yds to make a successful **Challenging (+0) Endurance** Test, or fight with a penalty of -10 to WS.

GUARD SERGEANT - HUMAN GUARD (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	40	30	30	40	35	40	30	30	30	30	14

Traits & Talents: Armour (Helmet, Sleeved Mail Shirt, Mail Chausses) 2, Drilled 1, Mutation (Rotting Flesh; above), Weapon (Flail) +8, Weapon (Knuckledusters) +5, Weapon (Shield) +5

Skills: Athletics 45, Consume Alcohol 45, Cool 35, Dodge 50, Endurance 45, Gamble 35, Gossip 35, Intimidate 40, Intuition 40, Melee (Basic 45, Flail 45), Perception 45

Trappings: Flail, Full Face Helmet, Knuckledusters, Shield, Sleeved Mail Shirt & Mail Chausses

GUARD - HUMAN SENTRY (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	30	30	35	30	35	30	30	30	30	12

Traits & Talents: Armour (Helmet, Sleeved Mail Shirt, Mail Chausses) 2, Drilled 2, Mutation (Rotting Flesh), Ranged (Crossbow) +9, Weapon (Shield) +5, Weapon (Sword) +7

Skills: Consume Alcohol 40, Endurance 40, Gamble 35, Melee (Basic) 40, Ranged (Crossbow) 40, Perception 35

Trappings: Crossbow and 12 Bolts, Full Face Helmet, Shield, Sleeved Mail Shirt & Mail Chausses, Sword



Shif Doppler, Lieutenant of the Guard

Doppler is cruel, vain, and delights in torture. To hide his putrescent visage, he wears a silver mask bearing the face of a handsome young man. Although striking, the mask's effect is spoiled by the open sores visible around his neck. Doppler is only brave when he is backed up by his guards. If caught alone he will quickly surrender, and then try to lead the adventurers into a trap. He may offer some useful information, but will always lie about where the rest of the guards are unless he is genuinely afraid for his life.

SHIF DOPPLER, LIEUTENANT OF THE GUARD - HUMAN HONOUR GUARD (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	31	38	40	42	40	29	36	28	27	13

Traits: Armour (Helmet, Sleeved Mail Shirt, Mail Chausses) 2, Mutation (All-Around Facing, Rotting Flesh), Weapon (Flail) +8, Weapon (Knuckledusters) +5, Weapon (Shield) +5

Skills: Athletics 50, Charm 32, Consume Alcohol 49, Dodge 50, Endurance 50, Haggle 32, Intimidate 50, Language (Battle) 41, Leadership 32, Lore (Torture) 47, Melee (Basic 52, Flail 58), Ranged (Bow) 41

Talents: Doomed (*Death Comes on Wooden Deck*), Drilled 2, Etiquette (Servants), Reversal, Savvy, Strike Mighty Blow 2

Trappings: Flail, Full Face Helmet, Knuckledusters, Shield, Sleeved Mail Shirt & Mail Chausses

All-Around Facing

Doppler has a strange mutation that allows him to turn his head and arms through 360 degrees. He can attack to the rear with ease, but since his legs stay pointed forwards, his backward movement is cut down to half. He may use this mutation to play dead, feigning a broken neck. If a Character examines him and passes an **Easy (+40) Heal** Test they will be able to tell he is still alive.



Kratz, Sergeant of the Guard

Sergeant Kratz is tall and muscular, with an air of menace about him. He dresses in black armour and never removes his helmet (his face is so badly decayed that even he appreciates the effect that his appearance has on the other residents of the castle). Kratz enjoys bullying the villagers, and at first he will view the adventurers as yet more victims for his twisted sense of humour. Although a bully, Kratz is not afraid to back up his threats, and will not hesitate to attack anyone who opposes him. Anyone who annoys him is 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 that looks hopeless.

KRATZ, SERGEANT OF THE GUARD - HUMAN GUARD (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	44	27	31	42	38	40	28	37	31	29	14

Skills: Athletics 45, Consume Alcohol 49, Cool 41, Dodge 50, Endurance 52, Entertain (Storytelling) 34, Intimidate 49, Intuition 48, Leadership 34, Lore (Reikland) 42, Melee (Basic 49, Flail 54), Perception 48

Talents: Doomed (*A Longer Blade Thou Hast Not Known*), Drilled 2, Reversal, Shieldman, Strike Mighty Blow, Strike to Stun, Suave

Traits: Armour (Helmet, Sleeved Mail Shirt, Mail Chausses) 2, Mutation (Rotting Flesh) (see below), Weapon (Flail) +8, Weapon (Knuckledusters) +5, Weapon (Shield) +5

Trappings: Flail, Full Face Helmet, Knuckledusters, Shield, Sleeved Mail Shirt & Mail Chausses



CHAPTER 8

A STOP ALONG THE WAY

A FRESH START

Having escaped the destruction of Castle Wittgenstein, the adventurers will probably be eager to move on. They certainly have several good reasons for wanting to do so, and whether they decide to go upstream or down, someone at the next town is waiting for them.

The leadership of the Purple Hand has been sending increasingly impatient messages from Middenheim to its agents up and down the river, demanding to know the whereabouts of the renegade Magister Impedimentae and the reason that he has not yet been captured. Cultists from Weissbruck to Kemperbad are frustrated, humiliated, and angry at the general failure to apprehend one person, and a person who is supposed to be one of their own leaders, at that. There is a growing fear that members of other Chaos cults are beginning to laugh at them. The honour of the Purple Hand is at stake, and the favour of Tzeentch himself will surely be whoever catches 'Kastor'.

One ambitious cultist has a plan. Every failed attempt to contact the Magister has two things in common: each was made in the name of the cult, appealing to his loyalty or threatening him with the wrath of the cult's supreme leadership, and each ended with the Magister's party escaping on their barge. It is time for a different approach. The Magister must be led to Middenheim without ever knowing that the Purple Hand is dangling the lure, and most important of all that damned barge has to go.

A rising young merchant of unlimited ambition and very few scruples, Matthias Blucher, has been hired to deliver the adventurers to Middenheim, and has agents watching the movements of the adventurers' barge. One such agent saw them dock at Wittgendorf, watched as Castle Wittgenstein fell into the river, and will know which way they go when they leave. Having offices in most of the nearby towns, it will be easy for Blucher to be on hand in Kemperbad or Grissenwald, or wherever they make their first stop, where he will make contact.

Blucher will offer to buy the party's cargo for a good price, and then promise them a lucrative contract to transport luxury goods to distant Marienburg. He is confident that the Magister and his party will jump at both opportunities, but then a terrible misfortune will strike. Someone will burn the party's barge, leaving them high and dry.

Desperate to get out of town before any further attacks can take place, the party will surely accept Blucher's kind (and only slightly less generous) commission to move a crate of antiques to Middenheim. Free passage on one of his family's boats will get them to Altdorf, and from there they will make their way by coach to the City of the White Wolf. Then, alerted by a message from Blucher, the cult's oldest and most powerful chapter will be waiting, the Magister will be apprehended at last, and Blucher will be rewarded for his brilliance. Nothing can possibly go wrong.



LEAVING WITTGENDORF

The destruction of the castle leaves the adventurers with several compelling reasons to leave Wittgendorf as quickly as possible. If the Characters do not think of these things for themselves, you should offer them a gentle reminder.

For one thing, the Skaven — and the warpstone — are gone, and their escape route is covered by a huge quantity of rubble. It would take months, or even years, to dig down to the level of the dungeons and find whatever is left of their tunnel.

Also, no one except the adventurers knows that the Skaven destroyed the castle. The villagers, the outlaws, any surviving von Wittgensteins, guards, guests, or other denizens of the castle, know only that this group of adventurers went into the castle, and then it fell down. Naturally, they all blame the Characters, and even if all of those dangerous NPCs and monsters are dead, a torch-wielding mob of villagers and outlaws could still be quite an inconvenience.

If the Characters made a particularly good impression on Sigrid, and the majority of her outlaws survived, it is possible that the denizens of Wittgendorf will be more sympathetic towards them. Even so, a castle will not fall in the Reikland without a thorough investigation. Whatever they might have become, the von Wittgensteins were still the rulers of the surrounding area, and sooner or later someone in authority will hear that their castle has been reduced to rubble, and send someone to investigate. If they remain the Characters are certain to be picked up by the decidedly unsympathetic authorities who will no doubt swarm Wittgendorf in the coming days.

WHERE TO?

The first question to be resolved is whether the Characters will choose to head upstream, toward Grissenwald, or down, toward Kemperbad. Each direction has its pros and cons. Kemperbad is larger and busier (the better to hide in the crowd), and is also on the way to Altdorf and even Marienburg. If the adventurers want to get far away as soon as possible, it is clearly the better choice. However, their increasingly perilous run-ins with the town's Purple Hand cultists may give them pause.

Grissenwald is small by comparison, but the party may be regarded as local heroes after dealing with raiding Goblins, troublesome Dwarfs, and an evil sorceress. Beyond it lie Nuln, the Grey Mountains, and eventually Bretonnia and the Province of Wissenland, which leads to the Black Mountains and the lawless Border Princes. Whichever way they go, Blucher's agents are watching them; and wherever the Characters eventually stop, Blucher himself will be waiting, having secured temporary offices anywhere his family does not already have a presence.

A STOP ALONG THE WAY

If the adventurers have been doing a decent job as traders (trading rules can be found in the **Death on the Reik Companion**) their boat will be loaded with goods from elsewhere on the river. Even if they have no trade goods, they will probably have loot from Castle Wittgenstein that they want to turn into cash, or at least have valued. They will also need supplies, and probably some time to rest and heal. Wherever they stop, the place seems to be in good repair, with the usual bustle on the docks. Most of the dockside warehouses are owned by various trading families, and the larger families have private wharves nearby. Some warehouses have two storeys, with offices on the upper floor.

TOO GOOD TO BE TRUE

Since the whole plot of this chapter depends on the adventurers not knowing that Matthias plans to betray them, Players who are familiar with 'Carriion up the Reik' from the Hogshead Edition of 'Power Behind the Throne' are unlikely to walk into the trap. For the adventure to work, you have to make the Bluchers completely innocent, and the true threat must come from somewhere else.

Grogard Players may refuse to have anything to do with Matthias, Max, or anyone else who approaches them when they reach town. If this happens, you may allow them to sell their cargo and buy supplies wherever they want. After they have done so, they come across a ragtag group of miscreants just like themselves, celebrating their fantastic luck that the great and deep-pocketed Blucher family had such an urgent need for whatever cargo they were carrying — which, of course, is exactly what the adventurers were carrying — and required a boat to take a precious cargo to Marienburg. They are also very excited about the gracious invitation they received to a grand social event at the Blucher house.

You should feel free to rub it in that the adventurers are now on the outside looking in, then let a Rogue Character overhear a whisper that a boat is being burned tonight — one with a Blucher cargo bound for Marienburg. The adventurers can intervene or not, but the arson is a simple prelude to a demand for protection money, and the Bluchers are nothing more than successful merchants.

The adventurers' own boat can burn in a separate incident, perhaps orchestrated by a local Purple Hand cell, or perhaps as collateral damage, along with several other boats and a few warehouses, when the over-zealous arsonist manages to set a whole wharf on fire. Or it can survive, and you can deal with it later, using the boxes headed The Barge for inspiration.

At the end of the day, all that matters is that the adventurers set out for Altdorf — everything else can be managed along the way.



FRIENDLY LOCALS

As the adventurers dock their boat at an open quay, they become aware of two men watching them from outside a large, two-storey warehouse. Both are well dressed: one is short and young, while the other is tall and old.

The two watch the adventurers carefully as they dock, and the shorter one seems to be doing most of the talking. After a few minutes, the taller one walks back into the warehouse and the other comes over to the boat and strikes up a friendly conversation. Have they come far? Any news from up- or down-river? What is their cargo? Where was it loaded? Are they looking to sell it here (it would fetch a fair price) or do they have another destination? How is business in Altdorf right now? Do they know a trader there named Conrad Silbiger, by any chance? Do they know Nuln at all, or any boat whose crew has connections there?

If asked, the young man introduces himself as Matthias Blucher, a local merchant. A successful **Average (+20) Lore (Riverways)** Test yields the knowledge that the Bluchers are a large merchant family with connections up and down the river. He seems friendly and comes across as a potential patron or client, ending the conversation by suggesting that the adventurers' captain (whichever Character seems to be in charge) should talk to Max Wagner, upstairs in the warehouse. 'Tell him,' he adds, 'that I said you're just the sort of people we've been looking for. He'll reward you well.'

MAKING A DEAL

With a welcome like that, at least one of the adventurers will probably head up to the office above the warehouse. It is large and airless, with two clerks at desks writing entries in large, leather bound ledgers. Max Wagner, the older man from the dockside, is studying a thick sheaf of papers with heavy wax seals hanging from them. He is about twenty years older than Matthias and about 10 inches taller, and where Matthias was informal and friendly, Max is self-important and business like. The adventurers will probably get the impression that Max is the senior of the two, which is the wrong impression, but exactly the one that Matthias wants to create.

Max looks up as the adventurers enter and asks them their business, although in truth he has been waiting for them. After they introduce themselves, he asks what cargo they have to sell. Whatever their response, even if it is nothing, he rubs his hands together and exclaims, 'Good! Good!' He does this a lot, particularly when slightly nervous, as he is now. He is a good liar, but these two signs will give him away to a careful observer.

Max explains that his business just happens to have a pressing need for whatever it is that the adventurers are carrying: 'Good! Good! What a fortunate meeting!' After sending one of the clerks down to check its quality, he agrees to buy the cargo at 15% above its usual price. Whether or not the adventurers



have a cargo to sell, Max offers to hire them and their barge to transport a valuable cargo to Marienburg. 'All our own barges are otherwise assigned,' he explains, 'and all the independent contractors seem to have prior engagements. But you're definitely available? Good! Good! Captain, while you and I complete the bills of transfer, the contract, and other necessary paperwork, perhaps your crew could move your boat to... let me see... Wharf number seven? Yes, seven. The goods are in warehouse fourteen, opposite. My clerk here can direct them.'

HANDLE WITH CARE

The 'captain' Character has a chance to question Max subtly while the paperwork is being completed. Their vessel's new mooring is on the Blucher family's section of the dock, and the cargo is fine porcelain bound for Marienburg – 'Very fragile, yes, but a very good resale price.' It is due to arrive at the dock tomorrow afternoon.

It is late in the day, and the family's stevedores are busy with other vessels, so the adventurers' boat will be unloaded first thing in the morning. The Marienburg cargo will be loaded as soon as it arrives, and because of its fragility the process will take most of the day, so the adventurers should plan to depart at first light, two days from now. This gives them all of tomorrow to restock provisions and explore the town.

If anyone mentions Nuln Max will seem puzzled: he needs traders headed downriver, not up.

The Contract

Max offers 300 GC for the job, payable on arrival at the Blucher wharf in Marienburg, and explains that these are the Blucher family's standard terms for independent contractors. He can be haggled into paying 25% up front, but will only hand over the money once the barge is loaded.

Any Character (or NPC) with the **Lore (Law)** skill will see, without the need for a Test, that the paperwork is perfectly normal, and written in standard legal language. The Blucher family has hired the adventurers and their boat as contractors to carry a cargo to Marienburg.

THE FINE PRINT

From the moment the contract is signed until the goods are received at the end of the journey, any damage done to the cargo must be paid for in full by the adventurers, except that 'full responsibility, fiscal, legal, and mercantile, for any and all damage, destruction, decay, deterioration, depreciation, diminution, dissolution, devaluation, devastation, dispossession or distraint (whether lawful or no), defalcation, disarticulation, or desertion, for any cause and on account of any person, circumstance, or action, except as expressly prohibited by Imperial Law or mitigated elsewhere in this contract, occurring to the contracted vessel or the contracted cargo, unless such damage, destruction, decay, etc., be demonstrably caused by the party of the first part (the Blucher family) or its employees, or while the boat is in the full custody of the party of the first part or its employees: in which case all repairs, replacements, refurbishments, repayments, restitutions, restorations, and other necessary remedies, of what kind soever, shall be undertaken by, and at the sole responsibility and expense of, the party of the first part, and all such repairs, replacements, etc., shall be completed within three months of said damage, destruction, etc., being notified to the party of the first part.'

THE SWAN'S NECK

Having concluded the paperwork with the adventurers, Max tells them he will see them on the morrow. Meanwhile, he can recommend the food and lodgings at The Swan's Neck tavern on the dockside. After the negotiations have concluded, there will still be at least an hour until sundown and Characters will be free to explore the town and buy provisions.

The Swan's Neck tavern is set back from the docks, away from the Blucher warehouse. It is a large and well-kept building with a freshly painted exterior. Inside, it smells of rich food and strong wine. There are also two long communal tables in the middle of the room, with benches beside them. Around the edges of the room are booths, some with curtains or doors that can be closed for privacy: there is no charge for using these booths, but beer or food served to a booth costs an extra 3d per portion. The clientele seems to consist entirely of visiting merchants, and the prices are high to match: an extra 25% above the prices given in **WFRP**, Chapter 11: Consumers' Guide.

This is an ideal place for gathering news, gossip and information from all over the Empire, and particularly along the rivers. However, most of its patrons are travellers and unlikely to be terribly familiar with the town itself; that is exactly why Max recommended it to the adventurers. If the adventurers enquire about Max or Matthias, it will do little good, for there is only one topic of conversation tonight: the sudden and unexplained destruction of Castle Wittgenstein. The barroom experts float

theories ranging from geological instability to a peasant revolt, and a few, know of the castle's evil reputation, hinting at evil sorcery or the judgement of Sigmar.

The adventurers would be well advised to keep quiet, but if they start boasting of their heroic exploits in that evil pit of Chaos, no one will believe them. Some will laugh, some will scoff, some will call them liars, drunkards, or lunatics. If they persist to the point of annoying the other patrons, the tavern's two bouncers — massive stevedores who double as pot-boys in return for free drinks — will show them the door.

The same will happen to anyone who tries to enter a booth with a closed door or drawn curtains (a Character with **Etiquette (Guilder)** will recall this is a social discourtesy), and to anyone who seems to be looking for a fight. If the Players need a hint, you might have a drunken or belligerent out-of-town NPC commit one of these faux pas and be ejected. If a fight looks as though it will get out of hand, a few of the inn's patrons will run out and call for the Watch.

If the adventurers actively strike up conversations with other patrons (or just keep their ears open near the drunker and more ebullient customers) they can glean a few useful tidbits and pieces of information. If profiles become necessary, they are all Merchants.



Alex Eisen

This gregarious and somewhat boorish merchant has just sold his cargo for a good price, and will buy drinks for anyone who will listen to the tedious and self-congratulatory tales of his business dealings. The day after tomorrow, he plans to sail downriver to Altdorf, where he will moor his boat and head north to Middenheim for the city's Carnival.

'You don't know about the Carnival? My friends, you haven't lived! Makes that Bögenhafen Schaffenfest look like a sideshow, it does! A whole week of shows, spectacles, drinking, wenching, and whatever takes your fancy. Now, I know what you're thinking:

those Middenlanders don't have a sense of humour, and at any other time I'd agree with you. But during Carnival... now that's a whole different kettle of fish, don't you see? They have to let it all loose somehow and they pack it all into one mad week. Get it out of their systems, and then they're all set to spend the rest of the year po-faced as a Dwarf statue. Ah, no offence, mate. Who's for another? Barman!

Everyone in the tavern knows about the Middenheim carnival, and most will echo Alex's sentiments. The adventurers already have several reasons to go to Middenheim, and now they have another.

Otto Gerber

This dour northern merchant was travelling upriver when his ship and cargo were snatched by river-pirates, and now he is trying to secure whatever work he can to get back home. He will offer his services as a 'trade consultant,' providing introductions in exchange for a percentage of any deals made, and is on the lookout for the chance of cheap (or free) passage downriver. He will tell the adventurers about the Blucher family in exchange for a few shillings, but insists on talking in one of the curtained booths, where no one can overhear and benefit from his experience for free.

Otto has dealt with the Bluchers a few times, and thinks they are solid businessmen. Matthias may be young, but he runs the local operation brilliantly (he did not even take a break after his marriage). The Bluchers also deal in weapons, especially Dwarf-made weapons which they transport from the Black Mountains to Marienburg, although they keep this quiet. Otto suspects that if the word got out, no Elf would deal with the Bluchers again.

Ruairi Roddy

Ruairi is a robust man who has made his fortune trading in horsehair. Knowledgeable on all subjects but expert in few, he enjoys regaling anyone who will listen to his opinions. *'You want to know what did for them Wittgensteins? I'll tell yez. It was them dwarfs. No. No. All I'm sayin' is, I was there five years ago, right, an' I seen this little stunty feller, see, an' he was carrying a shovel. You with me? And dwarfs, they dig tunnels, right? An' I'm saying — all I'm saying, right — is that they prob'ly dug a big hole. Big hole, right? Dug it under the castle so it fell down. Stands to reason. You with me?'*

If the adventurers are not 'with him,' Ruairi will disdainfully go looking for a better foil for him in wisdom, only to return later, even drunker. *'So that castle, right? I been thinking about it. An' I know what done it, right? Them beastmen — no, stay with me — all I'm sayin' is, you hear about beastmen, but you never hear about fish-men. Do yez? There's gotter be fish-men. All I'm sayin' is it stands to reason. So them fish-men done it. By nibbling at the bank, right? Stands to reason...'*

Thierry Ostend

This cunning Wastelander lives to argue, and he is good at it. Nothing completes his evening better than winding up some out-of-towner with talk of crossbow legislation in Altdorf, or the implications of the Emperor's declaration that mutants should not be burnt. What's really annoying is that he can debate from any side of the argument. He will even switch sides in mid-discussion, never admitting that he has changed what he was saying and arguing so expertly that no one will be able to prove it. In short, he is infuriating.

Ostend is one of Blucher's local shippers, and Max has asked him to keep an eye on the adventurers and report back on whom they talk to and what they inquire about. He will report to Max at the docks early the next day. Other merchants in the bar know that he is close to the Bluchers, so they will talk to him even though few of them like him. He will be seen later, arguing fiercely with Ruairi Roddy.



Frida Bismarck

This small-time merchant is returning home from Marienburg, and will be interested in any news from upriver. Marienburg, she says, is in a price war. Merchant factions are undercutting each other, and few goods are coming into the city, as river-traders know they will not get a fair price until the war is over.

If the adventurers tell Frida they are taking a cargo to Marienburg for the Bluchers, she will be curious, since she asked a Blucher clerk this morning if they needed a carrier to Marienburg, and they said no. Other merchants regard Frida as small fry — she is an independent carrier with one 20-foot barge — but essentially sound. She's not the sort to stir up trouble.

GETTING LOADED

The evening will pass quietly, with no fights unless the adventurers start one. The trip back to the dock is uneventful, and their boat is just as they left it. At first light the next morning, the adventurers are woken by banging and shouting outside their cabin. A gang of stevedores is unloading their boat's cargo and moving it into one of the Bluchers' warehouses. Attempts to stop them fall on deaf ears unless violence is threatened, in which case all work on the dock comes to a sudden halt. No matter what happens and how much fuss the adventurers make, everything will be handled by Klaus, the foreman, who is supervising the work from the quayside.

If the adventurers give Klaus any trouble, he will happily make life uncomfortable for them, but if they are friendly and polite (and especially if they buy him ale or sausage at one of the local inns) he will be friendly enough.

If the stevedores are left to their work, the barge is unloaded before noon. The new cargo arrives by cart in the late afternoon. The stevedores demonstrate a great degree of care, since all the crates are marked 'Cathayware: Fragile'. The crates are nailed shut, and in fact contain only low-grade glazed pottery and straw, rather than fine porcelain. This can only be discovered by opening the crates, which Klaus will do his utmost to prevent.

OUR BOAT, OUR CARGO

If the adventurers insist on unloading the boat themselves, Klaus will calmly and quietly explain that under the adventurers' contract with the Blucher family, all loading and unloading must be done by Guild-accredited workers. Perhaps the adventurers might like to spend the day exploring the town instead? Loading ought to be finished by midnight, and it would make his job easier if they didn't come back until then. He will make sure that no harm comes to their boat, and if by chance it should, the Blucher family will compensate them for it: that is in the contract as well (see The Fine Print, page 128).

If the adventurers decide to let the stevedores work, see An Invitation, below. If they still refuse to do so, Klaus jerks his head at one of the stevedores, who leaves and returns with Max a few minutes later (see Mad Max, page 131).

AN INVITATION

As the adventurers stand aside, Klaus starts to bark orders to his crew. Then, suddenly, he pauses, and fishes in a jerkin pocket, pulling out a piece of parchment, and hands it to them. Give the Players Handout 16.

Klaus gives the adventurers a long, appraising look as they read. 'You'll be wanting some new clothes, I expect,' he says, in a matter-of-fact way. 'Don't worry about your boat, we'll take good care of her.' Then, he directs the adventurers to a street in the wealthier part of town where the best tailors and outfitters can be found.

My Dear Friends,

Since, I imagine, you will be unoccupied this evening, please join me as my wife Karoline and I celebrate the first anniversary of our wedding. The festivities will begin at seven o'clock, and anyone can direct you to my family's townhouse.

Many of our friends will be joining the celebration, whose acquaintance may be useful in your future business endeavours.

Dress will be formal.

Warmly,

Matthias Bluche

The adventurers can spend the rest of the day finding fine clothes for the evening. Characters with the Etiquette (Guilder or Nobles) Talent will remember that it is polite to bring a gift to such an event. An **Average (+20) Evaluate** Test will inform the Character how much it should cost, so that they do not insult their hosts with a mere trifle or embarrass themselves with inappropriate extravagance. In this case, a gift appearing to be worth 2 GC 6/- or so is ideal. A small but high-quality household item would be most appropriate.

The adventurers may wonder why a nondescript crew has been invited to such a prestigious event. Indeed, as they shop, the town's merchants confirm their impression that an invitation to a Blucher party is a ticket to the pinnacle of the town's society.

As they go about town, the adventurers find that there are only two topics of conversation: the fall of Castle Wittgenstein and the Bluchers' party. Boats carrying guests and food arrive at the docks throughout the day.

AN ENCHANTED EVENING

The invitation is for 7 o'clock, though as one might expect many higher class guests will arrive fashionably late. With the possible exception of the Characters, no one below Silver 3 has been invited.

The Bluchers' townhouse is a grand mansion at the far edge of the town limits, standing in about 4 acres of grounds. Liveried footmen check invitations at the door. Anyone wearing work clothes will be turned away, as will anyone who is visibly armed and armoured, although dress weapons such as a rapier, or anything worn as part of a uniform, will be allowed.

Guests are shown through an ornately decorated hallway into the reception area, where their names are announced as they enter. By 9 o'clock there are about a hundred guests in the room, all dressed to the nines, and at least twenty servants with trays of food and wine. Musicians play courtly dances from a gallery. If the adventurers felt outclassed in The Swan's Neck, they will feel completely out of their depth here. These are not kind of people who own boats and warehouses — they are the people who own those people.

MAD MAX

Max is not pleased if the adventurers refuse to let his men do their work. He strides toward them like a belligerent stork, his face red and his eyebrows bristling. The stevedores smirk and chuckle as he gives the adventurers a very public dressing down.

'The Blucher family has bought your cargo — for an excellent price, too — and is trusting you with an important and profitable contract!' he says. 'Is this how you show your gratitude? If you read your contract — you can read, I trust? — it states clearly that your boat is in the care of the Blucher family while it is docked here. Are you professionals? Then I wish you would behave like professionals! The Blucher family is losing money for every second this crew stands idle, so unless you plan to make good on that loss out of your own resources, I suggest you honour your contract and stand aside! Our arrangement is iron-clad, and the litigant has not been born who can overturn it!'

If the adventurers decide to co-operate, go to *An Invitation* (page 130). If not, Max throws up his hands theatrically, and turns to the row of stevedores.

'Very well,' he says. 'If you insist on unloading the cargo yourselves, you can load the new one, too. The dock-crew's wages will be deducted from your fee (the stevedores nod, clap, and make other noises of approval) and so will the cost of any breakages. Furthermore, if this boat is not ready to leave at dawn tomorrow, charges for late departure will also apply, as set forth in the contract. Good day to you!'

He turns on his heel and strides off, and the adventurers become aware that the stevedores are not going anywhere. Instead, they settle down on sacks and barrels, pulling put pipes, flasks of ale, and decks of cards, and watch with amused half-interest as the adventurers work. While they do not try to impede the adventurers, neither do they make any effort to get out of the way. Any mistake or misfortune draws mocking comments, and once or twice a stretched-out leg might be left right in the path of a Character who is struggling under the weight of a sack, crate, or barrel. The adventurers are not allowed to use the dockside cranes or anything else that does not come off their boat. All hoists, lifts, ropes, sacks, and barrows are for the use of guild members only.

No Backing Out

Klaus will make sure that the adventurers do not simply try to sail off: their cargo belongs to the Bluchers, and is not going anywhere except to a Blucher warehouse. The unloading will be finished just as the new cargo arrives, and loading will not be completed until the early hours of morning. Klaus is still there, backed up by a few of his men, and calmly but firmly refuses to let the adventurers leave before the loading has been inspected and approved by Max. Klaus expects him shortly after first light, and suggests — calmly but very firmly — that the adventurers get some sleep in the meantime. Shortly after the exhausted adventurers retire, an unseen hand throws a burning oil lamp into the boat's hold (see *The Party's Over*, page 132).

The adventurers will not recognise anybody except Matthias Blucher, who is talking to someone wearing a lavish chain of office (the town's mayor, presumably). The finely-attired young woman next to him is surely his wife: Character's who pass a **Challenging (+0) Int** Test may notice that she reminds them of someone, but they will not be able to recall who (see *The Oldenhaller Contact* below).

After a few minutes Max appears, greets them, and makes an effort to introduce them to a few people: Jacques and Henri (two Bretonnian paper-merchants), Roberto from Tilea (the renowned traveller and trader), Dirk (a brilliant young entrepreneur from Carroburg), Miguel from Estalia (looking for new business prospects), and others of that ilk. Most are polite at first, but conversation tends to wane when they learn that the adventurers are merely the crew of a trading vessel.

After about half an hour, one Character will spot someone else who seems to be having as bad a time as they are. If they do not introduce themselves, he will come over to them, present himself as Rudolf Meier, a Nuln merchant travelling to Marienburg on business. His own firm was driven out of business earlier this year by cousins of Frau Blucher, and he is furious about it.

'Look at them,' he says, barely keeping a snarl from his voice, '*Herr and Frau Blucher, the toast of the town on this happy occasion, like Bretonnian cheese wouldn't melt in their hands. Cut throats, both of them. I lost my livelihood because of that marriage: as soon as the rings were on, cheap Bretonnian wine flooded into Nuln as if a dam had burst. I tell you, the Bluchers and the Oldenhallers...*' If the name Oldenhaller is not familiar, the box *The Oldenhaller Contact* on page 134 suggests some alternatives.

Whatever Karoline's maiden name, the Characters realise now why her face looked familiar: she is a relative of someone they have met — or at least, someone they have crossed — at some point during their adventures. Rudolf is only too willing to confirm the details. Albrecht Oldenhaller is her brother, and Rudolf will be interested in any information the adventurers may have on him, especially if it can be used against him. For his part, Rudolf can offer the adventurers little of use, as he has not seen the man for at least six months.

The party continues until shortly before midnight, when most guests depart by coach. Nobody has any particular comments to make about Karoline or her family: the marriage was a smart bit of business, for sure, but isn't that what trade is all about?

THE PARTY'S OVER

As the adventurers make their way back to the docks, they see a glow on the skyline, behind the buildings. Something is burning in the distance. As the wharves come into sight, they can see that it is their precious boat. People scramble around it, using buckets and stirrup-pumps to douse the blaze. It will take about ten minutes to extinguish the fire, or less if the adventurers use appropriate magic.

The boat is still afloat but the damage is considerable: the main hold and the cargo are burnt out, and the mast is so badly damaged it must be replaced. Flames have ripped through the living quarters at the front of the boat, and many of the character's possessions are reduced to ashes or twisted metal.

You can determine what, if anything, survives (especially if there are any items that make the party a little too powerful for comfort) or Players can roll dice for each item, based on a 50% chance of being salvageable. Ironically, one of the few things unscathed is the adventurers' copy of the trading contract that they signed with Max the day before.

The stevedores are confused about what happened. Someone knocked over an oil lamp, they say, but no one knows who it was — or no one will admit it. Klaus the crew boss, his face blackened by smoke, is asking the same questions as the adventurers but getting no better answers.

It was arson, of course. A trusted employee, acting on Max's instructions, threw an oil lamp behind some of the crates in the hold when nobody else was on board, and made himself scarce before the flames were spotted. It was well planned: this is not the first time Max has been asked to arrange something of this sort. The stevedores know nothing, or know better than to say anything, and even Klaus is in the dark.

About half an hour after the fire has been put out, Matthias Blucher will arrive at the docks, a travelling coat over his fine clothes, accompanied by a couple of tough-looking servants. He surveys the damage with horror, quizzing the equally shocked Klaus about what happened. How much has been destroyed? Was anyone killed? Any signs of sabotage? Who was responsible? Well, Klaus must find out! Then he turns to the adventurers:

'This is a tragedy, but let's not panic. Spend tonight at The Swan's Neck, tell the innkeeper to send Max the bill, and come to the office in the morning. We may know more by then, but in any case, I will make sure that everything is taken care of. All right? Good. Now, if you'll excuse me, there's a lot to do. Sleep if you can, tomorrow will be a busy day!' With a few snapped orders to Klaus, Matthias sets off back to his house.

The Swan's Neck is still open, and the adventurers will be able to get rooms there without trouble. The patrons in the bar will be sympathetic about the loss of the adventurers' boat, but they will be more interested in pumping the adventurers for information on the Bluchers' party: who was there, who was talking to whom, what spices were in the canapes, and other inconsequential questions. They know nothing about the fire although someone mentions that this town does have a bad reputation for fires on the docks, but this is the first time that a Blucher property has been hit.

Later in the evening, Thierry Ostend sidles up to them. He has no useful information about the burnt boat, but wants to talk about Middenheim. Have the adventurers ever been there? What do they know of the place? If asked why he wants to know, he'll shrug his shoulders: he's been thinking of going to the Middenheim Carnival in a couple of weeks. It's said to be the finest city-fair in the Empire, with some great opportunities for making deals with merchants from all over the Old World.



SAVING THE BOAT

The burning of the adventurers' barge is an event seared into the memories of many who played 'Carrión up the Reik' as part of Hogshead's 1998 edition of *Power Behind the Throne*.

'James Wallis burnt my boat,' became a howl of outrage across WFRP's online communities, and any search engine can still turn up various indignant blog and forum posts, and James's blunt but hilarious reply. Players who have experienced this tragic and notorious loss — or even heard about it — will almost certainly do everything they can to prevent it from happening this time.

Why Burn the Boat?

For the sake of the campaign's plot, it is important that the adventurers go to Middenheim. The journey is overland from Altdorf, so they would have to leave their boat in the capital anyway, or become so caught up in river travel and trade that they spend months or years plying the waterways. In addition to delaying or ignoring the rest of the campaign, this causes two potentially serious problems: one mechanical and one narrative.

'Grinding' the river increases the party's wealth and experience, and if it goes on too long there is a risk of rendering the remaining episodes of *The Enemy Within* less challenging.

If the adventurers are not in Middenheim during this year's carnival, they cannot thwart the evil plan in *Power Behind the Throne* and the city will fall. Consequently, the events of *The Horned Rat* could devastate the Empire, and by failing to meet the challenges of *Empire in Ruins* the adventurers ensure that the whole of the Old World is left helpless before the forces of Chaos.

By some means or another, it is important that the adventurers and their boat part ways, but it does not have to be here, and it does not have to be now. Grogard Players will feel an indescribable rush of triumph if they are able to stop the arsonist and save their beloved vessel, and perhaps you should allow them to do so. There will be plenty of other opportunities to destroy it before the end of this chapter, and boxes headed 'The Barge' will present plenty of options to do so.



MISFORTUNE MANAGED

In the morning, Matthias Blucher is waiting in his office to see the adventurers. He can offer no explanation for the fire: his investigations have been fruitless.

Since the cargo has been destroyed, the Marienburg job is off, but he feels bad about leaving the adventurers in the lurch and offers them another job transporting a small but valuable cargo bound for Middenheim. This job pays 200 Crowns, with half payable now and half on delivery. A contract has been drawn up and a bag of coins (100 GCs, the first half of the payment) sits on Matthias's desk. All that's left is to sign the contract.

If asked about their boat, Matthias shrugs sympathetically. 'It is unfortunate,' he says, 'but not my responsibility.' With a successful **Challenging (+0) Intelligence** or **Average (+20) Lore (Law)** Test, one of the Characters may recall the clause in the contract regarding repairs (see The Fine Print, page 128), either from reading it or from Klaus's mention of it on the docks yesterday. Taken aback, Blucher calls for a copy of the contract and studies it carefully.

'Yes,' he says after a minute or so. 'I see, repairs are indeed my responsibility. A very fair man, our Max. I must cure him of that habit at some point. I will see to it that your boat is repaired, but it's barely afloat, and the work will take at least a month. Still, you will have plenty of time to get to Middenheim and back, and even to spend a few days enjoying the Carnival.'

Matthias indicates a crate sitting in a corner of the office, covered with wax seals that will make any tampering obvious. It is roughly 2 feet on each side, weighs about 100lbs, and is

marked 'Fragile' in red paint on each visible face. The top is also marked 'This side up — Do not tip.' On top of the crate rests a letter, also sealed, addressed to a Captain Scharlach, at the Sign of the Crossed Keys in Hoffen Strasse.

'Remember three things,' says Matthias. 'This shipment is fragile, confidential, and urgent. If the crate has been tampered with, or if any of its contents are broken, the recipient can and will refuse delivery. Likewise, if it is not transported before the start of Carnival week, delivery will be refused. So: travel quickly, keep it safe, and make delivery on time. Then, why not take a few days to enjoy the Carnival? I've heard great things about it. Your boat should be ready by the time you return.'

Matthias does not know exactly what fate awaits the adventurers in Middenheim, but he does not expect them to return. He plans to repair the damaged barge, but it will be added to the Bluchers' own fleet: even counting the cost of repairs, it is worth more than what he is paying the adventurers to deliver this crate.

The Shipment

The adventurers have been advised not to pry into the contents of the shipment, but temptation may prove too much. The problem of looking inside the crate and/or the letter without disturbing the seals could be an entertaining one for the characters to solve.

The crate contains a number of items, packed in straw. It is important that the number of items is the same as the number of adventurers in the party, plus one. It does not matter what the items are, since Max picked them up at random in a junk shop on Matthias's orders. Possibilities include an old rusty scabbard, lacking a sword, a stuffed magpie, a large seashell, a pilgrim's

THE OLDENHALLER CONTACT

Albrecht Oldenhaller of Nuln was also the patron in The Oldenhaller Contract, the introductory adventure from *WFRP First Edition*. If the Players have not heard of Oldenhaller, there are some other NPCs who could take his place: you should feel free to drop whichever name works best for your campaign.

Shadows Home to Roost

Any of the merchants in Bögenhafen (assuming that they have survived and the town was not destroyed at the end of *Enemy in Shadows*) might have been approached by agents of the Purple Hand, asking after a person who arrived by coach and went to the law offices of Lock, Stock, and Barl.

The cult has no cell in the town. Perhaps it never did, perhaps Adolphus Kuftsos wiped it out before the adventure started, or perhaps Gideon drove them away to clear the field for his own project. Still, the merchant confirmed their suspicions and has been using family contacts up and down the river to help the cult keep track of the adventurers' movements. This is one reason why Purple Hand cultists have been waiting for the adventurers wherever they went, as they may discover.

Johannes Teugen is probably dead by this stage, along with his brother Karl. However, the family's operation could have been taken over by a cousin from Altdorf or Middenheim who, unknown to the rest of the family, is a member of the Purple Hand, or somehow under their control. Karoline might be sister to Johannes, or to the cousin, but in either case she and Matthias have a motive to betray the adventurers.

The Haagen Family might be among the Bluchers' business contacts in Marienburg, and a marriage between a Blucher son and a Haagen daughter would strengthen both houses. A Haagen cousin, perhaps based in Altdorf, has been ordered by local Purple Hand agents to help capture the runaway Magister.

Hieronymus Ruggbroder arranged the marriage of his granddaughter Karoline to Matthias Blucher in order to counteract increasing pressure from the house of Teugen. If the adventurers managed to cross the Ruggbroders during their stay in Bögenhafen (by mistakenly destroying Warehouse 17, for example) then the family will be more than happy to help their enemies.

Franz Steinhäger may not have survived the events in Bögenhafen, but his family will hate the adventurers for bringing scandal on them and will easily be persuaded to cooperate with anyone who wishes to do them harm. Like the Ruggbroders, this family has contacts up and down the river, all the way to Altdorf and beyond.

The Magirius Family is not among the elite of Bögenhafen's merchants, but a marital alliance with the Bluchers would help their ambitions. They blame the adventurers for the murder

of Friedrich Magirius, whom they are actively mythologizing into a fearless and upright man who saw corruption within the Merchants' Guild, took bold action to stop it, and was murdered by the feckless ruffians he hired to do the job.

New Friends

Since leaving Bögenhafen, the adventurers have had opportunities to make new enemies. If you invented a merchant house for any part of this adventure, especially if the party managed somehow to get on their wrong side, this is a chance to bring them back. Matthias married a daughter of their house, and in return for a favour from the local Purple Hand cell, his in-laws are calling upon him to help bring the Magister to Middenheim.

If the adventurers rescued Elvyra Kleinestun from the Red Barn (page 16), they will have an enemy in Altdorf daemonologist Alberich Hollzauber. He could have ties to the Purple Hand, and if the Bluchers are discreet and open-minded about the kind of goods they transport, he might be a valued customer. Not an ideal brother-in-law, by any means, but the marriage relationship is not strictly necessary for this part of the story to work.

The Last of the von Wittgensteins?

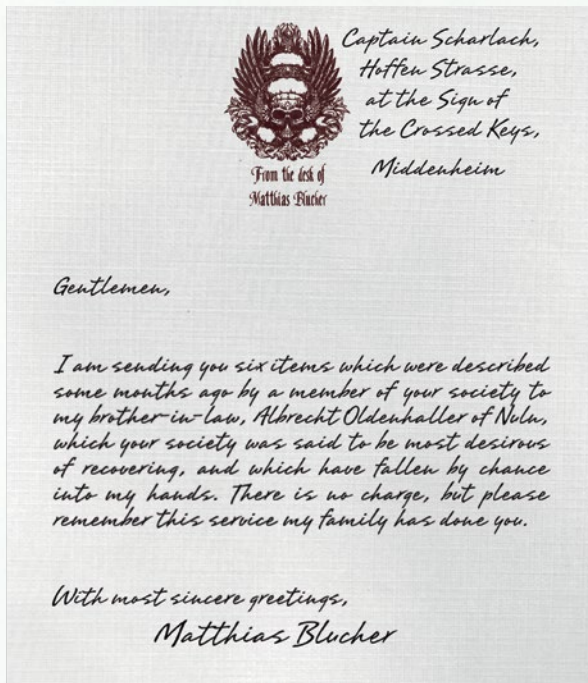
Who is to say that The Purple Hand is the only cult that the Bluchers have dealings with? Perhaps they also supply the Slaaneshi cult of the Jade Sceptre with all manner of illicit substances. It is possible that the news of Castle Wittgenstein's destruction has reached Gotthard in distant Middenheim by some magical means. Outraged at the destruction of his family home, such as it was, Gotthard has used his influence with the Jade Sceptre to put out a call for the Characters to be sent to Middenheim. Matthias, only too happy to collect two payments rather than one, has tipped off both cults on the Characters' upcoming trip to Middenheim. As far as he is concerned, they can fight it out once their 'package' arrives.

In this scenario, Karoline might be the daughter of a Middenheim merchant who also deals with Gotthard (under his alias of Wallenstein). She might even be a fellow Jade Sceptre cultist, spreading the word in this town. Or, she might be a previously unknown scion of the Wittgenstein line, a cousin or sister of Gotthard's. Imagine the Players' faces when Rudolf says *'That marriage – the Bluchers and the Wittgensteins!'* although this will require a few changes to Rudolf's story and home town.

A link to Gotthard von Wittgenstein would strengthen the adventurers' motivation to go to Middenheim, but they will probably be more on their guard, and less easy to dupe. Also, they will be met by Jade Sceptre cultists as well as those from the Purple Hand, and their welcome (intended by each cult to be capture and interrogation) will turn into a confusing three-way battle, as the two rival cults struggle to apprehend the adventurers.

cloak covered with badges from shrines all over the Empire, a dog's skull, a plain pewter goblet, and a handwritten book titled 'The Journal of Hieronymous Prosch, 2487–2488', which reveals that Herr Prosch was a wool-trader who drank too much and was having an affair with his wife's serving-maid.

The letter is Handout 17. You may need to make a handwritten copy of this letter for the Players, changing the number of items and the contact's name as needed. The number of items mentioned in the letter must be same as the number of adventurers in the party, which may not be six. Also, the crate should contain one more item than the letter states. The name of the contact, and his relationship to Blucher, should be changed if necessary (see The Oldenhaller Contact, page 134).



It is clear from this letter — which, despite the seals, the characters are almost sure to read — that someone connected to Oldenhaller wants the adventurers to go to Middenheim. While they might guess that the Purple Hand is involved somehow, they cannot be sure. Max and Matthias know only that they have been hired by a distant contact to make sure the party goes to Middenheim.

MINOR COMPLICATIONS

If the adventurers become suspicious there may be some unscheduled housebreaking, torture, extortion, bloodshed, and other shenanigans. There is very little for them to find, but a brief list follows:

A Fragmentary Letter

In Matthias Blucher's office within the warehouse, a search of the iron stove may turn up a half-burned letter: Handout 18. You may need to make a new copy if Oldenhaller is not used as the contact.

THE BARGE: CATCHING THE ARSONIST

The Characters may decide to leave the party early, especially if they are concerned for the safety of their boat. Depending on the desired outcome, you have several options.

One is to let the situation play out. The adventurers reach the docks in time to see a figure dart from the shadows when the stevedores' backs are turned, and throw a lamp into the hold. The fire is contained before it can cause any serious damage to boat or cargo, and perhaps the arsonist is even caught after a long and winding chase between warehouses and through back alleys.

Max has made sure the arsonist knows nothing about who hired him: he went through a succession of intermediaries, all of whom leave town on long journeys as soon as the arsonist is captured. The town Watch is not interested in wasting time and manpower on investigating a crime that caused almost no damage, and the adventurers are at a dead end. There will be other opportunities to deprive the adventurers of their barge later.

You could place obstacles in the adventurers' way to prevent them from reaching the docks in time. Matthias could insist that they stay until the final toast to the happy couple, which brings the party to an end at about midnight. The road to the docks could be blocked by an overturned cart or a burning building, forcing them to take a longer and more circuitous route. The arsonist could use magic rather than an oil lamp to start the fire, and escape without being seen, or they could have exceptional Stealth, backed up by other Skills and Talents to evade capture. Even if the adventurers pass up the party invitation and devote all their resources to watching the boat, they might not see the fire, or who started it, until it is too late.

A Background Check

In town, the Bluchers are generally liked, and have a reputation as shrewd merchants. If the characters ask how shrewd, a few coppers in the right palms will lead them to Hans Bach, once a merchant, now a drunken beggar. In exchange for a few drinks, he slurs through a long and sad story of how the Bluchers systematically ruined his business through cut throat competition, sabotage, and false accusations, after he insulted Blucher's sister. Other merchants can, cautiously, confirm this.

Offended Benefactors

Matthias and Max will respond badly to bullying. Bristling and abrupt, they keep up the pretence that they are doing the adventurers a favour, and they may threaten to terminate the deal and take the party to court for breach of contract, breach of trust, taking money by deception, piracy, witchcraft, and various other crimes.

not our business why my principals are so eager to talk to these people. Although as I have said I may not name their secret order, they are not without power and influence, albeit of a questionable kind. Therefore, and because they have helped me in the past, I am certain that their good opinion could be of value to both our families. Should you locate them, they are to be sent to Middenheim, to Captain Scharlach, at the sign of the Crossed Keys in Koffen Strasse.

*Trusting you and dear Karoline are both well,
Albrecht Oldenhaller.*

Max is utterly immune to bribery, and his loyalty to the Bluchers is absolute. While Klaus is very willing to talk about his employers, he has found them to be quite decent to work for and unfortunately knows very little of use to the Characters.

If Matthias is abducted, the Watch will be sent after the adventurers within half an hour. Matthias is an important man locally, and his absence will be noticed. Kidnapping is a serious crime with severe penalties, and any torture or physical injury suffered by the merchant will make things even worse for the adventurers. Even if they manage to prevent their boat being burnt, they may find it ringed with armoured watchmen and forced to abandon it as they sneak out of town.

Thierry Ostend, on the other hand, is loyal only to himself, is eminently open to bribery, and also responds well (and vocally) to threats. He will admit that Max asked him to keep an eye on the adventurers and report who they were talking to and what they were saying, both at the tavern and at the party. He was also told to convince them of the delights of the Middenheim Carnival. He knows nothing more, but that should be enough to confirm at least some of the adventurers' suspicions.

It's a Trap!

Given the number of leads pointing to Middenheim, and the number of NPCs in this chapter talking up the delights of the city and its Carnival (not to mention the very convenient commission to take a crate there) it is possible that the adventurers will suspect that they are being sent into a trap. If they do not play along, however, their boat will not be repaired. Also, if they have found Handout 18, the words 'secret order' and 'power and influence, albeit of a questionable kind' should

immediately make them think that here is a Chaos cult, just waiting to be rooted out. They may reason that Blucher is a puppet and if they play along they may find out who is pulling the strings. Being forewarned, they have a good chance of ending the threat once and for all.

Having done so, they can return to claim their boat and the rest of their payment. Blucher can hardly go back on the deal without confessing his own part in it, and by that time the adventurers might have even more on him and his family: enough for some profitable extortion, or a lifetime supply of favours.

A PASSAGE TO ALTDORF

The quickest way to Middenheim is via Altdorf. Since the adventurers probably do not have a boat (but see For Grognaards: Saving the Boat, page 133), Matthias has booked their passage at his own expense on the Blue Salmon. The barge is owned by Alex Eisen (see The Swan's Neck, page 128), which is leaving for Altdorf carrying a cargo of cloth.

The Blue Salmon is large, with a crew of five, and promises to make good speed: the journey should take no more than seven or eight days. Accommodation is a little cramped, but not unbearably so, and there is room in the hold for the crate. If the adventurers are not working for Blucher and need to pay their own way, the fare to Altdorf is 4 GC per person.

THE BARGE: HAZARDS OF THE JOURNEY

If the adventurers' barge was not disabled according to Matthias Blucher's plan, you have plenty of opportunities to have an accident befall them on the journey to Altdorf. The River Life of the Empire section of the *Death on the Reik Companion* covers all kinds of hazards and encounters that could result in damage to the boat, from unseen rocks to river pirates.

The unkindest cut of all, perhaps, would be for the barge to be damaged just severely enough to require two to three days' repairs – nothing serious, but enough to put the adventurers irretrievably behind schedule. The boat-builder they consult is apologetic but tells them as much as he would love to accept a higher payment, no amount of money can speed up the work.

Just as the adventurers are cursing their luck and wondering what to do, who should pass by but Alex Eisen and the Blue Salmon. He recognises them from The Swan's Neck, and calls across to ask what their trouble is. He will happily take them as far as Altdorf (for a price) but they will have to leave their barge here and come back for it later.

A REASONABLE MAN

The only thing the adventurers will learn on the trip is that Alex Eisen is a complete boor who thinks his voice and opinions are a sweeter sound than any music. He is a deeply ignorant, prejudiced man with a seething distrust of most folk outside his own rather narrow experience. If challenged on this, he will quickly respond that *'I'm a reasonable man, and no one could call me prejudiced, but I wouldn't have taken 'em on board if you weren't working for the Blucher family. Elves? Dwarfs? Frankly, I don't know how you can stand travelling with them. Elves clearly can't be trusted — and don't get me started on dwarfs. I tell you, Middenheim's got the right idea with these new taxes.'*

There will be more on Middenheim's controversial new taxes in **Power Behind the Throne**. If the adventurers ask Alex about the taxes or give any indication that they have not heard about them, Alex grins maliciously. *'Oh, yes,' he says, 'They're taxing elves and dwarfs both. Only makes sense, all the trouble they cause.'* Alex struggles to name any particular trouble that Elves or Dwarfs have caused him, of course, but he waves off any attempt to convince him otherwise.

Based on this sample of his conversation, most adventurers might decide that it would be better to part ways at Altdorf than to continue the journey in Alex's company

ALTDORF

At last, the Blue Salmon docks in Altdorf. Alex sets off to find a buyer for his cargo and the adventurers are left to arrange transport to Middenheim. All of this is covered in the next part of the campaign: **Power Behind the Throne**.

RESOLUTION

REWARDS

Beyond any points you offer for good roleplaying and clever ideas at the end of the session, XP should be awarded for the following:

- ☠ 10 points for signing the Bluchers' contract.
- ☠ 15 points for reading the small print.
- ☠ 5 points for each major NPC who the Characters talk to in The Swan's Neck.
- ☠ 10 points for letting Klaus get on with unloading the boat.
- ☠ 10 points for each Character who dressed appropriately for the Blucher party, and 10 for taking a suitable present.
- ☠ 20 points for learning Frau Blucher's maiden name.
- ☠ 20 points if magic was used to put out the fire.
- ☠ 20 points each if Blucher agrees to repair the barge.
- ☠ 20 points each if they realise they are being set up.

As always, feel free to award XP for anything else you feel deserves it, using the amounts above as a guideline.

THE BARGE: NO LIFT REQUIRED

If the adventurers' barge is still intact and river-worthy, they can make their own way to Altdorf. This does not change anything about the journey, except that they do not need to endure the company of Alex Eisen. However, a few changes will be necessary once they reach the capital (see *The Barge: End of the Line*, page 138)

NON-PLAYER CHARACTERS



Klaus the Foreman

There are rumours that the 6-ft 6-in Klaus may be part ogre, and he hates those rumours because he worries they may be true. He speaks softly, but does not need to carry a big stick: when he talks, people listen. Klaus runs the Bluchers' dock-gang, supervising the loading and unloading of boats and making sure that people do what the Bluchers want. The stevedores look up to him with a mixture of fear and respect, though mostly fear. Klaus is loyal to the Bluchers, and the thought of betraying them has never crossed his mind.

KLAUS THE FOREMAN – HUMAN FOREMAN (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	42	28	53	52	40	24	28	27	36	37	23

Traits: Armour (Leather Jerkin) 1, Weapon (Club) +9

Skills: Athletics 34, Bribery 48, Climb 60, Consume Alcohol 65, Cool 44, Endurance 62, Intimidate 67, Intuition 46, Leadership 48, Lore (Reikland) 32, Melee (Basic 54, Brawling 53), Perception 46, Swim 63

Talents: Doomed (*Vengeance Shall See Thee Done*), Hardy, Resistance (Disease), Strong Back, Strong Legs

Trappings: Leather Jerkin, Length of Twine, Chalk, Hand Weapon (Club)

THE BARGE: END OF THE LINE

Altdorf marks the end of the party's waterborne exploits, even if they do not know it. If they still have their barge, now is the time for you to relieve them of it. There are several ways in which this can be accomplished.

A Greater Need

In *A Boat in Need* (page 11), the adventurers came upon the vessel that, most likely, they are still using. At the time, either Josef Quartjin or Renate Hausier told them about the tradition of the river, which allows a crew to take over an abandoned boat and work it until the owners or their next of kin can be found. The adventurers find them — or rather, are found by them — in Altdorf.

Salvage factors are a class of merchant-litigants who make their living finding salvaged boats for the families of their registered owners. Approached by the family of a missing boat-owner, they pay stevedores to keep an eye out for such vessels, and collect a fee when the rightful owners take possession. One such individual approaches the adventurers when they dock at Altdorf, showing them a writ of repossession and pointing out that they are a personal friend of the magistrate who signed it: the very same magistrate, by chance, who is presiding over today's session at the nearby Wharf Assizes.

A Character who makes a successful **Challenging (+0) Lore (Law)** Test, will know that if the adventurers choose to contest the case, they will almost certainly lose. The boat is just as described in the writ, and even if the case does not drag on, they cannot afford the delay if they are to reach Middenheim on schedule. The best they can do is engage an Altdorf lawyer to delay proceedings until they get back to the capital. Even then, as their lawyer will point out just before submitting a bill for the consultation, they have no case at all.

A Friend in Need

Altdorf is a bustling riverport, with boats arriving from all over the Empire and further afield. It might not be too surprising, then, if the adventurers run into their old friend Josef Quartjin at a dockside tavern. He seems downcast, and as the ale and brandy flow he tells a sad tale: his beloved barge the *Berebeli* is gone.

How or when this happened is not important. River pirates, mutants, corrupt officials, or a collision with another boat — whatever happened, the barge is lost forever.

The adventurers are on their way to Middenheim, which means they will be spending at least a few weeks away from the river. They need someone to look after their barge, which an unkind fate seems bent on taking from them, and Josef needs a boat so he can run a few cargoes and get back on his feet. It seems like a perfect arrangement.

The Slow Burn

On reaching Altdorf with the barge untouched by fire, Grogard Players will probably be feeling quite smug, which makes this the perfect time to burn it. As soon as their backs are turned, a fire breaks out and the barge is seriously damaged. This time, though, there is no Matthias Blucher to pay for repairs, and without them the adventurers cannot even hope to sell the blackened and useless hulk.

All Right, Keep the Thing

When all is said and done, though, there is no harm in letting the adventurers keep the boat, so long as they are definitely going to Middenheim. If they expect it to still be there when they return, there will be mooring and wharfage fees to pay, watchmen to hire, and myriad other administrative inconveniences. The vessel that they took such pains to keep will suddenly become an annoying burden.

If the Players insist on keeping up the trading life, their Characters will cease to be the heroes of the campaign and become mere witnesses, hearing of dark deeds in Middenheim and a terrible threat in the Middle Mountains. Finally they will be plunged into an escalating civil war with a great deal of catching up to do. It would be regrettable if they missed out on the next two instalments of the campaign, but it would not be the end of the world: that will come later...



The Bouncers

Harold and Stefan, when not busy scrubbing pots in the kitchens of The Swan's Neck, take a quiet pleasure in tossing drunks, scroungers, troublemakers, troubadours and mimes out on their rear ends. Their size and reputation keeps most trouble at bay, but both can be counted upon to dive into any brewing situation with professional abandon.

THE BOUNCERS HAROLD AND STEFAN – HUMAN STEVEDORES (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	39	30	46	38	35	30	27	28	31	35	13

Traits: Armour (Leather Jack) 1, Weapon (Club) +8,

Skills: Athletics 35, Bribery 40, Climb 51, Consume Alcohol 47, Cool 36, Dodge 38, Endurance 45, Gamble 33, Gossip 40, Intimidate 55, Melee (Basic) 51, Perception 42, Swim 51

Trappings: Club (Hand Weapon), Leather Jack, Other weapons at GM's discretion.

THE MERCHANTS

Despite appearances, the important person in this interaction is not Max but his boss, Matthias Blucher. Despite his youth, Matthias has a merchant's instincts and Blucher blood, and is already the head of the family's trading activities on this part of the Reik.



Matthias Blucher

Matthias Blucher is the local head of the Blucher trading family. He is young, with a confidence that only power and wealth can give, and is a master of trading and strategic planning. He is not arrogant or overbearing, but is not used to being disobeyed and has a fearsome temper if crossed. His calm exterior hides an almost total lack of scruples. Money is his king, and he will do almost anything for it.

MATTHIAS BLUCHER, THE REAL BOSS – HUMAN MASTER MERCHANT (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	32	28	30	32	36	37	30	48	42	49	13

Traits: Weapon (Rapier) +7

Skills: Bribery 61, Charm 59, Cool 50, Evaluate 58, Gamble 54, Gossip 59, Haggle 61, Intuition 47, Language (Bretonnian 53, Tilean 51), Leadership 54, Lore (Reikland 53), Melee (Rapier) 40, Perception 46

Talents: Briber, Dealmaker, Doomed (*Thou Perish So Another May Flourish*), Embezzle, Read/Write

Trappings: 10 GC (but his credit is good all over town), Fashionable Clothes, Rapier, Silver Hip-Flask (full of strong brandy), usually attended by at least one retainer, servant, or employee



Max Wagner

Max Wagner is more than twice Matthias Blucher's age, yet he knows he will never be as good a merchant as his young master. Max's skill lies in the details of logistics, manipulating figures on paper, and structuring deals to squeeze out every last coin. He has enormous respect for Matthias and the whole of the Blucher family, and will do nothing to betray them no matter how uncomfortable he may be with the way Matthias sometimes does business.

MAX WAGNER – THE APPARENT BOSS, TRADER (SILVER 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	33	31	32	31	29	35	27	41	35	38	12

Traits: Weapon (Dagger) +5

Skills: Bribery 46, Charm 44, Consume Alcohol 36, Cool 40, Evaluate 46, Gamble 50, Gossip 45, Haggle 48, Language (Wastelander) 44, Lore (Reikland) 44, Melee (Basic) 38

Talents: Dealmaker 2, Doomed (*Winter's Touch Shall Lay Thee Low*), Read/Write, Savvy, Super Numerate

Trappings: 6 GC, Bag of Snuff, Dagger (Concealed), Fashionable Clothes, Ledger

APPENDIX I

TRAINING AND MENTORS



GETTING AHEAD

By the time they have completed **Enemy in Shadows**, some Player Characters may be ready to spend their experience points (see **WFRP**, pages 47–49).

You can treat the process abstractly, and allow Players to improve their Characters whenever they have the points to spend, regardless of where they are or what is going on. However, it is more interesting, and definitely more challenging, if Characters are forced to seek out mentors for training any time they wish to spend experience points.

Some Players may already have written a mentor into their Character's background (see *Bringing Your Character to Life*, **WFRP**, page 42). Characters whose Career titles end in 'Apprentice', 'Student', or similar could have an NPC somewhere to whom they look for training. Servants might still have ties to their old households; military types (including watchmen) have a unit or other body in which they once served; religious types have the priesthood and temple organisation of their faith; and so on.

Alternatively, the Character may have severed all ties to turn adventurer, and might not be welcomed by their former mentor. This could be because they gallivanted off in search of fresh adventures as soon as their training was complete. Such Characters will be obliged to find other teachers, and to pay for training not with loyalty, but with cash or labour. This 'labour' element is more interesting for a roleplaying game, as carrying out errands can lead to further adventures and entanglements.

Death on the Reik sees the adventurers travelling extensively along the Empire's great rivers, visiting towns, cities, and other places where mentors might be found. One such mentor is Elvyra Kleinstun, the charlatan and pharmacist who the party meet at the Schaffenfest in Bögenhafen (**Enemy in Shadows**, page 56). As they pass through Weissbruck on their way to Altdorf, the adventurers may decide to take her up on her invitation to visit, and thereby rescue her from a desperate situation (see Chapter 1).

Other mentors may be found in other towns and cities along the way, and three such NPCs are presented here. They are not tied to a particular place, so you can use them whenever they are needed. Once their home town has been established in your campaign, you should note its location.

OPTIONS: BOOK LEARNIN'

If you wish for a more in-depth character advancement system, you may use the following rule. Characters are required to undertake a Training Endeavour (**WFRP** 199) with a suitable mentor any time they wish to spend experience points on skills, advancements or talents, or to change career or career level. They may spend as much experience as they wish during this endeavour. All the usual requirements must still be met, so skills they wish to take advancements in should be in their current career level or below, etc.

This is an optional rule, and one you should communicate to your players before introducing it — most will be expecting to spend their hard earned experience points just as soon as a session ends! Even if you do not wish to use this rule, all of the mentors provided here make excellent candidates for the **Training** or **Unusual Learning Endeavours** found in **WFRP** page 199.

THE BOATMAN

The adventurers have been travelling with Josef Quartjin, an old friend, aboard his barge the Berebeli. Typical of Josef's rotten luck, many people have seen the adventurers in his company, so any trouble they cause is sure to reflect on him. The Players did not know much about boats when Josef first ran into them in Altdorf, but he admits that they have since learned one end of an oar from the other. His remarks are full of faint praise and good-natured insults, and he often points out they are still useless at navigation. This lack of boating skills becomes more pressing if the adventurers have the opportunity to acquire a boat of their own (see *A Boat in Need*, page 11).

Josef offers training not because he needs crew, and certainly not because he thinks they have a future as riverfolk, but because he thinks he has no choice. His reputation and respect for river safety lead him to give training to any of the Players labouring under the false impression that they know how to handle a boat. With much exaggerated grumbling and sighing, punctuated by a wink, many a swig of brandy or rum, and many a playful punch, he will teach the least incompetent of the adventurers how to be less of a dangerous embarrassment on the water.



Training

Josef can train any Character who already meets the requirements to become a **Boat-hand**, **Boatman** or **Bargeswain** (WFRP 93), or teach any Skills from any level of the Boatman Career to any Character whose current Career includes them. All training follows the rules in **Chapter 6: Between Adventures** in the WFRP rulebook.

Josef Quartjin

Josef is tall at around 5' 10" and well-muscled beneath a generous layer of fat. He jokingly points out, in a quiet voice with a pronounced working-class Altdorf accent, that his girth keeps out the cold of an evening on the river. He has a large, bristly beard that grows down over his huge belly. Josef has a jolly temperament that shows in his brown eyes, and he enjoys good company, particularly if that company is buying the drinks.

JOSEF QUARTJIN, HUMAN BARGEMASTER (SILVER 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	48	38	55	48	42	43	39	30	24	48	15

Traits: Armour (Leather Jack and Skullcap) 1, Ranged (Crossbow) (60) +9, Weapon (Axe) +8

Skills: Consume Alcohol 73, Lore (Riverways) 45, Navigation 50, Outdoor Survival 47, Row 64, Sail 82, Trade (Boatbuilding) 49

Talents: Doomed (*An Unquenchable Thirst Shall Drown Thee*), Fisherman, Orientation, Very Strong

Trappings: 34/156 (on the Berebeli), Axe, Bottles of Wine (many of them), Crossbow, Leather Jack, Leather Skullcap, River Barge Berebeli

THE WIZARD

Heironymous Blitzen lives in a sprawling, ramshackle house on the edge of town. The house is surrounded by a high stone wall, and the front gates creak ominously as the adventurers enter.

Knocking on the huge front door, the adventurers are welcomed by Hans-Peter Schiller, Blitzen's current apprentice. Any Character who knows Blitzen will also know Schiller, and he shows the Characters in to see Heironymous, who is tinkering with a large cuckoo clock in his study. Large parts of the house are obviously dedicated to magical research and training.

The wizard sends his apprentice to bring refreshments and invites the adventurers to sit. His reaction to the party depends on how well acquainted he is with them. Heironymous is pleased to see the return of a former apprentice and their friends, and he will be saddened to learn of any deaths, should anyone have perished. If the adventurers were referred to him by a mutual acquaintance, he enquires politely after this NPC and assesses the party's answers to form an opinion of them. If they simply asked around about a wizard he is still polite but a little distant until he has established exactly what they want.

Seemingly preoccupied with her clock, Heironymous asks about the party's adventures. Although he appears to be half-listening at best, he still manages to ask the most pertinent questions. Heironymous will not be fooled if the adventurers attempt to lie to him about their experiences, and will try to learn the truth, stressing that it is very important they be honest.

Etelka Herzen

If anyone mentions the name 'Etelka Herzen' or shows Heironymous **Handout 10: Herzen's Letter** from **Enemy in Shadows**, he fixes them with a penetrating stare. He knows that Etelka Herzen lives at Grissenwald, near Nuln, and warns the adventurers to be very careful in their dealings with 'a known dabbler in the dark arts'. To aid them in their quest, he gives any former apprentice (or another wizard or spellcaster) a small golden ring with a stone that looks remarkably like an eye. He explains that this ring is magical, and will give some measure of protection against the Undead. He is not sure exactly how much because it is a long time since he used the ring, and it is always difficult to quantify such matters.

Training

Heironymous can train any academic Character to become a **Wizard's Apprentice**, or train an existing apprentice to become a full **Wizard** (WFRP page 60). If you consider it desirable for your campaign, he can train any spellcasting Character from another Career class. He can teach all the Skills of a **Wizard** to any Characters who are eligible to learn them. He can also teach any Petty and Arcane spells that he knows, but he will not teach anything from the Lore of Heavens, as the Celestial Order requires anyone who wants to learn this magic to attend its College in Altdorf.

If the party has no wizard, you can allow one of the adventurers to train as a wizard's apprentice. This is possible only if the Character has enough experience points for the Career change, and can also convince Heironymous that they would be a worthy pupil. This requires Intelligence 30 or more and a successful **Challenging (+0) Charm Test**.

If a replacement Character is needed, Schiller could join the party, but you should be wary of adding another spellcaster if the party already has one. Too much strength in one area usually means weakness in another, and the challenges of this campaign require a wide range of skills.



Heironymous Blitzen

Heironymus is an eccentric looking character. His grey hair is usually in wild disarray and his blue eyes have a manic gleam in them at all times. Heironymus dresses expensively in a style reminiscent of a country gentleman, and is trim enough to carry it off. However, something is always out of place. He is not averse to wearing odd shoes, for example, or dressing in strongly clashing colours. The trivialities of the world don't always interest him, and he knows people would feel cheated somehow if a wizard wasn't a little strange. His expression is usually quizzical and his movements are jerky, even awkward, but controlled. He deliberately appears to be distracted and slightly irritable, but he is usually listening attentively to everything said. He tends to keep his replies short and to the point, revealing an organized mind behind the messy exterior.

DWARF RING OF PROTECTION

The wearer of the Ring of Protection against Undead takes half normal damage from all attacks by enemies with the Undead Creature Trait that do not also have the Ethereal Creature Trait, and gains a bonus of +10 to all tests for all spells, Skills, and Traits pertaining to such creatures.

HEIRONYMOUS BLITZEN, HUMAN MASTER WIZARD (GOLD 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	42	29	31	30	37	41	26	55	57	29	14

Traits: Weapon (Sword) +7, Weapon (Quarterstaff) +7

Skills: Animal Care 58, Channelling (Heavens) 69, Cool 73, Dodge 48, Evaluate 59, Haggle 32, Intimidate 41, Intuition 42, Language (Battle) 65, Language (Bretonnian 60, Classical 65, Magick 69), Leadership 32, Lore (Magic 65, Reikland 60, Warfare 62), Melee (Basic 48, Polearm 52), Perception 48, Ride (Horse) 47

Talents: Acute Sense (Vision), Aethyric Attunement, Animal Affinity, Arcane Magic (Heavens), Coolheaded, Detect Artefact, Doomed (*Sharp Shadows Herald the Cold*), Instinctive Diction, Magical Sense, Petty Magic, Read/Write, Savvy, Second Sight

Trappings: House, Staff (bearing a subtle symbol of the Blue Order), Sword, Various Magical Scrolls and Grimoires. He keeps around 10 GC on his person at all times, but has access to much more.

SPELLS

Petty Magic: Eavesdrop, Marsh Lights, Protection from Rain, Open Lock, Sleep, Shock, Warning

Arcane Magic: Arrow Shield, Bolt, Dome, Flight, Push

Lore of Heavens: Cerulean Shield, Comet of Casandora, T'Essla's Arc



Hans-Peter Schiller

Hans-Peter is a slender man of average height, with black, curly hair, and brown eyes. He has a relaxed demeanour, although below the surface there lies a hunger for knowledge and the power it brings.

He has been studying with Heironymous for about two years, and seems outwardly content with the life of an apprentice. In truth, this is not the case, and he spends much of his spare time prying into Heironymous's secrets without much success. His hunger for power may manifest as jealousy towards any rival apprentices and Hans-Peter will never consider his fellow apprentice to be a friend. He doesn't consider a life spent adventuring to be anywhere near as valuable as a life of study, hard work and unfettered ambition. Other apprentices might well find that their work dismissed or even sabotaged by Hans-Peter. He is, after all, Heironymous's favourite apprentice.

Heironymous is aware of his pupil's character flaws and ambitions, and keeps a very close eye on him indeed.

HANS-PETER SCHILLER, HUMAN WIZARD'S APPRENTICE (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	31	23	28	30	37	32	33	46	40	29	12

Skills: Charm 32, Cool 43, Dodge 37, Evaluate 51, Gossip 34, Haggle 34, Intuition 40, Language (Magick) 51, Lore (Magic) 52, Melee (Basic) 38, Perception 44

Talents: Doomed (A Dark Door Conceals Thine End), Linguistics, Orientation, Petty Magic, Read/Write, Savvy, Sharp

Traits: Weapon (Dagger) +4

Trappings: Dagger, Fashionable Clothes, 2/5

SPELLS

Petty Magic: Light, Open Lock, Sleep, Shock, Sly Hands



THE PHYSICIAN

Maxmillian Schnippmesser is something of an eccentric, and rather enjoys being known as 'Max the Knife' due to his skill as a surgeon and his unerring aim with a throwing dagger. He might live in a town where the adventurers stop briefly, or be travelling on the river for some purpose of his own. In addition to being able to treat wounds and illnesses, he is prepared to train any student he regards as promising, as long as they approach him in the right way.



Max's home is a cramped and dingy attic room above a baker's shop, which he shares with a varying number of stray cats. Half-a-dozen is the average, but there can sometimes be twice that, or more. Max does not feed the cats: they live mainly on the rats and mice that 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 two-legged races.

A good way for the adventurers to meet Max is accidentally: amid the crowds at the docks as a passenger vessel arrives and someone falls into the river, as a runaway barrel smashes into a crowd, or under other circumstances where a blameless individual is injured. If the adventurers rush to help, they will make a good impression on Max.

Regardless of anyone else's actions, Max will elbow his way toward the victim to skilfully revive them and patch up any injuries. Any Player Character with a relevant Skill or Talent can get into Max's good books by assisting him.

Training

Max can train any worthy Character who is of at least Intelligence 30, and who has won Max's approval by prior words or deeds, as a **Physician's Apprentice** or **Physician (WFRP page 57)**, and can teach any of the Skills from any level of the **Physician** Career to any Character whose current Career includes them. All training follows the rules in **Chapter 6: Between Adventures** in the **WFRP** rulebook.

If they wish, any one of the adventurers can make an **Average (+20) Fellowship** Test to befriend one or more of Max's stray cats. The cats, of course, still regard Max as their favourite.



Maxmillian Schnippmesser

Max is tall and lanky with grey, shoulder-length hair and pale-grey eyes. He has rather long arms and almost always wears a calf-length, grubby topcoat made of waxed cloth, and a high-crowned hat that balances precariously on his head. Max's voice is thin and reedy, and he speaks in a clipped, jerky fashion. Combined with his sharp nose and angular build, this sometimes gives him the appearance of an excitable but slightly down-at-heel starling. His cuffs are often stained with blood, but otherwise he is, in his own way, quite a fastidious person.

He comes across as impatient, sharp-tongued, and dismissive, but he is a shrewd judge of character. He's also nowhere near as harsh as he sometimes pretends. Max is a keen-eyed and clever individual who is well aware that he could make a fortune by pandering to numerous wealthy hypochondriacs. He prefers instead to make his services available to any who need them, regardless of their ability to pay. This makes him a dangerous maverick in the eyes of some folk.

DOKTOR MAXIMILLIAN SCHNIPPMESSER, HUMAN DOKTOR (SILVER 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	28	39	30	29	33	34	50	55	45	44	11

Skills: Animal Care 60, Bribery 51, Charm 57, Consume Alcohol 34, Cool 58, Drive 42, Endurance 34, Evaluate 58, Gossip 50, Haggle 49, Heal 70, Language (Guilder) 65, Lore (Anatomy 65, Medicine 67), Perception 46, Ranged (Bow) 44, Research 60, Sleight of Hand 60

Talents: Animal Affinity, Deadeye Shot, Doomed (Compassion Shall Bring a Slow End), Etiquette (Guilder), Etiquette (Scholar), Field Dressing, Marksman, Read/Write, Savvy, Surgery

Traits: Weapon (Dagger) +5, Ranged (Throwing Knives) (6) +5

Trappings: Dagger, Medical Instruments in Battered Case, Throwing Knives, 17/6.

THE RACKETEER

Luigi Belladonna is originally from Miragliano, one of the Tilean City States. A ruthless individual with a deserved reputation for viciousness, Luigi now runs most of the criminal enterprise in the town where the adventurers encounter him. What no one in town knows is that Luigi is something of a 'Robin Hood' character. He spends vast sums to support the town's poorest inhabitants, operating a number of soup kitchens and almshouses. These charitable activities are typically attributed to any one of a number of wealthy local individuals who, for the most part, are happy to claim the credit.

The adventurers are most likely to run into Luigi shortly after arriving in town. He appears, flanked by his two massive underlings, Carlo and Furio. This could be on the wharf or at an inn where Luigi is looking for some adventurer types to 'make a collection' for him. He explains that he needs reliable people, as his usual collectors became greedy and that made him sad (should the adventurers enquire as to their fate, he will say that they are now collecting from the fishes). If the adventurers accept Luigi's job, they will be paid 2 GCs each to travel to a merchants' quarter address where they can collect a small casket. This is to be brought, unopened, to Luigi in his private room at The Cat and Fiddle Inn. Simple. Easy. Nothing dangerous at all.

The casket is locked. Opening it without a key requires a **Difficult (-10) Pick Lock** Test. An **Astounding Failure** (-6 SL or worse) will render the lock very obviously broken. If the adventurers do open it or peek inside by any other means, they will find that the casket holds 1,000 GCs in uncut diamonds.

Upon successful delivery the Players will create a good impression on Luigi. This will be reinforced if the chest is unopened and the adventurers say nothing about the contents. Attempts to leave town with the casket are futile. Luigi is having the party watched, and has more than enough thugs to grab anyone who tries to cheat him. If this happens an adventurer might be able to talk their way out of trouble, but that is for you to decide...

Training

Luigi may take an unexpected liking to one or more of the adventurers: he likes subservience but he respects and admires guts, humour under pressure, and skill. He can train any eligible Character as a **Thug** or **Racketeer (WFRP 106)**, and teach any Skills from the **Racketeer** Career to any Character whose current career includes them. If a non-rogue Character especially impresses or amuses Luigi, he may teach them one or two racketeer Skills, even if they are non-Career skills for the Character in question. All training follows the rules in **Chapter 6: Between Adventures** of the **WFRP** rulebook.



Luigi Belladonna

Luigi is of medium height with grey hair. He is also somewhat overweight but no one ever points that out twice. His heavy jowls appear to be stuffed with spare food or a pair of small socks, and his dark-brown eyes are hard and unforgiving. His voice is a hoarse whisper, and listeners are often forced to lean in to hear what he is saying. Luigi never repeats himself or raises his voice. He has no need: it is up to his audience to pay attention. His language is careful, formal, and betrays an education and a complexity of thought that one might not expect to find in a criminal. His clothes are of the finest silks and wools, his hair elegantly pomaded, and his podgy, pink fingers are festooned with gold and diamond rings. He looks, in many ways, like a successful merchant, but from 'new money' rather than old.

It's been many years since Luigi was a thug. Since then he has learned to persuade others to do his dirty work, and expects to be obeyed without question. That his business is on the wrong side of the law is a matter of indifference to Luigi: money is money, influence is influence, clout is clout.

Carlo and Furio

Luigi never goes anywhere without his two 'little' cousins, Carlo and Furio. These massive, blank-eyed Tileans always walk a pace behind him, ready to push anyone and anything out of his way. Despite not being the brightest of bodyguards, they are very loyal as they have seen exactly what happens to people who disappoint Signor Belladonna. Carlo sometimes has nightmares about cesspits. Cesspits and rats.

LUIGI BELLADONNA HUMAN GANG BOSS (SILVER 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	47	30	44	40	31	28	31	33	43	52	16

Skills: Bribery 62, Charm 62, Consume Alcohol 50, Cool 56, Dodge 34, Endurance 45, Evaluate 43, Gossip 62, Haggle 57, Intimidate 54, Intuition 36, Language (Tilean 43, Wastelander 36), Leadership 65, Lore (Local 42, Reikland 38), Melee (Basic 55, Brawling 54), Perception 37, Stealth (Urban) 38

Talents: Acute Sense (Hearing), Criminal, Doomed (*Thy Death Hides in Celebration*), Embezzle, Etiquette (Criminals), Fearless (Watchmen), Flee!, Iron Will, Menacing, Resistance (Poison), Suave

Traits: Weapon (Club) +8, Weapon (Knuckledusters) +6

Trappings: Broad-brimmed Hat, Club, Expensive Clothing, Knuckledusters, 50 GCs on his person at all times, 8 Gold Rings with a variety of Stones (value 2d10 GCs each).



CARLO AND FURIO, HUMAN PROTAGONISTS (SILVER 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	48	31	45	51	37	31	29	26	32	33	17

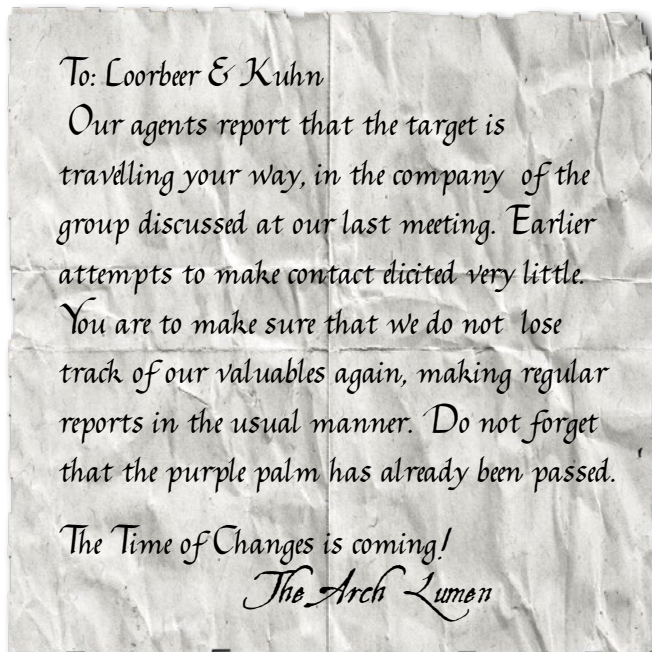
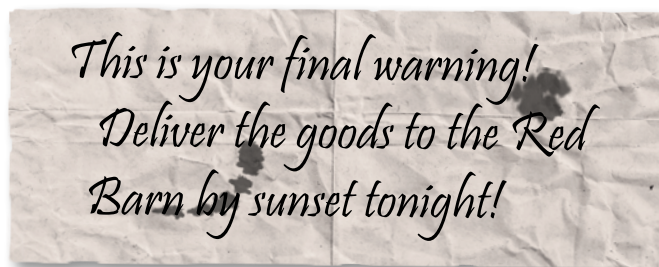
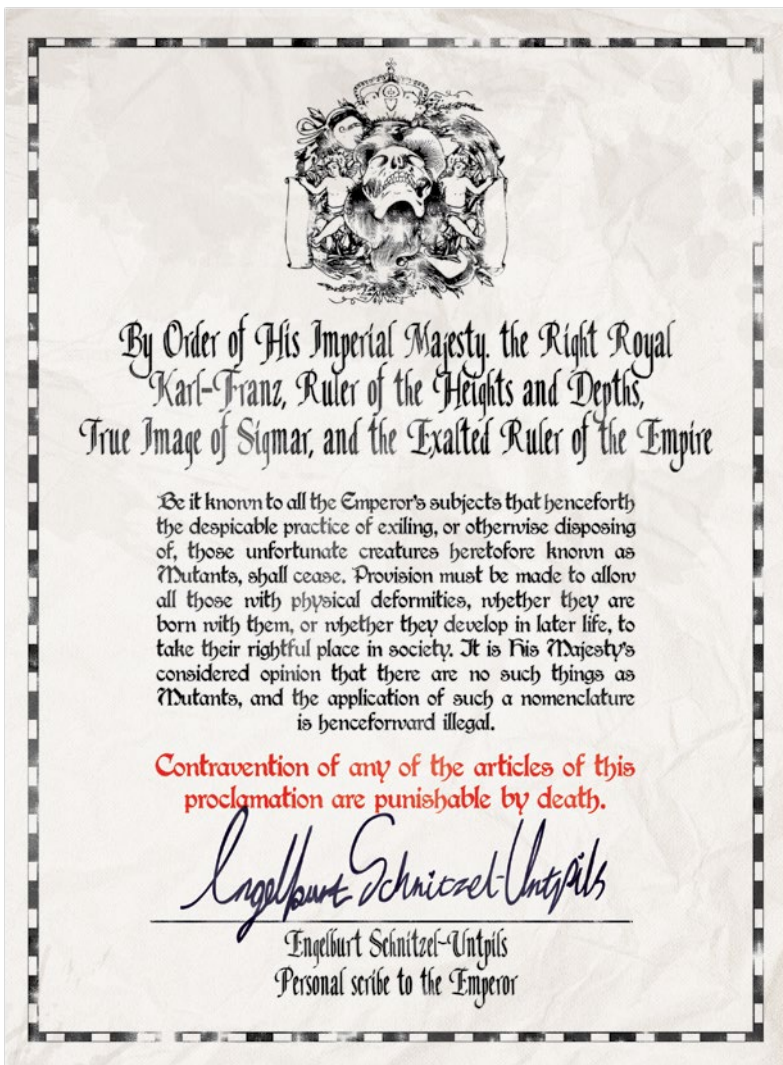
Skills: Athletics 38, Bribery 38, Cool 37, Dodge 40, Endurance 61, Entertain (Taunt) 41, Gossip 38, Haggle 38, Intimidate 55, Language (Tilean) 31, Melee (Basic 53, Brawling 53), Perception 45, Ride (Horse) 36

Talents: Combat Reflexes, Criminal, Dirty Fighting 2, Menacing 2, Strike to Stun

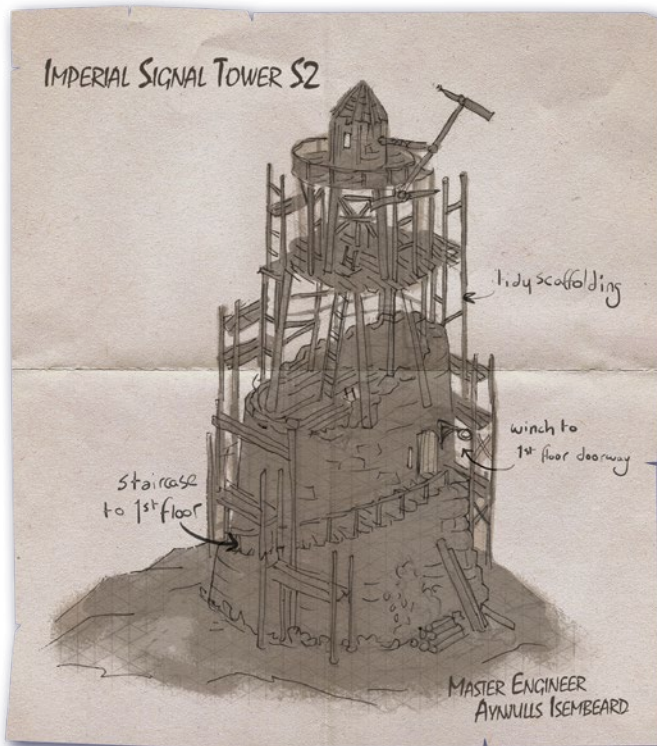
Traits: Animosity (everyone who gets in the way), Armour (Leather Jerkin) 1, Belligerent, Big, Weapon (Dagger) +6, Weapon (Club) +8

Trappings: Club, Dagger, Leather Jerkin

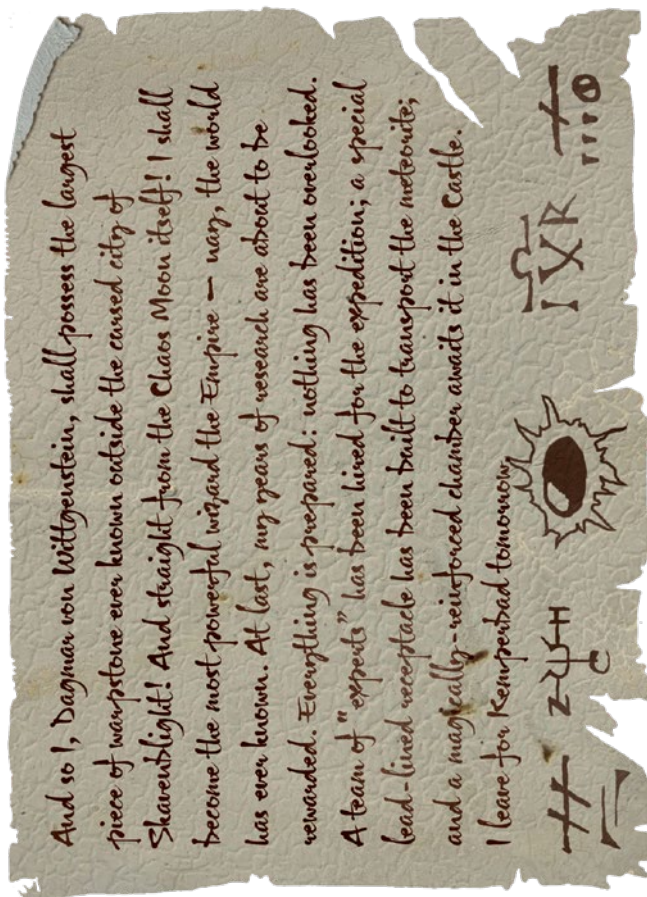
A	I	T	
A Rude Interruption.....39	Inn of Roaring Falls, The.....57	Taking Stock.....12	Gurda And Hanse.....52
A Voice in the Night.....58	Inner Bailey, The100	Temple of Sigmar, The76	Hans-Peter Schiller.....143
Altdorf.....19, 137	Interlopers65	Temple of Slaanesh, The.....106	Harold And Stefan.....139
An Audience.....42		Timeline, The.....26	Heironymous Blitzen,.....142
An Enchanted Evening.....130	K	Trail of Red Crown, The.....61	Herbert Marcuse.....81
An Open Invitation9	Kemperbad33, 64		Hilda Eysenck.....83
Ancient Megaliths55	Khazid Slumbol41	U	Human Servant.....96
Armoury95, 9	Kitchen Garden100	Undead at Observatory, The.....37	Human Villagers.....52
	Kitchens.....96	Under Attack84	Jean Rousseaux.....82
B	Kratz's Room97	Unterbaum.....58	Josef Quartjin.....141
Barracks.....96, 98			Kidnappers.....22
Barren Hills, The.....55	L	W	Klaus The Foreman137
Beggars of Wittgendorf, The69	Letter, The.....9	Warpstone Chamber, The.....120	Kratz.....124
Birdfolk.....100	Long Arm of Law, The.....9	Watch, The15, 40	Kurt Kutzmann,.....82
Black Peaks Mine.....46		Water Gate, The.....89	Kurt Von Wittgenstein110
Boat Attackers, The.....20	M	Well95, 98	Lady Margritte Von Wittgenstein...116
Boat, The.....11	Main, Inner, and Outer Gatehouses..91	Wharf, The.....71	Lashworms88
Boathouse, The.....79	Meeting Room.....97	What Now?12	Lesser Daemon Of Slaanesh.....106
Bounty Hunter, The9, 18	Meetings with the Red Crown.....25	Winch Room99	Liza Sauber.....22
	Mill, The79	Wittgendorf.....68	Ludwig Von Wittgenstein.....104
C	Missing Pharmacist, The22		Luigi Belladonna145
Captain's Tower.....98		NPC	Matthias Blucher139
Castle Guards84	N	Alex Eisen.....128	Maw.....101
Castle Reikguard.....27	Night in the Forest.....80	Astrit63	Max Wagner139
Castle Wittgenstein84	Nighttime46	Aynjulls Isembeard.....36	Maxmillian Schnippmesser.....144
Central Guard Tower99		Baronette Ingrid Von Wittgenstein.112	Monstrous Leech89
Charnel Pit, The.....102	O	Beggars Of Wittgendorf, The.....81	Mutant Bees108
Coach House95	Outer Bailey, The91	Bestial Horde, The.....80	Mutant Cats113
Coach Stables95	Outlaw Camp, The.....79	Big Eared Mutant.....80	Mutants, The21
Common Room95		Birdfolk.....100	Otto Gerber.....129
Cultists, The23	P	Brunhilde Gratten63	Outlaws83
	Physician's House, The72	Brutagh The Mutant88	Pig Headed Mutant80
D	Purple Hand (The).....9, 54, 34, 64	Carlo And Furio,.....145	Purple Hand Cultist23
Dark Tower, The.....103	Purple Palm, The.....13	Chaotic Corpse, The.....75	Rat Swarm96
Devil's Bowl, The.....58		Corrobreth The Priest62	Renate Hausier21
Doppler's Room.....97	R	Crakatz111	River Patrol Captain23
Dungeons, The.....117	Red Crown, The55, 64	Crot Scaback.....60	River Patrol Crew23
Dwarfs of Khazid Slumbol, The...43,52	Retaking the Tower.....65	Dumpling Hayfoot53	Ruairi Roddy129
	Rewards20	Durak Dimholt.....52	Shif Doppler123
E	Riding Stables.....95	Dwarf Engineer37	Sigrid83
Etelka's Tower.....48	River Narn57	Dwarf Miners53	Skaven Warriors.....60
	River Patrol, The23	Elvyra Kleinestun.....22	Skaven Warriors, The120
F	Ruins, The94	Emaciated Mutant80	Skeletons.....63
First Victim, The.....11		Ernst Heidleman36	Skeletons (Wittgenstein)98
Fungus, The.....79	S	Etelka Herzen.....35	Skysoarer The Raven63
	Schemes of Red Crown, The24	Frida Bismarck.....129	Slagdarg118
G	Servants' Hall.....107	Fritz Carhingar,.....118	Slurd The Butler.....109
Gate Defences.....91	Shooting Star Inn, The71	Georg Hegel98	Tentacled Mutant21
Goblins, The.....46	Shop, The79	Ghoul Champion.....37	The Chaotic Organ107
Grasping Vines, The.....101	Signal Tower, The27, 65	Giant Bats.....89	Thierry Ostend.....129
Great Hall, The108	Smithy95	Giant Rats89	Thing In The Pit, The102
Grissenwald Town Watch, The.....52	Something Down Below12	Giant Wolves47	Three Eyed Mutant.....80
Guard Room.....90, 95	Sorcerous Tower, The.....114	Goat Mutant.....80	Ulfhednar The Destroyer.....111
	Storm, The87	Goblins Of The Twisted Maw.....47	Unseen Ghost.....113
H	Swan's Neck, The.....13	Gor80	Vine101
Hall.....95		Gorim Greathammer53	Vorster The Elder62
Happy Man, The15		Green Furred Mutant80	Watch Recruit.....52
Hitch-Hikers27		Guard123	Watch Sergeant.....52
Hordes of Chaos, The.....9		Guard Sergeant.....123	Wittgenstein Monster, The116
			Zombies.....37



Death on the Reik: Handout 4 - Signal Tower



Death on the Reik: Handout 8 - The Journal of the Wizard Dagmar von Wittgenstein



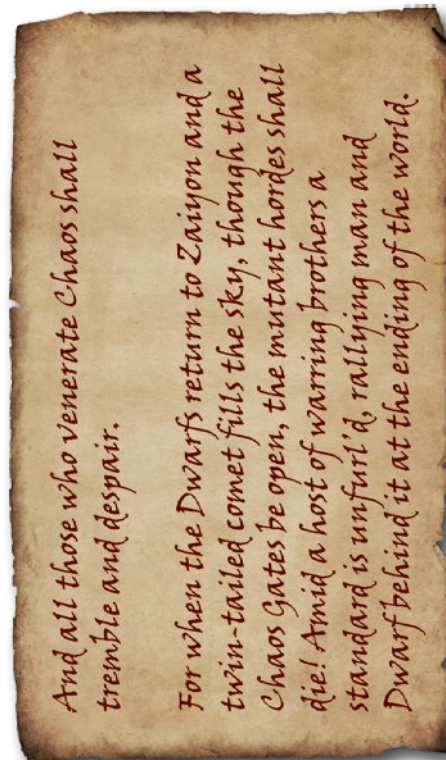
Death on the Reik: Handout 6 - Guide of the Mysterious Phenomena of the Night Sky

In this two thousandth, three hundredth and second year of our Empire, on the night of the ill-omened Hexenstag, Morrslieb did shine with a Greene and Unnatural Lighte, and its Shape was as if it bore a Grinning Countenance of Most Horrible Appearance.

The Heavens were filled with a Greate Number of Shootinge Stars and some of these did seem to fall upon the Ground which groaned under their assault. Again, during the Night of Geheimnistag Morrslieb was Dominant in the Sky, and the Firmament was Criss-Crossed with a Tracery of Shootinge Stars.

Being Forewarned by the earlier events of Hexenstag, I was able to trace the course of a particularly large Shootinge Star, which seemed to issue from Morrslieb itself. According to my calculations, the Star must have fallen to earth in the Uplands of Talabeclande, near the Head-waters of the River Narne.

Death on the Reik: Handout 11 - Sigmar's Return



Death on the Reik: Handout 7 - 'True Omens and Prophecies of the Seer Unserfrau'

This calls for wisdom. The time shall come when the enemies of Chaos shall relax their guard; looking out from their fortress, 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.

Death on the Reik: Handout 15 -
Letter to Margritte from her brother Gotthard

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 flogging of *deja-vu* is just too tedious for woods!

Life in Middenheim, on the other hand (as should I say, 'claw?') is just wonderful. I've lost count of the number of simply scandalous parties I've been to this week, and I've been positively swept off my 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 the sort of contacts I've made (in every sense of the expression - Changer be praised!) and there are so many important and influential people flocking to the cause. You'd 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 organising something special for next year's Hexenstag celebrations. I'll write and tell you all about it, over 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 quest of honour.

Your loving brother,
Gotthard

Death on the Reik: Handout 10 -
A letter from the Purple Hand

My Dear Friend,

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

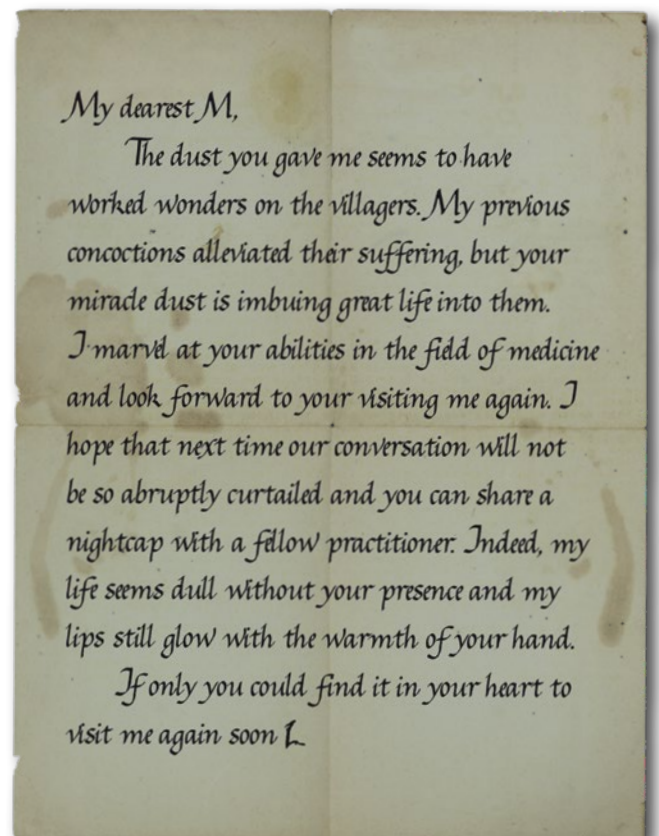
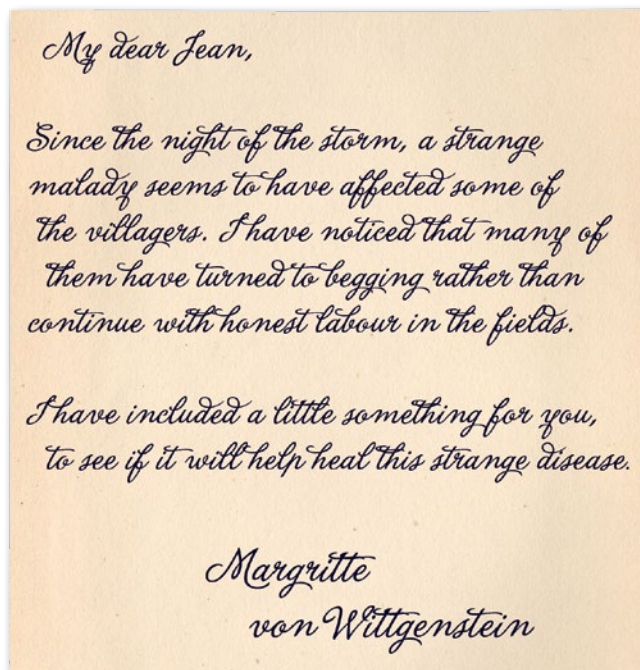
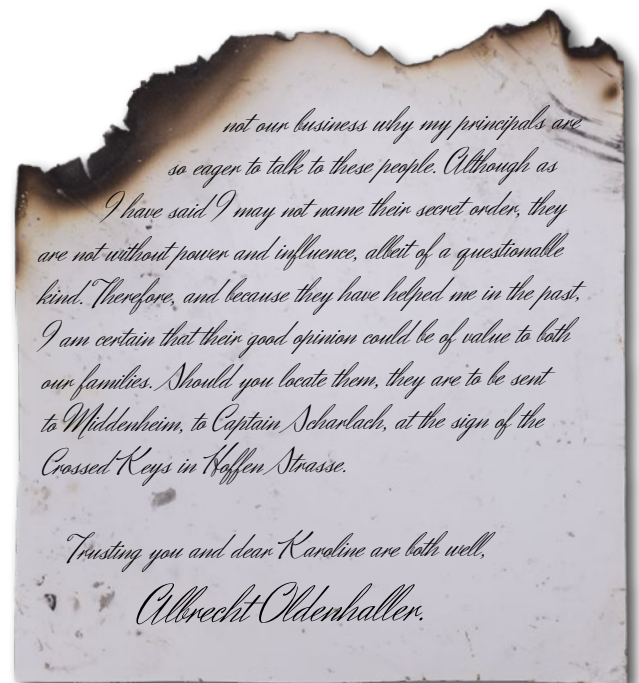
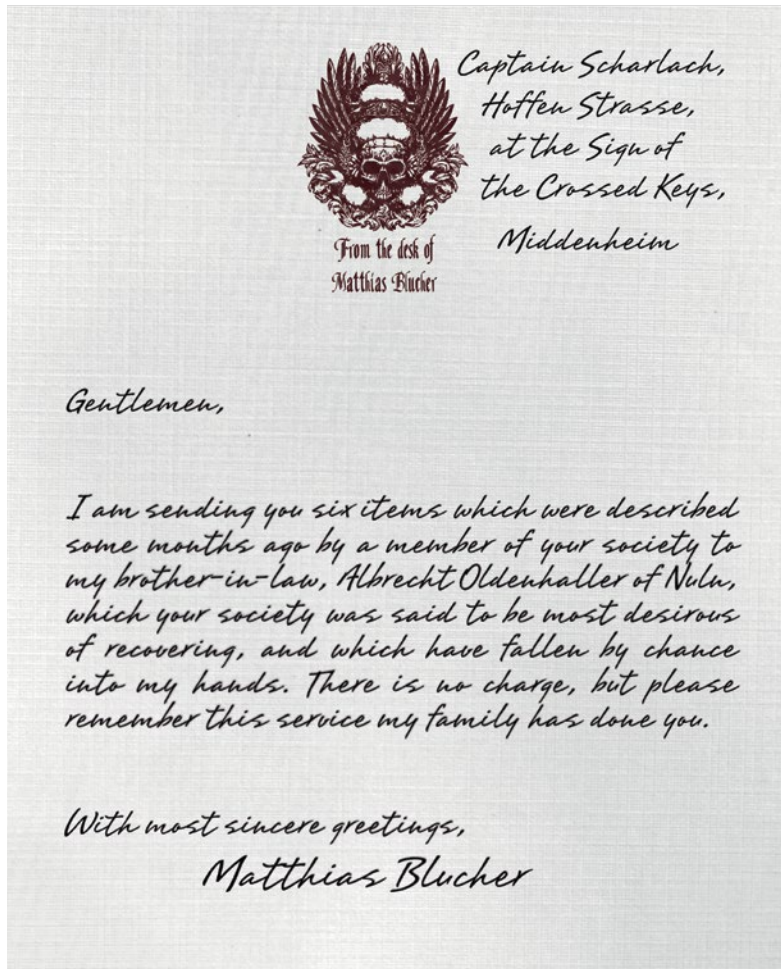
We will be in touch...

Death on the Reik: Handout 13 - Rousseaux's notes on warpstone dust

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 worst will befall should I stop supplying them with treatment.



ADVENTURE TIMETABLE

Day	Date	Adventurers' location	Location/Event
1			Heidleman leaves Altdorf by coach.
3			Heidleman arrives at Grünburg.
4			Heidleman leaves Grünburg by coach.
7			Heidleman arrives in Kemperbad, crosses the Reik by ferry, and spends the night in the town.
8			Heidleman leaves Kemperbad by coach.
11			Heidleman arrives at Gissenwald, and goes immediately to Black Peaks.
13			Herzen and Heidelman leave Black Peaks on horseback.
15			The two 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 for the Devil's Bowl.
23			They reach the Devil's Bowl.
24			Realising the meteorite is long-gone, they depart in frustration.
26			They re-cross the rivers above Twin Falls, losing a horse in the process...
29			...and arrive back in Kemperbad.
31			After a short rest in the town, the group heads north in search of Dagmar von Wittgenstein's observatory.
36			The cultists arrive at the Signal Tower, preferably just after the adventurers do.

Death on the Reik: Handout 16 - An Invitation

My Dear Friends,

Since, I imagine, you will be unoccupied this evening, please join me as my wife Karoline and I celebrate the first anniversary of our wedding. The festivities will begin at seven o'clock, and anyone can direct you to my family's townhouse.

Many of our friends will be joining the celebration, whose acquaintance may be useful in your future business endeavours.

Dress will be formal.

*Warmly,
Matthias Bluche*

Death on the Reik: Handout 11 - Sigmar's Return

And all those who venerate Chaos shall tremble and despair.

For when the Dwarfs return to Zaiyon and a twin-tailed comet fills the sky, though the Chaos Gates be open, the mutant hordes shall die! Amid a host of warring brothers a standard is unfurl'd, rallying man and Dwarf behind it at the ending of the world.

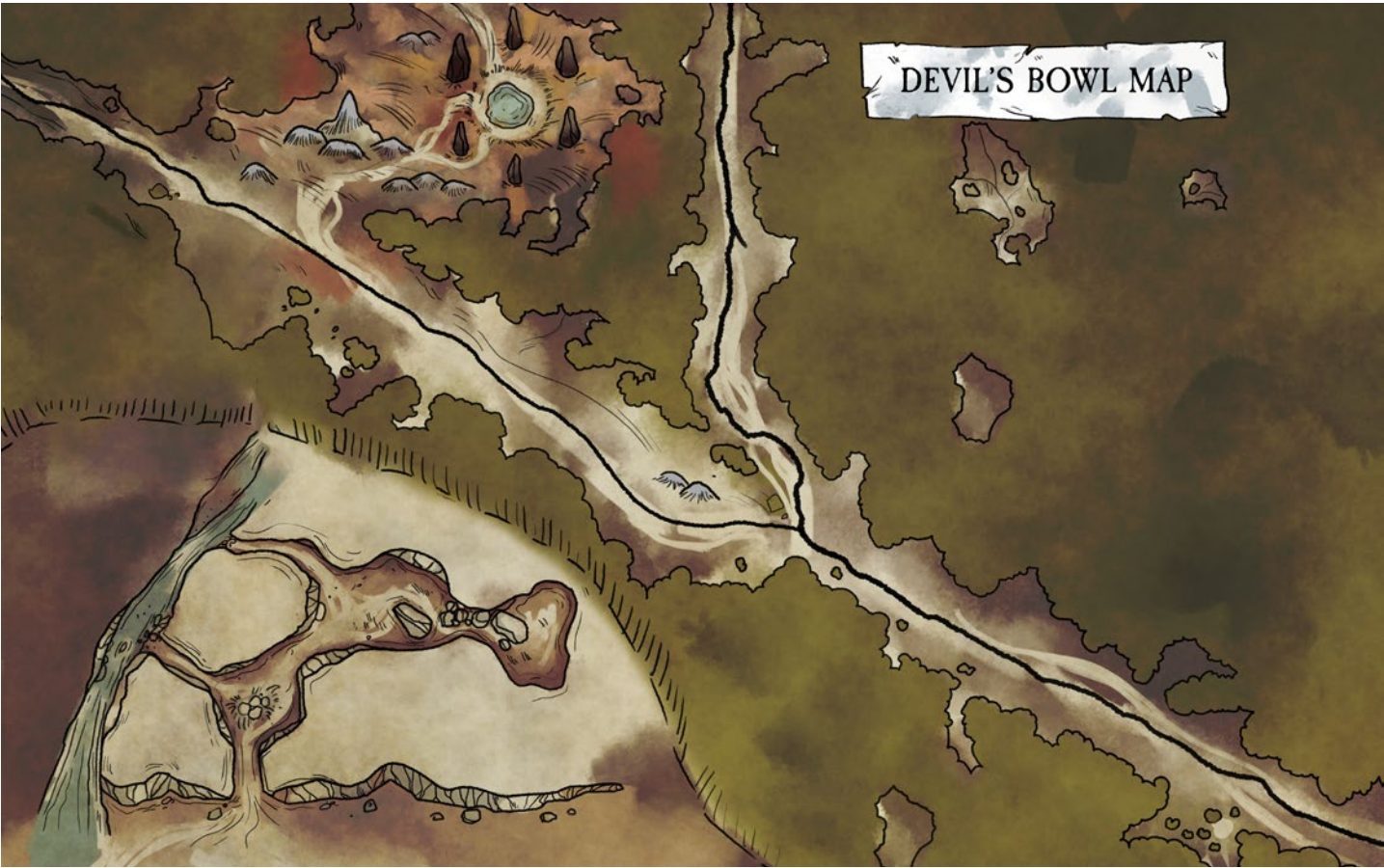
Death on the Reik: Elvyra's House



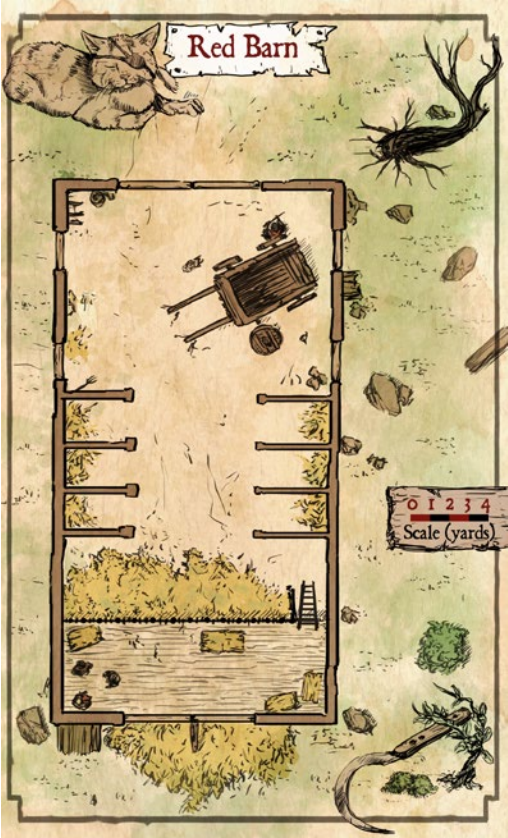
Death on the Reik: Wittgenstein Castle Dungeons



Death on the Reik: Crater Lake



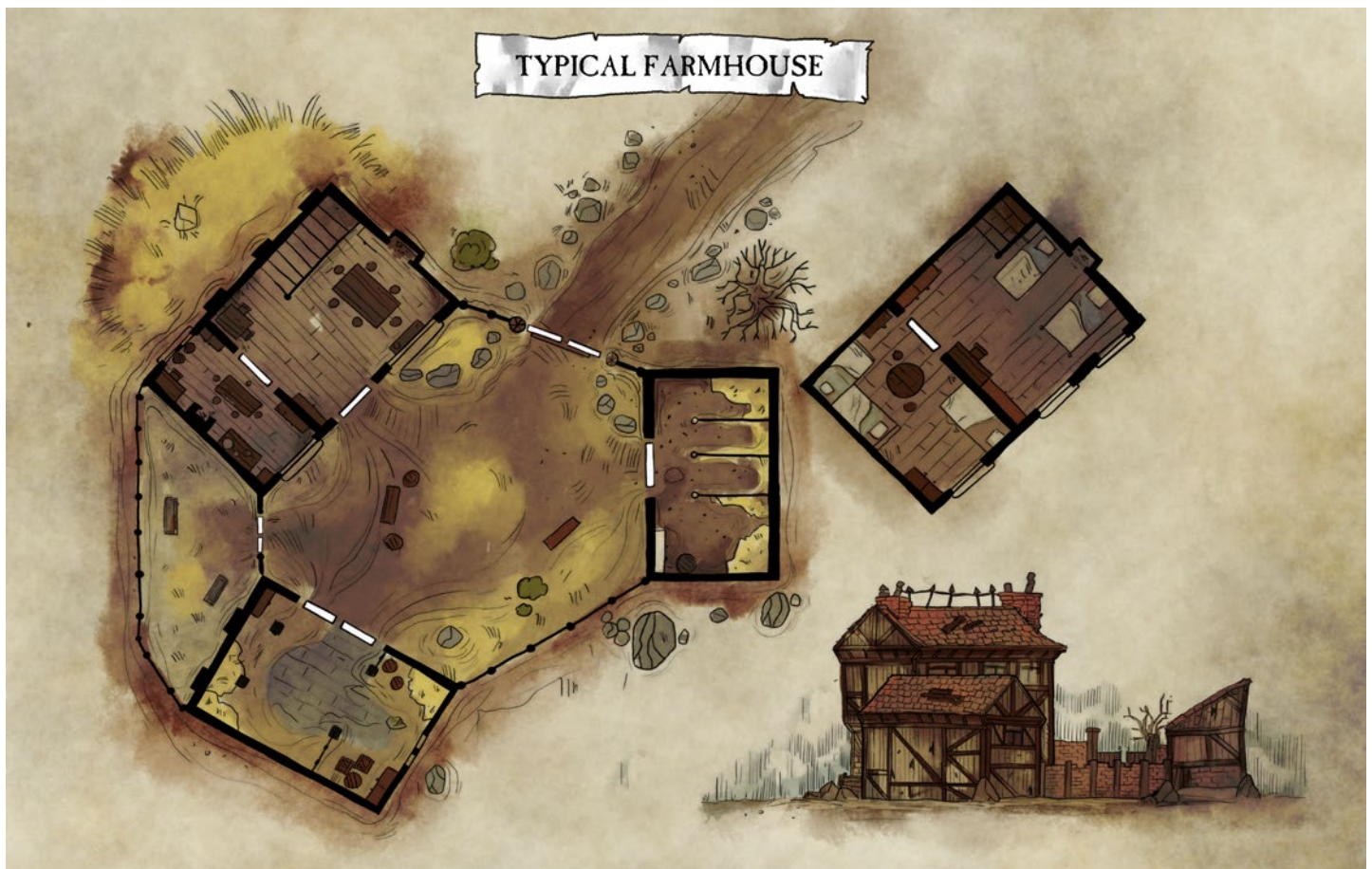
Death on the Reik: The Red Barn



Death on the Reik: Grissenwald



Death on the Reik: A Typical Farmhouse



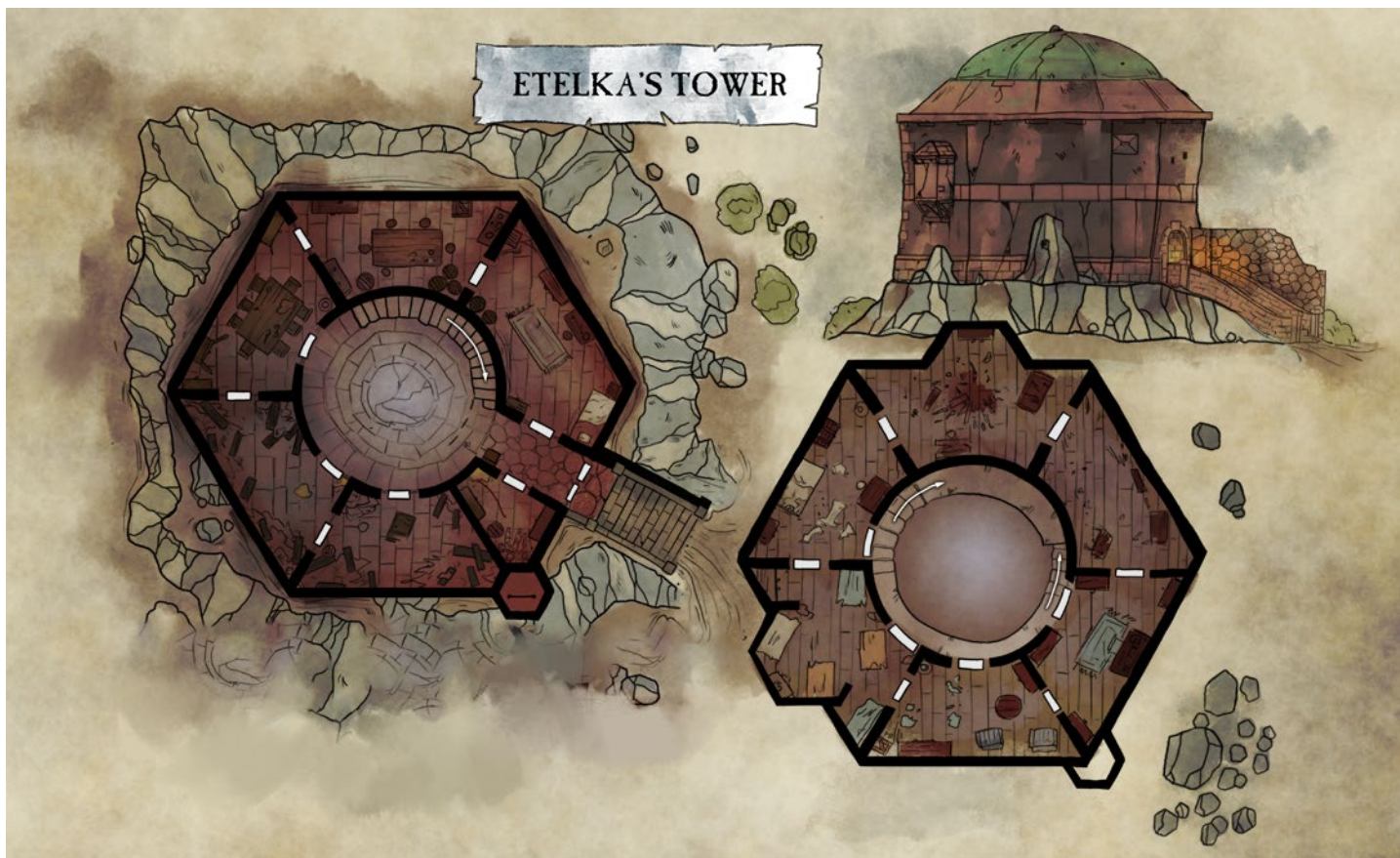
Death on the Reik: Grissenwald and Surrounds



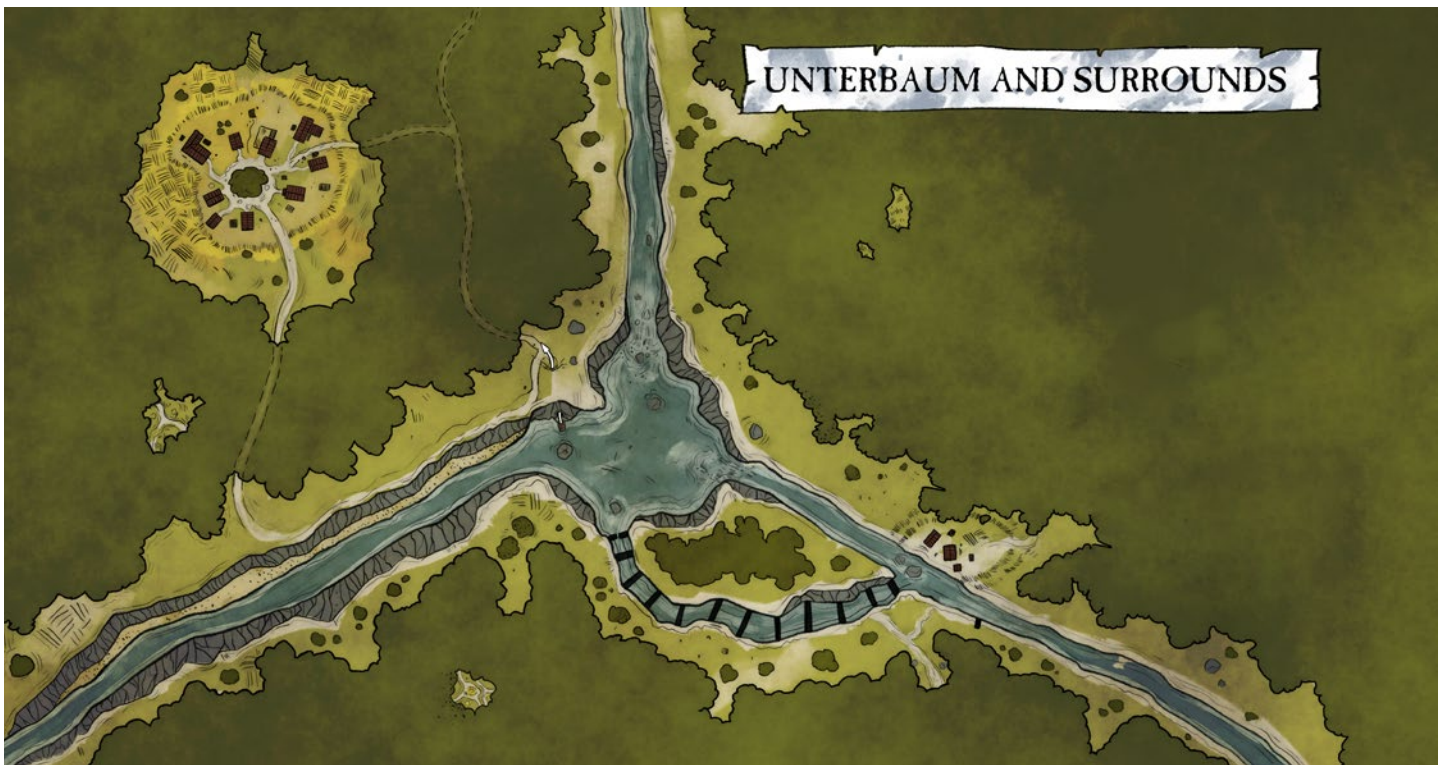
Death on the Reik: The Old Mine



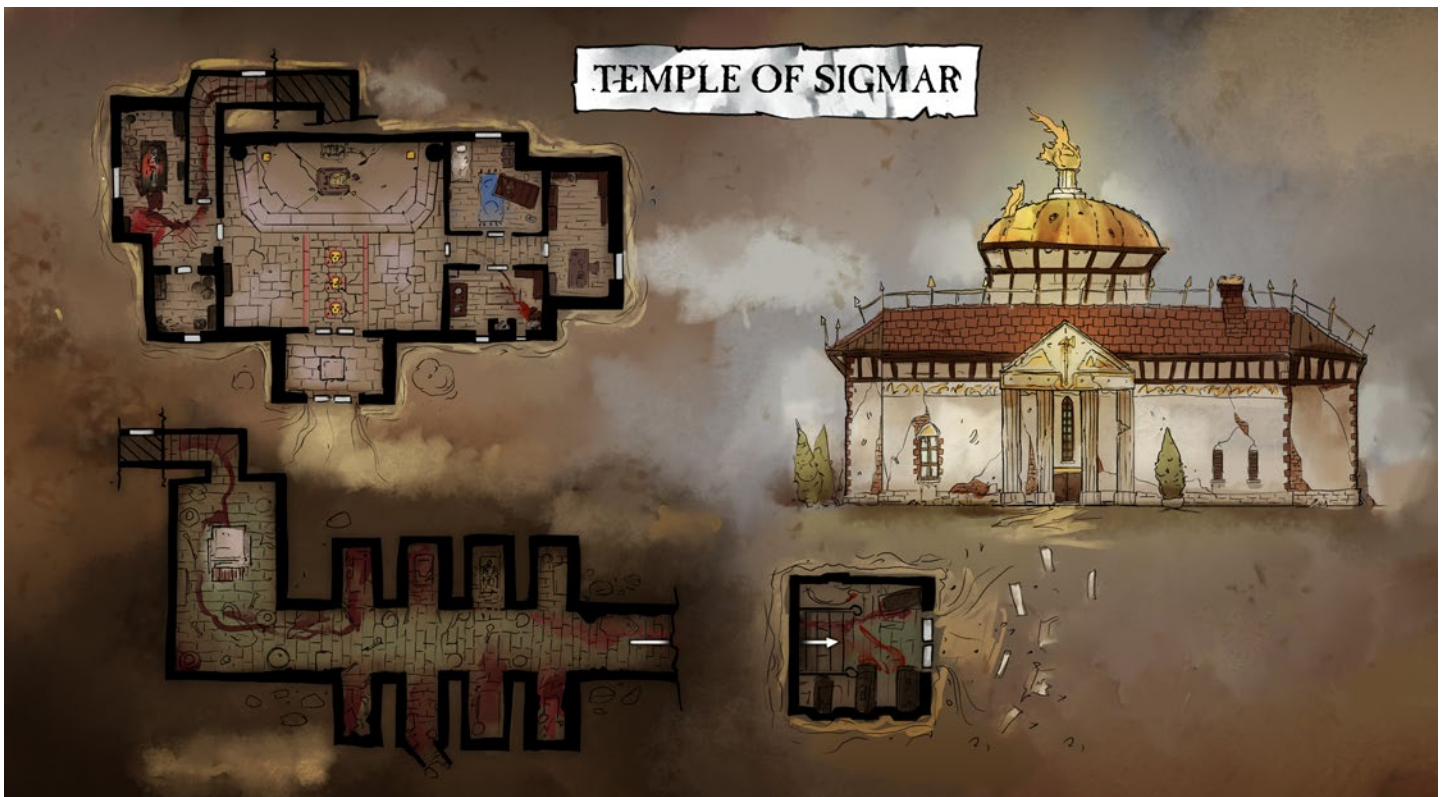
Death on the Reik: Etelka's Tower



Death on the Reik: Unterbaum and Surrounds



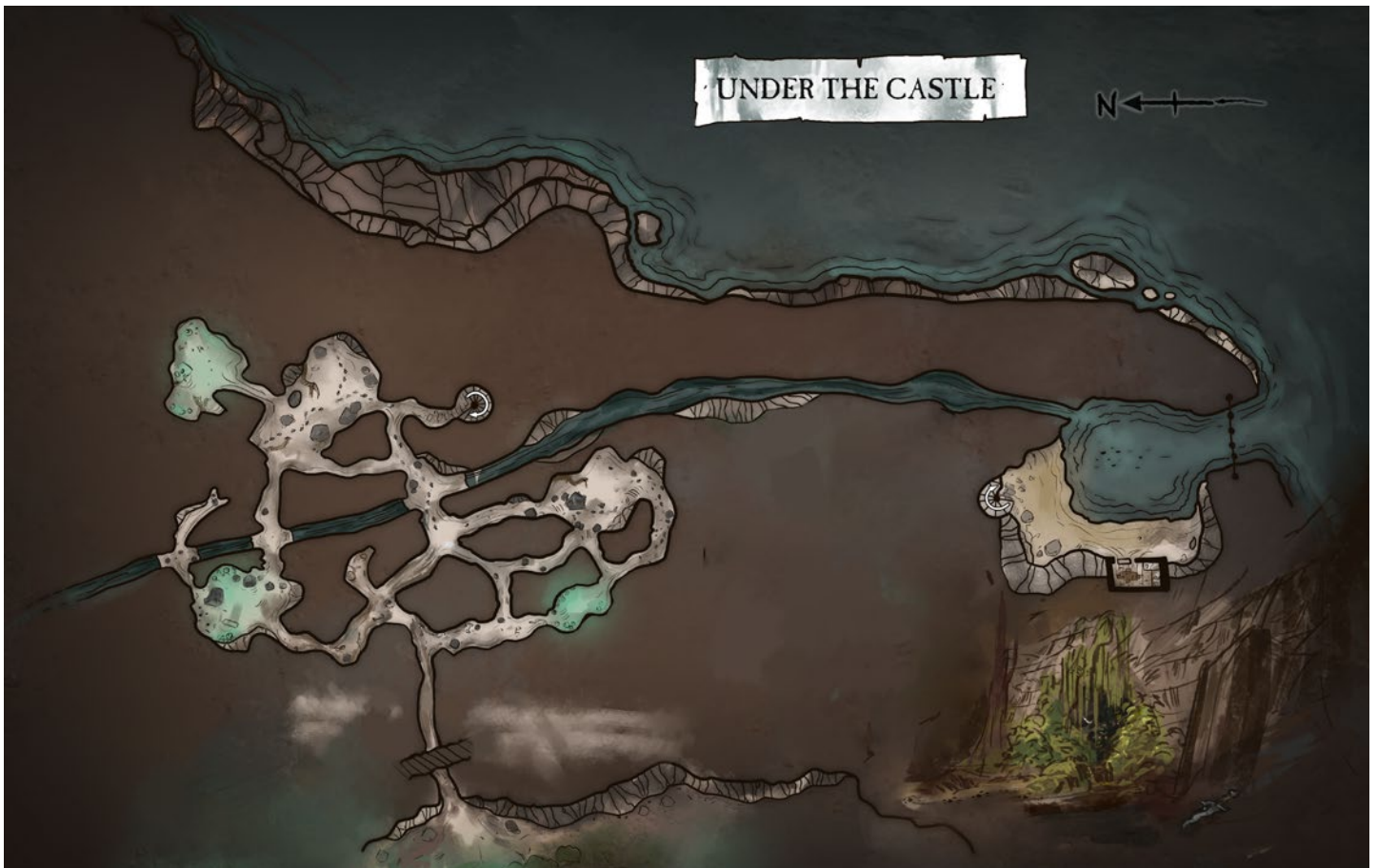
Death on the Reik: Temple of Sigmar

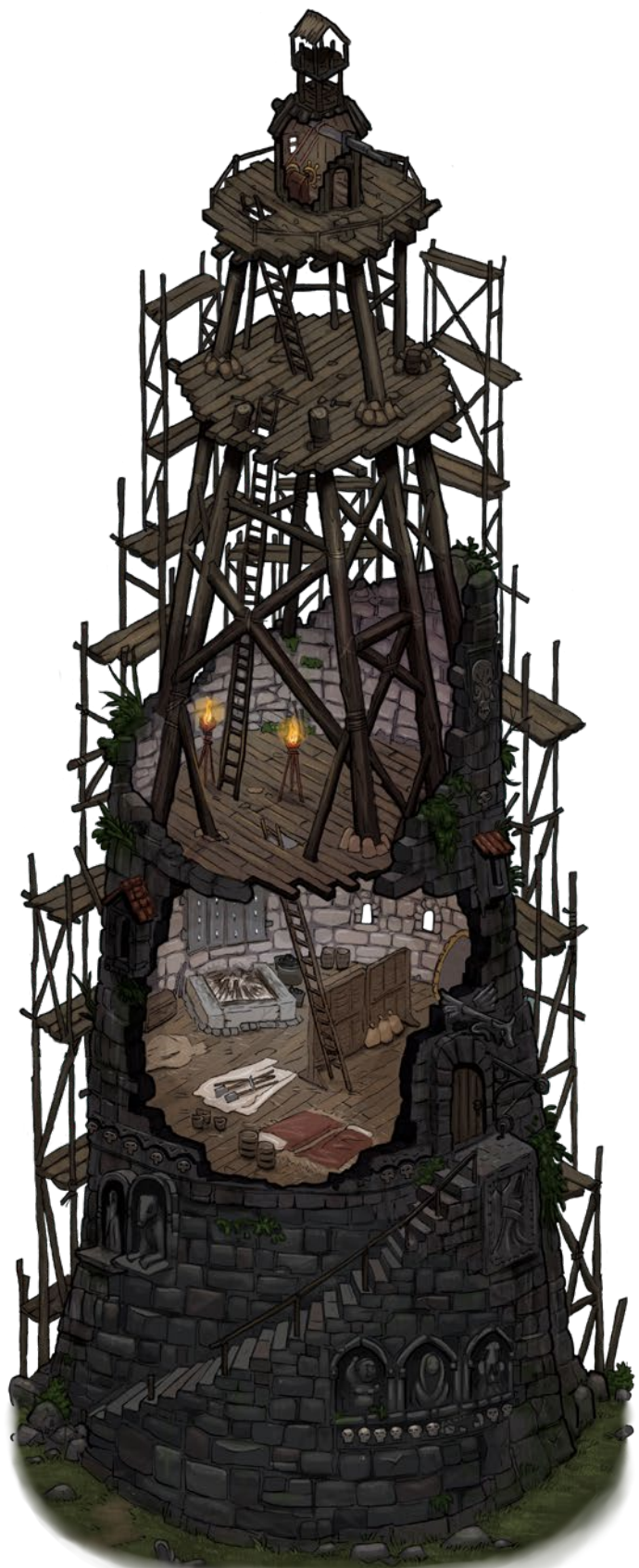
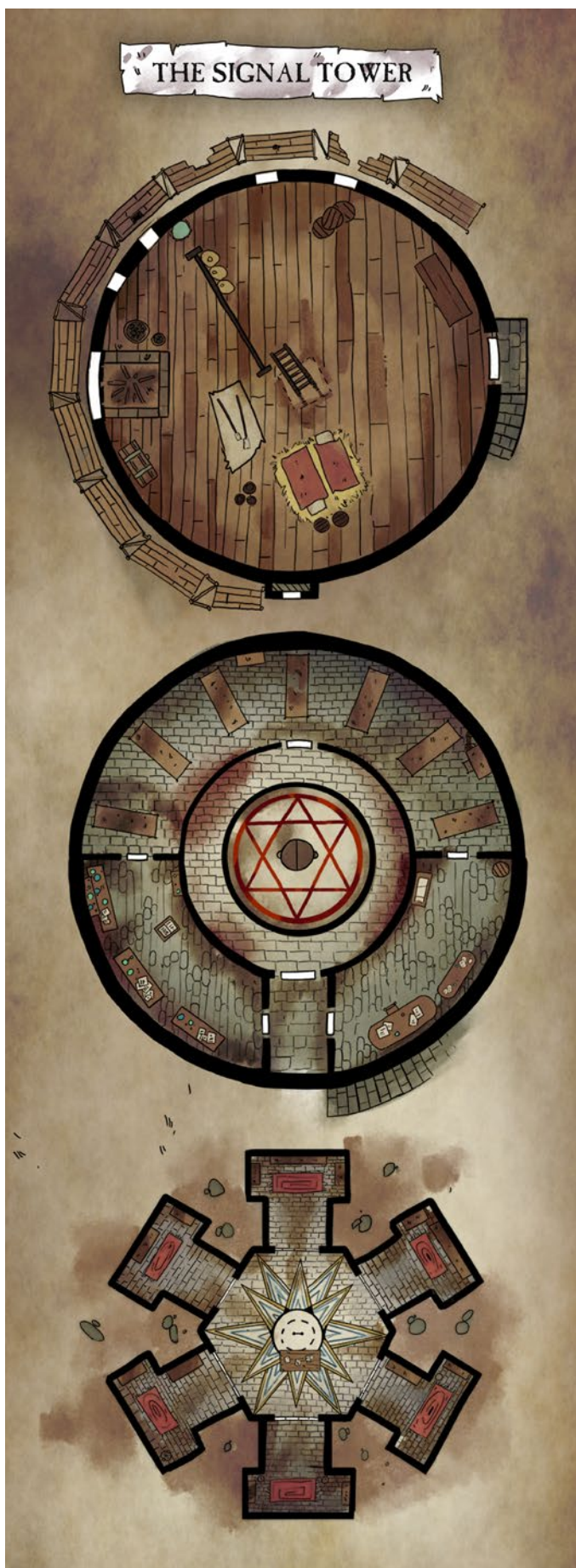


Death on the Reik: Wittgendorf

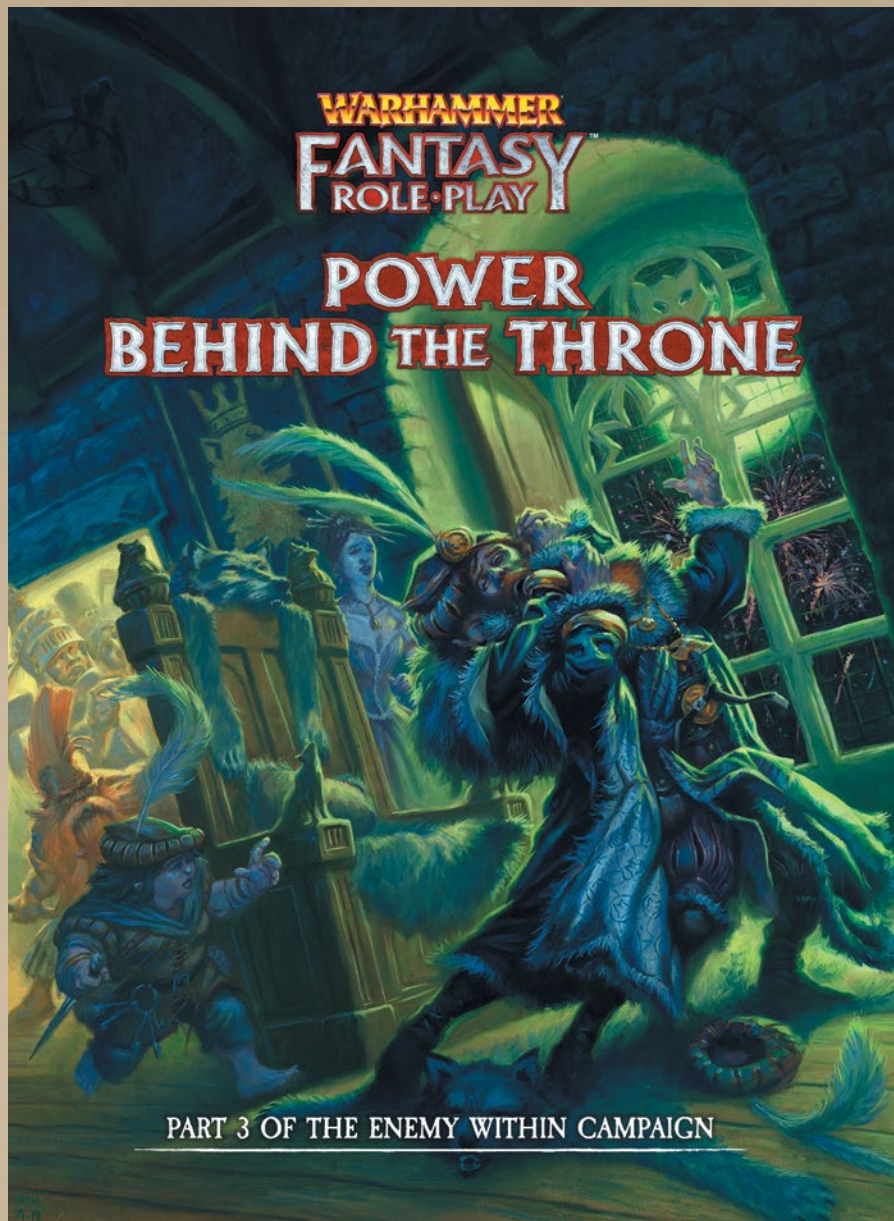


Death on the Reik: Under the Castle





THE ENEMY WITHIN CONTINUES WITH POWER BEHIND THE THRONE



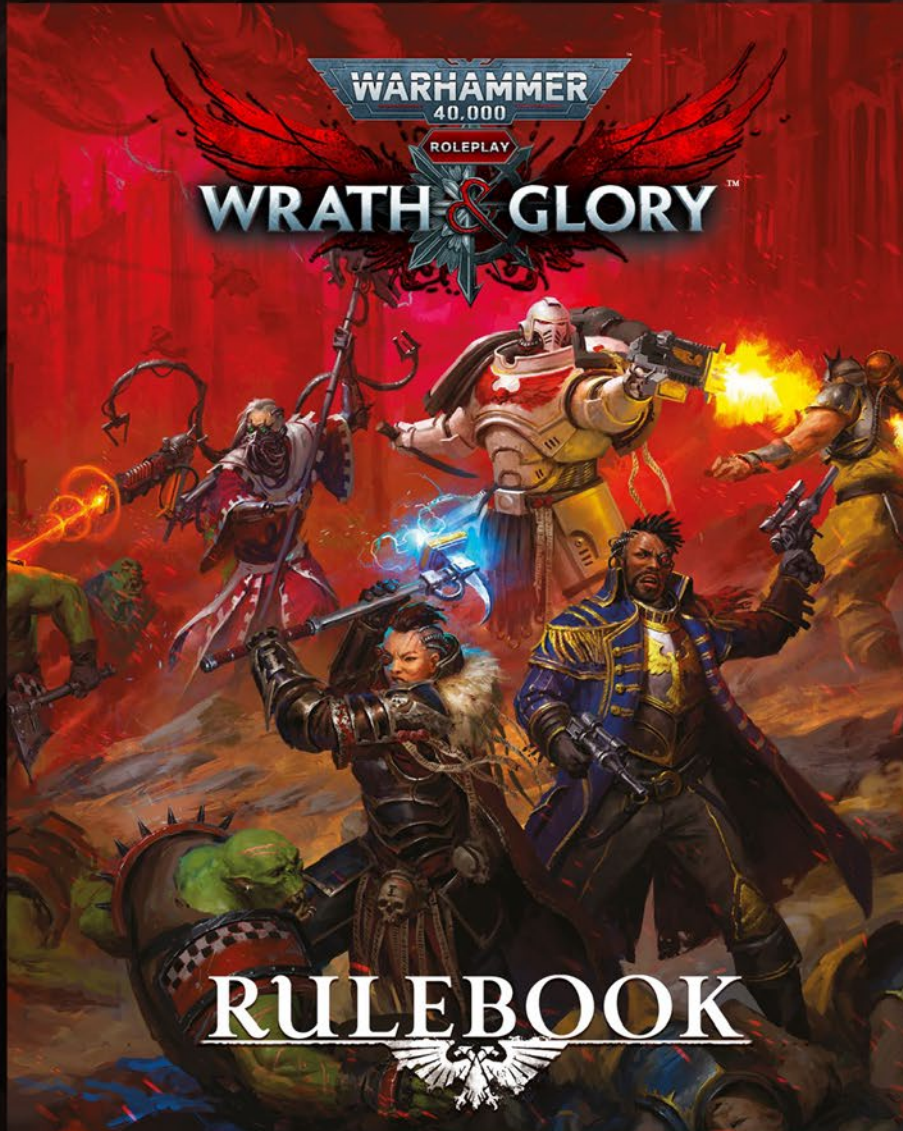
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