



WARHAMMER
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ROLE-PLAY

DEFT STEPS LIGHT FINGERS

A GRIM AND PERILOUS GUIDE FOR ROGUES,
RASCALS, RANGERS, AND ROVERS

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THE CULT OF RANALD



Seat of Power: None officially

Head of the Cult: None, officially, though rumours persist of a cult leader marked with ten crosses

Primary Orders: The Crosses, the Brotherhood, the Crooked Fingers

Major Festivals: The Day of Folly

Popular Holy Books: *The Riddles Ten, Midnight and the Black Cat, The Great Joke*

Common Holy Symbols: Crossed Fingers, Cats, Magpies

Ranald the trickster mocks the pomposity of other gods, bringing luck but also misrule. His worshippers aren't members of structured cults like the other Old World gods. They have a personal relationship with the Trickster and commune with him on their own terms. Ranald's priests may have followers, and preach parables, but there is little formal hierarchy or dogma to his worship.

Ranald doesn't much care for public displays of veneration, provided his followers respect his strictures. As a god who favours deceit and thievery, Ranald's worship is not trusted in many places. Cultists keep their worship discrete, especially where the authorities are concerned.

DEPICTIONS OF RANALD

Ranald is a mercurial deity, so his appearance changes readily. Typically a young, dashing man with a knowing smirk, sometimes a woman of high fashion and arch manners, or an older person looking refined but mischievous.

The Night Prowler often hides their face in a shadowy hood, while the Deceiver may have a featureless mask to conceal their appearance. Sometimes an artist uses a subtle depiction of Ranald in a work of art. In many such cases, they portray him as a black cat or a magpie gazing out of the canvas with a furtive look.

The best known depiction of Ranald is a work by the Tilean artist Grottio commissioned by Baron Gustav von Bruner of Ubersreik in 2226 IC. The noble was a keen gambler and believed honouring Ranald would help him win success at the gaming tables of Altdorf, Nuln, and Marienburg. Tintoverdi's model for Shallya was his muse Giulia, so it is no surprise the goddess dominates the scene. She draws the eye rather more than Ranald himself — whose face is hidden in respect for his followers' preference for anonymity.



ASPECTS OF RANALD

The trickster god has several aspects, best illustrated by the tales people tell of his adventures. Ranald always uses luck, sharp wits, and humour to achieve his ends — just as his followers aspire to do the same.

Stealthy Creeper and Light-Fingered Knave

In the aspect of the Night Prowler, Ranald is a patron of thieves, smugglers, cutpurses, and other rogues. The Night Prowler is the hero of stories such as:

- 💀 How Ranald stole the Emperor's horse as he sat upon it, then sold it back to him
- 💀 How Ranald sewed Josef Bugman into his bedclothes and took the best ales from his cellar
- 💀 How Ranald stole the finest Dragonship from the harbour of Lothorn

Supreme Chancer and Pusher of Luck

Ranald as the Gamester is always trying his luck to get one over on a rival or enemy. Followers who favour this aspect are gamblers and those who see a game in everything they do — trying their luck to best their opponents and live the good life. Stories that feature the Gamester include:

- 💀 How Ranald won a bet by proving he could walk on the clouds
- 💀 How Ranald played dice with Ulric and won his best wolfskin cloak
- 💀 How Ranald invented the game of Scarlet Empress to impress the most beautiful woman in Averland

Protector of the Powerless, Humbler of the Powerful

Ranald the Protector disdains tyranny and seeks to redress unfairness. Followers of the Protector are passionate about defending the poor and downtrodden against exploitation and cruelty from the higher orders. They may be agitators or leaders of an oppressed community needing a champion. Examples of Protector tales include:

- 💀 How Ranald fed one thousand orphans with bread from the greedy burgomeister's kitchen
- 💀 How Ranald helped the Dwarfs to fulfil a grudge against a cruel landlord
- 💀 How Ranald replaced the Graf's crown with something nasty from the privy

Elemental Force of Mischief, Humour, and Deception

Ranald the Deceiver is a consummate liar, a weaver of trickery and illusion. Those who follow the Deceiver come from all walks of life, united by a passion for duplicity. Charlatans, spies, Grey magisters, and entertainers are often devotees. Tales of the Deceiver include:

- 💀 How Ranald convinced Talabheim's High Magistrate to burn his own britches
- 💀 How Ranald danced with three different Grail Damsels in one night
- 💀 How Ranald made the Norscans fight one another over a single nail and sunk their whole fleet

There is little to no rivalry between followers who favour one aspect of Ranald over the others. They are widely recognised as facets of the same god and no aspect is considered superior. Ranaldans embody the god's aspects by emulating his deeds so that they compliment rather than oppose each other. They might use deception to protect the downtrodden or gamble skillfully to provide cover for an ingenious theft.

CAUGHT IN THE CROSSFIRE

Once every few years, the priests of Ranald throughout Wissenland compete to outwit one another — stealing, fooling, and gambling to prove themselves the most deserving of the god's favour. This competition is all the more challenging because the priests do not know the others' identities. The Characters are unwittingly pulled into an elaborate scam by a Trickster-Priest from Meissen trying to get one over a Thief-Priest in Wissenburg.

THE WHEEL OF JUSTICE

Judge Nussmeg is a notoriously harsh magistrate who cares little for justice. He is known for exaggerating the charges against the accused and then sentencing them to arbitrary, randomly-selected punishments. Followers of the Protector believe they can humiliate and bring down Nussmeg just through the power of spreading tales of Ranald throughout the town. However, Viktor Vogt, a Gambler-Priest, wonders whether the 'Wheel of Justice' Nussmeg uses to select punishments suggests he is a secret follower of Ranald the Gamester.

Olde Weirde's Incunabulum

Upon a Bezahltag evening, it is my habit to retire to the saloon bar of *The Crown and Two Chairmen* with Professor Gronighof and Professor Pfaff and converse over a few pints of Braakbroew ale. On such occasions it is our custom to discuss an esoteric matter decided upon at the end of the previous week's session. Last week Gronighof put it to us that a fascinating topic would be origin stories told of the trickster Ranald, and which roguish tendency of his followers endorsed which legend. I rather suspect Gronighof, who is alleged to have spent his younger days breaking into the catacombs of Nehekharan pyramids, has had cause to cross his fingers and seek the trickster's benedictions more than once. Pfaff, predictably, denounced Ranald and his works like the good pious Sigmarite he so often insists to be, but he deigned to attend, nevertheless.

As it was, once we had settled into our seats and consumed a pint of the Wasteland's finest, it was Pfaff who first broached the issue, though it seems to me he did so in order to frame the conversation within the context of damning followers of Ranald as slothful, blasphemous, and unlettered.

"Of course, there is no official account of the origins of the Night Prowler," he claimed, "his followers are either unable to write, or fearful of public scrutiny. I have heard many tales of the Night Prowler's origins, and frankly, the one to which I attach most credence has it that he is an unintended by-blow of the machinations of the Dark Powers. A legend of the savage Bjornling Norse has it that those most heinous of daemonic powers once waged war upon each other, and the Bloody God of Slaughter turned his axe on the Inconstant God of Sorcery and smote two of the fingers from his left hand. These fell from the hellish realm and landed in Marienburg, of all places, one finger on top of the other in the shape of a cross. Just as the fingers touched the muddy ground, they turned into the form of a man, who sprang up as none other than the Night Prowler. He set out to corrupt people with the promise of unearned luck, the prospect of ill-gotten gains, and the unearned satisfaction of disrespecting authority."

Gronighof and I caught each other's eye. Pfaff's students complain that his lectures turn into sermons, and in my experience, a little ale only exacerbates the issue.

"No doubt this account is shared by genteel folk such as yourself," Gronighof said, "but of course, the tale most commonly told of how the Trickster came to be numbered amongst the gods that of how he fooled Shallya."

"A calumny beloved of cozeners and bandits!" Pfaff was clearly unwilling to entertain this tale, but Gronighof persisted.

"According to the legend, Ranald was once a mortal bandit roaming the wilds around Bordeleaux. Far from your typical Bretonnian brigand, he was cunning, dashing, and never brutal, using his wits to rob the rich and give to the poor. Gentle Shallya noticed this outlaw's compassion towards the needy, and loved him for it. One day, Ranald stole tapestries from a greedy duke's castle, who had barred his gates while the peasants outside died from a plague sent by the Lord of Flies. The outlaw succumbed to the pox himself and lay dying. Shallya could not bear to see her beloved taken from the world, so she let him sip from her holy chalice. The outlaw sprang from his deathbed, now a god himself. He looked at Shallya and laughed. His illness had been guile invented to trick her into granting him immortality. Ranald kissed her hand, bowed, and skipped away to tease the gods for eternity."

"A dreadful tale, providing a terrible example to the youth," said Pfaff, but now it was my turn to tell a tale. I had found in the university library a collection of Tilean and Estallian folktales (*A Compendium of the Rustic Notions and Hedge Theology of the Southern Realms of the Old World*, The Empress Agnetha University of Nuln Press 2474 IC). It included a story of how Ranald had been a young ne'er-do-well from the city of Luccini. He boasted he could make the god Morr smile — and challenged the sullen god of death that, were he to be successful, Morr would not take him through his gate when he died but elevate him to godhood. Morr accepted this wager because, as the text states, "the god of death always needs cheering up". He summoned Ranald to his gloomy garden of black roses, and in front of an audience of a thousand departed souls, the young mortal told Morr a joke so funny that one side of the death god's mouth lifted just a fraction. Sadly, the joke itself has been lost, but Ranald was elevated to godhood, just as Morr promised.

Pfaff was even less impressed with my recollection of this fable than he was with Gronighof's. "There will come a day," he intoned, as grim as Morr himself, "when you will have to beg entrance to that god's realm of shades and may have to account for treating such impieties with such levity."

But Gronighof was energised by my story. "I have another!" He said. "Of how Rhya hid the Trickster!"

"And so the Old Gods are not safe from your scurrilous gossiping either!"

"This I have from a student who heard it from a friend who visited Khypris in the Border Prinedoms. Taal, the god of the wilds and the beasts, was away creating a particularly intricate mountain range, and Rhya was alone in their bower at the heart of the world. The Grey Wind known as *Ulgu* blew through the land and when Rhya went to river to fetch herself drinking water she discovered a babe, crying by the riverbank. She passed into the mortal world and hid the infant god in Al-Haikk. Ranald grew up around mortals, not knowing the identity of his mother until the day he snuck into the realms of the gods to take up his rightful place in the pantheon."

"The worst slander yet!" Pfaff rose from his chair. "I'll take my leave now and you two may continue to utter such lunacies to one another without fear of my continued vexation. I shall see you next week, and, it being my turn to choose a topic for discussion, we will meditate on the lives and times of the historical Grand Theogonists and their importance to the cohesion and moral fabric of our great Empire."

I tried to mollify the professor, for he can be amusing and enlightening company despite his umbrages. I pointed out that in 2305 IC, Ranald's cult briefly experienced respectability when Magnus the Pious instituted the Grand Conclave, where priests of the major religions met every five years to discuss their disputes and threats to the Empire. Whilst there was shock and disapproval when Magnus invited a priest of Ranald to attend, invite them he did.

But Pfaff wasn't having it. "It goes to show that even the greatest men may blunder," he said as he pulled on his cloak.

Gronighof became rather more enthused about the legends of Ranald in Pfaff's absence and soon my misgivings about having alienated our colleague were forgotten.

"The Trickster is worshipped through deeds that emulate the god's own legends rather than in contemplation or prayer." He claimed. "Wherever Ranaldans gather, or when a priest meets other followers, they tell stories of Ranald's exploits — old tales they know well, new tales they have heard, and perhaps a few they've made up themselves. The very act of sharing stories of Ranald's adventures is considered a form of worship by these people — it imparts spiritual lessons, bringing the worshipper closer to their god and spreading his creed."

He downed his tankard of Braakbreow, and the dregs left at the bottom of Pfaff's abandoned tankard, and a chaser of firey Eilhart Obstler before continuing.

"The most important stories of Ranald are always those legends that made the trickster famous. Rather like great jokes, the most popular tales have two qualities — they reveal the core of Ranald's essence, and they compel the listener to repeat them to others. In this manner, legends of Ranald spread from inn to barracks to marketplace to a noble's table. Every listener feels entertained, while the essence of the tales imparts a fraction of Ranald's mischief and trickery into their minds."

I was confused myself as to the age of these tales. Whatever Ranald's origins, people have worshipped him throughout the Old World for at least two thousand years. The Verenan monastery of Eyrie has ledgers in its library, which date from 752 IC. Within their pages is an entry where a forgotten Nulner clerk complains of the 'petty thievery of the Magpie cultists.' Similarly, in Talabheim, lawmakers executed a priest spreading subversive tales of the 'Prince of Cats' in 910 IC.

Gronighof agreed. "The cult has been present since those times, if not even earlier, usually out of sight. Invoking Ranald's name for luck is a long-held tradition, even amongst those who disapprove of the god. I swear I have even seen Professor Pfaff cross his fingers before a meeting with the Chancellor about the relevency of his syllabus and whether any of his lectures might clash with those of a less tedious speaker. Open worship of Ranald has always been rare, which is why his followers have left such little trace in the historical record."

I am sure the conversation would have continued, but we were interrupted by two of the doormen who do such a good job of ensuring students and riff-raff are prevented from drinking in *The Mattheus II*, and rather roughly escorted from the premises.

Gronighof tried to remonstrate with them, and I heard them mutter about our having tried to settle our last bill with a gold coin which turns out to have been made of lead. I'm afraid fisticuffs ensued between Gronighof and the men, who were more than a match for the inebriated scholar. So, as it was, I could make little sense of the matter of the forged coin and never really got to the bottom of it. I was left to heave the dead weight of a stupefied and bleeding Professor Marius von Gronghof back to his dormitory. He is a liability at times — though I was able to wonder at his marvellous private collection of Nehekharan artefacts.

RANALDAN SECTS

Whilst there is no overarching organisation to the Ranaldan cult as there is with that of the other major Old World deities, likeminded followers do form the equivalent of tendencies, sects, or orders (though authorities who are less inclined to respect the worship of Ranald might refer to them as troupes or gangs).

The Crooked Fingers

The largest sect sit outside the law, venerating Ranald as the Night Prowler and the Deceiver. The Crooked Fingers are thieves, fences, blackmailers, con artists, and other criminals who implore Ranald for good fortune in their practices. The Crooked Fingers keep their membership discrete to avoid persecution by the authorities. See pages 78 and 134 of **Enemy in Shadows** for an example of a group of Crooked Fingers in Bögenhafen.

The Crosses

A sect of Gambler-Priests who run gaming dens. Most cities and larger towns host gambling houses run by the Crosses. In accordance with their faith, they donate a cut of their earnings to the cult and a proportion to the poor. Priests from this sect are often informally called 'Crosses.' They may say 'She's a Cross, be careful at her table,' or 'Go and take it up with the Cross if you're not happy with the game.' See **A Guide to Ubersreik**, page 25 for an example of a Cross operation in Ubersreik.

The Brotherhood

Also known as the Givers of Coin. The Brotherhood are a secretive cabal of merchants who revere Ranald the Protector and keep it secret. They work to extract money from greedy merchants and redirect it to those who need protection from the powerful. In doing so, any trickery, fraud, or underhand negotiation is acceptable, provided the victim is not poor themselves.

THE CHARCOAL TROUPES

The Charcoal Troupes are performers who put on comic plays inspired by the exploits of their god. They don't always use his name (the protagonist of their plays may be the 'Prince of Cats', 'Cunning Jake', 'Ranelda' or similar) but the stories are familiar and make use of Ranald's cast of accomplices and stock adversaries. If a Charcoal Troupe is coming to town, a series of charcoal crosses appear on walls to show how to find them.



THE CHOSEN LORDS

In 2323 IC, in the aftermath of Magnus' unification of the Empire, eight Ranaldan priests approached the Emperor to confide a great secret. For thousands of years, the followers of Ranald had been ruled over by the Chosen Lords, an order of exalted priests who direct the cult. Every impressive heist, audacious crime, or act of rebellion had been orchestrated by the Lords from their hidden lair in the Vaults.

Various figures in the Imperial bureaucracy prevented the priests from meeting Magnus, while Imperial agents spent months investigating the deeds of this secret order. Naturally, it was all a lie – the 'Chosen Lords' were a ruse concocted by a young priest of Ranald called Jakob Affechs. When he heard about the scheme, Magnus was not fooled. An apocryphal story tells of the usually dour Emperor's amusement at how easily his courtiers were tricked. Assuming they were tricked...

THE DAY OF FOLLY

The 10th day of Sommerzeit is the 'Day of Folly', Ranald's only holiday and a time of frivolity, laughter, and pranks. It is a feast day, and throughout the Old World, people of all classes and ranks enjoy revels in Ranald's name. The Day of Folly is a carnival of the people, with many local traditions — for example, the festivities in Nuln are different to 'Jape Day' in Altdorf and so on.

Everyone hopes that by honouring Ranald on his favoured day, they shall gain a little luck for the next year — and they generally enjoy themselves, even if they distrust the god. The rich and powerful have a chance to show a little humility and hopefully reduce the possibility of unrest. The cults of Sigmar, Ulric, and Taal tolerate the mockery of secular authority to remind local lords they are fallible. Similarly, the nobility appreciates the parody of religious rituals as a reminder to priests they are not all-powerful.

The Day of Folly has been condemned throughout the Empire's history. In authoritarian locations, like Talabheim, festivities are restrained and toothless. Bretonnian nobles tolerate the tomfoolery as long as it does not mock the Lady or her knights. However, it's very much regarded as a peasants' festival, and knights consider it beneath their dignity to attend the celebrations. In some locations, authoritarian cults organise rituals of their own to counter the follies going on around them.

FOOL ME ONCE ...

Last year Emmanuelle von Liebwitz took a lax approach to Nuln's Day of Folly celebrations, reckoning herself so beloved that Ranaldans would spare her from mockery. Having heard report that a band of mummers at the Sow's Ear tavern staged a cruel satire she has asked her spymasters to identify the culprits when they return to Nuln for this year's revels. Characters may be hired to help the countess' spying operation, or alert the Ranaldans to the danger that faces them.

TYPICAL CELEBRATIONS ON THE DAY OF FOLLY

- 💀 **Reversed Social Order.** A Master of Revels is selected from the lowliest members of society – preferably a small urchin, a notorious drunk, or an inhabitant of an asylum. During a mock coronation, they are given a wooden crown and lifted onto a litter to lead a parade through the streets. Lords, high priests, and kings are expected to serve the Master of Revels for just one day.
- 💀 **Mock the King.** An effigy of a hated ruler (such as Boris the Incompetent or Magritta of Marienburg) is erected in a public square, where local wags can insult them and pelt them with ordure. This is a safe way to challenge authority, as the chosen 'king' is one whose bad reputation is well established, and who has no blood ties to living dynasties.
- 💀 **The Cavalcade.** A riotous parade of townsfolk wearing strange, colourful costumes and masks, with outsized heads parodying the great and good. Jugglers, acrobats, clowns, and other entertainers follow along, playing cacophonous music.
- 💀 **The Feast.** At twilight, people gather to enjoy a feast in the streets and inns. Beer and wine flow in abundance, and the foolishness becomes a little riskier. There is often a mocking dance, performed in masks in the open, with poor folk satirising the airs and graces of the nobility.
- 💀 **Ranald's Ceremony.** Before midnight Ranald's priests hold a service, a parody of the rites of other cults twisted to revere the Trickster god. They pose riddles and tell tales to an audience of worshippers, ending in a raucous, joking prayer to the god.



RELATIONS

In some places, authorities have proscribed the worship of the Trickster god. In others, the cult meets with disapproval and reluctant tolerance — although most of Ranald's followers are wise enough to keep a low profile.

Criminal Organisations — Where organised crime involves guile, stealth, and dishonesty, Ranaldans are quite at home, and Thief-Priests frequently join criminal gangs to advise and assist them in their enterprises. However, Ranald's opposition to violent crime puts his followers at odds with many criminal enterprises. In fact, his priests work against racketeers and thuggish criminal groups — they give honest thieves a bad name.

Legal Authorities — In every town and city, the Watch and Law Courts are implacably opposed to the practices of the cult of Ranald, and the feeling is mutual. Ranald's followers take pleasure in fooling the authorities and taunting them afterwards. Even where the cult is not proscribed, officials find ways to persecute priests of Ranald or round up followers on spurious charges. Little wonder then that the faithful keep their identities secret.

There are exceptions. Corrupt authorities abound, happy to turn a blind eye to Ranaldan activities for the right price. Many watchmen would rather deal with ingenuous thievery than violent thuggery and murder.

Verena — Ranald's cult disrespects the law and snubs its nose at legal institutions, so it should come as no surprise that Verenans denounce the cult. They consider Ranald's followers criminal by nature, so their practices are beyond the pale. Behind the doors of Verena's temples, there is debate amongst cultists — if they believe in justice rather than strict adherence to written law they must support the cult of Ranald when it does the right thing.

Handrich — Outside Marienburg, Handrich is not well understood. Folk are confused about whether Handrich is genuinely distinct from Ranald, as both use their wits to obtain money from people. The emergence of Ranald the Dealer further muddies the waters. The cult of Handrich are clear about the difference — they support ruthless business practice but not dishonesty. Ranald has no such qualms. The Defenders of Capital are the Handrich cult's enforcers — they are especially vehement in protecting their members' interests against the thievery of Ranaldans.

Shallya — The cult of Shallya do not approve of Ranald or his followers. They are aware of the legend that tells of Ranald tricking Shallya into granting him immortality, and even those who do not believe it find it fitting of the Trickster's underhanded wiles. They may resent priests of Ranald for assuming that Shallyan institutions are places where they can receive healing, or find a new apprentice, without having to answer for their crimes. Shallyans commonly find their doctrine of mercy seriously tested by Ranaldans taking liberties.

Sigmar — The cult of Sigmar upholds order in the Empire, reinforces hierarchy, and disapproves of all who seek to subvert the established authorities. As such, some of the strongest condemnation of the cult of Ranald comes from Sigmarite priests.

Taal and Ulric — The Old Gods' cults do not approve of the duplicitous urban cult of Ranald, and Ulricans, in particular, say his underhand practices make him a coward. In Talabheim and Middenheim, priests of Taal and Ulric are vocal in pressing the authorities to keep Ranaldan activity suppressed.

Halflings — The cult of Ranald is on good terms with the Halfling community in most towns and cities. Halflings think humans make a terrible fuss about religion and fawn over gods in a way that the diminutive folk find peculiar, but they can't help but like Ranald. Travelling followers of Ranald like to seek the company of Halflings to find out what's going on and exchange tales with them.

The Ruinous Powers — Ranald sits on the fringe of acceptable society, but his cultists still oppose the forces of wanton destruction and corruption. Whilst Ranald's followers are not as vigilant or as educated regarding the nature of Chaos as those of Sigmar are, they still brook no tolerance for the ruinous powers or their servants.

THE HUMBLE ONES

A fanatical sect of Ranaldans known as the Humble Ones work in small groups to completely destroy the life of a rich or powerful person. Without using violence, they steal, spread rumours, impersonate and slowly engineer their downfall.

Everything they do must abide by Ranald's strictures, but beyond that they have no qualms or limits. Most followers of Ranald find the single-minded cruelty of the Humble Ones disturbing, even when their target deserves some kind of comeuppance.

PERSONALITIES OF THE CULT

Famous Ranaldans are folk heroes, revered by the faithful as exemplars of cunning and trickery. Of course, many followers are reticent in revealing their names, so these rascallions may be known only by secret identities.

Titus Jemar (1667 to 1703 IC) — A Tilean philosopher from Remas, Jemar wrote extensively on theology, usually taking a contrarian view. His most notorious stance was insisting that Ranald created the other gods as a grand cosmic prank. Remas' cults of Solkan, Morr, Manann, and Verena fought between themselves over who would burn Jemar and finally agreed to throw him into the sea. The heresy of Jemarism persists to this day, but only the most unhinged Ranaldans take it seriously.

Felix Mann (c2020 to 2061 IC) — Felix Mann was the greatest thief of his age, with a dozen aliases and as many wealthy widows and merchants fooled into trusting him. His greatest exploit occurred at the Siege of Altdorf during the First Vampire War. The Grand Theogonist offered him a pardon and riches if he would steal the famed Carstein Ring from the hand of the Vampire Count Vlad von Carstein. In 2051 IC Mann robbed Vlad of his immortality, allowing the Grand Theogonist to defeat the vampire. He is remembered as a Hero of the Empire, and Ranaldans claim he was one of their own — the lack of concrete evidence being sure proof of his cunning.

Guntar the Swift (c2250 to 2268 IC) — A famous thief who took a wager with a priest of Ranald to break into the Imperial Palace in Altdorf and steal a kiss from the Empress. Several hours later, he clambered over the palace wall with the rosy mark of a kiss on his cheek. The following day he was summarily hung, drawn, and quartered — Guntar is venerated for his display of sheer dumb bravado in the face of impossible odds.

REDEEMING CRIMES

The feats of famous Ranaldans stand as examples of the sort of deeds that might impress the god. Priests of Ranald who have earned Sin Points and seek to win their way back into the good favour of the god might chose to emulate the famous theives and tricksters of the past in their quest to redeem themselves. Note that Ranald prizes wit in his followers, so may expect some extra twist on an old caper.

Magister Arctovian Wyssan (2289 to 2365 IC) — A Grey Wizard from the early days of the Colleges of Magic, Wyssan was an avid follower of Ranald the Gamester. He turned his studies to the manipulation of chance and made several items that could help a gambler tip the odds in this favour, most notably Wyssan's Weighted Dice. Nobody knows how many he created, but Ranaldans always look to get their hands on a set.

Shadow-Prowler Hans von Kleptor (2471 IC to present) — The most prominent priest of Ranald in the Old World today, von Kleptor leads the Ranaldan cult in Marienburg from the Gilt House, the closest thing the port city has to a temple of Ranald. Also known as Kurt von Shent, a notorious charlatan, von Kleptor seeks to unite the aspects of Ranald and wishes to bring his cult out of the shadows. Few of his fellow cultists agree though, as the shadows suit them just fine.

Jakob and Wilhelmina Kauter (c2475 IC to present) — Twin priests of Ranald, Wilhelmina is a Trickster-Priest and Jakob a Liberator-Priest. It is their life's work to break into the homes of merchants and nobles, steal precious artworks, and replace them with a near-perfect forgery. On close inspection, subtle changes can be seen — a wealthy burgomeister is now notably porcine and his hat is a saucepan, a heroic general has the tail and ears of an ass, and so on. The Kauters are also responsible for hoaxes. They claim to have created the celebrated 'Obernarn Stone,' which tells a tale of the gods (including Ranald and obscure entities like Sotek and Margileo) fighting the Ruinous Powers.

White Raven (c2475 to present) — A famous highway robber, feared by the nobility and road wardens alike for her audacious robberies on the roads between Altdorf and Middenland. White Raven wears a feathered white mask to hide her identity. She is a crack shot with a pistol and seems completely unflappable (though an unverified rumour has it that she demonstrates an extreme and merciless loathing for squirrels). Songs about White Raven are popular in taverns throughout the Reikland and Middenland.

Count Jager — A strange character roams the Empire, from the poorest slum to the highest palaces. Although he is apparently insane, rumour has it he is an avatar of Ranald, and to meet him brings great luck. See page 173 of **Altdorf: Crown of Empire** for more on Count Jager.

RANALDAN TEMPLES

If you want to find a shrine or temple to Ranald, you need to know where to look. The cult knows better than to advertise where thieves might be found by the authorities. Temples of Ranald are usually found in buildings ostensibly intended for another purpose, such as an inn or guild house.

- ✿ **The Gilt House** — The merchants of Marienburg's Handelaarmarkt have no idea they are neighbours to a temple of Ranald. The Gilt House is frequented by smugglers and more respectable criminals. From the outside, it looks like any other jute warehouse.
- ✿ **The Altdorf Temple** — Close to the Wolftor gate, the temple of Ranald is concealed within an innocuous set of neighbouring buildings. See page 172 of **Altdorf: Crown of the Empire** for details.
- ✿ **Hall of Lies** — In the backstreets of Remas, a dusty stairwell leads to an underground colonnade where Ranald is celebrated. Followers offer coins to a statue of the god in the shadows of the chamber. Priests are vigilant about keeping the Hall secret from Remas' Solkanites, who loathe Ranald's followers.

SHRINES

Far more common than temples are shrines to Ranald. These are small and sometimes portable locations where a priest presides over a simple altar.

- ✿ **The Magpie's Caravan** — A shrine of Ranald which travels in the back of a covered wagon between Bretonnia and the Reikland. The presiding Thief-Priest is Valasta Malden, a woman who never stays in one place for longer than a night.
- ✿ **Number 23, Backerstrasse** — The shrine of Ranald in Bergsburg is a gathering place for the poor under the auspices of priestess Katrin Spiegel. Behind the anonymous residential door on Backerstrasse is a single room with an altar adorned with a fine painting depicting Ranald's exploits.
- ✿ **Memorial to the Fallen of the Battle of Auerswald** — A shrine concealed beneath a war memorial. The priest Holst Belbmann is also Captain of the Watch, a dual identity that causes him considerable stress. For more details, see **Monuments of the Reikland**.

RANALDAN BOOKS

The Riddles Ten — Usually found printed as a cheap chapbook and illustrated with crude woodcuts, this text contains ten riddles relating to Ranald's different aspects. The solution to each is complex and requires the reader to see through several layers of deception. Those who solve the riddles have proven they would make a good priest of Ranald, and the correct answers provide hints as to how they might embark on the path of the initiate.

RIDDLING TOWARDS RANALD

If a Character who is not a Priest of Ranald reads a copy of *The Riddles Ten*, they can take an Extended Test to solve the puzzles. This requires the *Read/Write* Talent and a total of 8 Success Levels against a Difficult (-10) Intuition Test. Once the Extended Test is complete the Character has all the clues they need and must pass a Hard (-20) Intelligence Test in order to work out the puzzles. If they succeed (without assistance), then they gain 5 points in the Lore (Ranald) Skill. They can also find a priest of Ranald who can take them on as an Initiate.

Midnight and the Black Cat — A long rambling shaggy dog story in which the Prince of Cats comes to the patrons of an inn every midnight to tell them a tale of Ranald. The most famous fables of Ranald are recounted as stories within the story, some of which contain several layers of embedded tales. Over the years, Midnight and the Black Cat has been rewritten many times, ensuring the tales constantly evolve and change.

The Great Joke — Authored by the pseudonymous Ernst Kritzeln. This book contains an elaborate prayer-joke that takes a long time to read and reveals cynical truths about the lies that sustain society and the world. It has no punchline — the final joke is on the reader.

RANALD IN ALTDORF

Altdorf is a bustling, diverse city where the might of the Cult of Sigmar occasionally clashes with the relaxed attitude of citizens towards Ranald. The cult keeps themselves out of the public eye out of pragmatism.

There are powerful factions in the capital that do not tolerate Ranald's idea of freedom or the lower orders getting ideas above their station, such as the more intolerant Sigmarites or the League of Karl-Franz. Both the Fish and Hooks gangs pay their respects to Ranald, while various Thief-Priests try in vain to make them less bloodthirsty.

PLAYING A PRIEST OF RANALD

If a Player wants to play a priest of Ranald, they can select an aspect of the god that best reflects the character they want to play. A Player who generates a Priest as a starting career could choose to be a Thief-Priest (worshipping Ranald as the Night Prowler), a Gambler-Priest (worshipping Ranald as the Gamester), a Trickster-Priest (worshipping Ranald as the Deceiver), or a Liberator-Priest (worshipping Ranald as the Protector).

The Priest Career in **Warhammer Fantasy Roleplay**, page 58, could represent a priest of Ranald who embodies all aspects of the god. If they prefer this route, give them the following choice of Skills at Initiate level:

Skills: Athletics, Bribery, Cool, Endurance, Gamble, Intuition, Lore (Theology), Perception, *Pray*, Stealth (Urban)

All priest variants can be shaped to suit the wandering life of an adventurer or a campaign set in a fixed location. Some of these priests reach a point in their spiritual journey where they feel drawn to a specific aspect. This can only happen at the Priest level or higher, and they can only move to the Priest level in their specific aspect Career, dropping down in seniority if necessary. They retain any Miracles they know, even if their new aspect cannot usually learn them.

BLESSINGS

Regardless of which aspect a priest of Ranald follows, they all have access to the same Blessings as general priests of Ranald (**WFRP**, page 220):

Charisma, Conscience, Finesse, Fortune, Protection, Wit

MIRACLES

Priests of a specific aspect of Ranald have their own selections of Miracles. If a Character is using the Priest Career from the **WFRP Core Rulebook**, they can use XP to buy the following Miracles from this book.

- 💀 Bamboozle
- 💀 Perfect Empathy
- 💀 Talk Your Way Out
- 💀 Unremembered Face

LUCK OUT?

'Herr Doktor' Heinrich Steinhauer is apparently an elderly academic, but under his dusty robes is the young charlatan Udo Wentz, a man who thanks Ranald for the good fortune he granted him to keep sending gullible 'patients' his way. He's now worried his luck has run out – a dodgy batch of 'cure-all' has put the watch on his tail. He bursts into the Characters' room at their inn and asks them to cover for him. In return, he'll introduce them to a powerful priest of Ranald who resides in the town.

RANALD'S PRIESTS IN AN ADVENTURING PARTY

In certain tales of Ranald, the god is accompanied by one or more acquaintances, each a colourful character in their own right. These companions act as foils or accomplices to the trickster god's cunning and a reminder that even a god must band together with others to achieve great things.

Vylmar – A drunken noble and carouser. Useful to have around but always tricked by Ranald by the end of the story. Vylmar was a minor god of debauchery who is now largely forgotten.

Katya – Minor Reikland goddess of beauty. In Ranald's tales, Katya is a bawdy sparring partner for the trickster god.

Mummit – A miserable acrobat and clown who can climb or hide in the tightest places. In one memorable tale, Mummit climbs up to the sky and gets stuck there.

Zanni – A cunning servant who toils in the halls of the nobility and helps Ranald get the better of them.

Stanley – A Halfling who is able to pick any lock but talks far too much.

Several other followers come in and out of stories as the teller needs. Tilean bands of entertainers draw on Ranald and his entourage for their performances, using them as stock characters familiar to all audiences. The example of these motley characters may inspire a priest of Ranald to join an adventuring party.

Remember a priest of Ranald should never be *entirely* trustworthy – the other players should be kept guessing about what they're really up to, even though they can be loyal, compassionate, and supportive to those around them. It's important not to overplay the untrustworthiness of a Ranaldan priest, for the enjoyment of everyone in the game. Try not to steal from other Characters and keep the annoying riddles in check...



THIEF-PRIEST

Human

You inspire the criminal classes to use their wit and ingenuity to steal in the name of Ranald.

Thievery is a crime, but it can also be an art form. With the right combination of skill and cunning, stealing from others is an act of devotion to Ranald the Night Prowler. Thief-Priests dedicate themselves to the fine art of appropriating others' property. They pride themselves on committing crimes with flair and panache, involving intricate planning, daring escapes, and acts of legendary bravado. The more accomplished the crime, the more they venerate their god, emulating his boldest exploits and inspiring others to do the same.

THIEF-PRIEST ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
				+	+	💀	🛡	+	🔥

CAREER PATH

✚ Initiate – Brass 1

Skills: Athletics, Climb, Dodge, Intuition, Lore (Ranald), Perception, Pick Lock, Pray, *Sleight of Hand*, Stealth (Urban)

Talents: Bless (Ranald), Flee!, Holy Visions, Suave

Trappings: Discrete Symbol of Ranald, Leather Jerkin, Sack

❖ Thief-Priest – Brass 4

Skills: Charm, Intuition, Endurance, Entertain (Storytelling), Language (Thieve's Tongue), Secret Signs (Thief)

Talents: Secret Identity, Etiquette (Ranaldans), Invoke (The Night Prowler), Luck

Trappings: Trade Tools (Thief), Rope, Book (Ranald)

💀 High Priest – Silver 1

Skills: Bribery, Cool, Evaluate, Gossip

Talents: Alley Cat, Etiquette (Criminals), Nimble Fingered, Nose for Trouble

Trappings: Initiate Apprentice/Lookout, Shrine of the Night Prowler, Quality Dark Clothing

🛡 Shadow Prowler – Silver 3

Skills: Leadership, Intimidate

Talents: Criminal, Night Vision, Pure Soul, Shadow

Trappings: Mask, Subordinate Thief-Priests

'It's not about the necklace, although it's very pretty. Nah — this is an act of devotion, just like the stodgy Sigmarites and their droning hymns. This necklace is proof we humble mortals can take precious things out from under the same noses that look down on us.'

— Dramenz, Thief-Priest

'These people are laughing in the face of the law. They orchestrate elaborate crimes and claim such behaviour is somehow holy. If I had my way, we'd burn down the rookeries until we've torched every last one of these "priests".'

— 'Gentle' Helmut von Zinken, Altdorf Judge



Most of these roguish Ranaldans started out as regular thieves, perhaps picking pockets or lifting goods from the back of wagons when their owner wasn't looking. At some point, they felt a spiritual calling to Ranald, or an older priest found them and saw in them a promising initiate. Thief-Priests always know the local gangs of young criminals and keep their eyes out for potential proteges to instruct in the ways of Ranald. It's as simple as having an initiate swear they'll follow Ranald's strictures, and then they're on the path to priesthood — Ranaldans don't go in for complex ceremonies.

Embodying the Night Prowler

These followers of Ranald live as the Night Prowler would if he were in mortal guise. They practise and celebrate theft as an artform, providing blessings and guidance to criminals who use stealth, ingenuity, and guile to take things from others. They strive to curtail violence in other underworld characters, reigning in thuggery and showing by their actions that there are sneaky, subtle, and bloodless ways to steal for a living.

While they are criminals, Thief-Priests still answer to a higher purpose. They believe criminality and theft are necessary to redress the inherent unfairness of the world. They tend to avoid stealing from the powerless and condemn criminal violence, especially vehemently if the targets are low-status or harmless.

Some are independent loners who eschew company and spread Ranald's teachings only to those who cross their path by chance. Others are found amongst other criminals, leading capers, granting blessings, and whispering counsel in their ears. Their 'congregation' comprises cutpurses, pickpockets, burglars, smugglers, and common thieves. To these everyday criminals, Thief-Priests have a certain glamorous mystique, granted through their association with Ranald.

The Dangers of the Vocation

Life as a Thief-Priest is inherently risky. Their deeds must be public enough to inspire other followers as acts of worship whilst being careful enough to avoid capture. The Night Prowler is the most vilified of Ranald's aspects, despised by the powers-that-be.

Followers of the Night Prowler need to stay sharp to stay ahead of the law. They keep their true identity secret, as their calling is inherently criminal, and they cannot trust anyone — including their associates.

While other thieves may have greater skill, the Thief-Priest uses blessings and miracles to augment their abilities, thereby pulling off legendary capers that bring praise in Ranald's name.

Lowly Stations and Lofty Heights

Thief-Priests come from all walks of society, from the lowest rookery to the upper echelons. There are even rumours that an incognito Thief-Priest serves Karl Franz at the highest level in the Imperial Palace. Their secret identity depends on their station in life — a poor priest may masquerade as a loiterer or marketplace storyteller. At the same time, one from the higher classes could pretend to be a respectable merchant or a staunch pillar of the aristocracy.

RANALD'S GAMBLE

Any kind of priest of Ranald can buy Miracles at the usual increasing XP cost (WFRP Core Rulebook, page 139). Or they can trust in luck and hope that Ranald is with them today...

Take a Difficult (-10) Pray Test to ask for the Trickster God's favour. If you fail, you incur 1 Sin Point. When you buy your next miracle you must pay the normal XP cost, +10 per -SL. For example, if you fail the Test by 3 SL and you are buying your second miracle, it will cost 200 XP (normal cost) plus 30 XP, costing 230 XP in total. If you pass the Pray Test, Ranald approves of you trying your luck — you can buy your next miracle for half the usual XP cost.

RANALD IN MIDDENHEIM

The cult of Ranald is not especially popular in Middenheim, where the violent Low Kings control crime in the city — and do not appreciate priests telling them how to behave. The city authorities take a typically Ulrican approach to the cult, seeing it as cowardly and subversive. This is not helped by rumours of a priest of Ranald who stole the Drakwald Runefang from the Middenpalaz in 1550 IC — and gave it to the breakaway province of Middenland.



GAMBLER-PRIEST

Human

You revere the role of chance in the world and bring the blessings of Ranald the Gamester to those who seek to benefit from his divine luck.

A Gambler-Priest exalts Ranald the Gamester, the aspect which embodies the role of chance in every outcome. They revel in wagers and games of luck and skill, seeing every turning point in life as a moment where chance could take them in a different direction. A Gambler-Priest is more than just a player of games, they have devoted themselves to living by the luck granted to them by Ranald.

GAMBLER-PRIEST ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
				+	◆	+	💀	❖	+

CAREER PATH

◆ Initiate – Brass 1

Skills: Charm, Consume Alcohol, Cool, *Gamble*, Gossip, Intuition, Lore (Ranald), Perception, Pray, Sleight of Hand

Talents: Bless (Ranald), Luck, Holy Visions, Suave

Trappings: Discrete Symbol of Ranald, Deck of Cards, Dice

❖ Gambler-Priest – Silver 1

Skills: Dodge, Entertain (Storytelling), Evaluate, Haggle, Intimidate, Melee (Basic)

Talents: Cardsharp, Diceman, Etiquette (Ranaldans), Invoke (The Gamester)

Trappings: Hand Weapon, Quality Clothing, Lucky Charm

💀 High Priest – Silver 3

Skills: Bribery, Evaluate, Language (Any), Sleight of Hand

Talents: Acute Senses (Any), Read/Write, Fast Hands, Super Numerate

Trappings: Initiate Apprentice, Shrine of Ranald (Portable or Fixed)

◆ Master of Chance – Silver 5

Skills: Leadership, Intimidate

Talents: Nose For Trouble, Pure Soul, Savvy, Schemer, Secret Identity

Trappings: Subordinate Priests, Best Quality Clothes

'Your life is ruled by chance. Certainly you can nudge the odds in your favour, but everything important, every life-changing moment — it's determined by the roll of the dice. Ranald grasps that... he's the only one who does.'

— Carlotta Struch, Gambler-Priest

'See, this is Tobaran Straight Draw... very different to Luccini Straight Draw. You want to go long, I'll stick with cups until I get a flush or I'm running the boat. Keep your eye on the Gamester over there — she'll play straight so long as we respect the game.'

— Pollo Quicksleaves, Halfling Cardsharp



Some Gambler-Priests travel between various inns and gambling dens, making their living through wagers, while imparting the lessons of Ranald. Others run gaming venues themselves, overseeing the house as other priests oversee a congregation. Every dice roll or card flip is a small act of devotion to Ranald. The life of a Gambler-Priest is one of highs and lows — the times when chance is going their way and life is good sit alongside times when Ranald tests them with a run of bad luck. This is all part of the spiritual journey they must take. They know they must bear the ups and downs with good grace.

Most of these Ranaldans are chosen as initiates at a gaming table. An older priest might see someone with a passion for gambling, admiring their handling of the dice or their intense focus on the cards. The priest asks a few oblique questions about luck and if they give intriguing or well-considered answers, they might make an offer — would they like to understand the true mysteries of chance and learn the ways of Ranald the Gamester?

It's common for such folk to live an itinerant life, rarely staying in one place long enough for the locals to take umbrage with their success. Travelling from town to town is a devotional journey, following in the footsteps of their god as he also wandered the land looking for new marks. They let whim and chance take them from place to place, rather than planning in advance. In time, they may settle down in one place, laying down roots along with the cards. Gambler-Priests who choose settled life usually become part of the Crosses sect and establish a gaming den, a de facto temple to Ranald the Gamester. They minister to the gaming tables, scrutinise the punters for (the wrong kind of) cheating, and ensure the Shrine of Ranald in the corner receives its share of the winnings.

These Ranaldans work to master as many games as possible, whether they are card games, dice games, or any other form of play which involves risk and skill. Players may want to choose some favourite games from the list in *Rough Nights and Hard Days*. Any wager is considered to be a sacred act. Gambler-Priests study the form of pit fighters and pay close attention to racing or fighting animals. A Gambler-Priest can talk at length about the past record of a racing pigeon or the recent form of a jousting knight. They'll also put wagers on serious issues, like the outcome of a battle or fate of an expedition. There are solemn rules and rituals surrounding a wager between Ranald's followers, followed to the letter to ensure acceptance of the outcome by all parties.

The difference between a Gambler-Priest and a professional gambler is motivation. Priests have a religious obsession with luck and a tendency to gamify even the smallest aspects of life. They also minister to others, guiding them to embrace luck and encouraging them to pray to Ranald for good fortune.

Miracles and blessings are proof their preoccupation with chance meets Ranald's approval. All Gambler-Priests crave and venerate the luck Ranald grants them and depend on it to live, yet they still attempt to manipulate chance with skill, knowledge, and miracles. They see no contradiction in this, as Ranald favours the guile of those who tip the odds in their favour.



THE REIKLANDER TAROCK

The most widely used deck of cards in the Empire is the Reikland Tarock, consisting of 82 cards. There are four suits — Chalices, Claws, Hammers, and Leaves — involving pip cards from ace to 10 and five court cards: Knight, Baroness, Count, Empress, and Emperor. The trump suit has 22 cards numbered 0 to 21. These cards are associated with the 20 signs of the Imperial Zodiac apart from card 21 (Sigmar) and card 0 (the Black Cat, associated with Ranald). Shown here is the Empress of Chalices, featuring a depiction of Empress Beatrice the Monumentally Cruel. The card is associated with ill omen, though players of Scarlet Empress are always pleased to draw it.

MIRACLES OF THE NIGHT PROWLER

Distant Sounds

Range: Fellowship Yards

Target: 1

Duration: Fellowship Bonus Minutes

You cup your hand to your ear and make the sign of Ranald's cross. You can clearly hear a conversation or other noise from anywhere within range — behind a wall, in a distant room, or elsewhere. You must have a specific target in mind and know where they are, such as a person you know is in a certain room or can see through a window. You can also whisper words to the target. Unlike the *Cat's Eyes* Miracle, this works with sealed chambers.

Long Reach

Range: Fellowship Bonus Yards

Target: You

Duration: Fellowship Bonus Rounds

You weave a riddle saying that which is out of reach is closer than the senses suggest. Your reach is extended by the Range as invisible arms stretch towards whatever is out of your grasp. You can grab or manipulate whatever you reach, take hold of a ladder or ledge, lift an object of 2 Enc or less, and make Sleight of Hand Tests.

Lose the Loot

Range: Fellowship Bonus Miles

Target: Area of Effect

Duration: Fellowship Bonus Hours

With one hand you touch whatever you have gained illicitly while raising your eyebrows inquisitively towards Ranald. This miracle gives you a strong sense of who and where you can sell your contraband or stolen goods for a decent price. If within a large town or city, you receive an intuition as to where the nearest Fence may be found. How well this Fence regards you is left to the GM, but provided you have no Sin Points they should be at least willing to do business.

Silence Reigns

Range: Agility Bonus yards

Target: Area of Effect

Duration: Fellowship Bonus Rounds

You whisper a rhyme to Ranald and ask him to fool the hearing of others. Anyone within the area of effect hears nothing but normal background noise undisturbed by footsteps, dogs barking, or any other abrupt sound.

Poor Man's Face

Range: Touch

Target: You

Duration: SL Hours (minimum 1)

You whisper a riddle about riches being in the eye of the beholder. Ranald answers by concealing any valuables on your person. Anyone searching you finds only worthless items — where once there were coins or other precious objects, there are now a few breadcrumbs or a pebble. Ranald keeps your valuables for the duration of the miracle, but beware — for every hour that an object remains hidden in this way there is a 1% chance that he takes a liking to a valuable and keeps it for himself.

Talk Your Way Out

Range: You

Target: You

Duration: Fellowship Bonus Minutes

You touch your earlobes and silently cross both fingers, hoping Ranald silvers your tongue. This miracle grants you the ability to talk yourself out of even the most compromising situation. You gain a one-off bonus of +8 SL to a Charm Test while you are trying to talk your way out of being caught red-handed.

The Heat Is Off

Range: You

Target: You

Duration: Fellowship Bonus Hours

You pose a question to humanity at large — why don't they mind their own business? After committing a crime, for the next few hours, people are oddly disinterested in you. The authorities avert their eyes when you pass and others struggle to remember your coming. If using the rules for watch patrols (page 92) subtract three from any score to work out watch presence. If you attempt another crime, the Miracle stops working. All Fellowship-based tests against Fel are at -3 SL as people can't focus on you or what you're saying.

Thief-Priests can also use these miracles from the **WFRP Core Rulebook**:

- 💀 An Invitation
- 💀 Cat's Eyes
- 💀 Ranald's Grace
- 💀 Stay Lucky
- 💀 You Ain't Seen Me Right?

MIRACLES OF THE GAMESTER

Bountiful Fortune

Range: Fellowship Bonus Yards

Target: Fellowship Bonus Allies

Duration: Fellowship Bonus Rounds

You gesture towards several companions with a wave of crossed fingers. For the next Test they take, they can reverse the order of the percentile dice. For example, 82% could become 28%. If this boon isn't used within Fellowship Bonus Rounds, it is lost.

Crisis of Confidence

Range: Fellowship Bonus Yards

Target: 1

Duration: Instant

You whistle a jaunty little tune that throws off the confidence of an opponent. Choose one target in range who is about to take any voluntary Fellowship-based Test. They immediately feel a sense of anxiety about taking the risk and back down, choosing not to try what they had planned. If they must take the test regardless of their choice they suffer a penalty of -20.

Force the Hand of Chance

Range: You

Target: You

Duration: Instant

You ask Ranald to instruct the universe to reconsider the odds of a difficult challenge. This miracle improves your chance of passing a specific Test by +1 SL, but you can increase the advantage by an additional SL if you roll 1d10 and score 6 or less. You can keep making this roll and increase your score by +1 SL as long as subsequent rolls are successful. However, should you score a 7 or more, you lose all accrued bonus SL and must take the original Test at -1 SL.

Perfect Empathy

Range: Fellowship Bonus Yards

Target: 1

Duration: Fellowship Bonus Minutes

Like a cat sneaking silently into the shadows, you slip into someone else's mind. You perfectly understand someone to whom you are speaking — regardless of language, you know their meaning, their intentions and what's on their mind. How you use this information is up to you.

The Gamemaster

Range: You

Target: You

Duration: Fellowship Bonus Hours

You invoke Ranald as master of all games and request that he shares his wisdom with you. When observing any game, sport, or similar leisure pursuit, you are instantly aware of the rules and best strategies to win. If the game involves mental skill (rather than pure chance, physical prowess), all Tests you take to compete in the game are taken at +4 SL. When the effects of the Miracle wear off, you forget everything but the rules.

Up the Stakes

Range: Fellowship Bonus Yards

Target: 1

Duration: Instant

You pray quietly to Ranald to exaggerate the effects of your luck. This miracle improves the consequences of success or failure. Take any Test as normal: if you succeed, the result is automatically an Astounding Success. If you lose, it's an Impressive Failure.

Gambler-Priests can also use these miracles from the **WFRP Core Rulebook**:

- 💀 Cat's Eyes
- 💀 Ranald's Grace
- 💀 Rich Man, Poor Man, Beggar Man, Thief
- 💀 Stay Lucky





TRICKSTER-PRIEST

Human

You embody Ranald at his most elemental, the divine trickster, blessing the world with his lies, illusions, and pranks.

Ranald's Trickster-Priests dance through life spinning a web of falsehoods, hiding the truth behind layers of deceit, and playing elaborate tricks on the unwary. This is not merely to bamboozle or con others — it should entertain, bring a smile to those around them, and show them that nothing should be taken at face value.

'This reality is simply a huge joke by Ranald. We can strip back the lies and try to live the "truth", but then we'll see it's just another trick. Best to laugh along and add another layer of nonsense to life.'

— Janna von Beadel, Trickster-Priest

'I swear they were pigs when I bought them. I paid five gold to a little old lady... thought I was taking advantage of her. Then I come back and... well... I've got a lot of sacks of sand if you want one? She drew pigs' faces on them.'

— Reinald Sitwald, Farmer at Bogenhafen's Schaffenfest

TRICKSTER-PRIEST ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
				+	💀	❖	🛡	+	+

CAREER PATH

† Initiate—Brass 1

Skills: Bribery, Charm, Cool, Intuition, Entertain (Storytelling), Gossip, Lore (Ranald), Perception, *Pray*, Sleight of Hand

Talents: Bless (Ranald), Cat-tongued, Luck, Suave

Trappings: Discrete Symbol of Ranald, 2 Sets of Clothing

❖ Trickster-Priest—Silver 1

Skills: Athletics, Entertain (Acting), Intimidate, Language (Any), Melee (Basic), Stealth

Talents: Etiquette (Ranald), Holy Visions, Invoke (The Deceiver), Secret Identity

Trappings: Disguise Kit, Hand Weapon, Book (Ranald)

💀 High Priest—Silver 3

Skills: Art, Dodge, Perform (Acting), Secret Signs (Thieves)

Talents: Blather, Fast Hands, Master of Disguise, Mimic

Trappings: Initiate Apprentice, Cloak or Coat with Hidden Pockets

🛡 Lord of Misrule—Gold 1

Skills: Leadership, Consume Alcohol

Talents: Nose for Trouble, Public Speaking, Pure Soul, Savvy

Trappings: Subordinate Priests, Trade Tools (Any)



Ranald the Deceiver favours those who embrace deception and view such practices as a calling. Trickster-Priests are rare individuals. Their existence is lonely, even when surrounded by friends and family. Secrets, lies, and deception come so naturally, that they may even lose sight of the truth themselves.

A Trickster-Priest's Calling

Each of these Ranaldans recognises the moment when they saw their calling. It could be a joke or lie which suddenly opened their eyes to the essentially ludicrous nature of life. Or it could be a low point, where they saw the ultimate futility of existence and decided they had no choice but to mock everything in order to keep pretending life was worthwhile. Some have a moment of clarity, where they see that they are merely fictional constructs in a massive game and everything is simply an illusion conjured by an indifferent master. In those moments of revelation, Ranald sees them and sends a priest to knock at their door and take on a new initiate.

The ranks of Trickster-Priests are more diverse than any other priesthood. There are con artists, charlatans, forgers, and fences amongst their numbers. Entertainers such as actors, showmen, storytellers, and minstrels are attracted to the Deceiver. Those who live for secrets favour this aspect of Ranald.

Many of these Ranaldans have been drawn from the ranks of spies, Grey Magisters, and viziers. Certain types of witches can take up the mantle of priesthood, especially those sometimes called illusionists, wielders of magic intended to confuse and mislead.

A Life of Trickery

A Trickster-Priest's existence is a picaresque journey. They rarely stay in one place for long, driven as they are to look for exciting encounters and situations along with new folk to dupe. Trickster-Priests live by their wiles — they take advantage of people by conning food, money, lodgings, and protection from the unwitting, sometimes sharing the proceeds of their trickery with others.

Many of these Tricksters travel with companions, such as an acting troupe, carnival, or group of itinerant adventurers. Friendships are always under strain — a Trickster-Priest can be loyal and considerate, but they should never be entirely trusted.

Trickster-Priests often challenge themselves to see how many people they can fool or how long they can maintain an outrageous lie before people suspect trickery. Stories of momentous lies and elaborate pranks become legends amongst followers of Ranald the Deceiver.

Other than their priestly calling, these folks rarely take anything too seriously. They do not preach or proclaim to people they meet. Instead, they teach the ways of Ranald the Deceiver through action. They prefer to fool another follower and show them something false or deceitful before lifting the curtain to reveal they should never trust what is in front of them.

This can be entertaining or charming, but it can also prove frustrating — it's difficult to get a straight answer from a Trickster-Priest and they are particularly fond of answering a question with a riddle.

Amongst Ranald's priests the Tricksters are probably the most mystical. They speculate widely on the nature of reality and philosophise on the nature of artifice and perception. Few are learned scholars: their esoteric thinking is undisciplined and free of obscure academic pontification. Some Trickster-Priests tend towards utopian visions of the world — a permanent state of carnival where nothing is real and everyone can live happily in their delusions.

There are other Trickster-Priests with darker motives behind their trickery and deceit — there's no doubt some enjoy gaining a degree of power over others that comes through deceiving them.

GREY WIZARDS AND RANALD

The tenets of Ranald correspond well with the beliefs and practices of the shadowmancers, wielders of the wind *Ulg*. The Grey College is a loose organisation of largely autonomous wizards and many pay respect to Ranald the Deceiver. Within the tumbledown walls of the college buildings in Altdorf is a shrine to Ranald, frequented by a family of slender grey cats and passing shadowmancers.

A minority of grey wizards believe Ranald walked the earth as an Incarnate of *Ulg*, rather than a god. They are willing to show deference to such a being as a manifestation of their chosen wind of magic, but this is not the same as worshipping a deity. Few of their colleagues agree with this view.



LIBERATOR-PRIEST

Human

You champion the powerless in the name of Ranald the Protector.

Liberator-Priests are inspired to fight against authority when it is used to crush and oppress those who can't fight for themselves. While they have earnest aims, Ranald the Protector does not expect his priests to abandon his favoured tools of ridicule, thievery, deception, and trickery, nor does he want his priests to elevate themselves to positions of authority over others. Of all Ranald's priests, the Liberator-Priests are the most integrated into society, whether in a city's slums or amongst an outlaw band in the countryside.

LIBERATOR-PRIEST ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
🛡				💀	+		⚔	+	+

CAREER PATH

Initiate – Brass 1

Skills: Bribery, Charm, Cool, Entertain (Storytelling), Gossip, Haggle, Intuition, Lore (Politics), Perception, Pray

Talents: Argumentative, Bless (Ranald), Holy Visions, Luck

Trappings: Discrete Symbol of Ranald, Leather Jack

Liberator-Priest – Brass 4

Skills: Athletics, Bribery, Dodge, Intimidate, Melee (Basic), Public Speaking

Talents: Cat-tongued, Etiquette (Ranald), Invoke (The Protector), Read/Write

Trappings: Hand Weapon, Holy Book (Ranald)

High Priest – Silver 1

Skills: Evaluate, Language (Thieve's Tongue), Leadership, Lore (Local)

Talents: Impassioned Zeal, Public Speaking, Schemer, Secret Identity

Trappings: Initiate Apprentice, Shrine of Ranald, Street Urchin Band

People's Champion – Silver 3

Skills: Language (Any), Stealth (Urban)

Talents: Disarm, Gregarious, Master Orator, Pure Soul

Trappings: Grateful Local Common Folk, Subordinate Priests

'Look at that pompous ass Karl-Werner Schattental! Typical noble – views the common man as little more than cattle. We're good enough to die for the castle, but not good enough to shelter inside it when winter comes.'

— Katrin Spiegel, Liberator-Priest

'Our Lord Sigmar brought together many peoples to make his Empire. The Ulricans, the followers of Taal and Rhya, those who venerate Shallya and Verena. There's even a place for Ranald's faithful in Sigmar's lands. Not the rabble rousers though — those priests of Ranald who attempt to topple his authority are scobberlotching scumbags.'

— Father Johan Stroman, Priest of Sigmar



The Old World is unfair. It's people grow up surrounded by the fundamental injustice of life, with constant reminders that feckless, cowardly nobles and merchants enjoy every privilege without lifting a finger to help the downtrodden. Amongst these malcontents are those destined to become Liberator-Priests. They see in Ranald a god who stands up for people like themselves and treats authority as what it truly is: a sham. Through faith and instinct, Liberator-Priests learn to protect their friends and family from the worst the powerful can throw at them.

Other Liberator-Priests come from the more respectable classes. They cannot tolerate the oppression around them and feel compelled to devote their lives to upending the social order. While meek Shallyans merely deal with the consequences of injustice, Ranald's followers strike at its very cause. These priests must prove themselves to overcome prejudice against their class from the poor they seek to help. Some never quite manage to shake off the faintly patronising attitude they bring to their calling.

As followers of Ranald the Protector, they see their primary goal as being to protect those who cannot protect themselves from harm or exploitation. This is not always nobles or merchants — Liberator-Priests have a special hatred of violent criminals who prey on the powerless. More than one racketeer has been chased from the streets by a Liberator-Priest and their followers.

Despite what people assume, these Ranaldans disdain political ideologies — they reject utopian thinking and mock anyone who thinks the world would be better if *they* were in charge. They are usually anarchists of some sort, preaching that Ranald wants them to be free of the shackles of authority, that no man should be their master or tell them what to do.

Liberator-Priests take on initiates from their community. Priests know everyone in their area, so they'll usually select an initiate from the local urchins who shows promise. Some parents put their children forward, especially if they're particularly annoying or unruly. New initiates face a confusing time as they learn from a Liberator-Priest — their mentor expects them to learn from them and serve as a representative of the cult, yet nevertheless teaches them a healthy disrespect for authority.

Liberator-Priests in Town and Country

Urban Liberator-Priests usually stay in one place, often the community where they grew up. They tend to a local shrine, which may move around to stay ahead of the authorities. They know the local agitators, and while they don't trust ideologues, they may help or hinder them in their cause, if it aligns with their own. They'll also usually have extensive contacts in the local underworld.

Rural Liberator-Priests are usually itinerant, sometimes accompanying groups of outlaws, especially those who fight against oppressive lords, such as Bretonnia's Herrimaults. Sometimes they will also travel alone between villages, stirring up dissent against cruel overlords, persuading people not to pay tax, and defending peasants against the lord's men.

Some itinerant priests deliberately travel to places where people need protection from the powerful. Bringing down oppressors becomes a holy mission they believe was given to them by Ranald himself.

These Ranaldans have been known to join the armies of Bretonnian Lords and whisper dissent amongst the ranks, to encourage soldiers to only follow orders which suit them or which genuinely protect the interests of the common man.

THE PILGRIMAGE OF FINGERS

Priests of Ranald lack famous temples or religious sites to visit to show respect to their god. Instead, they can go on the Pilgrimage of Fingers. This requires them to perform a series of eight increasingly difficult tasks within the town, city, or region in which they live. The tasks are assigned by senior priests who take divine inspiration directly from all aspects of Ranald. Each time the pilgrim completes a task, they may tattoo a cross on one of their fingers.

Tasks are specific to each priest, and require them to work outside their favoured aspect. They may be inspired by the deeds of famous Ranaldans in the past, such as the Greatest Caper in which a Runefang was stolen from the vaults of Middenheim, or Felix Mann's theft of the Carstein Ring. Only the most talented and lucky Ranaldans have ever completed each of the eight tasks.

MIRACLES OF THE DECEIVER

A Suitable Sucker

Range: You

Target: You

Duration: Fellowship Bonus Rounds

When finding a mark you pray to Ranald to direct you to the perfect patsy to exploit. Whilst the miracle is in effect the Character may reroll any results on the Contents of a Purse Table (page 28) and the Victim Quirk Table (page 29). If they choose to reroll the second result stands.

Bamboozle

Range: 24 yards

Target: 1

Duration: 1 Round

You pose a quandary about the nature of free will in a universe ruled by gods. You fool one Human-sized creature into doing your bidding unless it can pass a **Hard (-20) Cool Test**. You can determine what it does the following round, providing it doesn't directly harm itself — indirectly is another matter. Creatures with the *Undead* or *Daemonic* Traits cannot be bamboozled.

One Almighty Lie

Range: You

Target: You

Duration: Instant

You take a deep breath, cross both fingers and tell the most outrageous lie you can imagine. This miracle allows you to convince people of a falsehood so colossal surely nobody would make it up. Roleplay the lie, then take the **Pray Test** to invoke the Miracle. If you pass, roll a d10 and add the SLs from the **Pray Test**. This total is the number of +SLs to add to your **Charm Test**. The GM may want to reward you with additional SLs if your lie is particularly entertaining (but not plausible!)

Ranald's Mischief

Range: 12 yards

Target: 1

Duration: Fellowship Bonus Rounds

You mock and mimic an adversary to even up an unequal contest. This miracle allows you to temporarily change two Characteristics to be the same as an opponent for the purpose of an Opposed Test with that opponent. Roll twice to see which are affected (re-roll duplicate results):

RANALD'S MISCHIEF CHARACTERISTIC TABLE

D10 Roll	Characteristic
1-2	WS
3-4	Int
5-6	Fel
7-8	Initiative
9-0	Choose any Characteristic

Unremembered Face

Range: You

Target: You

Duration: Fellowship Bonus Hours

You whisper a quick prayer to Ranald and ask him to cloud the memories of those you meet. Any creature you meet must pass a **Hard (-20) Cool Test** to remember more than two facts about your appearance. You choose what they remember, so many priests of Ranald wear distinctive items of clothing which can quickly be removed or hidden.

Trickster-Priests can also use these miracles from the **WFRP Core Rulebook**:

- 💀 Cat's Eyes
- 💀 Ranald's Grace
- 💀 Rich Man, Poor Man, Beggar Man, Thief
- 💀 Stay Lucky
- 💀 You Ain't Seen Me Right?

RANALD THE DEALER

Ranald the Dealer is a relatively obscure aspect of the trickster god worshipped by a few sharp merchants. There are few priests dedicated to this facet of Ranald alone. As such, there is no dedicated Career. If a player wants to play a priest inclined towards Ranald the Dealer, use the rulebook Priest Career and add *Haggle* and *Evaluate* as options for starting Skills.

Blessings are the same as other Priests of Ranald.

Miracles can be selected from those in the **WFRP Core Rulebook**, as well as: *A Suitable Stooge*, *Bamboozle*, *Force the Hand of Chance*, *Perfect Empathy*, and *Up the Stakes*.

MIRACLES OF THE PROTECTOR

Back At You

Range: 24 Yards

Target: 1

Duration: Fellowship Bonus Rounds

You hold out the palm of your hand with fingers crossed. This miracle is directed at any combat within range other than one you are engaged in yourself. Determine the weaker participant by comparing S, T, and WS — whoever is higher in 2 or more Characteristics is strongest. Whilst this miracle is in effect, any Wounds inflicted by the strongest participant during a single attack may be added to the Wounds inflicted the next time the weaker participant causes Damage to the strongest participant.

Class War

Range: 24 yards

Target: 1

Duration: Gold Tier Days +SL (see below)

You call Ranald's attention to the inequity of society and he responds by cursing the privileged. This miracle requires a Gold Tier target. They are afflicted by a curse identical to the effects of *Curse of Ill-Fortune* (WFRP Core Rulebook, page 255). It lasts a day for every level of Gold Standing they have, plus one day per +SL from the **Pray Test**. If the target habitually follows Ranald's strictures the curse has no effect.

Free Your Mind

Range: 24 Yards

Target: 1

Duration: Fellowship Bonus Hours

You implore Ranald for the strength to resist the commands of authority. This miracle allows you or a chosen target to automatically resist the effects of any **Charm** or **Leadership** Test made by a Character with a higher status than the target, no matter how compelling.

Moment of Clarity

Range: You

Target: You

Duration: Fellowship Bonus Rounds

You intone a riddle about the purpose of existence and Ranald answers with a spiritual wink. For a brief instant you see with total clarity the absolute absurdity of life and everything mortals do. Nothing really matters... and that's hilarious. For the duration of this miracle you have the *Immunity to Psychology* Trait.

Rally Round

Range: You

Target: Area of Effect (Fellowship yards)

Duration: Fellowship Bonus Rounds

You sing a loud song of Ranald, and the crowd join in. This miracle affects all allies within the area of effect and becomes more effective with numbers. Allies gain +2 SLs to Endurance and Cool Tests, increasing by an additional +SL for every 10 people in the crowd. This Miracle does not affect characters of Silver or Gold Status.

Under my Protection

Range: Sight

Target: 1

Duration: Fellowship Bonus Months

You call Ranald's attention to the cruelty of the powerful. This miracle requires a target who has threatened or persecuted a victim of your choice — a bullying noble, a racketeer, a prejudiced priest, or similar example of an unjust authority figure. From their next sleep onwards, Ranald inflicts terrifying dreams on them, in which the victims take revenge, they are chased by a giant black cat, magpies pull them apart, and similar nightmares. Whilst suffering such dreams, the target must take a **Challenging (+0) Cool Test** each morning. If they fail they suffer from a *Fatigued* Condition. If they treat their victims with kindness or otherwise make amends, the dreams end.

Trickster-Priests can also use these miracles from the WFRP Core Rulebook:

- 💀 An Invitation
- 💀 Cat's Eyes
- 💀 Rich Man, Poor Man, Beggar Man, Thief
- 💀 Stay Lucky
- 💀 You Ain't Seen Me Right?

RANALD IN TALABHEIM

In law-obsessed Talabheim, worship of Ranald is proscribed and his cultists keep themselves well-hidden. A shrine of Ranald the Protector is constantly moved around the slums of the Tallows district and the oldest, most rundown, districts of the city. If you ask the right people, they can tell you Thief-Priests attend the Court of the Beggar King, a rumoured assembly of the city's poor, hidden away from the eyes of the city's rulers.

BURGLARY, CHICANERY, AND FRAUD



Philanthropic Verenans and reformist Shallyans explain that criminal behaviour in the cities of the Old World is the natural reaction to the intolerable living conditions of the poor. They argue that its root cause is the vast disparity in wealth between landed aristocrats, successful merchants, and those who live a hand-to-mouth existence in the slums. Such enlightened views are entirely drowned out by pretty much every other voice of authority, unified in condemnation of illegal activity and calling for the harsh punishment of criminals. Especially the poor ones.

Common folk may turn out in their droves to watch a public execution, but they also have a fondness for the romantic rogue of folk legend. A minstrel who performs 'A Bandit Bold', recounting how one of the heroes who overthrew the Great Enchanter was a wanted outlaw, can expect an appreciative audience in tavern barrooms. Raconteurs find eager ears when explaining how the Empire might have fallen to the predations of the Vampire Counts of Sylvania were it not for the daring theft of the Carstein Ring by Felix Mann.

Similarly, people can have sympathy for the commoner who might break the law for a good reason. The poacher who only steals to feed his starving family, or the trickster who teaches an arrogant noble a lesson of humility. But these sentiments only go so far. These same people will keep a tight hold of their own purses for fear of pickpockets. Should they themselves become the victim of a robbery, they are usually satisfied to see the full force of the law be applied to the miscreant, in all its bloody extremes.

There are a couple of ways a career criminal can make life easier for themselves. Those who join the Cult of Ranald (page 4) may find a network of support among those who share the trickster god's values and may learn the god's miracles. However, Ranald eschews violence and despises those who prey upon the vulnerable, so organised criminal gangs (page 57) exist for those rogues who do not wish to be limited by the Ranaldan code.



PICKPOCKETS

Thieves sometimes start as pickpockets, scraping a living by cutting purses. Other criminals may require their talents, with Forgers and Charlatans hiring them to help carry off scams. Despite this, they are looked down upon as petty criminals, unwilling to take risks for rewards greater than those found within unguarded purses.

Pickpockets move among their marks, living lives where the slightest mistake leaves them surrounded by enemies. They must learn to work the crowds, to read the flow of people as they move through the streets.

A skilled pickpocket develops a keen understanding of people's behaviours, and how best to exploit them. They become something part-way between a thief and a thespian. The street is their stage and all those who walk it follow their scripts. Learn those scripts, follow those patterns, cultivate a light touch and soon the world opens to you, and every purse becomes yours for the taking.

Spotting a Pickpocket at Work

Usually, when a Character attempts to pick a pocket, they test against the Perception of the person they are trying to steal from. However, if anyone in the area is being vigilant of pickpockets, an Opposed Sleight of Hand/Perception Test must be made against them as well as the victim. If a vigilant bystander spots a thief at work, it is up to them what they do with such information. Most folk do raise the alarm and seek the arrest of a thief.

Pickpocket Career

If a Player generates a Thief as a starting Character, they may decide to focus on pickpocketing to the exclusion of other types of thievery. If so, they may make the following substitutions to the career.

PICKPOCKET SKILLS, TALENTS, AND TRAPPINGS

A Pickpocket Character uses the Thief Career with the following adjustments.

At Tier 1 (Prowler) they choose from the following Skills: Athletics, Climb, Cool, Dodge, Endurance, Intuition, Perception, Perform (Clowning), *Sleight of Hand*, Stealth (Urban)

At Tier 1 (Prowler) they make the following change to their available Talents: Swap *Strike to Stun* with *Fast Hands*.

Pilfering in the Game

Almost every type of Thief, and some non-Rogues besides, find pickpocketing a useful skill. Even if the Characters don't attempt it themselves, it is not unlikely that someone will try it on them.

In order to acquire an item from another person a Character needs to pass an **Opposed Sleight of Hand/Perception Test**. Calculate the SL scored by the Character attempting to pick a pocket and refer to the table below.

PICKPOCKET SUCCESS TABLE

Pickpocket's SL	Result
+1 or more	The pickpocket acquires the item, and the victim is not aware it was taken.
Success but no SL	The pickpocket acquires the item but the victim quickly becomes aware that it was taken. Within D10 Rounds of the theft, they raise a hue and cry, loudly declaring that there is a thief in the vicinity.
Fail but no SL	The pickpocket does not acquire the item, but the victim is unaware that an attempt was made to take it.
-1 or less	The pickpocket does not acquire the item, and the victim is aware that they tried to take it.

Expectations and Complications

If a pickpocket lifts a Character's purse, it typically contains coins equal in value to their status. So, the purse of a Merchant (Silver 5) contains five silver shillings, and that of a Villager (Brass 3) contains three pennies. This is representative of the cash most Characters take with them when walking the streets or spending time in a tavern bar.

As an option, the GM may roll on The Contents of a Purse Table on page 28 to determine some extra detail about the contents of a victim's purse or other small items of value that may be on their person.

Unless they already know the person, they are attempting to rob, the pickpocket may suffer or benefit from a complication resulting from the individual character of their victim. As an option, the GM may consult the Victim Quirk Table on page 29 for ideas about the qualities of a victim that may complicate a theft.

THE CONTENTS OF A PURSE

2D10	Result
2	Something Incriminating: The victim carries an item of value, but it is dangerous or incriminating and the pickpocket may prefer not to be in possession of it. Roll on the Incriminating Artefact Table.
3 to 4	Moths: The purse contains nothing.
5 to 6	Out of Pocket: The victim possesses a single coin determined by their status.
7	Set of Bone Dice: This pair of dice is worth 10d.
8 to 9	Taffeta Handkerchief: A fine handkerchief worth 1/-. Roll D10, on a 5 or more the item is monogrammed.
10 to 12	Payday: The victim carries twice as much money as they normally would.
13	Silver Ring with Griffon Decoration: This piece of jewellery is worth 3/-.
14	Silk Handkerchief: A fine silk handkerchief worth 3/6. Roll D10, on a 5 or more the item is monogrammed.
15	Leather Gloves: A pair of well made gloves worth 4/-.
16	Ruby Ring: A silver ring set with a red precious stone worth 5/-.
17	Silver Hammer Badge: A small but intricate badge declaring the wearer's devotion to Sigmar worth 6/8.
18	Big Spender: As well as coins equal to double the owner's status add a further d10 coins.
19	Bottle of Perfume: A small glass bottle with a silver stopper, containing a musky fluid worth 10/-.
20	String of Miraglianese Pearls. This necklace is a loop of pearls harvested from the Tilean Sea worth 10/-.

INCRIMINATING ARTEFACT

2D10	Result
2	Chunk of Warpstone: Kept in a lead-lined case, the stone is a Moderate Corrupting Influence and worth 3 GC.
3 to 4	Silver Badge: The badge displays the symbol of a profane cult or proscribed god, such as Khaine, Stromfels, or one of the gods of Chaos. Ownership of this artefact may be criminal in itself. It is worth 6/8 to the right buyer.
5	Seditionary Tract: A pamphlet expounding revolutionary ideals, such as the satirical poems of Altdorf's Kloszowskiites, or the radical social reforms proposed by Middenheim's New Millennialists.
6	Mysterious Document: This small scroll contains some sort of secret written in a complex cipher. They could be the notes of a spying organisation, such as Marienburg's Fog Walkers, or an assassin's contract.
7 to 9	Laughing Powder: D10 doses. Also called Ranald's Delight (<i>WFRP</i> page 306) Each dose may be sold for 18/-.
10 to 12	Hot Item: The victim is in possession of a sapphire ring worth 5/-. However, they themselves acquired this ring through sharp practice, dodgy dealing, or theft.
13 to 15	Silver Badge: The badge is worth 6/8. It displays the symbol of a gang with marked violent or criminal tendencies, such as Altdorf's Hooks or Fish, and people may hate or fear those who display such a sign of affiliation.
16 to 17	Bone Relic: Whilst this may be nothing more than a grisly trophy, perhaps it was intended for a necromantic rite.
18	Mysterious Vial: This small glass jar contains a strange liquid. It may be nothing more than a shot of exotic spirit, but may be a magical potion (see Winds of Magic , page 154)
19	Wayshard: These large gemstones contain the soul essence of dead Elves. Whilst they can aid navigation Elves do not trust them in the hands of others, but may reward those who return it to them.
20	Vial of Black Lotus: 2 doses of the poison (<i>WFRP</i> page 306) prepared for use as Blade Venom.

VICTIM QUIRK TABLE

2D10	Result
2	Already Acquainted: The victim is vaguely familiar with the Character, having met them before or having witnessed their previous antics. The degree to which they know the Character is left to the GM, and the Character may take a Hard (-20) Perception Test to spot the flicker of recognition on their face.
3	Uncanny Ability: The victim possesses a preternatural ability that makes stealing from them complicated. Perhaps they are a Scryer with the Psychometry Skill (Winds of Magic page 47), a Seer, or an apprentice Wizard or Witch.
4	Friends in Low Places: The victim has friends in the criminal underworld or pays to a protection racket. The mob will not be happy to learn that their friend has been made a victim of a crime (that they didn't profit from).
5	Amputated Part: Illness or injury has resulted in a lost or functionless body part. Roll d10. 1–3: Leg, 4–6: Arm, 7–8: Eyes, 9: Tongue, 10: Ears.
6	Dummy Purse: The victim has encountered Pickpockets before and wears a conspicuous purse which contains two pennies. They keep coins of larger denominations stuffed into their sock or hat band. Roll a further D10. On a score of 1, the Mark has been so vindictive as to leave a poisoned needle in the dummy purse, inflicting a <i>Poisoned</i> Condition on anyone who takes the dummy purse and fails a Challenging (+0) Perception Test.
7	Unsuspecting: You'd feel bad, if they weren't making this so easy. Their Perception Tests suffer a penalty of -1 SL.
8	Intoxicated: The victim has drunk too much ale or eaten some Weirdroot. Roll on the Stinking Drunk Table (WFRP page 121) or apply the effects of Weirdroot (WFRP page 306).
9	Veteran: The victim was once a state trooper of the Empire, apply the <i>Elite</i> Creature Trait (WFRP page 339).
10	Tough Customer: You might not like to tangle with this fellow, apply the <i>Brute</i> Creature Trait (WFRP page 338).
11	Cautious: Most folk in the Empire know that criminals prey upon unwary customers in taverns or filch items from unguarded market stalls. Provide the victim with a Fortune Point that can be spent on rerolling any one Test that might prevent them from falling victim to a criminal act.
12	Quick Witted: This victim is cool and smart, apply the <i>Clever</i> Creature Trait (WFRP page 338).
13	Feeling Peaky: The victim is coming down with the Itching Pox (WFRP page 187). On approaching the Mark a Character must pass an Average (+20) Perception Test to notice telltale blisters before they get too close.
14	Future Patron. The victim may be a person who is in a position to offer the pickpocket a job in the future, or who might prove to supply vital assistance or information in a forthcoming adventure.
15	This One's Jittery: Getting the better of the victim is tricky. Their Perception Tests benefit from +1 SL.
16	Cutpurse: The victim also indulges in petty larceny. Perhaps the Pickpocket will be robbed in turn.
17	Friends in High Places: The victim may not be particularly wealthy or powerful themselves, but they have connections to those who are. Maybe they are a servant in a noble household, or something more exotic like the thrall of a Vampire, a spy for another nation, or a member of a Chaos Cult. This may provide added attractions to those seeking to exploit them but would also mean the victim may be able to find assistance in gaining redress.
18	Vengeful: This victim is highly motivated to take revenge on anyone who steals from them. When they become aware that they have become the victim of a crime they devote a surprising amount of energy and resource in finding out who stole from them and seeing them brought to justice. Dwarf victims may be considered to be like this by default.
19	Diseased: The victim is in the early stages of the Black Plague (WFRP page 186) and infested with fleas. On approaching the victim, a Character must pass a Challenging (+0) Perception Test to notice symptoms and avoid a test for contraction.
20	Mutant: The victim is a mutant. Their mutation is concealed under their clothing, but may become obvious to a Pickpocket during the attempt to steal from them. Roll D10 and refer to WFRP page 184: 1–2: Animalistic Legs, 3–4: Corpulent, 5–6: Emaciated, 7–8: Extra Leg Joints, 9–10: Patchy Feathers.

BURGLARS

Burglars spend years developing their skills in stealth, slipping into homes, slinking through shadows, all while leaving no trace they were ever even there. Cat Burglars are the elite of the criminal underworld, figures whose exploits take on a life of their own, and whose skills are highly sought after. Some content themselves with window fishing, using telescopic poles to snatch valuables through windows — or a simple smash-and-grab. Whatever their approach, all burglars live by a simple motto: get in, get stuff, get out, get gone.

Being a good burglar takes time and patience. A thief may spend weeks casing a joint, finding the best moment to strike. Even then, getting inside is only the beginning. Guards, traps, dogs... the richer the target, the more security they can afford. Many thieves consider burgling the wealthy more trouble than it's worth, preferring to break into smaller businesses and helping themselves to the money box. However, no one can deny the glory and profit to be won in escaping with the jewels of the nobility. These criminals become celebrities among those in the know, which isn't always a good thing — when the wanted posters start appearing, new pastures beckon.

Burglars can come from any walk of life, whether starting out as low-level members of a criminal gang, or bored nobles seeking a thrill. Many maintain a legitimate trade or persona behind which they hide their activities. This protects them from the watch's attention and provides a means to inspect their mark's property. Often the first warning a victim gets is a helpful artisan turning up at their house, offering to fix the roof.

There are places in the Old World with particularly bad reputations for thieves: Bordeleaux, Miragliano, Marienburg, but burglars work in every town and city.

BURGLAR SKILLS, TALENTS, AND TRAPPINGS

A Burglar Character uses the Thief Career with the following adjustments.

At Tier 1 (Prowler) they choose from the following Skills: Athletics, Climb, Cool, Dodge, Endurance, Intuition, Lore (Local), Melee (Brawling), Perception, *Stealth (Urban)*

At Tier 3 (Master Thief) they make the following change to their available Talents: Swap *Trapper* for *Secret Identity*.



THIEVES IN DOWNTIME

Criminal lifestyles are less stable than those followed by law-abiding citizens. Adventure and dramatic twists of fortune may occur to Characters following careers in the Rogue Class because of the manner by which they make their money. Due to this, whenever certain Downtime Events or Endeavours occur the GM may require a Rogue to see if additional complications occur due to the manner by which they make their living.

The most obvious consequence of being a Rogue is the *Crime Crackdown* Event, but the fact that a Character earns money from crime may help the GM flesh out pertinent details of the *Accused Ally*, *Betrayed!* and *Oi! You Spilled my Pint!* events.

Accused Ally. This Event may well apply to any Contacts a Rogue Character has made (see page 46). A Player may invest significant time and effort into developing a Contact, so the GM should consider carefully any negative consequences that might befall them. The consequences for failing to exonerate an ally should not happen during this period of Downtime in the case of a Contact. There ought to be a chance for the character to act to help them out before the next period of Downtime or for the party to use 3 Endeavours to help them out in the next period of Downtime. If nothing is done to save the Contact by this point, then their fate may be sealed.

Betrayed! For the purposes of this event, any criminal associates may be counted as friends or family. The betrayal may come in the form of a report to the authorities but could encompass tipping off rivals or letting someone you care about know that you are a thief.

Oi! You Spilled my Pint! A person who enters into a feud with a Rogue as a result of this event may be one of their victims, a rival criminal, or a watch sergeant who is convinced of the Rogue's lawlessness but has yet to gather evidence. In the case of victims or rival criminals, the feud may be resolved in the case of a brief but violent encounter the next time the Rogue is alone. In the case of Watchmen, it may result in constant close surveillance and even harassment for a few weeks. If the Rogue can keep their hands clean during this period, the Watch will have to turn their attention elsewhere eventually (or resort to planting incriminating evidence or making up charges). If they do break the law, however, reports will be made and evidence gathered quickly and efficiently.

The Income Endeavour

Whenever a Thief, Pickpocket, or Burglar Character takes an Income Endeavour, they may decide to either:

- Take the money as normal.
- Take the money as normal and roll on the following table to determine if a further consequence results from their thievery.

BURGLAR, PICKPOCKET, THIEF INCOME ENDEAVOUR COMPLICATIONS

D10	Result
1	Ranaldans Take Note. A local group worshipping Ranald the Night Prowler learn of your activities. They could be good allies if you abide by the Ranaldan code, but may mislead you with deceptions and pranks if you offend them.
2	Drawing the Heat. You have drawn more heat than you would otherwise like. Whilst the city watch are more concerned with keeping the peace than investigating crimes, the cult of Verena do sponsor dedicated investigators. Otherwise, the next time you come to a period of Downtime, the <i>Under Suspicion</i> Event applies to you before anything else is determined.
3 – 4	Barred. Whilst no one can make an accusation stick, you gain a reputation for stealing. Shopkeepers and landlords decide you are not welcome in their establishments. The GM should decide exactly how many places bar you from entry, but at least one venue bars you. Where many taverns are in close proximity, such as Altdorf's Street of a Hundred Taverns, many may ban you simultaneously.
5 – 6	Lucky Find. In addition to securing your usual income you make an extra find. Roll once on the The Contents of a Purse Table on page 28.
7 – 8	A Favour Owed. You think you've gotten away with your crimes when you are contacted by a person who implies that they know what you are up to. They may call in a <i>Minor Favour</i> in time, as the price of keeping your crimes a secret.
9	Kingpin Takes Notice. Word of the Thief's activities reaches the ear of a local crime lord. Such folk usually make a simple offer: work for me or suffer the consequences. See Organised Crime (page 57) for some ideas about kingpins.
10	Rich Pickings. In addition to making your usual income you lift a couple of more interesting items. Roll twice on the The Contents of a Purse Table on page 28.

TOOLS OF THE TRADE

The trappings of a thief include Trade Tools (Thief). The trade is certainly not regulated, so there is no standard kit. Most thieves equip themselves with a set of small, lightweight tools used for opening locks and breaking windows. A typical thief's kit will contain the following items from the Consumer Guide in the Warhammer Fantasy Roleplay Core Rulebook.

Chisel, Hammer, Lock Picks, Tweezers, Wax (used to make impressions of keys).

This is very much the basic set of tools which, together with other tools from the Consumer Guide, such as Rope, Grappling Hook, and Crowbar, provides thieves with all they need to break windows, scale walls, and pick locks.

Esoteric gear that might interest thieves includes the following items: These do not come with Trade Tools (Thief) and must be purchased separately.

The Price and Availability given for these items is a very rough guide. They may seem rarer and more expensive than their complexity warrants, but such items are mostly crafted for clients by artisans who can be trusted not to gossip. Buying these items from a market may arouse suspicion in and of itself.

TOOLS

Item	Cost	Enc	Availability
Bag of Tarrabeth Seed	-/6	0	Scarce
Bag of Soot	-/2	0	Common
Caltrops (12)	2/-	0	Rare
Crampsons (2)	1 GC	1	Exotic
Glass Cutter	1 GC	0	Exotic
Periscope	2 GC	1	Exotic
Smoke Bomb	1 GC	0	Exotic
Telescopic Pole	3 GC	1	Exotic
Thin Jimmy	2 GC	0	Exotic

Bag of Tarrabeth Seed

Whilst Tarrabeth is a healing herb its seed is pungent and sweet, and is used in cooking. Some dogs find the scent stimulating and distracting, so burglars occasionally use it to distract guard dogs. If a Character is being tracked by dogs, they may leave a bag of Tarrabeth seed in their path. Dogs who come within 5 yards of the bag should make an **Average (+20) Willpower** Test. Those who fail the Test spend D10 rounds investigating the bag before taking up the trail again. If a dog scores an Astounding Failure (-6 SL or less), they are so distracted by the scent that they forget about the original trail they were following.

Bag of Soot

The finest soot is said to come from the cannon foundries of Nuln. A Character can use a bag of soot to stain their clothes, equipment, and exposed skin, making surfaces dark and dull. A character who is covered in soot is harder to perceive in the dark. Any Characters suffer -1 SL to sight-based Perception Tests made to spot the Character or discern anything about their appearance.

Caltrops

These many-sided spikes are sometimes scattered on battlefields to make areas unsafe for cavalry. A Character with caltrops may use an Action to scatter a dozen of them on the ground, creating a hazardous area 2 yards in diameter. Anyone entering the area must pass a **Hard (-20) Athletics** Test or be struck by the caltrops. If the Character is aware of the caltrops and moves at walking speed, this Test becomes Average (+20). Characters who fail the Test take a Damage D10 hit to a randomly determined leg and suffer a *Surprised* Condition.

Crampsons

Crampsons are wooden frames fitted to boots. Horseshoe nails are hammered through the frame to assist in scaling steep surfaces. Whilst wearing a pair of crampsons, Tests made by a Character have the following modifiers:

- 💀 +2 SL to Climb Tests made to scale a rocky or wooden surface
- 💀 +1 SL to Climb Tests made to scale a rope
- 💀 -1 SL to Athletics or Agility Tests made outside the context of climbing
- 💀 -2 SL to Stealth Tests made outside the context of climbing
- 💀 -2 SL to any other Test involving movement made outside the context of climbing (it is best to remove crampsons before attempting your dance steps)

Glass Cutter

A short metal rod tipped with a hard shard of diamond or Stonehorn. A Character equipped with a glass cutter can use it to bore a hole through a pane of glass or scratch out a panel that may then be knocked in with a mallet. Doing this requires an **Average (+20) Art (Engraving) Test**.

GLASS CUTTING SUCCESS TABLE

SL	Result
+1 or more	The Character either bores a hole or punches out a small area of glass without complication.
+0	The Character bores a hole or punches out a small area of glass. The sound of breaking glass is heard by anyone able to hear it, as if the window was broken normally.
-0	The Character bores a hole through the glass or punches out a small area of glass. They take a Damage 3 hit to their primary hand from sharp glass.
-1 or less	The window shatters, causing noise as if it were broken normally. The Character takes a Damage 3 hit to their primary hand from sharp glass.

Periscope

Pioneered by Dwarf Engineers for the purposes of providing a view to the crews of their submersible ships, a periscope is a device employing mirrors to allow Characters to peep around corners or over objects without exposing themselves. A simple periscope may be nothing more than a mirror lashed to the short rod, but purpose-built devices that house two angled mirrors within a sturdy frame are available. A Character with a periscope may use it to make sight-based Perception Tests while keeping their body hidden or within cover.

Smoke Bomb

A typical smoke bomb consists of a metal or ceramic vessel containing an alchemical cocktail, which is wadded in and lit by a fuse. A smoke bomb can be thrown exactly like an incendiary, though it does not burn at such a high temperature. Instead, it produces a thick cloud of smoke. The smoke is thick enough to fill a large room or an area 10 yards in diameter in the open air. The cloud persists for 2D10 Rounds (double the number if the bomb is employed in an enclosed space).

Characters may not see through the smoke cloud and may only see 1 yard if within the smoke cloud. Furthermore, the smoke is not breathable, and any Character caught in the cloud must test to see if they suffer from Suffocation as described on page 181 of the **Warhammer Fantasy Roleplay Core Rulebook**. Smoke bombs are, therefore, effective ways to clear a room or cover an escape.

Steel Mummit

Named for one of the legendary companions of Ranald, this is a small thin steel tool that can be slipped between a door and the jamb in the hope of levering a bolt aside. Whilst a crowbar is used to lever a door open despite a lock, and a lockpick is used to spring a lock open, a Steel Mummit acts on the bolt in the hope of jiggling it loose without the need to operate any mechanism. If a door is locked with a lock and key (not a padlock), or if it is bolted shut, a Steel Mummit may be used to open it if a Character passes a **Hard (-20) Sleight of Hand Test**.

STEEL MUMMIT SUCCESS TABLE

SL	Result
+1 or more	The Character springs the lock. The process leaves the lock or bolt undamaged, and the door may be locked again.
+0	The Character springs the lock. However, during the process, the lock mechanism or bolt is ruined, and anyone who uses the door notices that it needs repair.
-0	The Character fails to spring the lock.
-1 or less	The Character fails to spring the lock and makes loud scraping noises that are easily heard by people in adjoining rooms during their attempt.

Telescopic Stick

This stick has the appearance of a walking cane with a hooked handle. In fact, it may be extended into a pole of twelve feet in length. The pole may be used to manipulate objects at a distance, such as unlatching windows on an upper floor or reaching through prison bars to a set of keys. A Character may make Dexterity Tests using the telescopic stick to manipulate objects up to 4 yards away. The pole is unwieldy, so any Tests made whilst using it suffer from -2 SL.

GRAVE ROBBERS

Stealing from the dead is a profession that attracts only the truly desperate. The undead are a popular subject of tavern tales, and these stories are enough to give even hardened Thieves a healthy respect for Morr's subjects. Also, the Gardens of Morr are rarely unprotected. They lie behind high stone walls, watched over by dour, black-armoured knights. More than one would-be Grave Robber has met their end upon a Black Guard's sword, but if you are smart, stealthy, and careful, then the dead can be a source of wealth.

There are two kinds of Grave Robbers. First are those who plunder corpses of their valuables — they say you can't take it with you, but this doesn't stop people from trying. Even peasants can expect to greet eternity dressed in their best linen with a pair of pennies placed upon their eyes to pay Morr to allow them to enter his realm. Plundering in this manner requires planning and forethought. It's a waste of effort to dig up a corpse only to find it carries no more than a bad stench. Grave Robbers, therefore, keep their ears to the ground, listening for when a wealthy burgher has popped their clogs.

Body snatchers, on the other hand, aren't content with making away with a few belongings. Why bother when the corpse itself is valuable? There is always someone in need of a corpse. Experimental physicians desire corpses so that they can glean details about the function of the organs and the makeup of the circulatory system. Amethyst Wizards seek to understand how the dead attract the amethyst wind of *Shyish*. Gold Wizards may seek to use humours derived from dead bodies for their alchemical properties.

Whether stealing their valuables or the corpses themselves, Grave Robbers live a dangerous life. The cult of Morr preaches intolerance of those who dare to desecrate graves, and even merely knowing someone who has been accused is grounds for suspicion. The horrors of necromancy are well known, and the slightest rumour can be enough to send whole communities spiralling into paranoia. Grave Robbers must, therefore, take great care. As in all theft, information is key — they must watch, wait, practice stealth and swiftness, and find a reliable way to rid themselves of their plunder without drawing suspicion. Only then can they rest easy, without fear of joining the ranks of the dead they plunder.

Graverobbery in Operation

Grave robbing is a risky practice. After identifying a site from which to steal a body, the Grave Robber must make their way past guards, find their target in the dead of night, then dig them up and slip away with their valuables (or earthly remains). A Grave Robber must succeed on an **Extended Hard (-20) Combined Stealth and Athletics** Test, requiring 5 SL to pass.

If this Test is not passed within 5 Rounds, the Grave Robber must contend with the guardians of the cemetery, either through stealth, violence, or trickery. Bribery is a possibility, though the Black Guards are sincere in their duty, and paying them to go away is not likely to succeed. The number of guards is up to the GM, but generally a city cemetery is patrolled by two guards, and a town cemetery by one. Smaller cemeteries are often unguarded, but Knights of Morr travel between them to provide protection, even if it is only briefly.

If the Grave Robber completes the extended test they access the resting place and find what they are looking for. If the GM wishes there may be crypt complications relating to the manner of burial, corpse complications relating to the state of the body, or both.

The content of these tables is not intended to represent the sort of discoveries that happen every time a common grave is broken into. They tend towards rather dramatic consequences and ought to be used sparingly or to inspire a GM to come up with their own ideas. By default, the Pennies result applies to any common grave that is robbed in the hope of profit.

BLACK GUARD OF MORR (KNIGHT)

(Silver 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	30	45	30	40	40	30	35	35	30	13

Traits: Armour 5 (8), Weapon (Dagger) +7, Weapon (Sword) +9

Skills: Animal Care 48, Athletics 50, Charm 33, Charm Animal 45, Cool 45, Dodge 45, Endurance 35, Gossip 33, Heal 45, Intimidate 50, Language (Battle) 40, Leadership 35, Lore (Heraldry) 45, Melee (Basic 55, Cavalry 55), Ride (Horse) 50, Trade (Farrier) 40

Talents: Coolheaded, Fearless (Undead), Savvy, Strike Mighty Blow, Very Strong, Warrior Born

Trappings: Clothing, Dagger, Mail Shirt, Plate Armour and Helm, Pouch containing 25 Shillings, Shield, Sword

CRYPT COMPLICATIONS		CORPSE COMPLICATIONS	
2D10	You Unearth...	2D10	Result
2	Stake. The corpse has been impaled with a long stake of ash. What happens if it is removed is up to the GM. Any Character passing a Very Easy (+60) Lore (Undead) Test knows this is intended to prevent a corpse rising again as a Vampire.	2	Presumptive Interment. The corpse is not dead! Whoever it was who was placed in the grave was only apparently dead as the result of a deep stupor or episode of catalepsy. They may have profoundly mixed feelings about being rescued from their premature burial by a criminal who sells corpses.
3	Papers. The coffin is filled with papers and no corpse is found. The papers may divulge corrupt business practices, unethical magical experimentation, intrigue between noble houses, or other activity the GM feels is appropriate.	3	Stirring Cadaver. Rites of Morr have not been thoroughly effective when it comes to this corpse. This may mean that the corpse spontaneously manifests as a Zombie if it is exposed to a corrupting influence, or if a magical miscast occurs in its vicinity.
4 – 6	Mass Grave. You have uncovered a mass grave, filled with those too poor to afford a private plot. You must test for exposure to the Black Plague (WFRP, page 186).	4 – 7	Suffuse with Shyish. The corpse is suffused with <i>Shyish</i> , which those with Second Sight can perceive gathering around the body in a sombre amethyst cloud. Any successful attempts to cast spells from the Lore of Death within 8 yards of the corpse gain +1 SL. This bonus may be claimed only once, no matter how many sources in the vicinity are suffused with <i>Shyish</i> .
7 – 9	Fine Clothing. The corpse wears a nice jacket worth 9/- and well-cut clothes worth 5/-.	8 – 14	Familiar Face. The body is in fine condition but may be rather more recognisable than you had anticipated. Anyone who knew this person in life would have no problem recognising their corpse.
10 – 12	Pennies. It is a tradition in the Old World to place two pennies on the eyes of a corpse so that it may pay its way into Morr's realm. The theft of the pennies is considered abhorrent; it may result in the spirit of the dead becoming restless and is a primary reason why folk loathe Grave Robbers.	15 – 17	Bloated Corpse. Even though the cadaver may be the remains of someone who died recently, it is decomposing with shocking rapidity, becoming bloated and producing a foul stink. If the customer is expecting a fresh corpse, they will not be impressed.
13 – 15	Rich Grave Goods. The corpse wears a coat worth 1 GC, fine clothes worth 10/-, several gold rings worth 4 GC.	18 – 19	Ransacked Remains. The corpse had its internal organs removed before you got to it. If a customer is expecting a corpse with internal organs, they will be disappointed.
16 – 18	Ghouls. As you break open the crypt, something hisses back at you. You have disturbed a pair of Ghouls at their feast. Nothing of value remains.	20	Stirring Spirit. Rites of Morr have not been thoroughly effective with this corpse. Its spirit may return to trouble the Grave Robber as a Ghost, which may keep haunting them until its body is given a respectful burial once more.
19	Sumptuous Grave Goods. The corpse wears robes worth 4 GC, sumptuous clothing worth 2 GC, and stunning jewels worth a total of 10 GC.		
20	Notable Person. As above, but on a successful Hard (-20) Lore (Heraldry) Test, you recognise the corpse as local person of significance who disappeared recently.		

FATHER MAXWELL OF TALABHEIM

In the year 2506 IC, Talabheim's citizens were shocked by the double life of Father Maxwell, a much-loved priest of Morr. For many years, he had sat by the dying, comforted grieving families, and ensured all enjoyed Morr's peace. However, each night Maxwell caroused in the company of Talabheim's criminal fraternity. He threw exuberant parties and swigged fine Bretonnian wine. He paid for this lifestyle through years of robbing those entrusted to his care. When he was at last discovered, the Knights of Morr dealt with him without mercy and began investigating his victims. They were shocked to find many interred by the good father no longer in their graves.

THE COLLECTOR

Brandt Bagger of Wurtbad was feeling lucky. He had been approached by a wealthy client and placed on a retainer. When he discovered that several other Grave Robbers in Stirland had become recipients of the same offer he grew suspicious. Why would someone want to be able to call on dozens of Grave Robbers all at once? He is seeking some discrete investigators to look into the matter.

Urban Myths

Pale Meg of the Graveyard

(from *Tall Tales Along the Broad Reik*, by Anon. "a Gentleman")

Many rich men and women, buried with their rings and gold teeth, have the misfortune to be interred and entombed in cemeteries and boneyards lacking the privileged custody of the cult of Morr. These make tempting targets for those callous and disturbing rogues willing to 'brave the grave' during the hours of the owl. Even the poor fall prey to these villains, who sell their remains to Physik and Necromancer alike.

One graverobber of darksome fame was Meg Schwarz. Although as gaunt as a skeleton, her arms were strong, and it's said she could excavate three deep-buried bodies a night by herself. A grimly silent creature, she preferred her own company, speaking little, glowering between the thick strands of her long, grimy black hair. Her clothes were those of her victims, sometimes decaying finery, sometimes pale grave cloth.

In her time, she is said to have fought with actual Ghouls in long-forgotten graveyards, taking a skull as proof. She outran one of the intimidating Knights of the Black Guard (though more salacious tales say she seduced him). Another story alleges a bounty was put on her by a famed vampire after she staked one too many of his younger offspring.

Her untimely end came when she was finally cornered by a band of Black Guard (presumably faster and less easily charmed than the other fellow). Rather than be captured, she chose to climb the stones of the graveyard's chapel to its roof from where she threw herself, shattering her bones on a monumental tomb below.

Meg's story does not end here, however. She lives on in death, sometimes as an intangible spirit, sometimes as a tangible monster. In some tales, she is a protector of the newly buried, frightening off would-be despoilers of the grave. In others, she directs you to the grave you want. Her movement is slow, with sudden spasmodic jerks. They say you can hear the crack of broken bones as she twists unnaturally towards you!

The Income Endeavour

Whenever a Grave Robber Character takes an *Income Endeavour* they may decide to either:

- 💀 Take the money as normal.
- 💀 Take the money as normal and roll on the following table to determine if a further consequence occurs as a result of their depraved crimes.

GRAVE ROBBER INCOME ENDEAVOUR COMPLICATIONS

D10	Result
1	Haunted. Unquiet spirits are outraged by your atrocities. Any Undead Creatures with the <i>Ethereal</i> Creature Trait you encounter until the next period of Downtime are also granted the <i>Hatred (Your Character)</i> Creature Trait.
2	Shyish. Though you are likely unaware of it yourself, the Amethyst Wind of Magic coalesces about you. It does not do so in such quantity to affect spellcasting, but anyone with the <i>Second Sight</i> Talent may perceive it. This effect dissipates by the next period of downtime.
3 – 4	Creepy Customer. You are approached by a secretive and sinister person who may have work for you in the future. The GM should roll on the Creepy Customer Table secretly for ideas. It ought to be noted that any potential customer of a Grave Robber demands extreme discretion, whether they are a curious Physician or diabolical Necromancer.
5 – 6	Lucky Find. As well as making your usual income you secure an extra prize. Roll once on The Crypt Complications Table on page 35, ignoring details other than any loot you secure.
7 – 8	A Favour Owed. You think you've gotten away with your crimes when you are contacted by a person who insinuates that they know what you are up to. They may call in a <i>Major Favour</i> in time, as the price of keeping your crimes a secret.
9	Bad Dreams. You are plagued by nightmares, maybe sent by Morr himself. Between now and the next period of Downtime the GM may call on you to make a Challenging (+0) Cool Test once every other week. Failure results in you suffering from a <i>Fatigued</i> Condition.
10	Rich Pickings. As well as making your usual income you lift a couple of interesting items. Roll twice on The Crypt Complications Table on page 35, ignoring details other than any loot that you secure.



A FEAST FIT FOR A GHOUL KING

Hans Trapp was a wealthy burgher and a notorious gourmand, known for dining on rich cuisine from the finest restaurants. When he died, rumour had it that his relatives interred him in their family crypt with their best silverware so that he would sup well in Morr's realm. A local physician, Doktor Kohl, was reported among the town's underworld to be willing to pay serious gold for the corpse, as it would prove essential to his studies into gout.

But a prospective Grave Robber might be in for a nasty surprise. A Vampire of the Strigoi line styling himself King Gourash anticipates feeding on the corpse as a succulent feast of his own. He is just waiting a few days for it to ripen. Should someone abscond with his meal, the Vampire yearns to get the perfectly prepared corpse of Hans Trapp back.

CREEPY CUSTOMER TABLE

2D10	Result
2	Necrarch Vampire. A powerful Vampire with mastery over necromantic powers contacts the Grave Robber through a wretched servant intermediary.
3 – 4	Cannibal Fiend. This customer could be on their way to becoming a Ghoul but may seek to keep such creatures fed for reasons of their own.
5 – 6	Necromancer. Looking to improve their mastery of necromantic magic, such people are in constant need of corpses.
7 – 9	Intriguer. This person wants to put a body to a political end. They may wish to pin a murder on a rival or use news of a death in service of a cause.
10 – 12	Corrupt Physician. This surgeon wishes to better understand the workings of the human body. They pay for fresh, undamaged bodies only.
13 – 15	Dubious Scholar. A dusty academic seeks to improve their knowledge of anatomy.
16 – 17	Fugitive. This person wishes to use a body to fake a death so that they, a family member, or a client can start up a new life elsewhere.
18 – 19	Mad Mage. This is likely an Amethyst Wizard looking to harvest <i>Shyish</i> , but may be a Gold Wizard looking for alchemical components, or a Witch looking for ingredients for their rituals.
20	Daemonologist. Whilst living sacrifices make the best ingredients for the pacts of Daemonology, worshippers use body parts for petty favours.

TREASURE HUNTERS

Tomb Robbers and Treasure Hunters enjoy a better reputation than their fellow Grave Robbers. Once you reach a certain Status, you're not robbing the dead, you're preserving the past. However, some still operate on the other side of the law, delving into the grand tombs of a city's elite.

For all their pleasant grand presence in Morr's Gardens, these tombs are no less dangerous than other ancient barrows. The rich guard their belongings as in death as they did in life, and traps, curses, and dedicated night watchmen are not uncommon. That's not to mention the ghouls, mutants, or other outcasts who make such places their lairs. Even if a Tomb Robber makes it out alive, they have to contend with living descendants.

The Grey Mountain Cairns

In 2497 IC the Lichemaster Heinrich Kemmler opened cairns in the Grey Mountains to raise a force of undead. Whilst he was thwarted in his ambitions by the Wood Elves of Athel Loren, he proved that the barrows on the mountainsides were more numerous than previously thought. Some are rumoured to hold great treasures, such as flying chariots and cauldrons that could be used to brew up storms. Whatever the truth of these tales, the Empire's tomb-robbing community talk about the fact they may have an archaeological treasure house, comparable to that of the pyramids of Khemri, on their own doorstep.

The Border Princes

The lands of the Border Princes offer rich pickings for Treasure Hunters. There are many ancient barrows within striking distance of the settlement of Akendorf, rumoured to contain fabulous wealth but also to be guarded by a skeletal horde. The tenuous, febrile nature of life in the Border Princes means a Treasure Hunter may be called upon to investigate recent ruins as well as ancient ones.

Khemri

Of course, the archetypal destination for Tomb Robbers are the crypt complexes and pyramids of ancient Khemri. The astonishing price that Khemrian artefacts fetch means that a constant trickle of hopeful hunters departs for that land. This is despite Khemri's notorious reputation as a place where the dead do not rest easily, where hideous bas reliefs and statues of stone and bone spring to life and slaughter intruders, and where deadly traps and crippling curses afflict those who manage to survive the horrors of the deserts of that antique land.

BAWDS, CHARLATANS, AND FENCES

Some roguish careers are less plainly antisocial than thieves. Charlatans, Embezzlers, and Fences engage with or hide within broader society to pursue their livelihoods.

Guides to the Criminal Underworld

In the case of Characters in the Bawd Career their activity, whilst disreputable, is not necessarily illegal. However, if they have outwardly upright clients they must exercise great discretion. Their job involves putting people in contact with one another and giving reputable folk a taste of the Old World's seedier side. They act like criminals in many respects, but the consequences of being caught do not mean trouble with the law but a loss of customers and contacts. They may also draw attention from puritanical priests or clientele with sinister interests.

Bawd Characters are affected by the *Crime Crackdown* and *New Moon* Events even though they are not technically carrying out crimes. These circumstances mean that their customer base dries up, or expands, respectively.

Bawd Characters hear a lot of gossip during their work, and some become information brokers. This is tricky business to get right. Criminal operations require such folk to market their services and spread the news of opportunities. On the other hand, if too much information is divulged carelessly, the Character is seen as a liability.

False Promises

Charlatans make their money by luring victims into scams. Many ask for small donations under false pretences, such as pretending to be a wounded veteran of one of the Empire's many wars. Others sell quack cures for Blacklegge or pass off cheap costume jewels as holy amulets to protect people from the warping touch of Chaos. Others construct elaborate cons that require assistance from confederates, convincing props, and forged documents. Some ideas for more elaborate confidence tricks are given in the table on page 40.

A Charlatan who makes their living from selling quack medicine may benefit from the *Malicious Malady* Event. If they themselves do not suffer from the Bloody Flux, then any *Income* Endeavours they make during the same period of Downtime provide twice as much money as they normally would.

The Income Endeavour

Whenever a Bawd, Charlatan, or Fence Character takes an Income Endeavour, they may decide to either:

- Take the money as normal.
- Roll on the following table to determine if a further consequence occurs because of their activities (in most cases these results do not reduce the amount earned, but some may do).

FENCE INCOME ENDEAVOUR COMPLICATIONS	
D10	Result
1	Refunds Sought. Just as you think you have gotten away with it a buyer returns unsatisfied. Make a Difficult (-10) Hagggle Test or lose half your earnings.
2	Unsafe House. If you possess or use a particular establishment to store or sell stolen goods, the local watch hear about it and start to consider raiding the venue. If this is not dealt with the next time you come to a period of Downtime the <i>Under Suspicion</i> Event applies before anything else is determined.
3 – 4	Hot Item. Among the goods you have been handling is an item being desperately sought by those from which it was stolen. The GM may decide on whether they are closing in on you to such a degree that it becomes a feature of your adventures in the future.
5 – 6	Rumour. You hear of a rumour about a developing opportunity, or a new type of scam. Details are up to the GM, but some ideas are given on the Underworld Rumours Table on page 40.
7 – 8	Contraband. One of your suppliers needs to dump a load of contraband off quickly with no questions asked. If you are agreeable you may purchase any items from the Drugs and Poisons Table in the Consumer Guide (<i>WFRP</i> page 306) for a quarter of its usual value (so a dose of Spit normally worth 1 GC 5/- would now cost 12/6).
9	Hidden Finds. One item contains a pouch or compartment containing hidden treasure. As well as any income you make you may roll twice on <i>The Contents of a Purse Table</i> on page 28.
10	Cursed Item. Among the contraband you have been handling is an artefact you'd sooner not have encountered. It could involve warpstone or malign magical energy, and counts as exposure to a Moderate corrupting influence.

CONGRUENT WITH CHARACTER

Whilst many of these complications invite the GM to come up with details, they ought to consider the personality and behaviour of the Character when coming up with complications, particularly if they are going to impact play going forward. The GM and player should help each other with complications to help illustrate that the criminal lifestyle does carry consequences, but also to help ensure that the story of a particular Character and their concept is complicated but not totally spoiled as the result of an undesirable dice roll during a Downtime period.

BAWD INCOME ENDEAVOUR COMPLICATIONS

D10	Result
1	Major Favour Owed. You have seriously failed to exercise discretion. Maybe a wealthy customer was exposed whilst in your care, or you gossiped too much about a local kingpin. You now owe this person a <i>Major Favour</i> .
2	Blackmail. You have received a letter threatening to reveal compromising information about you or your customers unless you pay 2 Gold Crowns by the next period of Downtime. Details of how to pay, whether the writer has information, and how they can be tracked down is up to the GM.
3 – 4	Friend in a Low Place. You are approached by a Fence working for a criminal organisation. They need a buyer for some contraband. If you can help out by the next period of Downtime they may provide a share of the profit.
5 – 6	Rumour. You hear of a rumour about an opportunity, or a scam that worked in a foreign city and has yet to be tried locally. Details are up to the GM, but some ideas are given on page 40.
7 – 8	A Favour Owed. You have earned the ire of a customer. They may call in a <i>Major Favour</i> in time, as the price for your carelessness.
9	Contact. Your hustling among the underworld puts you in touch with someone who might make for a significant contact. If you take the <i>Contact</i> Endeavour during this period of Downtime any Tests you make in the course of the Endeavour benefit from +1 SL.
10	Friend in a High Place. You host an important personage who wishes to take a tour of the local rookeries, perhaps even a Countess or Lector of the Cult of Sigmar. They may wish to indulge in a vice that might compromise them in the eyes of their peers. You play your part well, and as a result establish a friendly acquaintance with this person.

CHARLATAN INCOME ENDEAVOUR COMPLICATIONS

D10	Result
1	Ranaldans Take Note. A local group devoted to Ranald the Deceiver learn of your scams. They could make good confederates if you abide by the Ranaldan code, but if you don't they may target you for their own thefts and tricks.
2	Tragic Customer. One of your customers puts too much faith in your false promises, and a tragedy results. Maybe they rely on your quack medicine over other medical assistance or believe that a phoney relic protects them from harm. The exact nature of this tragedy and its ramifications are left to the GM, but at the very least there are friends of the customer who will be furious if they discover who is to blame.
3 – 4	Fanatical Customer. One of your customers is convinced that you work miracles. Perhaps they made a full recovery from Ghoulpox after drinking your snake oil or experienced a prophetic dream upon buying your blessed tin comet pendant. Now, they are devoted to you to an embarrassing degree, following you and proclaiming your genius. How this develops is up to the GM. It may help you find more customers but may also attract unwanted attention.
5 – 6	Rumour. You hear of a rumour about an opportunity, or a scam that has yet to be tried locally. Details are up to the GM, but some ideas are given on page 40.
7 – 8	Long Con. Your scams are arousing interest, but customers are cautious. If you are careful and patient this could pay out. You gain no money from the <i>Income</i> Endeavour this time. However, if you take an <i>Income</i> Endeavour during the next period of Downtime and succeed, you make D10 times the normal amount of money.
9	Potential Confederate. You are approached by a petty thief who insinuates that they know what you are up to and would like to help by providing distractions. If you hire them you must pay a shilling retainer at the start of subsequent periods of Downtime. In future, when taking an <i>Income</i> Endeavour roll 1D10. On a 1 to 9, you earn 20% extra as a result of the confederate's help. On a 10, they abscond with all the money earned.
10	Kingpin Takes Notice. Your crimes have come to the notice of an underworld boss. If you don't cooperate with them, they might make your life difficult. See Organised Crime (page 57) for some ideas about kingpins.

UNDERWORLD RUMOURS

Baron von Bruner's household is packing up and going on tour, the usual summer jaunt around the rural holdings. It's something the toffs like to do from time to time. So, the guards at the mansion are down to a skeleton crew until they're back. Now, don't get too excited, the Baronial jewels are on the tour with their owners, but there'll be riches left waiting for anyone with the wit to take them.

I've been told that prospectors in the Grey Mountains have struck a proper bonanza. Now, don't be so stupid as to think robbing the mines or ore wagons will net you wealth, not unless you're personally equipped to process several tonnes of quartz, but there'll be people wanting to invest, you see, and if you can convince them you're involved in some way, they might be willing to throw a few crowns your way.

So, a friend from Middenheim explained this scam to me. A lady wandered into The Harvest Goose carrying a fiddle and ordered herself a sumptuous meal and a bottle of Pritzstock Reisling. When she's asked to settle the bill, she finds, to her embarrassment, that she's forgotten her purse. She agrees that the proprietor can look after the violin while she fetches the money. Well, no sooner has she left when a new customer comes in and sees the instrument. "A genuine Ferring! Fit for Orfeo!" Apparently, this violin is made from the heartwood of a Lornalim tree, and the fretboard is inlaid with fragments of bright stone, worth more than Stirland. "Do you own this? I'll offer 500 crowns." The proprietor's interested, and starts asking for more information. The newcomer has to dash to collect the funds but leaves his contact details. So the woman returns and settles her bill but also agrees to sell the violin to the proprietor for 100 crowns. Of course, neither customer is ever heard from again, and when the proprietor takes the fiddle to be valued it's a fake, hardly worth a crown.

Word is there's going to be a riot tonight. It might seem nice and quiet now, but folk with the ear of the rabble-rousers say they're ready to kick off. Folk are furious about this new hat tax, the moon's full, and the weather's right. It might be good news for someone in your line of work. After all, no need to break windows if they've had cobblestones put through them.

Someone finally had enough of Duffo Lowhaven. Word is the pint-sized kingpin's new residence is a damp and shallow grave in the Furdienst. So, there's no one currently taking their dues from anyone who wants to work the poor quarter. The situation probably won't last forever, so make hay before Mitterbst.

Here's a scam I saw work nicely last time I was in Erengrad. It's called the Dwarf Mint. You need a metal box with a timed mechanism in it. Place a coin in the slot at the top, and after a minute, another pops out into the tray. What you tell your mark is that the box is a secret invention of the Dwarf Engineers' Guild and that it will turn a shilling into a crown but that it'll only work twice a day. Show them how it works and let them have a go themselves. Course, anyone convinced by it will be eager to purchase such a box, so explain that they don't come cheap, but given that, after a few months, they'll start to recoup the cost, 100 crowns might be a smart investment. Oh, and if you carry on with this scam, be prepared to give any members of the Dwarf Engineers' Guild a wide berth for the rest of your life.

Just talking to a coachman who drives for Cannonball down the Auerswald road. Says he couldn't stop for the night at the Kleine farmstead. Burned to the ground by goat-headed fiends he says it was. Sigmar preserve us all! There might be something in it though ... you know what Beastmen want? Livestock. Provisions. Captives for their sacrificial stones. You know what they don't care about? Gold, and some of them country farmers ain't short of a few crowns.

Here's one you can try if you've the nerve to impersonate a man from the Komission. Send word around the smiths of the city that they've finally seen sense and decided to scrap the steam bridge — been a few too many accidental dunkings recently after all. Now, urge them to keep it quiet because you don't want to offend the Dwarfs that built it, but drop into the conversation that you'll soon be looking for a professional human smith to help organise the disassembly. While you're at it, mention that life's been hard recently, the kids need new boots, you know the sort of thing. If Ranald's a friend to you you'll soon be raking in a fortune in bribes.

I'm going to let you into a little confidence trick I call the Estalian prisoner. Helps to have a friend in a coaching house for this one, so they can help sort out the necessary deliveries. Introduce yourself in a well-written letter to a likely mark, the best choice is someone wealthy who hobnobs with the aristocrats from time to time but isn't actually noble themselves. The more sycophantic this social climber is the better. You want to impersonate a nobleman who isn't currently in town. Explain to your correspondent that you have been arrested for a minor yet embarrassing indiscretion in Bilbali, that your goalers have no idea who you are, and that you need funds to secure your release. You can't ask your family without them asking awkward questions, and you'll prove more than generous in your gratitude upon your eventual return.

FENCING STOLEN GOODS

Once a thief is in possession of stolen goods they need to get rid of them without attracting undue attention. Fences provide a bridge between the underworld and legitimate markets.

They make a name for themselves among criminals as trusted buyers and sellers, taking items of dubious origins and moving them on as legitimate products. Most Fences maintain a legitimate business, either as their primary occupation or as a front for their less salubrious activities. Rag and bone pickers, flea market hawkers, tavern keepers, even thief-takers and watchmen: anyone whose life brings them in contact with criminals can turn their skills to fencing goods.

FENCING IN DOWNTIME

Fencing may be treated as a downtime activity, and if a Fence has items that are of high value the GM may wish to give them bonuses to Income or Banking Endeavours as appropriate. This is a low risk approach to selling stolen goods, representing that the Character is taking extra care. It may also give the GM ideas for why certain downtime events might occur too.

FENCING LESSONS

When selling a stolen item, there is always a chance the buyer will realise it is stolen, especially if the seller has made no efforts to launder its reputation. A buyer suspicious of an item's origin may attempt a **Challenging (+0) Gossip** or **Evaluate** Test, modified by the following:

ITEM RECOGNITION

Item's Value	Modifier	Time Since Theft	Modifier
0-10GC	-	1 month or less	+10
11-20GC	+10	1 – 6 months	-
21-30GC	+20	6 – 12 months	-10
31-40GC	+30	1–2 years	-20
41GC or more	+40	2 years or more	-30

File Off the Markings

Guilds, artisans, and private owners may stamp or engrave identifying marks on prized items, from monograms on silk handkerchiefs to inscriptions on the hidden surfaces of jewellery. Such marks need to be removed before an item can be sold on. This requires a steady hand and eye for detail. It is easy to damage the item, reducing its value and revealing its origin. The Character may attempt a **Trade (Any)** Test, with the difficulty and type of trade determined by the GM. On a success, a buyer suffers -2 SL to their Gossip or Evaluate Test.

Safer to Scrap It

Sometimes, an item is too risky to sell on and needs to be broken down into parts. These materials can be sold without fear but for a lower price. Only items made of precious stones or metals may be treated in this way.

A Character may attempt an **Challenging (+0) Trade (Any)** Test. The Trade required is determined by the GM. On a success, the Character gains the object's components, their total value being 50% of that of the original item. On a failure, the components are spoiled, their total value being 25% of that of the original item. These can be sold without risk of recognition.

Take a Trip

News travels fast, but someone with a good horse may be able to outrun a rumour. For particularly recognisable pieces, such as stolen art, it can be best to take them to a town or city where word of the theft has yet to reach. The buyer's Gossip Test suffers a -3 SL modifier.



EMBEZZLERS

Embezzlers work legitimate jobs. They may even be good at them, cultivating a reputation as a dedicated worker. However, over time a sharp-eyed employer may realise they are not making the profits they expect — the figures no longer add up, or they're not selling as many goods as before. At the centre of everything, the embezzler weaves a web of figures to obfuscate their theft.

Embezzlers play a dangerous game. Should their employer pierce their veils of lies their faces and names are known. They are liable to be cast from respectable society and suffer retribution. For this reason, many embezzlers become full-time thieves. Their skills with numbers and excuses can make them prized advisors to gang bosses.

EMBEZZLER SKILLS, TALENTS, AND TRAPPINGS

An Embezzler Character uses the Thief Career with the following adjustments.

At Tier 1 (Prowler) they make the following change to their available Characteristics: At Tier 1 swap Agility with Intelligence.

At Tier 1 (Prowler) they choose from the following Skills: Bribery, Charm, Cool, Dodge, Endurance, Gossip, Haggle, Intuition, Perception, *Stealth (Urban)*

At Tier 1 (Prowler) they make the following change to their available Talents: Swap *Alley Cat* with *Briber*, *Criminal* with *Embezzle*, *Strike to Stun* with *Read/Write*.

At Tier 2 (Thief) they make the following change to their available Talents: Swap *Break and Enter* with *Numismatics*, *Etiquette (Criminals)* with *Etiquette (Guilder)*, *Shadow* with *Blather*.

At Tier 3 (Master Thief) they make the following change to their available Talents: Swap *Night Vision* with *Dealmaker*, *Step Aside* with *Savvy*, *Trapper* with *Super Numerate*.

At Tier 4 (Cat Burglar) they make the following change to their available Talents: Swap *Catfall* with *Schemer*, *Scale Sheer Surface* with *Cat-tongued*, *Strong Legs* with *Luck*.

At Tier 1 (Prowler) they make the following change to their available Trappings: The Character may replace their Prowler Trappings with a Writing Kit and Abacus.

A Careful Kind of Crime

Embezzlers seek to present a legitimate and respectable image to the world and tend to masquerade as clerks. They count as having the Status of Silver 1 for the purposes of Fellowship Tests. They may not make use of the *Criminal* Talent unless they have made themselves known as a criminal to those they are interacting with.

Random Businesses

The *Embezzler* Talent (WFRP, page 136) suggests that a GM comes up with the nature and wealth of a business an Embezzler skims from. Alternatively, the GM should roll three times on the following table before the embezzler attempts to steal from them. A skilled Embezzler can make away with their employer's wares instead of their wealth. To represent this, when a Character uses the *Embezzle* Talent, they may choose to take goods equivalent to the value rolled if they wish.

Downtime Considerations

The Embezzler is a likely exception, in that such thieves tend to work alone and privately. If they are careful they may go undetected and, as far as the wider world is concerned, be nothing other than a diligent clerk.

If a player has an Embezzler Character who does not engage with other criminals, then they are counted as Burghers rather than Rogues for all intents and purposes. Events such as *Crime Crackdown* and *New Moon* do not apply to them.

RANDOM BUSINESS TABLE

D10	Trade Good	Money Earned per Embezzle	Employer Intelligence
1	Grain	2d10+SL Pennies	31
2	Grain	2d10+SL Pennies	33
3	Timber	2d10+SL Pennies	35
4	Timber	2d10+SL Pennies	38
5	Wool	2d10+SL Pennies	40
6	Wool	D10+SL Shillings	42
7	Arms	D10+SL Shillings	45
8	Metal	D10+SL Shillings	48
9	Wine	1+SL Crowns	50
10	Luxuries	1+SL Crowns	55

CRIMINAL ENDEAVOURS

Between adventures, criminals often spend their time preparing for a future job. These Endeavours represent the time spent assembling resources to successfully steal the goods or take a life. Any Character may attempt any of these Endeavours.

BLACK MARKET

A Black Market provides items that might otherwise raise suspicion, such as grimoires of Necromantic magic, or casks of Bretonnian brandy, recently banned from import to the Reikland. Rogues can buy the tools of their trade, and items impossible to find elsewhere.

For this Endeavour, a Character may make a **Challenging (+0) Hagggle** Test to let it be known they are looking for an item and are willing to pay. On a success, their contacts find the item for them with its price increased by twice its usual value. Alternatively, Fences and Bawds may use this Endeavour to sell illicit items, making a **Challenging (+0) Hagggle** Test to sell something for half the item's standard value. This is increased by 10% for every additional 2 SL.

GAMBLING DEN

Whether it's an exclusive card table running competition games of Find the Empress, a vicious fight between a terrier and a giant rat, or a back-alley dice tourney, gambling dens carry the promise of thrills and the possibility of riches. Or broken fingers. Do you feel lucky?

This Endeavour cannot be carried out after the Banking Endeavour. The Character must specify what manner of gambling they wish to engage in and how much money they wish to put forward. This is the stake. They must then make a **Hard (-20) Gamble** Test.

On a success, the character earns back their stake plus the same amount for each +SL. If they fail they lose the stake, and owe the house a debt equal to the stake for every -SL.

MONEY IN THE BANK

After Banking their funds, the Characters meet a man claiming to be the banker. He wishes to discuss an investment opportunity. Whether or not the Characters accept, when they return for their funds, they find an angry crowd gathering outside the bank. All their money has gone and the actual banker will soon be mobbed if nothing is done.

PLANT IDENTITIES

Whether attempting to get close to a mark, or lay low when a job goes south, criminals know the value of a false identity. While a quick change of clothes may serve in some situations, an alter ego is made more convincing the more time is spent developing them. Charlatans take pride in constructing whole lives for their false personas, going so far as to start businesses or raise families as their other selves. Every layer sells the deception.

To undertake this Endeavour, a Character must choose an identity to spend time as. If their chosen identity is of a higher Status than their own, they must spend money equal to their entire *Income* Endeavour per Status level. They must then make a **Difficult (-10) Entertain (Acting)** Test. Should they succeed, any Charm and Performance Tests made as their chosen identity in their next adventure benefit from +2 SL. In addition, any Character who would not normally have the *Secret Identity* Talent counts as having it for their next adventure provided that adventure takes place in the same region as the one in which they established their false identity.

If the identity is that of a famous individual, such as Emperor Karl Franz or the playwright Detlef Sierck, the GM should increase the difficulty of the Entertain (Acting) Test significantly.

WHISPER CAMPAIGN

Whether a member of high society or the lowliest thief, the wrong word in the right ear can make or break a reputation. A Thief wishing a rival to come under suspicion may share news of a recent break-in. A Charlatan, hoping to make a mark reliant upon them, might whisper a few rumours about their fellow's recent run of ill luck. Whatever the reason, disinformation is power.

Characters may attempt to raise or lower the Status of an individual by spreading rumours. After choosing the rumour they wish to spread, they must make a **Hard (-20) Charm** Test. On a success, the rumour spreads through the town, raising or lowering a target's Status by one level for a week. For every additional +2 SL the Test is achieved by, the Character may add an additional detail to the rumour as it grows in the telling. However, for each -2 SL the Test is failed by, people assume the opposite of whatever the rumours suggest, meaning if a Character tries to lower someone's Status, it is raised instead. On an Impressive Failure or worse, the Character gains a reputation for spreading gossip.



FORGER

Dwarf, Halfling, High Elf, Human, Wood Elf

You possess the artistic gift of copying other people's artistic gifts with a convincing degree of precision.

Forgers are craftsmen who use their skills to create fakes. Many view themselves as artists, not limited to any single form. Painting, sculpting, and calligraphy are all useful in selling deceptions. Most begin small, such as clipping coins to mint their own. From there, they move to impersonating the handwriting of a Marienburg merchant, or the seal of an Elector Count. It's dangerous work, which can leave a paper trail, but accomplished Forgers walk a fine line to riches. With the right documents, the world is yours, allowing a skilled 'artist' to fill it with as many counterfeit paintings and knock-off sculptures as some rich fool is willing to pay for.

You've been had, mate. I'd say no less than half of this clank is faked. Don't worry, the Imperial Mint of Nuln sent me to sort you out. You can exchange them for these new coins and I'll take the forgeries back with me.'

— Mariana d'Aubigny, Charlatan

'Don't try to get all the details perfect. If they're looking that closely, you're already caught. Just put in enough to fool them at a glance, then you're halfway to payday.'

— Grigori Sholz, Counterfeiter

'At first I thought this was good konk, but on closer inspection it's what the manlings call Dom Luis' red gold, minted in Estalia and mostly copper. Worth a fraction of the price I paid for it. Kruts to the swine who passed it to me, and I ever lay my hands on them again there'll be a reckoning for the ages.'

— Buri Snorrisson, Dwarf Merchant

FORGER ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
			+	+		+	🛠	💀	🛡

CAREER PATH

Fraudster - Brass 2

Skills: Art (Any One), Cool, Consume Alcohol, Gossip, Haggle, Intuition, Perception, Sleight of Hand, Stealth (Urban), *Trade (Artist or Smith)*

Talents: Artistic, Craftsman (Trade), Criminal, Numismatics

Trappings: Coin Mould (any currency), Trade Tools

Forger - Silver 1

Skills: Art (Any One), Bribery, Charm, Evaluate, Gamble, Secret Signs (Thief)

Talents: Briber, Nimble Fingered, Read/Write, Tinker

Trappings: Calligrapher's Tools

Counterfeiter - Silver 4

Skills: Lore (Art), Lore (Heraldry), Research, Trade (Any One)

Talents: Acute Sense (Any), Dealmaker, Savvy, Super Numerate

Trappings: Artist's Tools, Workshop, Charlatan Contact

Master Counterfeiter - Gold 2

Skills: Leadership, Lore (History)

Talents: Kingpin, Magnum Opus, Master Tradesman (Any), Schemer

Trappings: 2 Charlatan Subordinates, Forged Guild Licence, Quality Clothing



Forgers rarely work alone, often teaming up with criminals to disseminate their products. While they do not like to reveal themselves, they quickly take to the adventuring life — especially if their work attracts attention.

Fake It 'Til You Make It

Forgers often focus upon only one type of counterfeiting, be that dodgy currency or fake paintings. However, some Forgers become masters of multiple trades, using their wide-ranging skills to create all manner of mimicries.

A Forger may attempt the following either during an adventure or as part of their *Income* Endeavour.

Counterfeit Coins

False coins supplement many an artisan's income. Clipping real coins gathers the required metal, which can then be mixed with a cheaper base, or made into coins that are slightly thinner or smaller than the genuine article.

A Forger needs suitable metal and a coin mould for the specific currency they are trying to fake. A new coin mould can be made if the forger puts in a day's work followed by a **Hard (-20) Trade (Artist or Smith)** Test. The Forger needs a quarter ounce of the base metal (gold/silver/brass) per coin made. They put in a day's work followed by a **Challenging (+0) Trade (Artist or Smith)** Test. On a success, they can create up to 50 coins. On a failure, the coins are made, but they are visibly flawed. A batch of silver shillings forged in Nuln in 2510 IC are notorious for displaying Countess Emmanuelle's head on both sides. Such flawed fakes require an opposed **Sleight of Hand/Perception** Test when used to avoid being recognised as forgeries.

Merchants at markets refuse to take forged coins if they spot them, but they rarely raise a hue and cry about it. That bad money makes it into circulation is accepted as a reality of life. However, a repeat offender is soon reported.



Bogus Documents and Seals

Few places are barred to a person carrying the right piece of paper. Whether copying government seals or writing letters in someone else's hand, Forgers skilled in such crafts are always in high demand from those who traffic in false identities or posing as an official. During recent turmoil in the Empire, thieves in Averland made off with a bronze statue of Marlene von Alptraum, claiming that Marius Lieddorf had commanded it to be seized for safekeeping. They were able to produce a writ as proof, apparently sealed by his own hand. The situation was not helped by the fact that the Count himself was unable to remember if he issued such orders or not.

To create a fake document or seal, a Forger must be familiar with the original. They may then attempt a **Difficult (-10) Art (Calligraphy, Engraving, or Sculpting)** Test, depending on what they are copying. The complexity of the job determines how long it takes, with a week's work being the default. On a success, they create a counterfeit, which is noticed as a fake by anyone who passes a **Very Hard (-30) Perception** Test. On a failure, the copy is noticed as fake on a **Challenging (+0) Perception** Test.

Forged Artwork

Whether paintings or jewellery, Forgers have long found profit in counterfeiting fine art. Their creations are often valuable on their own merit, but that's not where the big money lies. A Forger only needs to persuade one rich noble they are now the proud owner of an original sculpture by the renowned Grottio to be set for life.

To create a counterfeit artistic piece, a Forger needs to study an original to learn the artist's style. This may take time, depending on the rarity of the piece and how willing its owner is to admit visitors. The Forger must carry out the *Consult an Expert* Endeavour to find a piece and request access to it. They need time to study the original, requiring the Forger to carry out an Extended Art Test with the SL and time required determined by the GM.

Once they have successfully studied the piece, they can attempt to recreate it with an **Extended Hard (-20) Art** Test, with the time and SL again determined by the GM. Both the Forger and the GM should keep track of any degrees of failure gained during this process. The more degrees of failure, the easier it is for a mark to tell the work is fraudulent. Should the Forger finish the piece, but decide it is not ready, they may begin again, and benefit from +1 SL thanks to the time they spent practising.

CRIMINAL CONTACTS



Whilst most criminals in the Old World are opportunistic generalists, those who survive long enough to make it their profession develop specialist skills. Burglars and counterfeiters have different talents. To profit from their activities, they need a network of contacts, who may not be criminals themselves. A thief benefits from knowing fences, information brokers, and those who might provide a safehouse. In **WFRP**, Rogues have two ways of finding and using criminal contacts. Casual contacts are found during adventures. More significant **Contacts** – those you'll develop a longer-term, profitable relationship with – are found using an Endeavour (see page 130).

Casual Contacts

During a game, Rogues can attempt to find a criminal contact. Describe to the GM the person or role you seek, and make an **Average (+20) Gossip Test**. If they succeed, they obtain the name of the most appropriate local person to provide the help they have asked for.

The GM should modify the difficulty of the test depending on the situation. Generally, it should be easier if the character is known favourably in the area or is in a heavily populated place, and harder if they are unknown or disliked or find themselves in a sparsely populated area. It is up to the GM if the individual recommended is competent, trustworthy, or cooperative.

PRIESTS OF RANALD

Followers and priests of Ranald make excellent criminal contacts. They are well-connected and you can trust they won't beat you up or go to the authorities when you're in a tight spot. Followers of the Night Prowler or Trickster could provide expertise in any useful skills relating to felonious activities.

All Ranald's followers know to keep their ear to the ground, but followers of the Protector are especially well-informed about what's going on in their neighbourhood. Shrines of Ranald may also have hiding places to stash contraband or wanted individuals.



CONCEPTS FOR CONTACTS

Fences

Theft is one thing, but converting goods into money requires different skills. A fence knows how and where to sell stolen goods. They can find customers who will turn a blind eye to the dubious provenance of the items for sale.

The quality of a Fence depends on their network, and this can be a major influence on the prices they can secure for stolen goods. A Fence with contacts in the foppish nobility might purchase treasures such as a gold ring set with a Stonehorn gem stolen from a countess's wardrobe, or a necklace of glowing Brynduraz swiped from a Dwarf queen, but won't be interested in a few sacks of undyed wool lifted from the deck of an unguarded barge. Conversely, someone who runs a shoddy antiques shop may buy common articles but won't take a risk on a marble bust of Verena sculpted by Leonardo di Miragliano.

Good thieves get to know several Fences who specialise in flogging various types of loot. The closer the bond of trust between fence and thief, the higher the prices offered for goods. This trust is built on reliability and people without discretion they don't last long on either end of the deal.

Fences can act as patrons from time to time. They are the first people consulted when a client needs something specific, and readily pass that request on to a thief they believe they can trust.

FENCE

(Silver 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	30	30	30	30	40	40	40	35	30	45	12

Traits: Weapon (Dagger) +5, Weapon (Sword) +7

Skills: Charm 60, Cool 33, Consume Alcohol 40, Dodge 50, Evaluate 50, Intimidate 35, Intuition 45, Gamble 45, Gossip 60, Haggle 58, Melee (Basic) 43, Perception 45, Secret Signs (Thief) 40, Trade (Engraver) 45

Talents: Flee!, Gregarious, Nimble-Fingered, Numismatics, Savvy, Suave

Trappings: Clothing, Dagger, Eye-glass, Hood, Pouch, Purse containing 10 Shillings, Sling Bag containing two Candles and five Matches, Stolen Goods worth 15 Shillings, Sword, Trade Tools (Engraver), Writing Kit

Forgers and Counterfeitors

Forgers can provide smugglers with the permits that allow them to bring goods into the city, swindlers with certificates of authenticity for the art they sell (and often the forged art itself), or any type of document imaginable, from bankers' drafts to a licenses to practice magic issued from the Celestial College in Altdorf.

Forgers are usually found in cities and larger towns, for that is where most of their clientele is, and because this is where they can get the materials and tools they need. In addition, the anonymity of a large city makes it easier for them to go about their work unnoticed.

The time a forger needs to make a product depends both on their skill and how specific the needs of their client are. While a fake entrance permit to the city may be but a work of a few minutes for some, this expedience is bought by the forger having the correct parchment, official seal, and the correct shade of ink. A thief who intends to steal the Staff of Volans from the Supreme Patriarch may desire a forgery to swap out for the genuine article. A forger might take weeks if not months to undertake this task, if they even have the skills to do so.

The quality of the forged piece, and the likelihood that it would be recognised as a fake, also influences how much time is needed to craft it. Objects that (hopefully) won't face close scrutiny won't need as much work as those that are going to be thoroughly inspected. Added to that, the more time needed to create the object, the more expensive or illegal the materials, and the more unusual the request, all can raise the price of a forgery.

FORGER

(Silver 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	30	30	30	40	40	30	45	40	30	35	14

Traits: Weapon (Dagger) +5

Skills: Art (Calligraphy 55, Painting) 40, Bribery 40, Charm 45, Cool 43, Consume Alcohol 50, Evaluate 50, Gamble 45, Gossip 50, Haggle 48, Intuition 50, Melee (Basic) 33 Perception 50, Stealth (Urban) 40, Secret Signs (Thief) 45

Talents: Artistic, Flee!, Nimble-Fingered, Savvy, Suave

Trappings: Clothing, Coin Mould (any currency), Dagger, Hood, Pouch, Sling Bag containing two Candles and five Matches, Trade Tools (Calligrapher, Painter)

Information Brokers

Information is power: knowing when a merchant's coffers are full for payday, having a good bit of leverage for blackmail, or which of the watchmen take bribes to look the other way. This information is often the key to being a successful Rogue. But information doesn't come out of thin air. To get it, rogues rely on a network of informers. Servants at the local inns who know when wealthy travellers have checked in, chatty clerks at merchant houses who know about their master's finances, and friendly contacts in the city watch — all people who can tell you the right thing for a few coins.

The other option is an information broker, someone who makes it their business to know things. Some hang out in gentlemen's clubs, visit social events of the upper classes and build a network of contacts there, so that they can stay on top of the latest gossip in these circles and identify marks that deserve to be swindled out of their money. Others frequent inns where travellers gather to mingle with the coachmen and sailors. These people make it their business to know about visitors to the city, why they are there, who they know, and whether they would make a good target.

The information these intermediaries gather is worth money to the right kind of people, and they know how they can profit from it. Some share what they know for a fixed fee, others for a share of the profit that an enterprising criminal stands to make, while others have a standing arrangement with local gangs to provide information for a fixed monthly sum.

BAWD												
(Brass 3)												
M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W	
4	30	30	30	30	35	40	45	35	30	45	12	

Traits: Weapon (Dagger) +5

Skills: Bribery 55, Charm 60, Cool 33, Consume Alcohol 40, Dodge 45, Endurance 35, Entertain (Storytelling) 55, Evaluate 40, Gamble 45, Gossip 60, Haggle 58, Intimidate 45, Intuition 40, Lore (Local) 40, Melee (Basic) 38, Perception 40

Talents: Carouser, Flee!, Gregarious, Nimble-Fingered, Savvy, Suave.

Trappings: Clothing, Dagger, Dose of Weirdroot, Flask of Spirit, Hood, Pouch containing 15 Brass Pennies, Quality Clothing, Sling Bag containing two Candles and five Matches.

Muscle

No matter how smart a charlatan is, or how fast a pickpocket can run, sometimes the person being swindled is smarter, faster, or simply stronger and meaner. At such moments, Rogues might need muscle to back up their schemes, or to dissuade a target from attempting to take back what they have stolen. In such situations it is good to have contacts who can provide that service.

Most of the time, these assistants don't actually have to fight, they just have to look the part. Often, the goal is to intimidate, to make the other party back off, and to not actually use violence. This doesn't always work, so you need muscle that can back up the threat of violence with the reality of violence. True professionals remain in control, only use the necessary amount of physical intervention, and minimise the mess.

Smart rogues know when to use the threat of violence, and when to deliver on it. They know that too much reliance on this instrument is likely to backfire, because there is always someone who is stronger and meaner.

RACKETEER

(Brass 5)

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

Traits: Armour 2, Weapon (Dagger) +7, Weapon (Sword) +9

Skills: Bribery 45, Charm 50, Consume Alcohol 50, Cool 43, Dodge 40, Endurance 50, Evaluate 45, Gossip 50, Haggle 43, Intimidate 50, Language (Tilean) 40, Lore (Local) 45, Melee (Basic 48, Brawling 50), Stealth (Urban) 40

Talents: Flee!, Nimble-Fingered, Savvy, Strike Mighty Blow, Suave

Trappings: Clothing, Dagger, Hat, Hood, Knuckledusters, Leather Jack, Mail Shirt, Pouch containing 25 Brass Pennies, Sling Bag containing two Candles and five Matches, Sword



Safe Houses

There are times when Rogues need to disappear — when their victims or rivals are looking for them, or when the watch is eager to have a chat after that crown went missing. Or they might need a place to hide other things. Money, artifacts, people, weapons, livestock, whatever their scheme revolved around this time! Just until the heat dies down, of course.

There are people who can help: innkeepers who understand the need for extreme privacy for their special guests, priests of Shallya who help the poor against the oppression of the higher classes (when plied with a suitably tragic tale), or friends who can hide someone in their attic or an unused room.

Good safe houses have discreet ways to bring food and drink to the person hiding there, and the excellent ones include false walls and hidden doors. Hiding someone isn't difficult, but keeping them alive without drawing attention to them is.

Sometimes just hiding is not enough, and a Rogue or their loot (or both) needs to get out of town without being noticed. Safe House owners often know smugglers prepared to help move people and contraband in secret.

Safe houses are rarely found in the nicer parts of town. The watch may well think twice before entering Altdorf's Isle of Eels, the notorious Shantytown of Nuln, or Middenheim's Ostwald district, but the threat from rival criminals in such areas can be just as dangerous as the attention of the authorities.

SAFE HOUSE OWNER (TOWNSMAN) (Silver 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	30	30	30	30	35	40	35	45	30	45	12

Traits: Weapon (Dagger) +5

Skills: Bribery 50, Charm 60, Climb 40, Cool 33, Consume Alcohol 40, Drive 45, Dodge 50, Evaluate 55, Gamble 55, Gossip 60, Haggle 58, Intuition 40, Lore (Local) 50, Melee (Basic) 33, Brawling 35, Play (Accordion) 40

Talents: Alley Cat, Gregarious, Nimble-Fingered, Read/Write, Savvy, Suave

Trappings: Cloak, Clothing, Dagger, Hat, Modest Townhouse, Pouch containing 10 Shillings, Quill and Ink, Servant, Sling Bag containing Lunch, Sturdy Boots

Imposters

To convincingly pretend to be someone else, a Rogue needs the clothing and belongings that would satisfy the expectations of the people they are trying to fool. Practiced Charlatans know how to provide all this, and the better ones also coach you on how to really pull it off.

Someone who pretends to be from Wurtbad should know about the Wurtbad Opera House, The Splintered Skull Inn, and the city's hot springs. They would know people from that city, and have the names of business acquaintances, childhood friends, and drinking buddies. Often, documents detailing this background are provided, but they require careful study by the impersonator.

Accents can be learned, but must be practised. It takes time to learn the mannerisms of a new identity. Likewise, this new identity can be expected to have an extensive knowledge of certain subjects, based on his profession or interests, and the impersonator should know enough to be able to have a conversation about the subject. A wine merchant should be able to discern a Loningbruck Ruby from a Wurtbader Weißwein and be able to value them, to gossip about what business goes on in the auction houses in Wurtbad, and the grape harvest they've had.

Only a few customers have the time or money to follow this training well enough to be able to put on a satisfactory performance. However, those that do can often convince even the distrustful members of their audience that they are who they claim to be.

CHARLATAN

(Brass 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	30	30	30	30	30	40	30	45	35	35	45

Traits: Weapon (Dagger) +5

Skills: Bribery 55, Consume Alcohol 40, Charm 60, Cool 43, Dodge 35, Entertain (Acting 50, Storytelling 55), Evaluate 45, Gamble 45, Gossip 60, Haggle 58, Intuition 45, Melee (Basic) 33, Perception 45, Sleight of Hand 55

Talents: Flee!, Luck, Nimble-Fingered, Savvy, Secret Identity, Suave

Trappings: Backpack, Dagger, Deck of Cards, Dice, Forged Document, Hood, Pouch containing 25 Brass Pennies, Sling Bag containing two Candles and five Matches, Two Sets of Clothing, Two Sets of Quality Clothing, Selection of Coloured Powders and Water, Selection of Trinkets and Charms

NEW ENDEAVOUR: ESTABLISHING A CONTACT

Characters may use this Endeavour to attempt to establish a Contact between adventures. This requires input from both the player and the GM.

Define the Contact

Tell your GM what you want the Contact to be able to do for your character. If you have an idea of what they might do, and what power or influence they wield, that can help too. Are they guards at the city gates, willing to turn a blind eye when you smuggle goods into town? A legal clerk with gambling debts and access to sensitive information? These suggestions help you to agree with the GM the status of the Contact you are trying to make.

Next, the Character must pass a **Difficult (-10) Gossip** Test and spend money equal to the Contact's status. This represents the Character trying to identify a suitable Contact and build a relationship with them. If they succeed, they have made a connection and can complete the Endeavour. If they fail, they can try again with another Endeavour.

Flesh out the Contact

Now it's over to the GM. If you have an NPC in your campaign who would serve as an appropriate Contact, great! So long as it doesn't make any difficulties for the ongoing plots, a Contact already involved in the ongoing game adds to the feel of a deep and integrated world.

If you need to introduce a new NPC, make sure they add flavour to the game and build on the character's skillset rather than solving all their problems for them. Contacts usually specialise in certain fields, though they might have a secondary use if it makes logical sense. For example, Fences cultivate a circle of clients and are only interested in items of interest to that group, but they might also pick up a range of useful information from their clients. If possible, link the Contact to groups and events from your game, to integrate them into the setting.

Once the Contact has been identified, flesh out the rest of their details. The chapter on Character, *WFRP* page 24, may help you pick a name, determine species, age, and the contact's starting skills, talents, and wealth.

You can decide how much detail to go into, but at a minimum need a name, description, who of interest they know and the values of their highest relevant skills (see Contact Quality on page 52). The more details you have, and the better you know the network of people the Contact works with, the more opportunities there will be to involve them meaningfully in your game.

EXAMPLE CONTACTS

Helmgard Trautmann, Innkeeper

So, you're travelling to Altdorf on your own? How ... erm ... interesting.

Helmgard Trautmann is the owner of The Gloating Boar, a wayside inn in the Drakwald Forest — on the road from Altdorf to Middenheim, about two days from the latter city. *The Gloating Boar* is a favourite stop for travellers and coaches, and popular with road wardens, who can always count on getting free drinks with their meals.

What these people don't realise is that Helmgard is a contact for the local gang of outlaws. She informs them of road warden patrols and wealthy travellers along the road. When road wardens are at the inn, Helmgard closes the shutters on the second-floor windows, to alert the outlaws that they can go about their banditry in peace.

Similarly, the storerooms in the cellars under the inn do not only house food and drink for the inn but also contain a number of false walls, behind which contraband can be stashed, or people can hide from the authorities. Quite often the road wardens at the Gloating Boar have organised posses to apprehend the outlaws, not realising that their quarry was hiding right under their feet.

Udo Morgenscheid, Silversmith and Forger

How much do you think you could sell a necklace like this for? A crown? Seems about right, I'll give you twenty for 8 crowns then, let's say.

Udo is a talented silversmith, who supplements his income by making fashionable jewellery from cheap materials and passing them off as the real thing.

Not wanting to ruin his own good name, he has a number of intermediaries to sell these forgeries on for him. His money is good, and he would be excited to turn his skills to any items that promise a good return. He also picks up all sorts of interesting, and valuable, rumours from his legitimate business.

Alrik Gottrisson and Fenna Gottrisdottir, Dwarf Thugs

Can we start crackin' heads now? No? How about now?

After their mother died and their father descended into a life of drunken cruelty, Alrik and Fenna set out to survive on their own at a young age, in the scum-ridden lower quarters of Altdorf. Neither sibling is very bright, but what they lack in wits, they make up for in sheer aggression, enough to scrape a living as hired muscle.

Always working together, they are a vital asset to any thief who needs someone intimidated or knocked out cold — the only problem being that whatever you ask of them, you need to spell it out explicitly, or these two thugs are as liable to kill someone as give them the friendly warning that was instructed.

Ulliafor Sunbright, Playwright and Charlatan

No, darling, stay in your role. If you really must curse, curse in Estalian!

Elves live long lives and their artists can thus spend many years perfecting their craft. Ulliafor Sunbright is no exception; she has been working on her play, an epic tale about Wavemaster Sullandiel Fartrader, for more than twenty years, and she is set to spend ten more fleshing out the details.

The playwright is certain that it will be a success — the tale of the Elves who took hold of Sith Rionnasc'namishathir, the ancient Elven fortress on which Marienburg was built, is a legendary one. In her script, Sullandiel, who facilitated the first trade agreements between Ulthuan and Marienburg, negotiates with the human merchants in impeccable dactylic pentameter.

But even a genius must eat while perfecting their masterpiece, so Ulliafor has started a side business, coaching rogues how to impersonate respectable folk and helping wanted criminals adopt a secret identity. She knows enough of the theatre to change someone's look with a new haircut, some make-up, and a change of clothes, but also creates a background for them, with the props to sell that story.

She's finds that criminals struggle to get acquainted with their new roles. Few thugs are born actors, so she spends more time coaching them than she would like, but needs must if her masterpiece is to be completed.



Urban Myths The Red-Scarfed Man

During the Age of Three Emperors, countless refugees from across the Empire fled their homes in search of safety. Every step of the way they were beset by the threat of bandits and soldiers (often hard to distinguish), starvation, and disease. During this time tales arose of starving families waking to find freshly killed rabbits lying close by, a warm blanket, or a bundle of sticks for a fire.

Others spoke of threatening brigands dropping like flies as arrows thudded into every one of them in a matter of seconds. In these stories, the benefactor was always a mysterious figure in hunter's garb, whose face is half obscured by a red scarf.

The earliest formal references to the Red-Scarfed Man date from histories written following the end of the Age of Three Emperors. Folklorists claim some tales predate this time, though given their oral natures it is hard to prove. The Red-Scarfed Man remains popular with artists, including Detlef Sierck, who has promised to write a play about the Man if he can find an actor willing to cover his face for the whole play.

Wherever one goes in the Empire, sooner or later one hears a song or story about one of his exploits. While the oldest stories tell simply of gifts for the desperate or a well-placed arrow, later stories create more elaborate epics, populated with villainous Barons, loyal allies, and a love interest, the only person ever to see beneath the scarf.

Being masked, the Red-Scarfed Man has become all things to all people: a revolutionary, an Elf, a mutant, a brave peasant, an honest noble, a Red-Scarfed Woman, even a Dwarf. People feel strongly enough about the Man's identity to get into tavern brawls over it. The Man's bow has become a magical item, its string only able to be drawn by true heroes. The red scarf, too, is sometimes portrayed as a magical garment, though it is often just a symbol, transforming one of good heart into a champion of the wilderness and those in peril.

CONTACT QUALITY

The GM determines how professional the Contact is, and what they think of the Character. By default, criminal contacts should not be hostile or wildly incompetant, but neither should they be geniuses who are willing to lay down their lives for a Character. The Contact should be useful enough to have made it worth the effort to make their acquaintance.

The table below provides ideas for the sort of bonds a Character has to their Contact, and the degree to which the Contact is skilled at their job. The GM may either roll on the table to randomly determine the qualities of the Contact or choose based on the skill level and attitude they decide the Contact would have.

Investing an additional *Establish a Contact* Endeavour in the Contact moves the Quality of Relationship one step down the table, eg. from Iffy to Average.

CONTACT QUALITY TABLE

D10	Quality of Service	Quality of Relationship
1	<p>Dreadful: The contact's services are of low quality. Information they provide may prove false, and their lockpicks shatter at inconvenient moments. If they're a fence, they have trouble finding buyers for stolen goods. If they provide a safe house, that shelter is uncomfortable, and if they help to store a stash, that room may be flooded or burgled. The Contact is so inept that they might soon be arrested for their own crimes.</p> <p>To represent their general incompetence, if the Contact is statted out Tests they take suffer from a penalty of -2 SL. If not take Tests on a score of 25.</p>	<p>Chilly: The contact does not much like the Character. They work for them, grudgingly, but have particular feelings towards them beyond a source of occasional opportunities. If interrogated, they would give up the Character's name to save their own skin.</p>
2 – 3	<p>Poor: The contact's services are of average quality. They are capable, but mediocre. The information they provide is mostly correct, but lacks detail. Equipment from contacts like these is practical, but imprecise. Forged documents and artworks pass a quick inspection, but are discovered as false by anyone who takes the time to look closely. The watch may already be suspicious of the Contact.</p> <p>To represent their mediocrity if the Contact is statted out Tests they take suffer from a penalty of -2 SL. If not take Tests on a score of 35.</p>	<p>Iffy: The Character can generally trust in the contact's information or services, but from time to time they prove unreliable. The contact has no warm regard for the Character.</p>
4 – 7	<p>Fair: The contact's services are fair. A forger of this level will produce forgeries that can pass a decent inspection, a fence pays a decent price for stolen goods, and any information they provide is broadly accurate.</p>	<p>Average: The bonds between the Character and contact are dependable. The Character can trust the contact, but they won't risk themselves on behalf of the Character.</p>
8 – 9	<p>Superior: The contact's services are of superior quality. A forger of this level produces forgeries that pass close inspection, a fence is able to pay a premium for the goods sold to them, and information they provide is comprehensive.</p> <p>To represent their general competence, if the Contact is statted out Tests they take benefit from a bonus of +1 SL. If not take Tests on a score of 55.</p>	<p>Good: The contact is genuinely friendly towards the Character. They may even help out without the Character specifically asking for it.</p>
10	<p>Awesome: This contact's services are top-notch. Their information is accurate, and includes relevant information that hadn't even asked for. The equipment they sell is of superior quality. Their hiding places are secure, and luxurious to boot.</p> <p>To represent their prodigious skills, if the Contact is statted out Tests they take benefit from a bonus of +2 SL. If not take Tests on a score of 65.</p>	<p>Solid: The contact regards the Character warmly. They will always try to help the Character out, and will never willingly betray them.</p>

KEEPING CONTACT

Just like Characters, Contacts can grow and develop in their job, change careers, get into trouble, or get married and settle down. Characters should not take Contacts for granted. If they don't put effort into maintaining relationships with their contacts, they may find those relationships wither away.

At the very least, if Characters don't keep up with what happens to their contacts, they may find that those contacts are out of reach when they are needed.

The table below should be consulted by the GM once every three months, and during any downtime period, in order to see what befalls a contact. If a Character has been proactive in keeping their contact happy and out of trouble, the GM may ignore certain negative results.

CONTACT DEVELOPMENT TABLE

D100	Result
01 – 33	Things are Quiet: There is no significant change in the contact's circumstances.
34 – 39	Lying Low: The contact has quit their usual residence in order to escape the scrutiny of rivals or authorities. They are likely still in the same city or province, but effort must be made in order to track them down.
34 – 39	Complacency: The contact's heart isn't in it anymore. Reduce their Quality of Service by 1 level.
40 – 44	Gang Takeover: Organised criminals pressure the contact to work for them. If the contact was already part of a gang they join a breakaway faction or a rival gang. Depending on the quality of their relationship, they may recommend the Characters as potential associates to the gang (whether the Characters like it or not).
45 – 48	Dubious Customer: The contact takes on work for a customer who the Character may not wish to associate with. The identity of this customer is left to the GM, but it may be a member of a rival gang, a revolutionary sect, a Necromancer, Chaos cultist, or a species that views humanity with hostility, such as the Skaven.
49 – 54	Hard Times: The contact grows desperate for money, and may seek the Character out to borrow funds.
55 – 59	Sick: The contact contracts Itching Pox, and may be a source of contagion for the next d10 weeks.
60 – 64	Corrupting Influence: During their activities the contact is exposed to a moderate source of corruption.
65 – 69	Stake Out: Members of the watch or a rival gang are keeping an eye on comings and goings around the contact. If the Character contacts them during this time there is a 33% chance that the meeting is noticed.
70 – 73	Religious Conversion: Whilst the contact remains a rogue, they have a marked shift in attitude in their approach to crime. If they didn't follow Ranaldan principles before they might take them up, or they devote themselves to a revolutionary cause, or even begin to worship a darker power.
74 – 78	Out of Sight...: Unless the Character has been in touch with the contact since the last time this table was consulted the contact assumes they have parted ways, and the quality of their relationship becomes one step less close, so a contact with a good relationship to the Character now has an average relationship.
79 – 83	Jailed: The contact is convicted of a crime, and spends the next 2d10 months in gaol.
84 – 89	On a Learning Curve: The contact pushes themselves to improve. To represent their growth, they move one step down the Quality of Service column of the Quality table, eg. from Fair to Superior Quality.
90 – 93	Pastures New: The contact has decided to move to a different town or city. They may have left Secret Signs at their old address explaining where they have gone, left news with mutual acquaintances, or simply vanished.
94 – 97	Going Straight: The contact tires of the criminal life, and tries to find a lawful role in society. If the relationship between the contact and the Character is good the contact may be tempted to perform services for the Character, but they will need to be talked into it.
98 – 00	Embroiled in Violence: The contact is assaulted by rivals, and suffers a randomly generated critical injury. This may result in the death of the contact.

AUGUST STERNWACHTER

August Sternwachter hails from the von Murmelhausens, a family of Ostland nobility whose land was seized by Emperor Luitpold in 2491 IC. It was never revealed why the Emperor acted in this way, but rumours spread that members of the von Murmelhausen family had dabbled in daemonology.

The family fell apart. August, then seventeen years old, fled to Altdorf. Quick-witted and possessed of a serious degree of resentment towards the Empire's authorities, August took up a life of crime. Although he lacked any claim to a title or land, he had the bearing, education, and manners of a nobleman. Such folk can make valuable middlemen between the criminal world and respectable society, and so August learned the skills of a fence and became a helpful associate of the Fish gang, helping them to move their smuggled goods to reliably discrete merchants in Altdorf's Neuesgeldt district. His earliest jobs involved receiving sacks of wool supplied to the Fish by shepherds in the Hagercrybs and passing them to Jaeger's Wool Merchants for eventual sale through their subsidiary business in Nuln.

August has been willing to put in a great deal of legwork during his rise in the underworld. During the height of their power, the Fish set up several small operations in cities along the Reik and Talabec. Having a cultured negotiator in their company was useful, and so August was often brought along. Dockland thugs from Altdorf are usually happier to let someone else undertake the administrative end of negotiations, and August took full advantage of this. He worked hard to find people among the criminal and merchant classes of the city in question who would work for the Fish, but also kept a few new contacts to himself.

After the Great Fog Riots of 2506 IC the Fish underwent a decline from which they are still struggling to recover. They are without a clear leader, and their connections with cells in other towns and cities are growing increasingly tenuous. August works hard to keep existing connections from collapsing but also protects his more secretive contacts from exposure to the fixers and racketeers among the Fish, at least until they choose a new leader and show signs of lasting stability.

August is always keen to learn of new opportunities to make contacts with other fences in towns and cities by the Reik, Talabec, and the Stir.

August as a Contact

If a Character in Altdorf is looking for a Fence Contact August may be recommended to them. He provides Superior Service and treats new acquaintances with Average Quality of Relationship. However, if he finds out that they have a friendly relationship with members of the Hooks gang, his Quality of Relationship is Chilly.

Networks Old and New

Altdorf: August has regularly worked alongside the Fish enforcers Andreas Brohne and Breem (**Altdorf: Crown of the Empire**, page 32). If he needs someone intimidated or punished, these are his preferred agents. Breem is professional enough to take on work without asking questions, though Andreas is growing too interested in August's business for comfort. August employs Ormil Schwartzwasser to sail his tavern boat, *The Floating Bloat* (**Altdorf: Crown of the Empire**, page 123), to pick up or drop off crates of contraband. Willi Pick of the Hooks is as responsible for the misfortunes of the Fish as anyone (**Altdorf: Crown of the Empire**, page 32). The leader of the Hooks would be happy to see the Fish suffer total extinction. He does not know August is an important fence for the Fish, and he would reward those who provided him with reliable information on this matter.

Bögenhafen: August has yet to make contacts in this town. Players who have been there and made the acquaintance of Franz Baumann (**Enemy in Shadows**, page 79) would earn August's gratitude if they could facilitate a meeting between the two men (his Quality of Relationship will improve a level as a result).

Kemperbad: The Kemperbad Fish were recently chased out of town by Tilean racketeers and have yet to reestablish themselves. Characters would inform August that they are acquainted with Luigi Belladonna (**Death on the Reik**, page 145) may be given the job of ferrying contraband to him. However, they will have to keep this quiet. August will warn them outright that if other Fish find out, they will be furious, and August will deny all knowledge.

Marienburg: August is acquainted with Albrecht (page 64) but does not know him well. He may well suggest to characters who are looking for an opportunity to find Albrecht and establish trust with him, which would be useful. This may not be easy, as Albrecht is expecting the Fish to send folks his way someday and has reason to be wary of such contact.



Middenheim: The Fish used to do business with the Low King known as Bleyden, whose agents exchanged goods with them at a wharf in Krudenwald. In recent years, both Bleyden and the Fish have faced reduced circumstances, and this relationship has disintegrated. If Characters with contacts among the other Low Kings (**Middenheim: City of the White Wolf**, page 130) could earn significant favour from August if they help reestablish links.

Salzenmund: August has no plans to extend his network north of Middenheim. Characters who know of the Smuggler Queen (page 65) may well think they would make good contacts, but August won't be interested unless a treasure of remarkable value is up for discussion.

Ubersreik: If Characters inform August the Crooked Hammer (**A Guide to Ubersreik**, page 25) has a Ranaldan connection his Quality of relationship improves a level.

AUGUST STERNWACHTER

Master Fence, ex-Noble (Silver 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	24	28	32	58	47	53	52	32	61	11

Traits: Weapon (Rapier) +6

Skills: Bribery 71, Charm 81, Consume Alcohol 47, Cool 37, Dodge 62, Evaluate 72, Gamble 67, Gossip 81, Hagggle 76, Intimidate 38, Language (Classical 62, Tilean 57), Leadership 71, Lore (Art 62, Heraldry 57), Melee (Basic 60, Fencing 60), Perception 68, Play (Lute) 63, Secret Signs (Thief) 57

Talents: Briber, Criminal 7, Dealmaker, Etiquette (Criminals, Guilders, Nobles, Servants), Gregarious, Kingpin, Noble Blood, Read/Write, Savvy, Suave

Trappings: Eye-glass, Purse containing coins to a value of 10 GC, Rapier, Writing Kit, August owns a modest house in Altdorf's Fishemarkt district in which he keeps a small library of books and a ledger of contacts written in his own secret code

CONTACTS AND THE GM

Exchanges between Characters and contacts help make a story less abstract. They can clarify where the lockpicks and sleeping draughts a Character uses come from, obtained from actual NPCs. When a Character walks the street or enters an inn they may encounter their Contacts.

Contacts can be used in the structure of a plot. They can divulge information to Characters without having to pass Gossip tests. Informants are an obvious channel for this, but any Contact may know things of interest. If Characters are gathering information about a mansion they want to break into, perhaps their fence knows the layout of that location because people living there are among his clients. Or maybe the thugs that the Characters sometimes rely on for more muscle power, have been hired to carry some heavy crates into that house.



NEW ADVENTURES

Contacts can also provide a good way to start a new adventure. A fence may tell the Characters that one of his clients is prepared to pay good money for a bust of Sigmar that is currently in the possession of a merchant family. Perhaps the Characters can break in and acquire the bust for their contact?

Or another contact, a servant at the local inn, can inform the Characters about a traveller who has just arrived in the town, and who is offering a reward to whoever can give her information about her brother, who disappeared when he visited the town last Pflugzeit.

Contacts can also be used in other ways than just to introduce the Characters to an adventure — they may form the centre of the adventure itself, such as the forger who needs protection after receiving threatening letters. Or the supplier who turns to the Characters for help after his daughter has been kidnapped.

When the Characters resolve events like these, it may strengthen the bond between them and that Contact. They may be more willing to help the Characters out in the future. Of course, if the Characters botch the assignment, the contact may want to have nothing to do with them anymore (or, if they fail in crucial bodyguarding duties, their contact may be dead).

Those same contacts can provide obstacles during an adventure. When the Characters have to find out who poisoned a merchant's son, and the trail leads to a chemist they know that chemist may admit that they sold the poison, but will not be willing to divulge to whom he did so. Will the Characters now apply pressure to make him reveal the name anyway? That won't help if they need that chemist's services in the future.

Contacts can be a weakness the Character's enemies seek to exploit. If they are compromised, a Contact could give incorrect information, set the Character up to be attacked, or implicate them in a crime. Use this kind of development very sparingly, and perhaps as something the Contact is coerced to do against their will. Players have invested resources in their Contact, so it's a bit unfair for them to lose access to them for good. Also, they add a lot to the depth of your game, so it's a shame to lose them.

◆ ORGANISED CRIME ◆



The romantic notion of the lone highwayman or gentleman thief is indulged and celebrated — from the lusty novels of the Fishrook to the exploits of the King of Banditti, Rudi Wegener, in the song *A Bandit Bold*. These tales are largely fictitious — the lone rogue is almost never alone, and organised crime is anything but romantic.

Many criminal schemes need a range of specialist skills to pull off, so co-operation is essential and crime gangs can be found in every major settlement in the Old World. The profits of large or rich territories can fund the growth of immensely powerful gangs with real influence and resources. Organised gangs often discourage other criminals in such places. To maintain their own activities without interruption, they need crime to rank below other challenges to the local rulers. They ruthlessly control criminal activities, eliminating anyone who might prove an effective rival or draw the attention of the watch. The sudden appearance of Big Piet De Groot in a dark Marienburg alley is terrifying, and not just because of his tall and muscular frame. Just as dangerous are the hundred other ruthless men and women whose influence permeates the docks and counting houses of the city.

However, the potential rewards tempt individuals to get away with more than their share of the loot, murder their rivals, or rat out erstwhile partners to the authorities. Potential betrayals make everyone nervous, so the unwritten code of honour among thieves is enforced with lethal violence. Terrifyingly final consequences, such as the Fish gang's habit of drowning informants in the Reik, are an effective deterrent, but there's always a large enough score or a person desperate enough that few organised criminals trust anyone else completely.

THE HOLY HAMMER OF SIGMAR

Despite the pious tenor of its name, this inn is a hub of criminal activity. Located towards the Königplatz end of Altdorf's Street of a Hundred Taverns, any dockworker can tell you that the Holy Hammer is the haunt of murderers and assassins. The inn is operated secretly. Entry is only granted if you have one of the small iron keys that unlock the doors to the tavern's snugs. These keys cannot be obtained from the Inn — rumours insist you'll only get one by retrieving it from the corpse of a previous owner. On occasion, the Dock Watch raid the inn, but they never find anything incriminating.



THE GUILD OF GENTLEMEN ENTREPRENEURS

The Port City of Marienburg is widely considered a den of thieves and cutthroats, and that's just the 'legitimate' businessmen. With the vast wealth flowing through it, both in cargo and coinage, the truth is even more alarming: its businessmen may be criminals, but its criminals have become businessmen.

The League of Gentlemen Entrepreneurs, known alternatively as 'The League', 'The Guild', or 'The Guild We Have Never Heard Of', is a coalition of the city's gangs. The Heads of each regional gang combine to form an Inner Circle, 'The Board', which oversees general League affairs, moderates disputes between gangs, and ensures all the 'guilded' criminals in Marienburg get their piece of the action.

Conflict between members is not uncommon, but the Board works to prevent escalations that disrupt business. The Guild is familiar with war – fifteen years ago a power struggle saw its previous Head, Hugo Delfgruber, broken in body and mind by Adelbert Henschmann. However, periods of peace cause people to forget the unpleasantness of war – tensions are running high, and a bigger fish may be manoeuvring to upset the status quo.

The League of Gentlemen Entrepreneurs - Organisation Level 4

RUNNING A GANG

In the slums of the Old World's cities, there are many folks who attempt to better their circumstances by joining a gang, and the most vicious and ambitious of them may have plans to rule their own. But it is no easy matter to earn a living through crime. An aspiring crime lord needs to win the loyalty of their henchmen through a carefully balanced combination of charm and intimidation.

Setting up a criminal organisation in the Old World is fraught with danger. The watch cracks down hard on those who might seek to disrupt market districts or who hope to prey upon the wealthy. In city rookeries an aspiring crime lord may escape their attention, but they must contend with the gangs who already have a foothold in such areas, as they won't suffer a rival to grow so powerful as to contest them. In Altdorf, the Hooks and the Fish dominate the docklands and the slums of the Reikerbahn; in Middenheim, the city's poorer quarters are divided between the already warring gangs of the Low Kings; and in Marienburg, the League of Gentlemen Entrepreneurs dominate the underworld.

Some criminal organisations may offer sanctuary to folk that are not tolerated elsewhere, such as mutants, witches, Ogres, and agents of Chaos cults. Such folk may help provide a gang with an edge. However, even crime lords are wary of drawing the attention of Witch Hunters, or offending their neighbours — just because a person is a poor does not mean they tolerate sorcery or monsters.

Assemble the Gang

To begin your underworld ascent, you must take the *Build Gang* Endeavour and pay 10s. You are now the Boss of a Level 1 Criminal Organisation! Further *Build Gang* Endeavours are needed to increase the level of your gang. Now, you have new Endeavours available to you between adventures, and a new table of Events that may occur in addition to those that happen to law abiding Characters.

Undertaking the new Endeavours gives you help and actions you can draw on during your next adventure. You must undertake at least one *Organising Crime* Endeavour between adventures to maintain your gang. Otherwise its level decreases by 1.

Beyond the game mechanics presented here, the impact of your gang on the game is something to develop as a player. Describe and add details to your underlings and your rackets. Discuss with the GM how your organisation fits into the world, its allies and enemies, and how it fits into their plans for the game.

NEW ENDEAVOURS

A gang boss can take the following Endeavours. In order to take any of these Endeavours a Character must be in the same location as the gang. If they establish the gang in Altdorf then they must return to Altdorf during the downtime period in order to undertake any gang related Endeavours. If the Character moves to a new city they will have to set up a new criminal organisation.

- Build Gang Endeavour
- Organising Crime Endeavour
- Maintain Influence Endeavour

Build Gang

You spend time and money recruiting your gang and opening up new revenue streams. Pay the cost, and you can grow your organisation by 1 level provided you take a **Challenging (+0) Leadership** Test. If the test is not successful, the gang will remain at its current size, and the money will be wasted.

CRIMINAL ENTERPRISES					
Organisation Level	Cost to Grow	Muscle	Resources	Influence	Legal Trouble
1	10/-	2 Racketeers	2/-	Clerk, Guild Journeyman	Watchman
2	1 GC	D10 Racketeers	4/-	Junior Official, Guildsman	Watch Sergeant
3	10 GC	2D10 Racketeers	1 GC	City Official, Guild Master	Watch Captain
4	100 GC	4D10 Racketeers	4 GC	Senior Official, Guild Chairman	Judge

Organising Crime

No matter how big your gang grows, you'll need to spend time resolving issues and disagreements, making sure the money is all accounted for and generally staying on top of everything. To complete the Endeavour, you must take a **Challenging (+0) Leadership** Test. If the Test is failed (or if the Endeavour is not taken) the size of the gang decreases by 1 level. If the test is passed the gang is maintained and you may choose one of the following actions that you can take during your next adventure:

Call on Muscle

Once per adventure, if you are based in the location where you established the gang, you can call on the muscle shown in the Criminal Organisation table for your level. A profile for a typical Racketeer is provided on page 48.

Get Resources

You start the next adventure with the additional money shown in the Criminal Organisation table for your level.

If you don't take an *Organising Crime* Endeavour during a particular period of downtime, you lose an organisation level. Your neglect has meant that your people have joined other gangs, or perhaps a lieutenant tried to take over, and you have lost resources dealing with them.

Maintain Influence

You need to regularly reinforce your influence over the people you rely on to ease your activities and keep the law at bay. Remind them who tops up their salary to be able to afford life's luxuries, or keeps that life-ruining secret under wraps, or who will break their other leg if they make any trouble. To complete the Endeavour you must take a **Challenging (+0) Intimidate** Test.

If the test is passed, you can choose one of the following actions once in your next adventure:

Exert Influence

Pressure a person you control to use their authority and resources to further your goals. Depending on the level of your organisation, the actions could have a significant impact, but can't be against the interests of the individual you are leaning on.

Resolve Legal Issues

Resolve a single legal issue that the person you have influence over is able to handle. For example, if you run a level 1 organisation, your insider could set you free if you've been thrown in the cells for brawling, but not if you had been caught trafficking warpstone.

The Captain (level 3) could release you if you hired a mutant as a henchman, but you'd need to be on level 4 to invoke a Judge's intervention to free you if you've been credibly accused of consorting with a witch. Even then, if it was widely known you'd hired the services of an unlicensed magic user it would attract too much attention for anyone to simply free you, although they could make sure you have decent food and dry straw in your cell.



CRIMINAL EVENTS

Running a criminal organisation invites complications. During each period of Downtime, after rolling for Events, roll a Criminal Event to see how the organisation is faring in between adventures. A single criminal organisation can only be affected by one Event per downtime, so if multiple characters are invested in the same Enterprise, only the most invested character rolls for a Criminal Event.

While these Events may be limited to the period of downtime in which they occur, the GM may make them features of ongoing adventures, particularly in the case of Gang War Events.

01-04: Watch - Good Crooks And Bad Constables – The Watch has been taken over by a corrupt commander who has started muscling in on the organisation's territory. To keep up, the Character must undertake at least one *Income* Endeavour during this downtime period but receives only 50% of the income. If they do not do this, they may not make any *Maintain Influence* or *Organising Crime* Endeavours. The rivals remain an ongoing threat, and the next 'Gang War' result will involve them. Due to the support they can pull from legitimate Watch members, any Test made to oppose them will be Difficult (-20%).

05-08: Watch - Someone Must be Found to Pay for the Crime – The headquarters is raided by the Watch, forcing them to relocate to an older (and smaller) hideout. The organisation's level for the purpose of *Organising Crime* Endeavours is reduced by one level until three adventures have passed or the character re-purchases the lost level. If a 'Gang War' event occurs during this period, the rival gang/leader gains +1 SL on all Tests.

09-12: Watch - Criminals Become Victims of their Own Success – Due to a spectacular crime drawing attention, the Watch have begun a major crackdown. No Character can make *Organising Crime* Endeavours until the end of the next adventure. In addition, characters with Criminal Careers may not perform the *Income* Endeavour at all until the end of the next adventure.

13-16: Watch - Are you Sure this is a Legitimate Business? – The Watch have directed excisemen to investigate the organisation's legal fronts. The Character must spend an Endeavour assisting the investigation or pay 10% of the Enterprise's most recent *Build Gang* Endeavour Costs in non-compliance fees.

17-20: Watch - Keep it Quiet – Your latest score draws heat from the Watch. If you use the *Organising Crime* Endeavour during this period of downtime you gain +50% to any resources you collect. However, you cannot use the *Organising Crime* Endeavour during the next period of downtime.

21-24: No Honour Among Thieves – One of your Character's Trappings, whatever is most valuable and portable, is stolen. The Character may attempt to reclaim it in the next adventure or accept its loss as part of the cost of doing business.

25-28: Factionalism – A disillusioned member leaves to start their own gang. The member is replaced by the start of the next adventure; however, the new gang may become an ongoing threat, and the next 'Gang War' result may involve them. Due to past friendships within the gang, and knowledge of your operations, this rival receives a bonus of +10 to opposed Tests.

29-32: Market Jitters – The organisation's source of income dries up, meaning it must select a new source of income. If this was the organisation's only source of income, the organisation counts as a Level 1 every time it tries to Get Resource during this downtime, as it is working hard to establish new contacts and fresh lines of supply.

33-36: Time to Make an Example – A 'customer' can't make his protection payment, or a gang member falls short on his take. The character can either 'make an example' of the individual, and until the end of the next adventure, the character gains +10 to Intimidate Tests, but -10 to Charm Tests, or show mercy, causing others to follow suit, reducing the criminal organisation's level by 1 until the end of the next adventure.

37-40: Knock-on Effects – The gang's activities unexpectedly cause a complication for the Character's companions. Roll on the Events Table (WFRP, page 193) and apply the effect to a different random Character.

41-44: A Fortunate Friend – A Priest of Ranald has befriended the gang. This has caused members to forswear the use of violence and attempt daring heists. If the Character uses Get Resource they receive d10 shillings per level rather than the usual amount. Alternatively, they may chase off the Priest, but doing so earns Ranald's disfavour, and they lose 1 Fortune Point next session.

45-48: Our Man on the Inside – The gang gains a high-ranking informant in the Watch. This can be used to either negate a single future Watch Event or grant 2 additional SL on a ‘Gang War’ Test as the informant directs the Watch against the rival gang.

49-52: You Get What You Take – As part of the gang’s usual operations, they come upon an item of value that is highly illegal/heretical (the GM can decide the exact item). Obviously, the character can keep or sell the item, but alternatively, they can hand it in to the proper authorities, earning a degree of goodwill. Next time the character rolls a Watch Event, that Event may be rerolled. The Character must accept the result of the second roll.

53-56: Bad Bookkeeping – A problem with rogues is that they tend to skive off administrative tasks. The Character must spend an Endeavour catching up on all the duties that their underlings have shirked. This does not count as an *Income* Endeavour. However, your sheepish members are nervous around the Character for the next few days, and any Skill Tests the Character is required to make as part of their other Endeavours they receive an assist with, as their underlings rush to help out.

57-60: Keep Your Friends Close... – A visitor to the city offers his skills in return for the organisation’s permission to engage in activity in the city. The Character may perform a single Endeavour usually restricted to a specific Class, even if he is not of that Class.

61-64: Talent Is Forever – A gang member, proud of a remarkable feat of skill he pulled off in a recent heist, is eager to share his knowledge. One *Training* Endeavour carried out by the organisation can be carried out at zero monetary cost. Alternatively, one Unusual Learning Endeavour can be carried out at half the monetary cost, but at Average Difficulty (+20%).

65-70: A Little Birdie Told Me – The gang gains an informant in a rival gang. This grants the Character +2 SL to any Tests as part of the next Gang War Event. After the war has concluded, the informant joins the gang permanently. If the GM wishes the Character may take this opportunity to create a new Contact.

71-75: Diversification – The Enterprise gains a new Source of income. Any successful attempts to Get Resource this period of downtime result in double the usual amount of money.

76-80: Fell Off The Back Of A Cart – A gang member lays his hands on a valuable item that he donates to the organisation. This can be any item of value up to the criminal organisation’s costs to grow to its current level.

81-84: Trouble for the Watch – Members of the local watch have been chastised. They may have inadvertently arrested a powerful noble or priest or had corrupt practices exposed by followers of Verena or Ranald. For a period of the GM’s choosing, but no less than a week, they err on the side of caution and turn a blind eye to petty crimes.

85-88: Gang War - He's No Longer With Us – Another gang encroaches onto the territory. If the Character backs down, they may not make *Organising Crime* Endeavours during this period of downtime. If the Character fights back, the number of Racketeers who turn up the next time the Character uses Get Muscle is reduced by 2, but the Character gains a +2 SL bonus to interact with local criminals, who respect them for taking a stand.

89-92: Gang War - Turning the Heat Up – A rival gang instigates an all-out war. Make an **Opposed Challenging (+0) Intimidation** Test against the upstart and record the result, adding +1 SL for each level of the gang. The war continues into subsequent downtimes: make a further test each downtime until one side achieves 10 SL. No *Build Gang* Endeavours may be made with the Enterprise while the conflict continues. If the rivals win, the Enterprise is disbanded. If the character wins, all “Gang War” results are ignored for the next 5 downtimes, during which any successful attempts to Get Resource benefit from a 50% increase to earnings.

93-96: Gang War - A Tempting Offer – A member of the Inner Circle, or an underling backed by mysterious sponsors offers to purchase the gang. If the Character and their co-investors accept, they lose control of the gang and they gain wealth equal to double the organisation’s most recent cost to grow. However, this offer is not a suggestion, and if the character declines, replace it with **“97-00: Gang War – Regicide”**.

97-00: Gang War - Regicide – A gang member, such as an underboss, makes a play for control, resulting in a bloody conflict that costs the organisation significant resources. Make an **Opposed Challenging (+0) Intimidation** Test against the upstart. If you lose the organisation’s level is reduced by one. Furthermore, no *Build Gang* Endeavours may be made with the organisation during this downtime.

THE LOW KINGS

The Low Kings are less a single organisation, and more a collective term for the criminal organisations of Middenheim. Originally the term was coined with the expectation that the underworld leaders would be based in the depths of the Fauschlag, but in truth, very few have felt the need. In current times the title refers to the four disparate leaders of the Middenheim Underworld; 'The Man', currently leader of the largest Middenheim gang, with an iron-fisted control of the south-west of the city, A vicious gang led by Marienburg émigrés has recently muscled in to the south-east old quarter and market districts, Herla Heiwardt, whose operations span the more upmarket eastern city districts, and finally 'The Lowest King' Bleyden, an embattled old man whose southern operations are under constant pressure from the Marienburgers.

Whereas a single powerful hierarchy offers stability and protection, the Low Kings arrangement offers opportunity at significant risk. There are ample spaces within the cracks for a solo operator to make a considerable profit, but one wrong move will see such an entrepreneur made an example of by the others. The Low Kings individual organisations are vicious, brutal, territorial, and have little in the way of honour and morals. The Cult of Ranald holds no influence within the Middenheim underworld, and no conduit exists for an agent of the law to negotiate with the Kings as a single entity, though many power brokers exist, with claims of varying access to one or more of the Kings. For a thief operating within the city, careful attention must be paid to whose territory they are operating within, and the 'protection' of one Low King only extends as far as his influence, beyond which, his patronage may be more of a liability than a protection.

Bleyden - Organisation Level 1

Herla Heiwardt - Organisation Level 2

The Marienburg Gang - Organisation Level 3

'The Man' - Organisation Level 4



Urban Myths

The Kid

Those who make it their habit to visit the stalls and traders of Altdorf's Fishemarkt district offer warnings to newcomers: watch your purse, watch your pockets while perusing the stalls and watch out for the Kid.

Altdorf is full of thieves, but the Kid is one of its legends. A skilled cutpurse and nimble pickpocket, the Kid is always well out of reach by the time the victim realises. Even if realisation is swift, the Kid is little more than a bobbing head disappearing into the crush of the crowd.

As swift as a weasel and slippery as a greased salamander, laying hands on the Kid has proved impossible. The Kid knows all the short-cuts, narrow alleys, and sturdy roofs. The watch laugh at you if you complain to them. The ringleaders of the Hooks and the Fish decry the crimes, just as they secretly yearn to find the Kid. Such a talented individual could be put to their use.

For nobles and merchants who can afford to lose a purse or two, becoming the Kid's victim is a small honour, a chance to boast and spin a yarn about the incident. Leather-workers and locksmiths love the Kid, who creates a market for expensive locked wallets, folders, and reticules (though the Kid has proved adept at pinching and using the keys).

Others are not so impressed: the witch hunter who lost his pouch containing essential evidence; the librarian relieved of a key; the lover deprived of a sweetheart's scented handkercher and love letter; the wizard suddenly without a vital spell ingredient. Such incidents suggest the Kid is not a mere opportunist after coin, but someone who also works for hire.

Is the Kid a boy or a girl? Short hair or long, tidy or tousled, and what colour? Smartly dressed or clad in rags? Most insist on a filthy urchin, a dark-haired, barefoot boy, but others disagree. Nobody appears to have seen the Kid's face, however, just the back of his (or her) head.

That is the story they tell in Altdorf. Then again, they tell the same story in all the big cities and virtually every market town, and they've been telling it for years. Just how many bloody Kids are there?

OBLIGATIONS OF MEMBERSHIP

Whilst all organisations would declare the mutual benefits of membership, unheard of is the leader who forms an organisation without some personal benefit to himself. Since only a masochist would take enjoyment from shepherding a mob of habitual lying, cynical, self-motivated lawbreakers, it's no surprise that the lion's share of the organisation's benefits come to the man or woman in charge.

PAYING YOUR DUES

An organisation, especially one operated by thieves and charlatans cannot be run on good will alone, and will, in some form or other, collect a fee from its members. This might be a one-off payment to gain admittance, a monthly or yearly membership fee, or a percentage cut of the rewards of its members' activities (and maybe all of the above). This may depend on the size of the activities, if it brings additional heat on other members, if it requires active protection from the organisation, and the member's standing.

Generally speaking, a criminal must pay 1 coin determined by their status for every level of the gang to which they belong, per month. So a Thief (Brass 3) who is a member of the Essen Black Rose Lodge (Level 3) must pay three pennies a month.

While those near the top of the organisation may have the larger enterprises, they pay far less, relatively speaking, than those below them. The organisation may operate like a feudal hierarchy, where leaders collect from those within their territory, and, in turn, pass a portion of that up the chain, or it may act like a social club, with each man responsible for paying his dues directly to the leaders' enforcers.

MARKING YOUR TERRITORY

One of the most important tasks of a criminal organisation is to regulate and coordinate criminal activity within a region, to avoid over-farming of certain targets, or even worse, attacks by one member of the organisation upon those owned or under the protection of another. As organisations get larger, they will subdivide their territory amongst a number of underbosses and ringleaders, responsible for overseeing the organisation's operations within that region.

THE BLACK ROSE LODGES

In the far eastern expanse of Stirland, beyond the Haunted Hills and Hunger Wood, lies the cursed lands of Sylvania. Legally under the auspices of the Elector Count of Stirland, for long stretches of its history darker powers have ruled over these lands. Many attempts to exert lawful rule have faltered, both in fear of, and under direct conflict with the unliving, as well as through common corruption and incompetence. One particular attempt to exert Imperial Law has in part succeeded, if not as intended.

Twenty years ago, the elector of Stirland, determined that securing the roads to allow trade and transport to flow would perhaps be a suitable first step to taming the lost land. The task was given to Captain Otto Friedle of the 14th Stirland Expeditionary Force. Given the grimness of the task, he sought the toughest and meanest he could find, those willing to do things others weren't, including obtaining pardons for incarcerated soldiers, promising them their freedom for service. The force was formed into 'Lodges' deployed in mounted units at roadside taverns along the Sylvanian border, where they could ride out to support and protect travellers or react to threats.

While in principle it worked, the Expeditionary Force, dubbed the 'Black Rose Men' for its adoption of Morrite symbolism, were quick to realise a much more lucrative approach would be to sever their official ties, and provide protection directly to those travelling the cursed lands. The Black Rose Men still perform much of what the Elector Count had hoped, though they now supplement their income through criminal enterprises. Their main business is smuggling, in particular goods found only in the depths of Sylvania, including the grimoires and ritual artefacts of forbidden necromancy, but also freely engage in horse theft, kidnapping, and extortion.

The organisation is split into five localised chapters, each with their own symbology tattooed on their horses and worn as patches on their jackets. Like their name, these symbols often reflect the chilling regalia of Morr's cult, grinning skulls, perching ravens, the hourglass, and the black rose. Despite still being head of the Seigfriedhof chapter, Friedle does not claim overall dominion of the organisation. In theory, the head of each chapter treats the others as equals, though in recent years, the head of the Essen chapter, Emerson Barghest, has come closest to being a spokesperson for the entire organisation.

The Seigfriedhof Lodge - Organisation Level 2

The Essen Lodge - Organisation Level 3

ALBRECHT 'THE FISH'

His nickname coming from his former membership in the gang that rules half the Altdorf docklands, Albrecht is a wiry man, with mean eyes and a perpetual sneer. A native Wastlander, he left for the capital of the Empire in his late teens. Even then, he was a rising star within the 'Guild We've Never Heard Of' and was sent to oversee their interests in Altdorf. He does not talk of what caused his return to Marienburg two decades later, but the tattoo of a bloody dagger inscribed over the gaping fish tattoo on the left side of his neck implies a dramatic parting of ways. That said, he still has extensive contacts in Altdorf and beyond, and appears to hold a position of authority over the small gang of Fish members operating in Marienburg. His connections have proven invaluable, as he is able to lay his hands on many rare (and illegal) products through his network of acquaintances, including the valuable and addictive Black Lotus.

Albrecht is familiar with all the vices that plague the lower classes, and he can either provide them or make contact with someone who can. He is violent and possesses no sense of pity. He does not partake of his own merchandise, viewing the dealers and addicts he sells to as weaklings, and does little to disguise his scorn. Those who rely on his supplies of Mandrake or Crimson Shade are cut off without a moment of consideration if they can no longer pay his prices. Likewise, tradesmen who back out of even the smallest deal face bloody retribution.

Albrecht has made himself a trusted ally of Adalbert Henschmann of the League of Gentlemen Entrepreneurs. However, but he is not content to serve as a middleman for much longer. His eye is on a much larger prize. He has built a strong alliance with the dangerous Grossbart — an influential member of the League's Inner Circle who is eager to exercise greater power in time to come.

While Albrecht's ultimate goal is to unseat Henschmann himself, his sights are currently aimed squarely at the Kislevite apothecary, Dmitri Hrodovsky. Between the two of them, they account for almost three-quarters of the city's imports of Weirdroot, Ranald's Delight, and Mandrake Root. It is Albrecht, supported by Grossbart's loathsome influence, who is setting up a move by an Estalian racketeer, Miguelito Nunez, to dominate the trade, and eliminate other sources of Black Lotus in the city. If this operation succeeds Albrecht plans to marginalise the Kislevite, after which he believes his position in the underworld will become utterly unassailable.



ALBRECHT 'THE FISH' – GANG BOSS

Silver 3 - Organisation Level 2

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	62	33	49	51	42	44	40	58	54	51	196

Traits: Armour 1 (6), Ranged (Crossbow Pistol) +7 (10), Weapon (Boat Hook) +8, Weapon (Sword) +8

Skills: Athletics 54, Bribery 66, Climb 59, Charm 66, Consume Alcohol 66, Cool 74, Dodge 54, Endurance 61, Evaluate 73, Gamble 68, Gossip 71, Hagggle 71, Intimidate 69, Language (Wasteland) 68, Leadership 66, Lore (Wasteland) 63, Melee (Basic 72, Brawling 77), Perception 52, Ranged (Bow 36, Crossbow 48), Row 59, Sail 54, Secret Signs (Smuggler) 73, Stealth (Urban) 59, Swim 59

Talents: Criminal, Dealmaker, Dirty Fighting, Doomed: *"the puppet master is hung by strings of his own"*, Embezzle, Etiquette (Criminals), Etiquette (Guilder), Iron Will, Lightning Reflexes, Menacing, Resistance (Poison), Savvy, Sixth Sense, Strider (Marshes), Strike Mighty Blow, Strike to Stun, Strong Back, Strong Legs, Sturdy, Super Numerate, Tenacious, Very Strong, Warrior Born

Trappings: Boat Hook, Crossbow Pistol with 10 Bolts, Leather Jack, Purse containing 30 Silver Shillings, Sword, Vial containing three doses of Black Lotus

GUNNA VON SPERREN 'THE SMUGGLER QUEEN OF NORDLAND'

From her grandiose mansion in the Norsaugen ward of Hargendorf, the Smuggler Queen presides, the imperious mistress of a complex web of smuggling bands, trafficking gangs, and wreckers. Contraband rarely lands on the Nordland shore without her blessing... and a hefty donation to her coffers.

Gunna von Sperren grew up gutting fish in Hargendorf's Seegabe Market. She was always shrewd, ambitious, and amoral — before her 18th birthday, she blackmailed her way into marriage with the ageing Elmer von Sperren, who ran a small trading concern shipping cargo for House Akkerman of Marienburg. As the respectable wife of a merchant, Gunna slowly assembled her criminal empire before Elmer was killed by a large sea scorpion that had somehow made it into his bedchamber.

A buyer can obtain almost anything from the Smuggler Queen with enough gold. Her enterprise is principally seven smuggling rings, each overseen by one of her adult children. These gangs secure and beach contraband, conceal it from the authorities, and ensure safe passage through the Empire in innocuous carts and barges. Several gangs import taxed or restricted goods, such as Bretonnian brandy, into the Empire, while another deals in exotic herbs and items stolen from the Laurelorn Forest. A smuggling ring organised by her eldest daughter Edelyn work with House Akkerman's darkest contacts in Marienburg, such as a supplier of Black Lotus known to them only as 'the Lascar'. He wishes to forge a connection to Gunna to source illicit and corrupting artefacts. The vicious son Esben deals personally with shadowed figures in the sewers under Erengard, who desire living captives to transport to places unknown. For more details of these operations, see **Salzenmund: City of Salt and Silver**.

Nobody forgets a visit to Gunna von Sperren's 'court' in Hargendorf. Minstrels play genteel airs, while her children mingle with accomplished sea captains and several of the cowed von Hargenfels family, who nominally rule the Barony. The Queen is known for her superior manner, referring to herself as the royal 'we' and rarely deigning to talk with anyone she deems inferior. She dresses in costly attire more suited to Reikland nobility than a Nordland crime boss. Accompanying von Sperren is her pet Hyenadon, taken from a wrecked Bretonnian galley returning from Lustria.



GUNNA VON SPERREN – SMUGGLER KING

Silver 3 - Organisation Level 3

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	37	33	34	38	51	52	55	54	55	52	14

Traits: Ranged (Repeater Pistol loaded with Aqshy-Infused Powder) +10 (10), Weapon (Sword) +7

Skills: Animal Care 59, Athletics 57, Bribery 67, Charm 67, Consume Alcohol 43, Cool 65, Drive 62, Evaluate 69, Gamble 59, Gossip 67, Hagggle 67, Intimidation 49, Intuition 61, Leadership 72, Language (Guilder 69, Kislev 59, Wastlander 59), Lore (Nordland 69, Riverways 59), Melee (Basic) 47, Perception 66, Ranged (Blackpowder) 38, Row 39, Sail 67, Secret Signs (Smuggler) 69, Stealth (Rural) 62, Swim 44

Talents: Blather, Briber, Coolheaded, Criminal, Dealmaker, Doomed: *"beware the ambition of young princes"*, Embezzle, Etiquette (Criminals), Etiquette (Guilder), Fearless (Riverwardens), Kingpin, Luck, Read/Write, Savvy, Strider (Coastal), Suave, Super Numerate

Trappings: Impeccable dress in the latest fashion, Pet Hyenadon, Purse containing 20 Silver Shillings, Repeater Pistol loaded with Aqshy-Infused Powder (see **Up In Arms**, page 101-102), Sword

LARGE SCALE CRIME

While there are activities a criminal can engage in, some activities are beyond a solo operator. This could be due to too many specialised tasks for one person to handle, or vulnerability to fellow criminals or the law that they'd be exposed to without help.

PROTECTION RACKETS

Small traders are easy targets for thieves. While galling to the merchant, a means of security is to pay thieves directly. Such payments only protect merchants from those they have paid. If a district is controlled by an organisation, this can become an efficient means of protection. Once paid, members are told which places are off-limits. As failure to provide protection devalues the gang's reputation, the punishment for those who break the injunction is harsh.

SMUGGLING

There are many forms of smuggling, from the movement of illegal or proscribed goods, to the evasion of tariffs on the mundane goods. Whilst the actual act of smuggling is a suitable enterprise for a lone operator, there is more to smuggling than moving a crate in the dead of night. Depending on the size and regularity of cargo, there are people involved in the loading and unloading, the storage of, not to mention negotiating with corrupt excisemen to obtain legitimate paperwork if the goods need to be moved on again.

Smuggling operations involving the movement of contraband, such as Black Lotus or Bretonnian brandy, are only profitable if it is moved in bulk. Safe locations where the product can be stored or rendered from raw materials into its finished form, are also required.

ENTERTAINMENTS

Vast sums of money change hands between those who place wagers at places such as gambling dens, sporting arenas, or fighting pits. The people near the top of a criminal organisation frequently need places to hide their money, and such locations are perfect for doing so. Creative accounting can hide illicit funds within the normal, legal, flow of cash. Furthermore such locations make for ideal meeting places. If that wasn't reason enough to control such locations, these are exactly the sorts of places thieves like to spend their ill-gotten gains, so it benefits the organisation to have their people spending money in their own businesses.

DIRTY DEALINGS

THE WATCH

Members of the watch have their own needs and desires. Even incorruptable members of the watch may find themselves surrounded by enemies, some wearing the same uniform they are. Bribery is rife, but there are other reasons a watchman might look the other way. Often watchmen have grown up on the streets they patrol — criminals know them ... and their loved ones.

The watch may not have the manpower to oppose an organisation, or they may know their chances of recovering stolen property are slim, which can affect motivation when dealing with petty crimes. The law might lay off certain members and locations, leaving the organisation to run certain operations without interruption. In return, the organisation shows restraint, avoids messing with those who have influence to put pressure on the watch, and even handing over members whose actions are so egregious that the watch cannot turn a blind eye.

GUILDS

Poor merchants are not able to afford losses to regular thievery, so seeking protection may be the most expedient route to protect their goods. The richer the merchant, the easier they can weather small losses. Conversely, they are less predisposed towards seeking agreements for protection. A rich merchant family may resent goods being stolen due to the resulting loss of face as much as their financial value. In order to preserve their perception of power, they may spend many times the potential losses to fund their own private protection.

In large cities a number of different trade and professional guilds exist with the goal of protecting its members. In fact, some criminal organisations may have started as professional guilds; particularly in coastal cities, there is a significant overlap between dockworkers and criminal guilds. A criminal organisation may be so embroiled in guild business that there is little to differentiate the criminal and legitimate organisations. Certain businesses are already intrinsically linked to crime, or their activities fulfil an organisation's needs. Businesses can double as fronts or gathering places, or as a means to conceal large amounts of loose coinage. In certain segments of a city, the vendors have never seen a gold crown, so a man carrying several hundred of them will arouse suspicion.

PERKS OF MEMBERSHIP

When faced with membership of an organisation a rogue may well ask 'What's in it for me?'. Whilst the obvious advantage is avoiding being chained to an anchor and thrown into the Reik, there are a considerable number of benefits that aren't available to a solo operator.

TRAINING AND SPECIALIST HELP

A gang can put members in touch with specialists whose membership should ensure they can be trusted not to double-cross a rogue mid-heist. A plan might require a decoy or distraction, or a lookout. In such a case, an organisation's roster makes for a better bet than trawling dodgy taverns for suitable accomplices. An organisation's Contacts can be invaluable after a job too — when the watch are searching for a rogue shot twice as he escaped across a rooftop, being able to seek the ministrations of a trusted barber surgeon can avoid having to answer awkward questions at the temple of Shallya.

NEWS AND RUMOURS

Within a large organisation there will be information brokers — folk who have positioned themselves to collect information on the people of the city and their activities, which they can pass on for a fee or favour to those trusted to keep the source of their information a secret.

Even if a rogue is confident in his own ability to carry out a crime, the organisation can still provide information that the rogue might struggle to obtain. They could provide plans showing sewer networks or secret passages beneath a manor, a schedule of Watch patrols, pre-copied keys to government buildings, or contacts within those buildings who can be convinced to leave a door unlocked or guard dog in its kennel.

FENCING

A successful rogue may obtain all kinds of objects they can't value. A thief may make away with swag including a jade statuette of a frog (a worthless imitation), a crystal decanter (a gift from the Ambassador of Lothorn worth a small fortune), and a crude stone carving (antique Unberogen, worth significant amounts to a collector).

A skilled fence can accurately value finds and keeps contact with specialists who may not be criminals, but who aren't terribly ethical either. A rogue with access to such specialists can earn considerably more of an item's true value than one who does not. Beyond the esoteric, a fence is an efficient way of getting 'hot' property off a thief's hands quickly. If a particular item of note has been stolen, or if a person with significant influence was the target, a rogue would be wise to get the object out of town fast, and a fence is the best means to achieve this.

PROTECTION FROM THE LAW

It's a fact of life that criminals occasionally get caught. A gang member might provide valuable information to the watch, so it obviously behoves the gang to spring such members out of a watch post cell as quickly as possible. The gang may well have members of the watch on the payroll, able to assist a minor gang member go free. However, this cuts (sometimes literally) both ways — if the captured member is not worth the cost and time to be extracted legally from the authorities, a more immediate form of silencing them might be preferred.

The support a criminal organisation is willing to give to a member who is convicted of a crime varies according to its size, and the seriousness of crime committed (see page 96). It is up to the GM to determine if the organisation helps, and how they do so.

CRIMINAL ENTERPRISE PERKS

Organisation Level	Facilitate Links to Contacts:	News and Rumours	Will Help Fence:	Provide Lawyers for Members Accused of:
1	Bawd, Racketeer	Plans of Public Areas	Goods of a value of up to 10 GC per Month	Trivial and Moderate Crimes
2	Bawd, Charlatan, Fence, Racketeer	Schedules of Watch Patrols	Goods of a value of up to 20 GC per Month	Trivial and Moderate Crimes
3	Bawd, Charlatan, Fence, Forger, Racketeer	Plans of Sewers and Notable Buildings	Goods of a value of up to 40 GC per Month	Trivial, Moderate and Serious Crimes
4	All Contacts	Copied Keys, Friendly Insiders	Goods of a value of up to 80 GC per Month	All Crimes

HONOUR AMONGST THIEVES

While to the outside, a criminal organisation exhibits an image of unity, the organisation is at its heart, a collection of rogues. Rogues by their nature are the kinds of people inclined to reject authority and treat rules as things intended to restrict other people. A Rogue is only likely to obey an organisation's rules for as long as it continues to benefit them.

THE HOOKS AND THE FISH

In most cities, as criminal organisations swell in size and power, one area they seek to control is the docklands. The main conduit for smuggling operations are home to the kinds of people predisposed to join a criminal organisation. In Altdorf, the reverse is true, and it is the dockland gangs that grew in strength and power, becoming the principal criminal organisations in the city.

Both organisations are based in Altdorf's East End, the lower-class neighbourhood sandwiched between the River Talabec and the Reik. An outsider would expect the mutual heritage to create two very similar organisations, but the Hooks and Fish are very different. The Hooks, under the strong hand of Willi Pick, have become over the last 30 years a strong unit, focused and ruthless. Despite their criminal nature, the Hooks have established themselves as a force of order (if not law), and in recent history have fought side by side with the Watch to restore order to the city during periods of civil unrest.

Conversely, the Fish, eschewing a figurehead, are more fractured in direction and beliefs. Whilst the Hooks have established an air of legitimacy, the same could not be said of the Fish. Recent bad judgement saw them join in alliance with an anarchist movement led by a servant of the dark powers. While this damaged the Fish's position, they have managed to recover, and cemented their place as supportive to the capital's Revolutionary Movements. In addition, the Fish's more fractured nature has led to the appearance of cells appearing in other cities along the Reik and Talabec. While some of these may be individuals seeking to trade on the Fish name, the normally psychotic response to those wearing their trademark tattoos without permission, indicates at least some of these organisations are legitimate cells of the Fish.

The Hooks - Organisation Level 4

The Fish - Organisation Level 3 in Altdorf, and 2 where it is getting established elsewhere

THE CULT OF RANALD

If one god's worship was welcome in a criminal organisation, surely it would be Ranald's? Nearly all thieves offer prayers to Ranald to bless their caper, the relationship between its priesthood and the heads of organised gangs is a complicated matter. Despite his patronage of the thief and rogue, Ranald's Cult believes strongly in freedom from tyranny and liberation of the individual from the oppression of despotic rulers. Unfortunately, rulers rarely get more despotic than those found at the heart of a criminal organisation.

To a devotee of the Cult of Ranald, the violence required by criminal organisations is sickening. The cult embraces theft as an art form, yet criminal organisations pursue it as a bloody business. No sincere Ranaldan would happily work for those who resort to bloodshed, no matter how much they offered in terms of a cut of the loot.

For devotees of Ranald, membership of a criminal gang is intolerable, and they find ways to escape the organisation. Such is the case of the charlatan Kurt von Shent, a member of the League of Gentlemen Entrepreneurs during Hugo Delftgruber's rule. Conscious of the brutal regime Henschmann would create, he adopted a new guise as Hans von Kleptor. Over time he became the most important Ranaldan priest at Marienburg's Gilt House Temple. As a follower of Ranald's strictures, he intends to unite the various facets of Ranald's cult in Marienburg as a counter to Henschmann's criminal regime.

CRIMINALS AND OTHER GODS

Whilst those who engage in organised crime must indulge in antisocial activity to pursue their livelihood, this does not mean they are impious. Many organised criminals make a show of respecting the gods, wearing symbols of Sigmar or Ulric like other citizens of the Empire. Crime lords may bequeath generous donations to shrines in the poorer parts of town. The ringleaders of criminal gangs can be sincere believers, even miracle-working priests.

In Altdorf, the Hooks engage in extortion and smuggling but hide their criminal face behind a respectable mask. Their members work hard on the docks during the day, attend Festag musters at temples of Sigmar, and patrol the streets alongside the watch in times of unrest. Their leader, Willi Pick, positions himself to be seen standing proudly as a parade of Sigmarite knights passes by and conspicuously drops generous handfuls of gold crowns into the poor box at the Temple of Shallya.

The Fish abide by the principle that anything the Hooks do, they do not. Few senior Fish make displays of piety, paying as little respect as possible without drawing accusations of blasphemy. They regard the pious pose of Willi Pick with contempt, pointing out that his patronage of the cult of Shallya is a hypocritical ruse intended to mollify the very people that the Hooks prey upon at night.

Certain crime lords resort to invoking the dreaded powers of Chaos, but such folk are rare. Even the most criminally depraved of the Empire's citizens are raised to hate and fear the ruinous powers and know that resorting to their worship would draw the righteous outrage of their fellow citizens, from mobs of impoverished slum dwellers to the Witch Hunters of the Order of the Silver Hammer.

GANG WAR

A common trait amongst criminals is the desire for more than they can take for themselves. So, it is no surprise that within a criminal organisation, there will be numerous individuals dissatisfied with their position. Whilst promotion by merit is possible, the natural inclination for such individuals will be to obtain promotion by force. The hardest thing for any criminal organisation is to keep it from erupting into war within itself.

On the streets of Altdorf the ramifications of the Fog Riots of 2506 IC are still being felt. The Hooks play a careful game, assisting the watch by placing their members within the Citizens Vigilance Committee. Whilst their public face is of law-abiding virtue, they prepare to muscle in on any of the Fish's smuggling operations they can seize. For their part, the Fish are friable; a prospective leader would have to crack their rivals' heads in order to wrest control of the gang. If they did, the vast smuggling network of the Fish, with offshoots in many cities along the Reik and Talabec, would be theirs for the taking.

In Middenheim, the Low Kings are mostly satisfied to stick to their territories. The rookeries of Ostwald and the Altquartier provide more than enough work for the larger gangs, and the smaller ones are humble enough to confine their activities to their own districts. However, Bleyden, the Lowest King, is growing old and shedding allies, making his holdings a tempting target for takeover.

In Marienburg, things are more stable, but trouble is brewing. Despite the best efforts of the Gentlemen Entrepreneurs, the first moves of a coming gang war are already being plotted by Grossbart and his allies.

Urban Myths Johann the Knife



A bright morning to ye! What can I offer you today? A sword, perhaps, a fine Estalian rapier? Something heavier, like a kriegsmesser? Oh, just a knife? Well, I have many, but you'll want something special.

How about this? The jewelled handle? Oh, don't let its fanciness fool you, this is a solid, fighting knife. It was good enough for Johann the Knife!

Eh? Surely, you've heard of Johann the Knife? The famed assassin and mercenary of Mordheim? True, some dismiss him as a mere cutthroat, but you don't build a legend around one who couldn't handle a blade!

Or should I say blades, for he collected the knives and daggers of his wealthy victims. Aye, they say he was a greasy, filthy character who never cleaned his leathers, but he recognised quality. Decorative blades he stripped of their gems, but he wielded many-a jewelled dagger that knew its business!

Oh yes, an assassin and fighter, with a cruel glint in his eye. No, not simply a backstabber: a duellist. A vicious one no doubt, but he defeated master knifemen as well as amateurs. Had a tidy aim with a thrown blade even over the furthest distance too.

True, he had his share of scars, but all fighters do. Some say Johann liked a drop of Black Lotus on his blades or a dose of Crimson Shade, but I think that's the slander of his enemies and rivals.

Always had a purse full of gold, such was his success. Generous to the barmaids it's said, but given his scars and smelly leathers, perhaps he had to be. It's difficult to know the man himself, as few were close to him. But there was talk of a favourite barmaid, even a beloved sister and niece. Perhaps there was an heir to his skills!

As for this knife, it's certainly the right style for the time and region of Mordheim. I was sold it as used by Johann himself, left in the body of the seller's ancestor as a calling card. Who knows, perhaps a little of his ghost lingers about it!

◆ THE CULT OF TAAL ◆



Seat of Power: Talabheim, Talabecland

Head of the Cult: Niav, the Heirarch

Primary Orders: Order of the Antler, The Longshanks

Major Festivals: Mitterfruhl (the spring equinox) is the primary festival to Taal, though he is also celebrated on Sonnstill (the summer solstice), Mitterherbst (the autumn equinox), Mondstille (the winter solstice), and Hexenstag (New Year's Day).

Popular Holy Books: *The Book of Green, Rites of the Ancient Grove, Tome of Summer's Path*

Common Holy Symbols: Antlers, oaks, stone axes

The Old World is a wild place and the god Taal is lord of nature. He has dominion over the beasts of land, air, and river. The weather moves according to his whims and mood. Even earthquakes and landslides are Taal's to command. To the people of the Old World, Taal and his wife Rhya are the creators of all living things, the most ancient of their gods.

Taal's dominion is limited only by the growth of civilization and the realms of other gods — Manann's dominion of the sea, Morr's realm of the dead, and that which is corrupted by Chaos. Taal is the god of spring, who takes over when Ulric's winter has passed and accompanies his consort Rhya as ruler of summer.

Taal's cult is prevalent in the eastern Empire, especially amongst his chosen people in Talabecland. For his followers, he is the almighty lord of a domain that can bring them plenty or end their life. They revere him with offerings, sacrifice, and due respect to the wild places.

The cult of Taal insists he is king of the gods, ascendant over all the spirits and minor gods of nature, the Northern gods, and the Classical gods from the south. Other cults may disagree, but all gods respect Taal — for the natural world harbours untold power.



THE OLD GODS

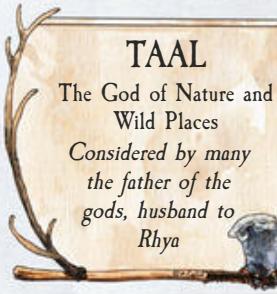
Also known as The Country Gods, this divine family were worshipped in the Empire before the time of Sigmar. Such gods are treated as native to the Empire, derived from the beliefs of its earliest settlers.



RHYA

The Goddess of Fertility and Domestication

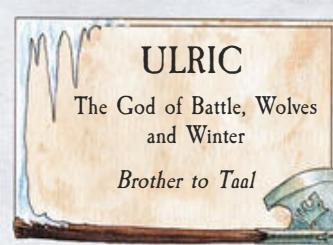
Considered by many the mother of the gods, wife of Taal



TAAL

The God of Nature and Wild Places

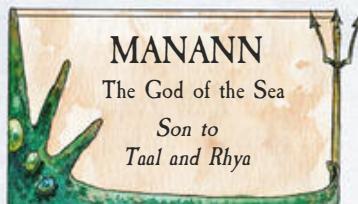
Considered by many the father of the gods, husband to Rhyia



ULRIC

The God of Battle, Wolves and Winter

Brother to Taal



MANANN

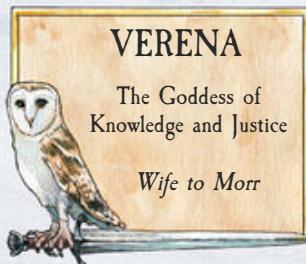
The God of the Sea

Son to Taal and Rhyia

This is generally fair summary, however it may be best to add context to the statement that the Old Gods derive from the beliefs of the earliest human settlers given that there is a degree of controversy on the issue. Consider that the rites of Albion folk worship may attest to a different story.

THE CLASSICAL GODS

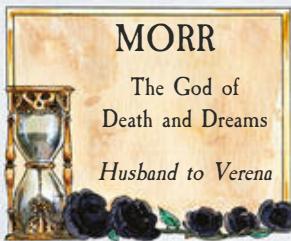
Also known as The Town Gods, this divine family has roots in the southern nations of the Old World. Whilst the cults of Morr, Shallya, and Verena are now well established in the Empire Myrmidia, is still considered a foreign diety by most folk.



VERENA

The Goddess of Knowledge and Justice

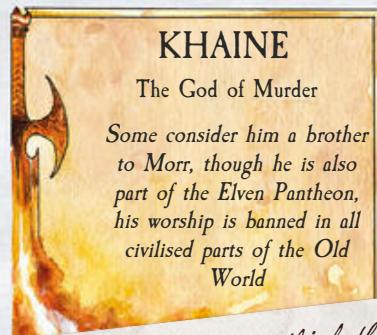
Wife to Morr



MORR

The God of Death and Dreams

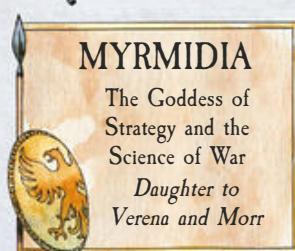
Husband to Verena



KHAINE

The God of Murder

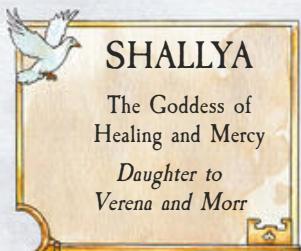
Some consider him a brother to Morr, though he is also part of the Elven Pantheon, his worship is banned in all civilised parts of the Old World



MYRMIDIA

The Goddess of Strategy and the Science of War

Daughter to Verena and Morr



SHALLYA

The Goddess of Healing and Mercy

Daughter to Verena and Morr

I strongly suggest you rethink the inclusion of the God of Murder. Not merely on the grounds of good taste, but there is serious theological controversy over his relation to Morr and whether or not Elven conceptions of what is or isn't a god marry to human pantheons.

OTHER GODS

Whilst there are a host of minor gods worshipped in the Empire two further major gods are widely recognized, but do not belong to either of the divine families.

Sigmar? Down here? Way below Ulric? Next to Ranald? It's not as if this is necessarily theologically insupportable, but please ensure you never show this to the wrong person.

SIGMAR

The divine first Emperor. Worshipped Ulric in life, later risen to the ranks of the gods

RANALD

The God of Thieves and Tricksters. Made immortal by tricking Shallya

Olde Weirde's Incunabulum

Having managed to sit through Professor Pfaff's exhaustive and exhausting hagiographies of the historical Grand Theogonists last week, I proposed that he join Professor Gronighof and myself in the saloon bar of the *Sullen Knight* to discuss a topic of my choosing, that being the early history of the cult of Taal. I am a noted expert on this subject, having recently published a paper covering it (*Beliefs and Rites of the Ancient Taleutens*, F. Weirde, Altdorf University Press, 2512 IC). After a few pints of Thunderwater (a passable ale, if a little slimy, I do mourn that we have no access to the Mattheus II under its current management, the fare is so much superior there).

I began with the basics. Before humans could read or write, they inhabited a wild world suffused with countless small gods, nature spirits, and divine entities. Most of those are now lost or subsumed under the worship of other gods. Chief amongst them is Taal, who dominated countless other gods and spirits to become Lord of Nature.

There are no records of human religious practice from this time, so Taal's origins are lost in the mists of prehistory. Elves and Dwarfs took little interest in the practices of crude Humans and their primitive beliefs, but as far as Old Worlders are concerned, Taal has been ever-present.

In recent years, scholars researching Taal's origins have studied the Talastein Carvings, a series of 13 stone tablets unearthed in the Kolsa Hills. They attest to the body of evidence that supports the notion that an ancient people known as the Belthani venerated a hermaphrodite god called Ishernos, which united all aspects of nature. When they migrated north, they found stone circles and megaliths scattered across the land, relics they believed were left by Ishernos. They used these places as temples. Over time, seasonal aspects of Ishernos split into three entities – Taal the Lord of Nature and Spring, Rhya the Goddess of Fertility and Summer, and Ulric, the God of Wolves, Battle and Winter.

I outlined this information to my companions, as I find it foundational in studying the history of Taalite practice. Pfaff took it as read, but Gronighof interjected.

"This coincides with a tale I was once told whilst planning an expedition to the cairns of the Grey Mountains." He said. "A hoary old priest of Taal named Pedragar told me that at first there was the allumina – an unchanging whiteness without feature or motion."

"Then came Ishernos, the first one, the primal. From its loins came Rhya the beautiful, rising up with Taal the powerful. Surging with life, they came into the world. Everywhere they gazed, the abundance of nature sprang forth. Where Taal walked, the mountains rose from the earth. Where he breathed, the forests reached for the sun. Such was how the world was made, was what he said." He paused to sup at his Thunderwater.

"Now, the Elves, they believe differently," he said. "I was talking to Kaia once about the worship of Taal, and she rolled her eyes and claimed that he is merely a simple-minded attempt to emulate their god Kurnous. According to her telling, early Human settlers in the Old World stumbled across shrines that had been abandoned by the Elves following the War of Vengeance and adopted a debased worship of the beautiful statues and frescos they found in the ruins."

"An Elf rolling their eyes?" said Pfaff. "The phenomena undercuts Leonardo's doubts about the impossibility of perpetual motion!" We all had a good laugh at that.

Gronighof went on to outline another possibility I had yet to consider. "Scholars in the south, such as Profesora Mandez of Magritta in his *Treatise on the Fur-Clad Deities of the North* (Spear and Shield Press, 2495 IC) and Parmenus of Tobaro in his *Outmoded Gods in Tradition and Practice* (Sword and Scales Press, 2488 IC), speculate that Taal was merely the most warlike of many nature deities, growing in influence as his people displaced, assimilated, or killed the followers of other gods. Now, this view is obviously not popular in the Empire, but Taleuten legends suggest there is truth to the theories. Before the time of Holy Sigmar, they were nomadic, spreading the worship of Taal. Wherever they encountered nature deities, they were absorbed into Taal's cult. In this way, forgotten gods such as Medhe, Karog, or Karnos became aspects of Taal."

"So many of the wider pantheon are thus assemblages of forgotten gods," said Pfaff. "Sigmar alone stands as a clear manifestation of a divine individual, without precedent."

"On the subject of Taleuten legends," Gronighof again, "have you heard it said that once Taal and Rhya ruled beneficently over all the world, and even while each dallied with other gods and spirits, they always returned to their marital bower at the heart of the land. One day, they say, a group of voyagers came to the world through a hole in the sky. They set about a great plan to tame the wild, manipulating it into straight lines and bending it to their will. The newcomers invited Taal to join them in their grand endeavour, but he and Rhya turned their backs on them and took no part in it."

I decided to carry on with my outline. By Sigmar's time, Taal was worshipped from the World's Edge Mountains to the Great Ocean. All tribes had their interpretation of the god. The Unberogens, for example, tended to regard him as a patron of hunters. As villages became towns, folk were close enough to nature to revere Taal as the King of the Gods, who took Rhya as his wife. The world belonged to Taal, other than the fierce wolves, who were the preserve of his brother, Ulric. The Lord of Winter was too proud to submit to his brother's dominion and the two often came into conflict. Eventually, Taal granted Ulric a season of the year, when he could rule the world as he saw fit. He also gave him a place of his own, the mountain Fauschlag, upon which Middenheim was founded.

"We already know this." Pfaff waxes peevish whenever one explains matters of Ulrican doctrine.

Taal and Rhya begat many children – most notably the volatile sea god Manann, who came from their union and inherited the oceans from his father.

"I am reminded of a legend remarked upon by Mandez," said Gronighof. "He claims that thousands of years ago what he terms as 'Daemon Gods' tore into the world and Taal led the war against them. He and his brother Ulric hewed about them with their axes. His son Manann struck the daemons with trident and torrent. This is as we might expect, but an unusual aside struck me as odd, for Mandez claims Taal would not stand alongside the vengeful lord or the unchanging light, for the Lord of the Wild saw that they were, in their own way, as terrible as the Daemon Gods themselves."

I decided to discuss what is known about the development of Taalite doctrine. In the distant past, there were no priests of Taal. Over the centuries, a class of wise men and women emerged who led rites in stone circles, oversaw sacrifices, and imbibed herbal spirits to commune with Taal through visions. People feared these holy folk as much as they respected them, just as they treated the natural world with awe and trepidation.

For many centuries Taal ruled as King of the Old Gods unchallenged. As the people from the south started to migrate and trade with the northern tribes, the Classical gods spread their influence. The cult of Taal resented the newcomers as civilisers who enabled men to control nature. Verena sought to know all, even the mysteries of the wild. Shallya looked to reverse the harsh reality of the natural world through pity and healing. Even Myrmidia challenged his brother's passion for battle. Only Morr was accepted readily by the cult. It seemed that he was a god they had, in a way, always known.

"Yes!" Gronighof was keen to agree. "This synthesises nicely with the Tilean and Estalian authors I have been reading. Of course, their perspective has it that without the resentment and resistance of the Old Gods, advancements in engineering, magical practice, medicine, viticulture, and philosophy would barely exist north of Miragliano. To be honest, I wasn't sure reading Parmenus whether he felt the introduction of the civilised gods to the Empire hadn't robbed Tilea of a manifest destiny."

I wasn't sure about that, but either way, the cult of Taal in the north came to accept the Southern Gods, provided they confined their influence to the towns and cities.

I explained that my studies led me to believe that in the burgeoning Empire, the cults of Sigmar and Ulric became politically powerful. Gradually, the Taalites turned further away from the modern world, retreating to the wilds and rural communities on the periphery. Only in Talabecland did Taal's chosen people keep their god close to the centre of power. Most Taalite priests were content to leave the petty squabbles of men to the other cults. Others resented the loss of influence of their god, especially the Sigmar, who had usurped Taal's prominence in the land.

"In the land of the Empire!" Pfaff said. "The land over which he has divine authority by right of his irrefutable majesty." I pointed out that I did not deny such matters and was merely trying to outline known facts. Pfaff shoudered and Gronighof tried to mollify us with another tale he had heard.

"Another story I had from Pedragar," he said, "was the King of the Gods sat in his court, Queen Rhya enthroned at his side. It was springtime when all beasts must pay tribute to Taal. First came Raven, who offered counsel and peace for those who pass from life. Wolf came and snarled that he would tear apart any who would usurp the King. Albatross came with salt on his wings, bowed swiftly, and left. Eagle, Owl, and Dove walked with their feathered heads low to the ground. Then came the Prince of Cats. King Taal saw through his flattery and wit as the wily creature tried to steal the king's helm from his head. Taal banished the Prince of Cats from his court... yet to this day, he creeps back in to tease the other beasts."

"Once more, you display an unhealthy affection for the Trickster!" Pfaff said, and thus ended our productive sharing of wisdom to be replaced with an interminable spat over who was contributing on good faith and whether it would change anything if we could tell anyway.

SPREADING SCHISMS

In the first millennium of the Empire's history, successive Emperors became more corrupt and Sigmar's unity lost cohesion. In 1023 IC, the outspoken Hierarch Cenwal spoke for many of his fellow priests when he declared that no true god would allow such disorder amongst the ranks of his worshippers.

Antipathy towards the cult of Sigmar came to a head in 1360 IC, when Taalite influence in Talabheim encouraged Grand Duchess Ottilia to deny Sigmar's divinity and break away from the Empire. The Taalites supposedly gave her evidence that Sigmar was a fraud, and her agents took this to the heads of the Ulrican cult in Middenheim. Soon Ar Ulric denounced the Sigmarites as heretics and decamped to Talabheim.

Cynical or prejudiced scholars believe Taal's hierarchs manipulated Ulric's cult into taking a warlike stance against that of Sigmar — to benefit Talabecland as Sigmarite provinces fought with Ulricans. Others counter that priests of Taal are famously plain-speaking and such power-hungry manipulations would be quite unthinkable for the likes of them.

The alliance between Talabecland and the cult of Ulric broke down in 1547 IC. The Talabheim Emperors and presiding influence of the cult of Taal in the city alienated Ar Ulric and he returned to Middenheim. This heralded the transition from the Age of Wars to the Age of Three Emperors, as Middenland warred with Talabecland and the cult of Taal grew more militant in the eastern Empire.

This disunity was broken over 700 years later when Magnus the Pious crusaded to unite the Empire and defy the Chaos hordes. When he arrived in Talabheim, the priests of Taal spurned him, until the wolves of the Taalgrunhaar Forest howled in unison and a stag appeared, marked with a white hammer. As one, the Taalites saw that Magnus had the blessing of their god.

THE CULT TODAY

The cult of Taal is no longer the force it was in the old days. The march of civilisation has shifted Taal away from centres of power. He is now chiefly a god of rural people and those who venture into the wilderness.

Outside Talabheim, priests of Taal prefer to stay away from towns. Yet, all must respect the natural world — after all, even a noble in their Altdorf townhouse ultimately depends on the weather and the seasons to give him food and security. So, Taal is worshipped across the Old World, with only the most zealous cultists of other gods ignoring the Lord of Nature.

Taal's early conquests live on as aspects of the god, still worshipped as distinct from his core essence. Therefore, Karog is god of rivers or forests in some regions and Karnos is the god of hunters. Regional gods such as Khirreth (the god of Oberstein Wood in Wissenland) and Shrowl (a Hochland patron of hunters) are typical of local minor gods associated with Taal.

The folk of the Old World assume that Taal's cult is untainted by politics, but the truth is far more complex. Beyond the cult strictures, there is no unifying dogma for Taalites and several tendencies vie with one another, pulling the cult in different directions.

Those priests who favour Taal as king of the gods see him as a force of masculine power, which is destined to dominate the pantheon once again. They work to assert political and earthly dominance. Others decry the cult's desire for the comforts of civilisation and worship Taal as the wild force of nature, unrestrained by propriety or the petty laws of men. The schism is not well known outside the priesthood and they would rather it stayed that way.

A VOICE FROM THE PAST

Over a thousand years ago, a priest of Taal witnessed his peers forging documents to help spread the heresy that Sigmar was a false god. Wracked by guilt he implored the other priests not to lie, but they turned on him and took his life. Now Guldag haunts a lost grotto in the Färlic Hills as a spectre, desperate to tell someone what he saw.

The cult of Morr have received word of the haunting, and whilst they have more pressing priorities, they plan a future expedition to lay the spirit to rest. The Characters may be brought on to assist the expedition, but can Guldag manage to pass on his message before he is brought within Morr's final embrace?



HOLY ORDERS AND SECTS

The Cult of Taal is more structured than most people realise, although it does not have the baroque complexity of the Cult of Sigmar or Ulric's militaristic ranks. High priests rarely dictate the beliefs and practices of subservient clerics, so many small sects and orders persist.

THE ORDER OF THE ANTLER

The largest order, these priests conduct rituals for rural communities and lead people to respect the gods' ways. They are the priests best known and trusted by the common folk. There is no formal garb — furs and rough cloth are common, usually with a fur headdress adorned with a stag's antlers. The Order of the Antler is overseen by the Heirarch in Talabheim.

BRETHREN OF THE OAK

Officially a sub-order of the Order of the Antler, the Brethren of the Oak are priests of Taal who practise within the Eye of the Forest. They are closely affiliated with the noble houses and politics of Talabecland and, as such, are decried as power-hungry by their fellow priests. Their symbol is the antlered oak, often seen depicted on Talabecland heraldry. In the past, Taalite priests have married into noble lineages, despite the cult's disapproval — it is seen as forsaking the god for temporal power.

THE LONGSHANKS

Taal does not have templar knights like other gods. Instead, there are the Longshanks, resourceful ranger-knights who fight for their god. They wear leather armour and patrol the wilds on foot, sometimes acting as scouts for the Empire's armies. Mostly they wander alone, seeking those who have corrupted the wild or defied Taal's name. Longshanks are an order of loners with a nominal leader in Ulrika Grunfrau, an experienced Ranger-Priest, who roams the southern Forest of Shadows, seeking and vanquishing the dark denizens of those woods.

TAAL'S WARDENS

A priest tied to one of Taal's sacred sites or temples is a Warden, charged with keeping it secure from any who would plunder or corrupt the god's holy places. This does not mean they stay in one place — Wardens patrol many miles from their site, seeking those who may threaten or help protect Taal's sacred place.

KIN OF TAAL

A sect devoted to base masculinity as they believe it is represented in nature. They are responsible for initiating young men in rural settlements in a ceremony known as 'Quickening' and teaching them how to live from the land by hunting and foraging.

ORDER OF THE WHITE STAG

Taalites are not given much to scholarship or monastic life. The Order of the White Stag are a small order of Taalite monks and hermits who believe that to truly understand and revere their god they must study how nature works. Most are hermits, living alone in caves and rough shelters. There are very few monasteries of the White Stag — the only substantial abbey is La Maisontaal in Bretonnia.

THE HORNED HUNTERS

The Horned Hunters are zealots who eschew civilisation and prefer to live in the wilds. These fanatical followers of Taal live as close to nature as possible. They shun settlements larger than farmsteads and tiny villages. Many of them even forgo the wearing of clothing. They say Taal's priests spend more time with people than beasts and believe they have turned their back on their god. The Horned Hunters are ferocious in combat, standing in unshakable defiance anyone that violates the sanctity of the wilderness. Most followers of Taal respect and fear the Horned Hunters, seeing them as touched by their god, and closer to the simple lifestyle followed by the ancient Beltani.

A GIFT FROM TAAL

Having gifted the Fauschlag to his brother, Taal walked east into the forest to find a home for his people. On his journey he was beset by a colossal Sun Wyrm. Taal battled the dragon for many weeks before he bested it and thrashed it against the earth again and again. Each time it hit the ground it gouged out the tributaries of the Upper Talabec river. Taal then threw the Wyrm high into the air and its body plummeted down. When it smashed into the forest, it flattened trees for miles around and formed a wide crater.

Taal marked this crater as a homeland for his people and he excavated a hole in the wall for them to discover. Sure enough, hundreds of years later, Krugar of the Taleutens discovered the crater. One myth tells that years later, a bird spirit sent by Taal guided Krugar's grandson Talgris through the tunnel to found the city of Talabaheim.

HOLY SITES

THE EYE OF THE FOREST

Talabheim sits in a vast crater at the heart of the Great Forest, surrounded by a rocky wall known as the Taalbaston. This is known as the Eye of the Forest, a gift from the god to the Taleutens. The land inside the crater is deemed holy ground by the followers of Taal.

THE TEMPLE OF TAAL

Talabheim's chief temple is found on God's Row. At its heart is a wooden hall seating a thousand worshippers. Heirarch Niav presides here, but he rarely attends, preferring to commune with Taal in the Kraterwald. Priests here are mostly Brethren of the Oak, who prefer to spend time close to the politics of the city and province.

KRATERWALD

Taal's most sacred site in the Empire is an ancient wood covering the eastern expanse of the land inside the crater. Also known as the Taalgrunhaar Forest, venerable oaks, maples, and birch trees enclose groves and winding pathways frequented by priests of Taal in silent acts of worship. Rough-hewn stone sweat lodges lie under blankets of moss, where male gatherers worship their god. In the northern reaches of the forest is a deep grove known as the Horn of Taal, the holiest place in the woods. Several high-ranking priests live here in crude huts.

CRYSTAL LAKE

A pure, clear lake in the east of the crater, also known as Crater Lake. The water is said to be Taal's tears and many miraculous properties are ascribed to it by superstitious Talabeclanders. It is used to bless holy artefacts, including the amber periaps worn by many priests of Taal.

THE KÖLSA MEGALITH

Antiquarians and academics are organising an expedition to the Kôlsa Hills in Talabecland to see if ancient artefacts can be located there. The Characters may be brought on board either as bodyguards or experts in a related field. On site an ancient megalith is discovered, but its providence is uncertain. Local Taalites worry that any damage to the stone will anger Taal, and their protests against further excavation may turn violent. Irrespective of their concerns, the stone does rest above the corpse of a long-dead Manticore, and a Necromancer among the archeologists has plans to raise it as her monstrous steed.

COMPASS MONOLITHS

Four great monoliths stand at the cardinal points on the internal crater wall. They are hewn from the rock and inscribed with unknown script by some forgotten hand. The cult say the monoliths mark Taal's dominion over all land to the north, south, east, and west of Talabheim.

THE KÖLSA HILLS

The hills in eastern Talabecland are known for countless megalithic stone monuments that trace invisible paths between the hilltops. The whole range was granted to the Hierarch of Taal as a religious preserve by the Ottilian Emperor Helmut II. The Kôlsa highlands and valleys remain largely uninhabited but farmers on the fringes occasionally clear trees to find earthworks and strangely shaped mounds that predate the coming of man.

LA MAISONTAAL ABBEY

High in the Grey Mountains stands the monastery of La Maisontaal, where monks from the Order of the White Stag live in quiet contemplation of Taal's domain. Formerly, the master of La Maisontaal and head of the order has been the unconventional Priest of Taal, Bagrian. Dressed in distinctive red robes and a curious metal gauntlet, Bagrian took over the abbey's crypts and made them his private laboratory. He claimed that insights into the natural world could be garnered through magical practices, and had a knack for technological innovation that surpassed the luminaries of the Imperial School of Engineers. Needless to say, neither of these pursuits is thought befitting of a traditional Taalite.

In 2492 IC, the Lichemaster Heinrich Kemmler joined with a band of Skaven allies to attack the monastery, seemingly seeking the secrets of Bagrian's research. The monks held out until Tancred, Duke of Quenelles, came to the rescue. The Skaven Grey Seer known as Gnawdoom managed to recover the Black Ark, a holy relic of the ratmen, but Kemmler was thwarted. Tancred ordained that the monastery must be fortified, and work continues to turn it into a fortress. However, recently, Bagrian has disappeared, and without his idiosyncratic leadership, the monks resent the further encroachment of manmade construction on their Taalite refuge.

The new Abbot of La Maisontaal is Jean-Louis Dintrans. He is a thoughtful, studious man who misses his mentor Bagrian, yet worries about the experiments and strange items hidden in the crypts. This is quite appropriate, for one of those artefacts is the Staff of Nagash...



TAAL AND TALABHEIM

Taal was the divine patron of the Taleuten tribe that founded Talabheim and populated the land now known as Talabecland. All rulers descended from the tribe are considered chosen by Taal to lead their people. The ruler of Talabheim is known as the *Luddataal* or 'Shield of Taal', a hereditary title that indicates that they have the divine right to rule over the province and all who dwell within. This keeps the usually apolitical cult of Taal closely tied to the nobility of Talabheim and Talabecland. When Talabecland and Talabheim are united, the ruler also carries the Talabecland title of *Grátaal* — 'Beloved of Taal'.

Despite Taal's natural aversion to civilisation, there are many priests within Talabheim. They perform a role unlike any other in the Old World — they have an influential voice on the city's Parliament and the Hunter's Council that controls the city's military. Many of Talabheim's famously byzantine laws originate in Taalite commands from the past.

Taal's Justice

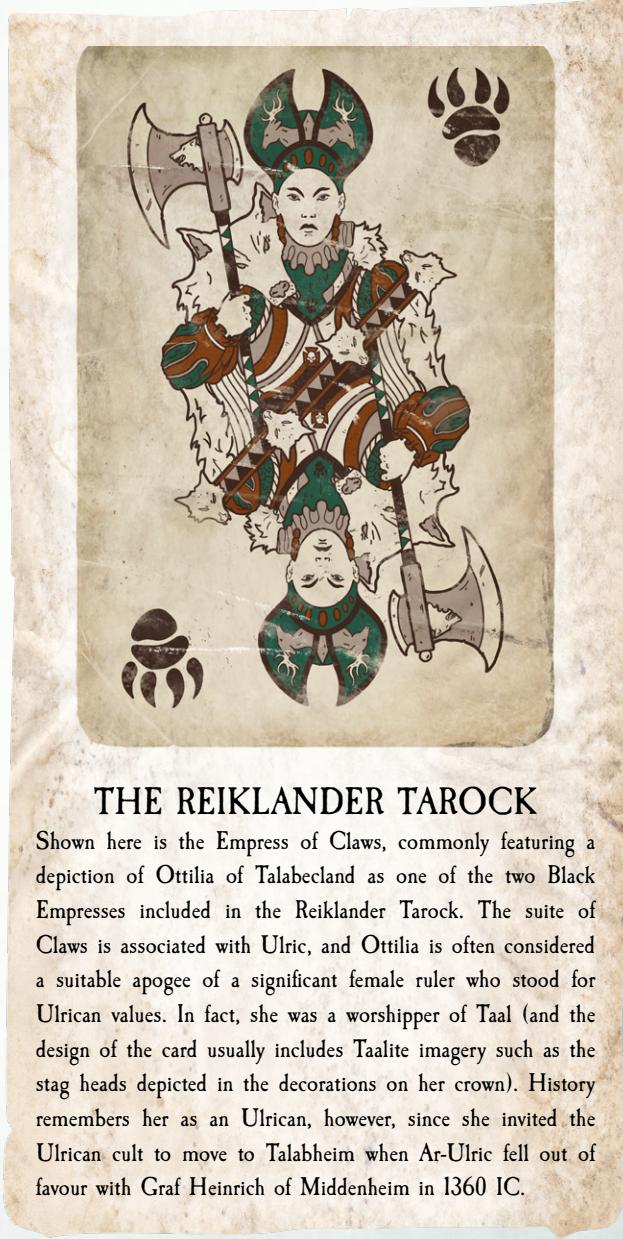
At one time, the priests of the cult effectively ruled the city, dispensing 'Taal's Justice' — which involved nailing wrongdoers to the oak trees in the Kraterwald as a form of ordeal, or even execution.

Such unenlightened and arbitrary punishments are a thing of the past and now the High Priests wield less temporal power. Nevertheless, it is notable that many of Talabecland's noble families feature the antlered tree as a common heraldic device — a reminder that they have always been on the right side of the cult, stand for its principles of justice within a natural order, and are ready to protect the cult from anyone who might threaten it.

Many of the city's guilds and military regiments invoke a connection to Taal. For example, the Woodcutter's Guild members ask Taal's forgiveness for each tree they take and consider it a violation of guild law to waste wood. Taal's Chosen are a group of elite woodsmen that patrol within the Taalbaston, protecting Taalites and eliminating any mutant or Beastman that strays within the crater. In times of war, they form an elite scout regiment for the Talabheim State Army.

The Grand Dukes of Talabecland and Talabheim have always sought to placate the cult of Taal and this favours a more cunning breed of priest to flourish in the city itself. Father Rostov of the Brethren of the Oak is a High Priest in the city's Temple of Taal.

He seeks to influence Grand Duchess Elise and encourages her to resist Sigmarite expansion within the province. Thanks to his persistence, the Grand Duchess has sponsored a plan to build large temples in the wilderness to rival those of the other gods. Rostov's fellow priests are making the same proposals to Count Gustav in Krieglitz.



THE REIKLANDER TAROCK

Shown here is the Empress of Claws, commonly featuring a depiction of Ottilia of Talabecland as one of the two Black Empresses included in the Reiklander Tarock. The suite of Claws is associated with Ulric, and Ottilia is often considered a suitable apogee of a significant female ruler who stood for Ulrican values. In fact, she was a worshipper of Taal (and the design of the card usually includes Taalite imagery such as the stag heads depicted in the decorations on her crown). History remembers her as an Ulrican, however, since she invited the Ulrican cult to move to Talabheim when Ar-Ulric fell out of favour with Graf Heinrich of Middenheim in 1360 IC.

BOOKS

The Book of Green — A short tome, often inscribed by hand on rough vellum and enclosed in bark covers. The Book of Green contains lengthy prose accounts of Taal's creation of the living world, his joining with Rhya, and mastery of nature. During rituals and sermons, priests of Taal sing verses from the Book of Green.

Rites of the Ancient Grove — The ritual descriptions recorded in this volume are a matter of some controversy in the cult. They were first set down by scribes in Talabheim and subsequently copied by hand for many generations. Many Taalites believe that rites should never be documented in writing but passed on by verbal tradition. Some forbidden copies include secretive rites which only the priests themselves attend. An apocryphal version has a whole chapter of rituals for Ahalt.

Tome of Summer's Path — A holy almanac of sorts, this book traces the months between spring and autumn with prayers suited for certain locations and dates.

HOLY DAYS

Taal's holy days mark the turning of the seasons — the equinoxes and solstices. Festivities and rituals on these days are shared with the other Old Gods.

MITTERFRUHL (START GROWTH)

The Spring Equinox is a joyous occasion and Taal's chief day of celebration. The god's strength returns after winter, bringing vitality to the land and fresh breezes to sweep away the frost. Across the Old World, rural folk pay their respects to Taal by sacrificing a young animal and burying it in the woods or offering it to a river.

Many villages hold a parade, where locals dress in masks and costumes representing beasts, plant life, and other aspects of Taal's domain — everything from bears, boars, and eagles, to oak trees, wild flowers, and even mountains.

Tradition dictates that nobody dresses as a wolf (out of respect for Ulric), a sea creature (for Manann is jealous), or a frog (for reasons lost to time).

The day ends as the sun dips towards the horizon and celebrants separate into men and women to venture into the wilds to sing praise to Taal and ask for clemency from nature's harsh rule.

RUN OF THE ANTLERS

This festival is peculiar to Talabecland. During the first week of Summer-Tide half the young men of the village rise early and don large antlers and a stag's pelt. The other young men take on the role of hunters, armed with bows and arrows blunted with cloth.

When the 'stags' bolt into the forest, the 'hunters' give chase, loosing arrows, hollering, and blowing horns. When all the 'stags' are caught, everyone returns to the village to feast and toast the hunt. This festival lasts all week and culminates with young men undergoing the 'Quickening' ceremony to mark their passing to manhood.

SONNSTILL (SUMMER SOLSTICE)

The longest day of the year is Rhya's holiest time. Taal's role on this day is lesser than his consort, but worshippers remember that the wild is always waiting to reclaim what once belonged to Taal. Followers offer prayers to Taal during the festivities and in the eastern Empire, priests make offerings to ask for rain during the driest part of the year.

MITTHERBST (LESS GROWTH)

At the Autumn Equinox, as the year turns towards Ulric's time, the natural world slows, animals store food for the winter, and the leaves fall from the trees. Worshippers of Taal offer rites to their god to keep the hungry beasts from their door and to ask the Lord of Nature to sleep lightly while Ulric rules over the world.

MONDSTILLE (WINTER SOLSTICE)

Deep in winter, Taal and Rhya slumber beneath the earth. As the shortest day in the calendar, Mondstille represents the turning point towards spring. A feature of these festivities is that worshippers light bonfires to guide Taal and Rhya back into the world.

AN UNSEASONAL DELUGE

Each year Altdorf celebrates Sigmar's final journey on the 15th day of Sigmarzeit, when the citizens of the city partake in a joyous parade. This year's celebrations were marred by a fierce rainstorm that commenced shortly after the parade began, and finished at dusk. The Heirarch has suggested it is a sign of Taal's displeasure at being overlooked in favour of Sigmar. The Grand Theogonist has suggested in response that the deluge was a work of Taalite mischief. Contacts within either cult may hire the Characters to carry out an investigation into the matter.



RELATIONS

Rhya — The two ruling gods of nature are entwined in the minds of Old Worlders. In some regions (such as Talabecland), Taal dominates and Rhya is worshipped merely as his wife. In these places, priests of Taal can be patronising towards the cult of Rhya. In other regions, such as Bretonnia and lands dominated by farmland, the fertility goddess takes precedence, implored to divert her consort's desire to reclaim cultivated land. The cult of Rhya believes life should be nurtured and encouraged, to promote growth and fertility. The cult of Taal takes a more laissez-faire approach to nature, believing the natural world must be allowed to continue untamed. Neither cult is given to philosophical debate, so these differences rarely result in conflict.

Old Faith — Relations between the cult of Taal and the remnants of the Old Faith are complex and there is no consensus amongst priests. The god-and-goddess Ishernos of the Belthani is believed to have given rise to Taal and Rhya, so most followers of Taal respect the Old Faith as an earlier form of their own beliefs. More belligerent Taalites tell tales of their god vanquishing the petty pantheon of the Old Faith, who resisted his majesty. A Stirland folk tale recounts Taal tearing Medhe the Stormlord from the sky with his lightning and thunder. Other older gods, such as Ahalt the Drinker, speak to a savage past where blood rites were considered more fitting sacrifices to the forces of nature than the more sedate practices of modern Taalites.

Ulric — Taal and Ulric's cults remain loyal to one another, but like most brothers, they still fight at times. Some priests in Ulric's hierarchy believe Taal's priests wish to marginalise their spiritual influence in the east, citing past conflicts between Talabecland and Middenland as a precedent. However, in most places in the Empire, the cults of Taal and Ulric present a united front and priests are often friends or valued allies.

Manann — The cults of Manann and Taal keep a respectful distance, separated as the land is distinct from the sea. Taal's temperamental son is disinterested in the doings of landlubbers and resents the older god's claim over rivers, which are after all, tributaries of the seas and oceans. Nevertheless, when faced with a threat from hostile forces or other cults, the priests of Taal will side with those of Manann and vice versa.

Sigmar — In past millennia, Taal's followers were suspicious of the new god Sigmar. His zealous cultists wanted to drive back the frontiers and build temples across the land, diminishing Taal's realm and persecuting followers of older faiths. Unlike their Ulrican counterparts, Taalites were rarely militant in opposition to Sigmarite ascendence, but a lingering suspicion remained below the surface. Since Magnus the Pious reunited the Empire, Taalites have become more pragmatic, comfortable letting Sigmar rule over people, providing the wilds are left to Taal. That said, there are rumblings in Talabecland that Sigmarite fervour risks inciting conflict between the cults once again.

Morr — Taal's cult has a quiet respect for the God of Death. The Lord of Nature is a god of life and his priests believe that all living beings must die in order for new life to spring forth. Priests from both cults officiate in the funerary rites for followers of Taal, to make certain that their soul reaches the afterlife and their body fertilises the earth.

The Southern Gods — Taal's cult rarely fraternises with the cults of Verena, Shallya, and Myrmidia. Their civilising influence holds little sway in the wild places and the cult of Taal would prefer it stays that way. Ranald is little more than a perpetual nuisance, although outlaws happily pray to both gods.

The Ruinous Powers — Followers of Taal see Chaos as perverting the natural order, violating their god's domain, and tainting its essence. They have special ire for the Beastmen, who skulk in Taal's deep woods and wear a twisted appearance as a mocking parody of Taal's own beasts. Followers of Taal are also strongly opposed to Nurgle, whose ironic virulence distorts nature into something fecund and corrupt.

The Amber and Jade Orders — Many shamans of the Amber College are fervent worshippers of the Lord of Beasts, even taking Taal's arrow as the symbol of their order. The priests of Taal are happy to ally with those who wield Ghur, providing they respect their god as a greater power than any magister could ever command. Relations with the Jade Order are also cordial, as it seems Taal's holiest sites attract Ghyan readily — a sure sign that the god does not disapprove of the druid's magic.

PERSONALITIES OF THE CULT

Priests of Taal do not typically crave influence or expect hagiography from their followers. Thus, many great Taalites are lost to history, dying unremembered in the wild. Nevertheless, there are several Taalites who have left their mark on the history and culture of the Old World.

Grand Duchess Ottilia of Talabecland (1320 to 1384 IC) — A controversial figure in the history of the Empire, the first Ottilian Empress may have sundered Imperial unity, but she was still Gráaal — ‘Beloved of Taal’ and the chosen leader of the descendants of the Taleutens, Taal’s own tribe. Talabeclanders are proud of her independence and Taal’s cult regard her as an important figure in their history, chosen by the king of the gods to remind his people to tolerate, but never bow to, upstart gods.

High Priest Ulf Vildsson (1712 to 1786 IC) — Vildsson was a wandering hierarch who travelled between sacred sites in the Northern Empire, blessing Taal’s faithful wherever they were found. He became an emissary for various human lords to Queen Marrisith of the Eonir, and sometimes interceded on her behalf with the lords of Middenland, Westerland, and the Reikland. He was instrumental in Countess Eleonore of Salzenmund’s accord with the Eonir, breaking many years of conflict between Nordlanders and the Laurelorn.

Bagrian de Muscadet (2458 IC to unknown) — The former Master of La Maisontaal, Muscadet was an eccentric priest whose research interests and expeditions aren’t well known within the cult. Bagrian settled into life at La Maisontaal as a monk after years wandering the Old World. He used the monastery as a place to practise secretive esoteric research, which went well beyond the usual preoccupations of Taal’s priests.

Fascinated by the forms that nature could take, Bagrian took an interest in the Skaven and the strange green stone they used to twist nature. He snuck into Skavenblight and stole the legendary Black Ark. Back at La Maisontaal he used it in his experiments to create artificial life. This culminated in the Battle of La Maisontaal in 2491 IC, when the ratmen allied with the Lichemaster and his undead to reclaim the Black Ark. Bagrian disappeared several months ago, but the legacy of his strange studies remains hidden below the abbey.

Hallowed Mother Tunholda (dates unknown, but she lived in the last century) — In northeast Stirland, close to the border with Sylvania, a low stone temple stands in the Hundsheimer Wald, built many years ago around an obsidian cromlech. Each stone was put in place by Hallowed Mother Tunholda, who carried them individually in turn from across Stirland and laid them down herself. Tunholda was a charismatic muscular woman who wore a bison’s pelt in all weathers. As she brought stones from across the province, she attracted local Taalites who followed her across the land, asking for blessings and instructional tales.

Dirmann (unknown to present) — A true wild man, Dirmann is a wanderer who dwells in the Great Forest of Talabecland. The cult of Taal consider him a holy figure, bearing wisdom that seems granted by supernatural means — those who meet Dirmann say he knows all that happens in the halls of men, places he has never been. They say that the trees, birds, and creatures tell him all. It is rare that someone seeking Dirmann can find him. Only those who are devoted to Taal and adhere to his strictures are granted an audience. Dirmann is described as bestial, covered in plant growth as if part of the forest itself.

Niav, Hierarch of Taal (2487 IC to present) — The current head of the cult in the Old World is Niav, who has authority over all other priests of Taal. He dwells in the wilds of western Talabecland with his wife Katrinelya, Heirarch of Rhya. Niav is a man of few words, although his lively eyes betray great wisdom. He rarely issues commands to the high priests of the cult and when attending the Grand Conclave of religious leaders in Altdorf, he says little. When Niav does speak, his voice carries authority and conviction, inspired by Taal. There are rumours that Niav meets with Aldebrand Ludenhof of Hochland when the latter nobleman is out hunting.

KNIGHTS OF TAAL’S FURY

While there are no true knightly templars in Taal’s cult, the Brethren of the Oak patronise a small order of Taalites dedicated to purging the influence of Chaos on the natural world. The Knights of Taal’s Fury are entirely mounted on Demigryphs which they must tame themselves, hoping that the blessing of Taal will protect them from their vicious beak and claws.

The order’s preceptory can be found near Trautenau in Talabecland, from where they ride forth to hunt down Beastmen in the Great Forest.

THE GREAT HORNED HELM

The Great Horned Helm is a unique magic item that may be gifted to those Taal finds worthy of bearing it.

In the earliest times, Ulric wanted an everlasting winter, where he never relinquished the world from his grasp. The other gods were unhappy and they warred with the Wolf God. In time, Taal and Rhya placated Ulric by showing him that perpetual winter would take all that was good from the world, just as perpetual summer would make men grow lazy and complacent. Ulric made peace and gave each god a gift in contrition.

To Taal he gave a magnificent helm adorned with fur and spreading horns. The King of the Gods already had a helm that allowed him to see through the eyes of any creature. Taal thanked Ulric with good grace and sent the new helm into the world of mortals. He set it at the peak of a mountain for his followers to find when they needed it most.

The Great Horned Helm is real. When a devout follower of Taal receives a holy quest, they may receive visions and feel an irresistible pull towards the helm's location. Taal puts trials in their way — attacks by wild beasts, fierce storms, and raging rivers. If they survive, the god guides them to a crag, where the helm is wedged into the stone.

The helmet is a stiffened leather spangenhelm with a *grima* mask and a stag skull decoration. It is surmounted by red wolf fur, with wild ram and spreading stag's horns affixed to the sides and top.

Any wearer must have the Bless (Taal) Skill to benefit from its holy enchantments:

- 💀 It grants 3 AP protection to the head.
- 💀 Wild animals will never attack the wearer, even if they are magically controlled. Creatures of Chaos are unaffected.
- 💀 Spells cast with the winds of *Ghur*, *Ghyan*, or *Azyr* do not affect the wearer in any way.
- 💀 The wearer gains +15 to WP when wearing the helm.
- 💀 The wearer gains +1 SL to cast Miracles of Taal when wearing the helm.



THAT'S MY HENGE

At low tide, the sands of Drosselspule Bay reveal a ring of wooden posts around an upturned tree root, which forms a kind of altar. The priests of Taal insist that this 'woodhenge' is sacred to the King of the Gods, as it is made from his oaks and staked out on the land. The priests of Manann argue that, as the henge is submerged for at least half the day, it falls under their domain. Neither cult is willing to give up the henge to the other. When the Characters are approached to help guard an archeological expedition who seek to unearth the secrets of the ehnge they may find themselves in the midst of sectarian skirmish.

A THOUSAND TAALS

In the Realm of Chaos, Nurgle tends to his Garden of Blight, where he grows sickly blooms, tangled growths, and horrific daemon fungus. In a foetid grove stands a mocking statue of Taal, with spread horns drooping and foul excrescence seeping from its rotten wood. A Sorcerer of Nurgle, Anton Spuckspore, has seen this statue in his dreams and seeks to put cursed replicas throughout the land, which will allow the Garden of Blight to seep slowly into the world.



FATHER PEDRAGAR, HIGH PRIEST OF TAAL

Father Pedragar is a celebrated priest of Taal from the eastern reaches of the Drakwald Forest, where he moves with the phases of the moon between three sacred sites. His duty is to lead rites for local Taalites and tend to the holy sanctuaries. As he walks through the land, he meets with local priests, rangers, and rural folk, picking up news and gossip on the way. Pedragar is surprisingly talkative and genial, although he is guarded when pressed on serious matters or threats to Taal's sites.

Most people in the eastern Drakwald know Pedragar by sight. He wears a brown bear fur as a head-dress and mantle, with the traditional antlers to mark his status as a priest. He carries a staff of lightning-struck oak topped with a stag's head that he carved as an initiate. He has a bushy grey beard and thick, bristling eyebrows over grey hawk-like eyes.

FATHER PEDRAGAR'S SACRED DUTY

Father Pedragar is charged with the sanctity of three sites in eastern Drakwald. They serve as good examples of typical sacred sites for Taal – the equivalent of temples for other cults.

Elster Grove. This copse of ancient beech, oak, and hazel grows atop a small hillock that rises from the rest of the Drakwald Forest. At the heart of the copse is a depression where a spring emerges and trickles down the western slope. At dusk, the fading sunlight casts a shadow that resembles the silhouette of a horned man onto the surface of the small pool.

Bear's Run Temple. Deep in a shaded valley stands a round building made from unmortared fieldstone with a thatched roof, grown over with brambles, moss, and fungi. Smoke from a fire pit in the centre of the temple escapes through a ragged hole in the roof. Behind the fire stands a plain stone altar, where worshippers pray and make offerings to Taal.

Monolith of the Stormlord. This is not a true monolith, rather it is a broad natural tor, rising 20 feet from high moors. The rock has been weathered by millennia of wind and rain, which has almost eroded away primitive outlines of animals and plants carved around its summit. Pedragar leads Taal's rites by climbing to the top of the tor and whispering to the wind.



Pedragar was born in the village of Drakenburg over 47 summers ago. He was a childhood friend of Markus Wulhart, the huntsman who became Karl-Franz's Huntsmarshal. The two of them are joined in grief by the fate of their home village, which was razed by a one-eyed Bonegrinder Giant. Wulhart later hunted down this Drakwald Cyclops, but he and Pedragar still both harbour a lingering hatred of unnatural monsters. The priest of Taal believes that Wulhart is blessed by the Lord of Nature and is trying to persuade him to enter the priesthood.



Father Pedragar follows Taal's strictures faithfully. He lives to protect sacred sites from raiders and seeks to understand the movements and motivations of the Beastmen that infest the Drakwald. He is eager to track down the Beastlord Khazrak and learn more about the oddity Moonclaw, the Lunatic Prince.

FATHER PEDRAGAR AS PATRON

Father Pedragar knows almost everyone in the eastern Drakwald and always hears about newcomers soon after they arrive. He's looking for resourceful adventurers to help him track the movements of the Beastmen in the Drakwald in the hope that it will lead him to understand how they migrate and organise their warherds.

This involves more than hunting the beasts themselves. He wants a group who can meet with Eonir in the southern reaches of the Laurelorn, liaise with military patrols from Carroburg, and talk with the authorities in Middenheim. Father Pedragar is uneasy in built-up areas, so the party would be invaluable in gathering this intelligence. In exchange for their help, Father Pedragar is generous. He can train anyone in wilderness survival, give Blessings from Taal and instruct any who wish to initiate themselves.

FATHER PEDRAGAR, PRIEST OF TAAL

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	34	41	28	50	39	45	28	40	41	58	21

Traits: Ranged (Bow) +5 (50), Ward 1, Weapon (Quarterstaff) +6

Skills: Art (Writing) 33, Athletics 53, Charm 68, Charm Animal 47, Climb 47, Cool 54, Endurance 55, Entertain (Speeches 61, Storytelling 64), Gossip 66, Haggle 61, Heal 50, Intimidate 38, Intuition 49, Leadership 65, Lore (Drakwald 58, Taal 50, Theology 48), Melee (Basic 44, Polearm 44), Navigation 46, Outdoor Survival 48, Perception 49, Pray 68, Ranged (Bow) 44, Research 46, Secret Signs (Hunter) 42

Talents: Blather, Hardy, Holy Visions, Impassioned Zeal, Invoke (Taal), Luck, Orientation, Resistance (Poison), Rover, Seasoned Traveller, Strider (Woodland), Strong-minded, Suave

Trappings: Amber Periapt (a magical amulet that grants *Ward 1*), Bearskin Headdress and Cloak, Bow and 12 Arrows, Quarterstaff, Sleeping Roll

Miracles: Animal Instincts, Lord of the Hunt, Tooth and Claw, Rending Paw, Wild Wind

SKARRIM KHORNAG - BEASTLORD OF THE DRAKWALD

As the Beastlord Khazrak begins to extend his influence over the Drakwald Forest (see **Middenheim: City of the White Wolf** for an outline of Khazrak's rise to power) older Beastlords have to make way, or prove themselves useful to the new local power.

Skarrim Khornag is the leader of the Gorehoof warherd, a small but fierce band of beastmen who once dominated the Drakwald to the east of the Black Pit. They sometimes prey upon, and are sometimes preyed upon in return, by the Goblins of the Cluster Eye Tribe, the Elves of the Laurelorn Forest, and Human villagers in the vicinity of the city of Carroburg.

Despite these threats the warherd are vicious enough to survive, and Skarrim has hatched a plan to win him favour, either in the eyes of Khazrak, or Khorne, or both. The beasts know that the solstice approaches, and they know that Pedragar will visit the Monolith of the Stormlord at this time. They plan to abduct the priest, and travel east so that they reach the infamous Bloodfane, a great Chaos Monolith deep in the Forest of Shadows. They hope to do this in time for next Geheimnisnacht, when they plan to behead Pedragar in the name of the Blood God.



TAAL ACROSS THE OLD WORLD

There are worshippers of Taal throughout the Old World, although the god's cult is more influential in the rural Empire than elsewhere. In many places, the worship of Taal has been in slow retreat, as more modern cults assert themselves and urban centres grow.

Temples and Shrines

Taal's cult has an aversion to human construction, so there are relatively few temples built to him. Rather, Taal favours natural features, such as a clearing, pool, or hollows in hillsides and cliffs. The cult also prefers primitive structures such as stone circles, cairns, and cromlechs. When a temple to him is built by human hands, it will be fashioned from simple uncut stone and overgrown with vegetation. There is usually a stag or bear's skull over the door and a stone firepit inside — the temples are intended to serve as shelter for travellers as well as places of worship.

All Taal's sites are located on the invisible tracks and nodes of the geomantic web. There are many which were originally ancient Old Faith sites or Elven shrines. In the Selonian Hills, the 'Merry Dancers' is a hexagonal arrangement of rectilinear standing stones. The priests of Taal have no idea that they once marked an outpost of the Old Ones, predating even the creation of the Elves.

Priests and devout worshippers also use sweat lodges, which aren't temples but perform a similar devotional role. They are stone, earth, or wooden cabins with thick hides over the door to hold in the heat, or enclosed pits surrounding a roaring fire. Worshippers take part in ceremonies in the sweltering, smoky atmosphere, chanting and intoning prayers to Taal.

Stirland

The people of Stirland have always respected Taal and, amongst the simple country folk, he and Rhya traditionally predominate over other cults. In contrast, the nobility trace their legitimacy back to Sigmar, so his cult is preferred by the province's rulers. In recent centuries, the dominance of Sigmar's cult has spread from the urban population to the countryside. This is especially true in the east, where Sigmar's militant following is more fervent and effective in dealing with anything that lurches from the cursed county of Sylvania.

In the most remote areas of the province, Taal's worship is still widespread, especially on the fringes of the Great Forest in the north and in the wild valleys of the Stirhügel hills. A common sight on Stirlander buildings is the 'Green Man', a foliate representation of Taal as lord of plants. It is traditionally carved into wooden beams, furniture, and lintels. Sometimes the Green Man is just a head, but there are full figures — leaf-covered carvings of Taal, clothed in foliage or resplendent in their nakedness.

Ostland

In Ostland, the cult of Taal has been in retreat for many centuries, replaced by Ostlanders' keen Sigmaritism. This has been the source of occasional conflict in the past, but has now settled down. The folk of the province are not disrespectful to Taal and there are shrines and sacred sites in the Forest of Shadows and close to the border with Kislev. The local bull god Guvaur is sometimes assumed to be an aspect of Taal or one of his divine beasts.

In 1999 IC, a twin-tailed comet devastated the city of Mordheim and men from across the Empire flocked to plunder the ruins. Ostlander warbands exploring the city were often accompanied by priests of Taal for some mysterious reason. Many of these warbands returned bearing stocks of 'wyrdstone', although none of them can attest to what happened to it afterwards. The cult of Taal hotly denies any accusation that it possesses hordes wyrdstone, or would use it for any reason.

THE PILGRIMAGE OF STONES

Those who wish to prove their dedication to Taal can undergo the pilgrimage of stones. They must journey to twelve holy sites in Talabecland on foot, eschewing roads, rivers, and footwear. They can only eat that which they hunt or forage for themselves and at the twelfth site they must capture a deer or boar, sacrifice it, then bathe in its blood.

Any Character who completes the Pilgrimage of Stones and follows these strictures permanently gains the *Pure Soul* Talent.

Brettonnia

Taal's cult is a peasant's religion in Bretonnia, favoured by hunters and woodsmen. The nobility view the Old Gods with disdain, suitable for the lower orders but inferior to the Lady. Respectable Taalites are found in a few settlements, such as the Guerac Circle in Mousillon. Quenelles harbours many worshippers of Taal, perhaps related to the influence of the nearby Loren Forest.



La Maisontaal Abbey stands high in the mountains of the region and there is a cordial relationship between the monks and Duke Tancred, who respects the cult more than most Bretonnian nobles (a situation that might change were he to learn more of bagrian's experiments).

Most villages have a small shrine to Taal, but Rhya is more popular, as she offers protection from famine and hardship. Bretonnian outlaws favour Taal, as they use the wilderness as a sanctuary. There are even priests of Taal who join outlaw bands, particularly those who view the Bretonnian nobility with suspicion.

Kislev

Kislev is a country with vast swathes of untamed wilderness, from the forests of the south to the icy tundra in the north. Amongst the peoples of the more populated south, Taal has long had a place in Kislevite life. The closer one gets to the border with the Empire, the more abundant with life the land is and therefore the more shrines and temples to Taal.

The late Tsar Boris pushed for a greater respect for the native cults, including that of Ursun, the Kislevite bear god. As a result, in recent decades the worship of Taal has been in decline. Nevertheless, relations between the cults of Taal and Ursun are harmonious, perhaps because Kislevite Taalites are less insistent that their god is ascendent over other nature deities and spirits. Kislev has its own hierarch, known as Oster, who dwells in a stone circle in the Shirokij Forest, near the capital city.

Tilea and Estalia

Southern Old Worlders pay little attention to Taal, perhaps because the wilderness is relatively benevolent in comparison with the northern Old World. Tileans call the god 'Karnos', a minor god in the pantheon, represented as a more genteel character than northern depictions. A beautiful relief by master sculptor Masacelli of Trantio shows him as an idealised version of a northern barbarian, clad in tidy furs with a manicured curly beard and small antlers projecting directly from his head.

Norsca

The Norsii tribes who settled Norsca were originally from the northern territories of the Empire. When King Bjorn of the Unberogens and his son Sigmar drove them north across the Sea of Claws, they took the worship of Taal with them.

In the intervening millennia their descendants largely abandoned the soft, southern gods in favour of the Ruinous Powers, but there are vestiges of Taal worship remaining amongst the southern tribes such as the Sarls or Bjornlings. For them, Taal is a harsh, uncaring god of nature, who takes a grim pleasure in seeing the unwary perish in the unforgiving Norscan wilderness.

AHALT THE DRINKER

One of many nature deities whose cult was vanquished by Taal's followers before the coming of Sigmar, though a handful of followers remained in hiding around the lands near the Upper Soll river. In secret, successive generations of the Arch-Druids of Ahalt grew increasingly bitter in their loathing for Taal. Over the centuries, their rites became cruel and bloody.

Ahalt's cult has resurfaced in the southern Empire and cultists known as 'Black Robes' hunt and sacrifice priests of hated Taal. Hierarch Niav only recently learned of the extent of Ahalt's following and Taal's priests are desperate to destroy the cult.

ADVENTURE HOOKS



FOLLOW THE GREEN

An unknown wood crafter created dozens of green man carvings across Stirland, in private homes, shrines, and inns. As they moved across the province practising their craft, the surviving representations of Taal become stranger and stranger, with odd sprouting protrusions and a root-like beard. Somewhere in the vicinity of Ramsau they carved their last head, almost unidentifiable as Taal and extremely sinister in appearance. When stories start to spread of these carvings springing to life and displaying bloodthirsty behaviour investigators are tasked with tracking the carver down, or finding out what happened to them.

HANDS ACROSS THE WILDERNESS

Once every twenty years, vice-hierarchs from across the Old World meet to discuss matters of great import to the cult of Taal. They come from Kislev, Bretonnia, and the Empire – there are even representatives from Tilea and Estalia. These occasions are always marred by the coming of the Dire Hierarch, a shaggy, tattooed shaman from across the Sea of Claws, who is shunned by the other high priests. Father Bjorn, a priest of Taal from Nordland, has grown impatient and rash, and seeks to hire the Characters to do away with the Dire Hierarch.



RANGER-PRIEST OF TAAL

Human

You stalk the wilds, bringing the blessings of Taal to those who seek his favour and his judgement to those who abuse or corrupt the natural world.

The Ranger-Priests of Taal are men and women who eschew civilisation to devote their lives to serving their god in his own domain. They live amongst nature, roaming the land, performing rites, and keeping it free from corruption.

RANGER-PRIEST OF TAAL ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
			+	💀	+			🛡	+

CAREER PATH

+

Initiate—Brass 2

Skills: Athletics, Charm Animal, Cool, Endurance, Intuition, Lore (Theology), Outdoor Survival, Perception, *Pray*, Ranged (Bow)
Talents: Bless (Taal), Holy Visions, Orientation, Rover
Trappings: Bow and 10 arrows, Cloak, Religious Symbol (Taal), Sturdy Boots

❖ Ranger-Priest—Brass 5

Skills: Heal, Intimidate, Melee (Basic), Navigation, Stealth (Rural), Track
Talents: Etiquette (Taal), Invoke (Taal), Strider (Any)
Trappings: Backpack, Bedroll, Book (Taal), Hand Weapon

💀 High Priest—Silver 4

Skills: Animal Training (Any), Language (Any)
Talents: Hardy, Pure Soul, Resistance (Any), Sure Shot
Trappings: Initiate Follower, Religious Relic

🛡 Vice-Heirarch—Gold 1

Skills: Language (Any), Stealth (Urban)
Talents: Disarm, Gregarious, Master Orator, Pure Soul
Trappings: Animal Companion, Subordinate Priests

'We serve in the wild places, where Taal bids us to bring his will to those who have never ventured near one of your towns or cities.'

— Father Siggurd Blumenhal, Ranger-Priest

'I've heard it said that the ranger-priests are born when Morrlieb is at its darkest, when nature is ascendant over the Chaos moon's influence. All I know is that if it wasn't for Father Henloch, we would never have escaped the Reikwala.'

— Cassandra Knecht, Coachwoman





Ranger-Priests are just as dedicated to Taal as other priests, but they have chosen to practise by immersing themselves in nature almost permanently. They are renowned for their self-sufficiency when in the wilds and their almost preternatural ability to navigate, deal with wild beasts, and survive on the land.

What separates them from particularly pious rangers is that they still have priestly duties. They are expected to guide the followers of Taal in prayer and ritual, teaching them to appreciate his works and respect his domain. Unlike a typical priest, they typically fulfil their priestly duties with only six to eight worshippers at a time — a hunting party, a handful of scouts, or a band of outlaws.

Many Ranger-Priests prefer their own company, but they are not averse to joining bands of travellers temporarily or as long-term companions, if doing so will help them accomplish their religious duties.

To become a Ranger-Priest, one must be chosen as an Initiate by a more experienced priest. There are several ways this can happen. If someone shows a special affinity for life in the wild places and a reverence for Taal, a senior priest may find them and propose they travel together. Other Ranger-Priests arrive in a remote village or farmstead and expect the locals to find them an initiate from amongst the young people, chosen for their seriousness and an inherent harmony with nature.

Initiates learn their religious duties and wilderness survival skills by watching and learning from their mentor as they travel. When they are deemed ready, they are taken to a place of significance to Taal, such as a waterfall, cliff face, or copse, where a small group of priests gathers to witness and recognise the occasion. The presiding priest announces their readiness to enter Taal's priesthood and they are given a trial to hunt enough food for the attending priests. That night, they eat and join their fellow Ranger-Priests in a sweat lodge to celebrate their new status.

Once a Ranger-Priest attains the status of Vice-Hierarch, they become responsible for all priests in a region. These don't always coincide with political boundaries — they reflect natural features such as forests, river basins, or mountain ranges. Ranger-Priests and more typical priests of Taal are part of the same hierarchy and there is usually mutual respect between the two.



Ranger-Priests wear practical, sturdy garb rather than vestments. This may be decorated with motifs of antlers, stag's heads, bears, oak leaves, and similar imagery sewn into the leather or fabric. They wear warm furs and thick travelling cloaks to keep out the cold. Their badge of office is a sturdy walking staff bearing a symbol of Taal and many also carry an amber periapt — a small charm which hangs around their neck.

All Ranger-Priests lead the rites of Taal. These are ancient rituals of deep mystical significance. Public ceremonies involve singing and chanting, slow coordinated movements, and prayer. They are solemn occasions, especially when making an offering or sacrifice to Taal.

Ranger-Priests also minister in secret rites with other priests, which they deem essential to maintain the careful balance of nature. These are uninhibited affairs, often involving the ingestion of strong rough alcohol and intoxicating mushrooms in shamanic rituals and ordeals of faith. The priests hope to commune with Taal through visions and shared consciousness.

CURSE OF TAAL

If a priest of Taal incurs the wrath of their god, he may strike them with his own savage curse.

If a Player rolls over 151 on the Wrath of the Gods table, you can substitute the result in the *Core Rulebook* for the Curse of Taal — unless they spend a Fate Point, their mind is reduced to that of a brute animal. Taal forces them under his dominion and replaces reason with brute instinct. From now on they wander the wild places as a feral beast, senseless and filthy.

MIRACLES OF TAAL

Auroch's Heart

Range: Touch

Target: 1

Duration: Fellowship Bonus +3 rounds

You pray to Taal to suffuse a character with the constitution of a wild oxen. The target gains +Fellowship Bonus SL to all Toughness Tests until the end of the miracle.

Earthshudder

Range: Fellowship yards

Target: Area of Effect

Duration: Fellowship Bonus Rounds

You cry Taal's name three times and cast your arms to the heavens in supplication. In return, the Lord of the Wild sends thunder and shakes the earth. All targets within Fellowship Bonus yards of a target point must pass a **Difficult (-10) Athletics** Test or gain the *Prone* condition. Artificial structures (i.e. built rather than natural) within the area of effect sustain d10 +SL damage.

Nature's Repast

Range: Touch

Target: Special

Duration: Permanent

You reach out and intone an invocation to Taal, thanking him for his generosity of gifts from the land. This miracle requires food foraged or hunted from the wild. When touched, it becomes more sustaining and nutritious, filling bellies far better than it would have in its original state. Anyone eating the food can go four days without an Endurance Test for starvation. This miracle can affect up to six individual meals and it does not increase the amount of food — so it doesn't feed more mouths, rather the food itself becomes more sustaining.

Pax of Taal

Range: Fellowship yards

Target: Area of Effect

Duration: Fellowship Bonus Rounds

You whisper a guttural, animalistic prayer to Taal. As the words leave your mouth, all beasts in the area of effect fix their eyes on you. All natural animals (with Int 25 or lower) within the area of effect become calm. They will not attack any targets, including prey or one another. This miracle does not work on bipedal creatures or those twisted by Chaos. If anyone attacks the animals, the effect on them is broken.

Rending Paw

Range: Fellowship Bonus yards

Target: 1

Duration: Fellowship Bonus rounds

You roar out a challenge with the ferocity of the Lord of the Wild at his most enraged. He grants you or an ally with a surprising strength of arms. The target gains +20 to their Strength characteristic until the end of the miracle.

River's Blessing

Range: You

Target: You

Duration: Fellowship rounds

You implore Taal as Lord of Rivers to grant you safe passage through his domain. For the duration of the miracle you gain +4 SL to all **Swim** Tests and your speed is your Movement rate when moving through water, rather than half. Note — this miracle has no effect in salt water.

Wild Wind

Range: You

Target: Area of Effect

Duration: Fellowship Bonus rounds

You call to the Lord of the Wild and in response he whips up the wind into a raging, swirling maelstrom. While you are not affected, all targets within the area of effect are buffeted by irresistible winds. Any Test they take against WS or Agi is reduced by -2SL and each round they must pass a **Difficult (-10) Toughness** Test to avoid a *Prone* condition. No ranged attacks can be used within the area of effect, and only gunpowder or artillery weapons can attack targets within the area of effect.

Wilderness Way

Range: You

Target: You

Duration: See Text

You close your eyes and make the stag sign of Taal with your left hand, waiting for the Lord of the Wild to guide your feet. This miracle can be performed before the party undertake a period of travel as described in **Chapter 7 - Pathfinding** (page 112). Record the number of SL scored on the Pray Test. These can be used to reroll the results of any Planning Endeavour, Travel Endeavour, or Camp Endeavour made in the following period of journey time. If the journey is interrupted by an encounter the remaining rerolls are lost, though the miracle can be attempted again before the next stage of the journey commences.



PLAYING A TAALITE

Most Old Worlders pay respect to Taal to some degree. The folk who are called to him most strongly feel an affinity with deepest nature and chafe at the restrictions of polite society. There is considerable diversity within those bounds. Many Taalites are loners, at ease in the company of the wilderness and happy to immerse themselves in the rhythms of nature. Yet there are garrulous followers of Taal, those who want to evangelise and spread the worship of their god to all who they meet. Others are more aggressive, motivated by a holy urge to fight the influence of Chaos or to hold back the tide of civilisation.

The majority of Taal's holy folk are male and cultivate an especially masculine appearance to emulate their god. However, Taal's priestesses are perfectly capable of holding their own amongst their peers.

LAY FOLLOWERS OF TAAL

A player may want to consider those careers most commonly associated with followers of Taal. The careers under the Peasant and Ranger Classes are well-suited for Taalites — other than perhaps the Entertainer or Witch Hunter. Riverfolk are as likely to favour Taal as they are Manann, who is more closely associated with the sea.

There are also keen cultists amongst the higher tiers of society, such as wizards of the Jade and Amber College, or nobles in the eastern Empire. Those in lowly careers like Rat Catcher, Servant, Outlaw, Witch, and the humble Soldier could also favour Taal above the other gods.

PRIESTS

If a Player wants to create a priest dedicated to Taal, here are several archetypes to inspire them during character creation. If using the Priest career from the core rulebook, use the following Skills for the Initiate:

- Athletics, Charm Animal, Cool, Endurance, Intuition, Lore (Theology), Outdoor Survival, Perception, *Pray*, Research

Players may want to pick a side in the underlying tensions within the cult of Taal. Do they sympathise with those who believe political and urban power is the only way to ensure the survival of the cult? Or do they see towns and cities as the preserve of tamed, 'backsliding' priests?

Wandering Priest

A priest who tends to followers in many settlements, or across a particular area of wilderness, rarely stays in one place for long. They may range across a specific forest or expanse of hills. Alternately, they could live a nomadic life, wandering across the whole Old World, moving with the seasons. These characters are well-suited to adventuring.

Use the Priest career from the **WFRP Core Rulebook** or a Ranger-Priest for those who practise their calling in the most remote places.

Settled Priest

A Settled Priest is bound to protect and maintain a holy site of Taal or serve a fixed community. This limits their movement, but if your game is centred around a suitably rural location, it could work well as they will be invested in the protection and upkeep of a nearby site, such as an Ogham stone circle, enchanted glade, or ancient barrow.

Use the Priest career from the **WFRP Core Rulebook** or a Ranger-Priest if their role is more focused on protecting a site than tending to followers.

Nuns and Monks

If a Player wants to join the Order of the White Stag or play as a hermit, they could make a good Character for a party. Such characters occasionally venture forth to fulfil some purpose inspired by Taal.

Use the Nun career with the following Skills at Tier One:

- Art (Calligraphy), Charm Animal, Cool, Endurance, Entertain (Storyteller), Gossip, Heal, Lore (Theology), Outdoor Survival, *Pray*

Longshanks

A member of the Longshanks order of Ranger Knights is an excellent concept for a Character. Playing a pious ranger ordained by the cult to fight for Taal lends itself well to joining a party and seeking out threats.

Longshanks are led by Ranger-Priests, or you can use the Scout career with the following Skills for the Guide level of the career:

- Animal Care, Charm Animal, Climb, Endurance, Gossip, Lore (Local), Melee (Basic), Outdoor Survival, Perception, Ranged (Bow)

◆ LAWS, OUTLAWS, AND BOUNTY HUNTERS ◆



BREAKING THE LAW

The laws of the Empire are many and varied. Depending on where a crime is committed and by whom, it could result in a thorough investigation followed by a serious trial and stiff consequence or a more desultory procedure that allows wrongdoers to get away with murder.

When a Character breaks the law, the GM should consider a few things before determining how the authorities respond.

Where is the offence committed? The towns of the Empire are governed well enough that criminals must exercise care to avoid prosecution. Even in the most civilised settlements, there are areas where the Watch are reluctant to tread, such as the anarchic Isle of Eels in Altdorf or the impoverished Ostwald district of Middenheim. In some regions of the Empire, such as the benighted land of Sylvania, the authorities are broadly neglectful of the safety and security of their subjects.

Who Commits the Crime? Even in its civilised quarters the Empire does more to protect the elite than it does the poor and desperate. Many authorities summarily punish miscreants from the Brass Tier to show that they are not shy of enforcing the law, whilst those from the Silver Tier may be treated with more lenience. Those in the Gold Tier, especially the nobility, are not technically above the law but treated with such dignity and deference that their trespasses go unpunished unless they are public and gratuitous enough to embarrass their peers.

Who is the Victim? Conversely, those whose crimes target their social superiors are regarded as not only offending against their victim but against the social order. Should an aristocrat strike a commoner in rage, the courts will likely decide that the impudent churl deserved it. Should the roles be reversed, the consequences are likely to be severe.

There is no consistent standard, but the easiest way to avoid being caught, tried, and convicted is to keep your criminal activity confined to the poorest city rookeries.



WHO MAKES THE LAW?

Like many questions about the governing of the Empire, there is no simple answer to who makes new laws.

The Emperor — Seen as the protector of the Empire's laws, the Emperor may issue edicts asking for changes to laws that are to be respected throughout the Empire.

The Council of State — The Council of State meets to advise the Emperor on the shortcomings of existing legislation and ramifications of proposed changes.

The Elector Counts — The Elector Counts propose new laws to apply to their home provinces and may refuse to implement imperial edicts they disagree with. Certain electors may delegate decisions about the law to preferred councillors, such as Boris Todbringer and the Law Lords of Middenheim. Others are more authoritarian.

The Prime Estates — The Prime Estates are a body of nobles and their delegates that meets in Altdorf to scrutinise new legislation and dissuade the Emperor from imposing unwelcome edicts.

The Nobility — Nobles with secure tenure of their estates may be as resistant to the imposition of edicts as the Elector Counts, meaning that regions within a province may follow different laws. While most barons adopt the laws of their own liege, some are petty tyrants.

The Cults of Sigmar, Ulric, and Verena — The Grand Theogonist of Sigmar sits on the Council of State, and the cult tends to support the Emperor in the name of Imperial unity. The Cult of Ulric tends to be sceptical of legal changes and averse to appearing to be cowed by Sigmarite influence. The Cult of Verena strives to record the laws of the Old World, debate their efficacy, and suggest improvements. The Verenan Lector Agatha von Böhrn sits on the Council of State, though she has grown increasingly reluctant to advise reforms.

Religious Courts — Each religious cult maintains a body of law governing what it considers the proper behaviour of its monks, nuns, and priests. Crimes of blasphemy and heresy are tried in such courts and vary from cult to cult.

Military Tribunals — The Empire's armies also tend to follow a set of laws distinct from regional laws governing the punishment of deserters and insubordinate troops.

UNPOPULAR EDICTS

Despite the fact that the Emperor is advised to exercise caution when it comes to issuing edicts, there have been a number of times in the Empire's history when unpopular laws have been pushed through without due consideration. The Halfling Licensing Proclamation was issued in 2373 IC by Emperor Leopold. This legislation was designed to provide funds for the imperial treasury by obliging anyone who employed a Halfling cook to purchase a license. Following protests by the nobility (amongst whom it was fashionable to employ a Halfling cook) and the grandes of the Moot, the edict was rescinded. In the early years of her troubled reign, Empress Magritta convinced the Prime Estates to back her anchor tax, but they stopped enforcing the legislation when ship's captains began throwing their anchors overboard and ports became dangerous places due to all the drifting vessels.

Litigants — There is a body of written legislation and an understanding of precedence that justifies a professional legal class trusted to interpret the law. Their influence usually ends at the walls of the larger cities, and they must be aware that the laws they learn about may vary from those of neighbouring regions.

Guilds — Motivated by the need to protect their interests and reputation. The seriousness with which a guild takes the task of enforcing standards and those conditions it recommends for its members vary from place to place, though within the Empire, there is a fairly consistent approach to such matters.

Kommissions — Set up to gather public opinion and present it in a digestible form to legislators. In places such as Middenheim, they are considered an integral part of the process of developing laws. More cynical regimes may use them to reassure the populace that they are being listened to, or do away with them altogether.

Town Councils — May govern on behalf of a local noble or in their own right in the case of towns that have been chartered, such as Kemperbad. The growing influence of such councils is a concern to the nobility, who see them as undermining their traditional authority.

Village Elders — Generally, villages and farmsteads look to the nearest town for protection. If they apprehend a suspect, villagers send word or wait for a travelling magistrate to visit the village. Isolated communities may impose their own justice rather than wait.

TALABHEIM, THE CITY OF LAWS

Any town with a storied history is likely to have a corpus of laws appended to charters or derived from a patchwork constitution – part precedent, part written documentation, and part received wisdom. The city of Talabheim sits at a geographical and historical crossroads. Sited at the centre of the Empire, it was pivotal during the events that led to the Age of Wars. Perhaps this is why it has ended up with such a bewildering legal system, influenced over years by an Ulrican north, a Sigmarite west, and Taalite traditions. Whilst it was at the centre of political instability, Talabheim has endured, and its records date back to the time of Sigmar and beyond. Members of Talabheim's Litigants' Guild are constantly busy collecting and compiling these laws and producing books aimed at interpreting the law for various special interest groups, such as nobles or merchants.

Talabheim's student lawyers do not learn every law, but they are expected to know how to find them. The need to master the vast library of information can lead to competition between students. In Talabheim it is not unknown for those unfamiliar with the city to be preyed upon by a young litigant, enquiring after such information as the status of their cat license.

Here are some of the laws that Characters may encounter during their time in Talabheim.

- 💀 “In times of civil strife, citizens may carry weapons no larger than their forearm.” The Zweig Act was drafted after thugs took advantage of a siege and carried swords and polearms to prey upon other citizens.
- 💀 “Dwarfs are to be granted free and unimpeded entry through the Wizard’s Way on the 5th day of every month.” Passed in 2115 IC after successful lobbying by the Dwarf Iron Guild of Karaz-a-Karak.
- 💀 “Fish caught in the Talabec are considered property of the Office of the Purse. Fish over three pounds must have one-quarter of its flesh allotted to the Minister for assessment.” Issued in 2240 IC by then High Counsellor Johansberg, former Minister of Taxation. These days this law is only enforced in the case of nuisance angling.
- 💀 “Consumption of alcohol within the Field of Absolution is limited to one tankard of ale or its equivalent per person, with an additional Witness Tax of 1 shilling per drink.” Part of the Hard Spirits Bill of 2105. Used as a measure to reduce potential rioting during executions.

WHO ENFORCES THE LAW?

In the towns and cities of the Empire the most obvious form of law enforcement comes the watch. These are people employed to act as garrison and peacekeepers. Apprehending wrongdoers is a routine task for members of the watch, and for most criminal Characters avoiding, bribing, fooling, or otherwise dealing with the watch is a professional hazard.

The makeup of the watch varies from place to place. Most cities and larger towns employ a full-time contingent of watchmen who regularly patrol the streets both night and day. Smaller towns and villages may not be able to fund watch stations and patrols, but still employ guards to keep an eye on the gates and the walls. In rural areas local families are used to forming mobs to capture criminals.

DETERMINING WATCH PRESENCE

Assuming the Characters are operating in a city or town, then there is a chance that a watch patrol may pass by as they are in the process of committing a crime, or be close enough to respond quickly if a hue and cry is raised by victims or bystanders.

To determine the presence of a Watch patrol roll on the Watch Presence Table with the the following modifiers:

- 💀 +1 If the setting is a city.
- 💀 +1 if the neighbourhood is a wealthy district or busy market area.
- 💀 +1 if there is a Watch post or station visible from the scene of the crime.
- 💀 +1 if the *Crime Crackdown* or *Riots* Event occurred during the last period of downtime.
- 💀 -1 if the setting is a small town.
- 💀 -1 if the neighbourhood is a poor area.
- 💀 -1 if the crime takes place between 11 pm and 5 am.
- 💀 -3 if the neighbourhood is a notorious rookery, or no-go area as far as the Watch are concerned.

Of course, any criminal with their wits about them knows to keep an eye out for the watch, and refrain from criminal activity whilst they are in the vicinity. The easiest way to deal with a watch patrol is simply to wait for it to be on its way. However, in busy markets and thoroughfares, another patrol may be along in short order.

WATCH PRESENCE

D10	Result
1 – 2	Attention Elsewhere. There are no Watchmen in the vicinity. If a hue and cry is raised it will take 20 minutes or more for a patrol to arrive
3 – 5	Round the Block. The nearest watch patrol is a few streets away. If a hue and cry is raised it will take 20 Rounds or more for a patrol to arrive.
6 – 8	Patrol in the Vicinity. There is a watch patrol within 100 yards of the location. If a crime is committed in a public area a Watchman may spot it on an Opposed Very Hard (-30) Perception/Stealth Test. If a hue and cry is raised it will take 10 Rounds for a patrol to arrive.
9	Patrol Nearby. There is a watch patrol within 50 yards of the location. If a crime is committed in a public area a Watchman may spot it on an Opposed Difficult (-10) Perception/Stealth Test. If a hue and cry is raised it will take 5 Rounds for a patrol to arrive.
10	Patrol Present. There is clearly a patrol either in the same street, or right outside the location in question. If a crime is committed within their line of sight a Watchman may spot it on an Opposed Average (+20) Perception/Stealth Test. If a hue and cry is raised the patrol responds immediately.

Crimes and the Watch

It ought to be noted that whilst Watchmen are employed to enforce the law, few of them are experts at it. They act to arrest those in the process of obvious crimes but may not even recognise other acts as criminal. A Watchmen may well apprehend those who shout seditious slogans in public, steal from market stalls, or start a tavern brawl but are unlikely to worry about a case of fraud or extortion unless a complaint is made to them specifically.

This means the GM should be judicial about what a Watchman would notice if they did perceive a crime in progress. If it is an assault or pickpocketing, then the miscreant's arrest will likely be swift. If it involves passing off forged coinage or persuading someone to take part in a scam, the watch likely will not take notice unless an argument develops.

In cases where it is not clear if the behaviour ought to be regarded as criminal or not make a **Challenging (+0) Lore (Law)** Test on behalf of the Watch Sergeant. If this is passed, they make an appropriate call.

Watch Patrols

In cities and large towns, a watch patrol typically consists of two to five Watchmen led by a Sergeant. In times of widespread disorder, patrols may be expanded to six to ten Watchmen.

In times of public unrest watch patrols are assisted by bands of part-time volunteers. The most famous of these is Altdorf's Citizens Vigilance Committee. Ostensibly a group of patriotic vigilantes, this group is effectively a front for the dockside gang known as the Hooks. If a profile is needed use the Racketeer on page 48.

WATCHMAN

(Silver 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	30	40	30	30	30	30	35	40	40	14

Traits: Armour 1 (4), Weapon (Dagger) +6, Weapon (Sword) +8

Skills: Athletics 40, Climb 50, Charm 48, Cool 50, Consume Alcohol 40, Dodge 40, Endurance 40, Evaluate 38, Gamble 45, Gossip 50, Haggles 38, Intimidate 45, Intuition 35, Lore (Local) 40, Melee (Basic) 60, Perception 40

Talents: Coolheaded, Drilled, Night Vision, Savvy, Warrior Born

Trappings: Cloak, Clothing, Copper Badge, Dagger, Hat, Lamp Oil, Lantern and Pole, Leather Jack, Pouch containing 5 Shillings, Sling Bag containing Lunch, Sword, Uniform

WATCH SERGEANT

(Silver 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	50	30	45	30	35	30	30	35	45	45	14

Traits: Armour 3 (6), Weapon (Dagger) +6, Weapon (Sword) +8

Skills: Athletics 45, Climb 60, Charm 58, Cool 60, Consume Alcohol 45, Dodge 45, Endurance 45, Entertain (Storytelling) 50, Evaluate 38, Gamble 50, Gossip 60, Haggles 43, Intimidate 55, Intuition 45, Leadership 55, Lore (Local 45, Law 40), Melee (Basic) 70, Perception 50

Talents: Coolheaded, Drilled, Night Vision, Nose for Trouble, Savvy, Warrior Born

Trappings: Breastplate, Cloak, Clothing, Copper Badge, Dagger, Hat, Helm, Lamp Oil, Lantern and Pole, Leather Jack, Pouch containing 15 Shillings, Sling Bag containing Lunch, Sword, Symbol of Rank, Uniform

CAUGHT BY THE WATCH

If a Character is caught in the act by the watch, several things may happen. Whilst the watch are employed to enforce the law, they are not there to judge whether a suspect is innocent or not. In the case of petty crimes committed by poor suspects, the watch are used to taking matters into their own hands rather than going to the trouble of putting criminals through the judicial system.

Punitive Beatings — In the case of minor crimes such as public disorder, affray, nuisance behaviour, or petty theft, the Watch is often satisfied to administer a street sentence. This typically involves attacking a Character until they suffer a critical injury, at which point the watch moves on, satisfied the criminal has been taught a lesson.

Spot Fines — An alternative, or addition to, the street sentence is the spot fine. This involves seizing all money and valuables from a criminal. If the criminal doesn't carry much, they may get off lightly, but if they happen to possess expensive valuables these are confiscated as so-called evidence, and likely never seen again.

Arrested — In the case of serious or repeat offending, the Watch will transport the miscreant to the nearest watch post and throw them in a cell. From here, they are taken to the nearest gaol to await trial at a local court.

Liberating a Prisoner

If Characters are looking to free a friend from custody the best time to do it would be before the case reaches court. Watch posts tend to be small, sturdy buildings staffed by a couple of Watchmen and with enough cells to house up to six prisoners at a time.

Springing a confederate from a watch post cell may be difficult, but it is far easier than getting someone from a gaol before or after a trial.

If someone is liberated in this manner, it is wise for all those involved to find a new place to call home as quickly as they can. Fugitives from the law are treated harshly if they are recognised by those they absconded from. If their identity is known to the watch, they will likely be declared an outlaw, who will, therefore, not be able to expect any protection from the authorities and will be sought by bounty hunters.

For more on gaol breaking see page 98.

Noble Prisoners

The fact that nobles are usually spared the rough end of the law does lead certain young baronets to regard it as a form of sport to make a nuisance of themselves at the expense of the common folk. Most aristocratic houses indulge their wayward scions and excuse their misbehaviour as youthful exuberance. However, they do know the pranking and obnoxiousness of young noblemen is ready fodder for the pamphlets and street preaching of agitators. Most noble families see to it that the errant behaviour of their peers is kept in check, even whilst they do all they can to ensure that legislators do not eat away at their ancient privileges.

Any Character who possesses the *Noble Blood* Talent is likely to be treated with far more consideration than their fellows if they are caught committing an offence or suspected of criminal activity.

If a criminal is recognised as an aristocrat, they are most likely to be spared immediate consequences such as punitive beatings, fines, or arrests. The watch typically do all they can to look the other way. If the noble's crimes are so public that it would embarrass the watch to leave them be they may well detain them, but only for so long as it takes to contact a higher authority who knows about the proper way to deal with an errant noble.

The treatment of the noble prisoner depends on the relationship the rulers of the town have with the noble family in question. If they are friendly, then punishment may be limited to a stern warning and promises of calling in favours in time to come. If they are enemies, then the noble may be held as a hostage until an exorbitant ransom is paid. Imprisonment may result, but the prison itself is likely to be lavish compared to the cells of the local prison. Even nobles who hate one another are usually careful about how they treat aristocratic prisoners, the boot may be on the other foot someday.

Few Watchmen are experts in heraldry or genealogy, so a noble who faces arrest without making it clear they belong to an aristocratic line is treated no better than anyone else. This isn't hard — merely the sound of an upper-class accent is enough to give a Watchman pause for thought. There are members of the watch who resent the presumption that a noble be spared the consequences of their misbehaviour and do all they can to make the process as difficult as they possibly can without endangering their own livelihoods.

A DAY IN COURT

Despite the efforts of many luminaries of the cult of Verena, who preach that justice ought to be served through a consistent implementation, there is a vast disparity in the experience of those brought before magistrates in the Old World. The degree to which a plaintiff is heard and the consequences for those found guilty differ according to local legal traditions, the social class of the accused and those they offended, and the temperament of presiding magistrates.

Even within the Empire the experience of the accused can vary wildly. In the backwaters of Sylvania, justice is rough and arbitrary. A lord may simply appoint a favoured crony as magistrate, who is ordered to do little more than keep the peace and protect the interests of the nobility. In such places, heinous crimes may be overlooked if they only affect the poor, whilst a trivial trespass against a friend of the powerful might be punished by terrible torture, mutilation, and execution, often in sequence.

Even in more civilized places, trials are often more about keeping the appearance of justice being done rather than allowing the accused a genuine chance to argue their innocence. Typically those determining whether the accused ought to face punishment have made up their minds before the trial begins, and any court proceedings that take place are limited to making a record of the account of those who made the arrest and allowing the accused to prove that they possess the integrity to face their fate with grim stoicism.

Yet there are circumstances where a case may be taken more seriously. Nobles and Characters who demonstrate the ability to read and write who are accused of a crime are often allowed to plead their case and may even hire litigants to help them present a legal argument. This is a luxury afforded to the lucky few, and only if the local authorities allow it.

Shallyan and Verenan reformers argue that even common folk ought to be afforded the chance to plead their case and that cruel and unusual punishments for minor crimes should not be arbitrarily levied. In cities such as Altdorf and Middenheim they occasionally find sympathetic ears, though their critics are quick to jump on any subsequent unrest as proof that being soft on criminals results in disorder, and a return to traditional harsh measures is usually quick to follow.

THE BASIC TRIAL PROCESS

The GM ought to decide, depending on the circumstances, what sort of justice an accused Character faces. The more civilised the area, and the higher the social class of the accused, the more likely they are to receive a fair trial.

Rough Justice

In places where the local authorities care little for legal process, the presiding magistrate will do little more than review the apparent facts and pass a sentence. The accused has only a scant chance of influencing the magistrate's judgement. This may be the case in provinces ruled by more tyrannical barons and counts, or in rural areas where suspects are held until a travelling judge arrives to dispense justice.

All an accused can do in such circumstances is either lie cunningly, tell a pathetic sob story, or impress the magistrate with their willingness to accept their fate. If the GM allows it, the accused may make a Charm, Entertain (Acting), or Leadership Test (depending on their chosen tactic), and if they succeed, the presiding magistrate may demonstrate some leniency. This rarely results in them changing their mind about a suspect's guilt but might move them to consider a lighter punishment.

Fairer Hearings

In the towns and cities of provinces such as Talabecland, Reikland, and Middenheim, those with power and money can expect a fairer hearing and may hire help from litigants to help them better present their case. Magistrates will still approach a trial with the attitude that they can come to an appropriate ruling before the proceedings but may be willing to listen to argument presented to the court. This is usually only in the case of Characters from the Silver and Gold Tiers or those who can read and write.

In such cases, a Character can take a **Challenging (+0) Lore (Law)** Test. If the test is successful, the presiding magistrate may be convinced to reconsider their position. If a litigant is hired to help put forward a case, this test may be made using their Lore (Law) skill. A typical litigant may be hired to prepare for a case for 4 GC, and has a Lore (Law) Skill of 55.

This test is in addition to the tests allowed in circumstances of rough justice. A Character who succeeds both tests may convince the presiding magistrate to moderate their sentence, but only those who score Astounding Successes on both tests are likely to be found not guilty.

DEGREES OF PUNISHMENT

The details of a sentence vary by magistrate. Some are sincere Verenans, who levy punishment according to the traditions of the cult. Others prefer to issue punishments that echo the crimes of the condemned. Most err on the side of harsh justice, ensuring that miscreants carry a lasting sign of their guilt and serve as a lesson to others.

Some magistrates have preferred punishments, subjecting those they condemn to certain trademark consequences irrespective of the crime. However, most take into consideration the seriousness of the felony. When deciding on a sentence the GM should decide on two or three appropriate punishments, or one in cases where the magistrate has been moved to leniency.

TYPICAL PUNISHMENTS

Moderate Crimes.

Placed in pillory for up to a week.

Fined up to 50 GC and imprisoned until money is paid.

Branded on the base of the thumb with the symbol of the twin-tailed comet.

Struck with a whip until at least 5 Wounds are suffered. Taken to the temple steps where a priest of Sigmar strikes your fingers, hands, or feet with a hammer.

Forced to take up career as Nun or Monk.

Sent to perform hard labour for a month.

Forced to wear uncomfortable iron mask resembling a Goblin during the hours of daylight for a month.

Paraded around the region wearing a board listing crimes.

Levied into watch or military.

Serious Crimes.

Finger, ear, or nose amputated.

Branded on the forehead with the symbol of the hammer.

Struck with a whip until a Critical Injury is suffered.

Declared an outlaw and exiled from the city or province.

Fined up to 200 GC and imprisoned until money is paid.

Sent to perform hard labour for D10 years.

Limbs broken with a hammer by a priest of Sigmar.

Confiscation of all assets.

Heinous Crimes.

Blinded.

Sent to perform hard labour until death.

Burned at the stake.

Hung, drawn and quartered.

Tied to a cartwheel and struck with a hammer until many bones are broken.

Confined to an iron cage, hung from the town gates and left to perish from exposure or starvation.

CRIMES BY CAREER

This list is far from exhaustive, but gives a guide to what is considered criminal according to those careers most likely to involve flouting the law through their nature.

Agitator.

Moderate - incitement to disorder.

Serious - sedition.

Heinous - inciting a riot.

Charlatan.

If a Charlatan is convicted the money they earned from a scam is treated as if it were stolen. See Thief.

Fence.

Moderate - handling stolen goods of up to 5 GC.

Serious - handling stolen goods of more than 5 GC.

Heinous - handling a banned substance such as warpstone.

Forger.

If a Forger is convicted the worth of their forgeries is treated as if it were stolen. See Thief.

Grave Robber.

Moderate - breaking into a Garden of Morr.

Serious - grave robbery.

Heinous - procuring bodies for Necromancy.

Racketeer.

Moderate - solicitation, money laundering.

Serious - kidnapping.

Heinous - kidnapping a noble.

Protagonist.

Moderate - assault.

Serious - assault leading to grievous bodily harm.

Heinous - murder.

Thief.

Moderate - going equipped, pilfering up to 1/-.

Serious - breaking and entering, robbery up to 1 GC.

Heinous - larceny of more than 1 GC.

Smuggler.

Moderate - tax evasion.

Serious - transport of banned goods, such as taking Bretonnian brandy into the Reikland.

Witch.

Moderate - false prophecy.

Serious - practising magic without a license.

Heinous - Daemonology, Necromancy, Witchcraft.

Note that the law does not distinguish between the priests of proscribed gods and their Miracles and Blessings, or those who work the Spells of Chaos Magic - they will be treated as if they practice Witchcraft. Depending on the locale, Hedge Magic may be treated more leniently.

Wrecker.

Moderate - undeclared salvage of cargo.

Serious - damaging or imitating navigational facilities.

Heinous - seizing a vessel by force.

CONVICTED CHARACTERS

Dishing out legal consequence to Characters carries a dilemma. The Old World is a harsh place where roguish behaviour is not tolerated, but dealing with harsh sentences isn't always fun. Whilst GMs have the liberty to deprive Characters of theirs, it is worth considering options that don't require abandonment of a Character.

THE INTERVENTION OF PATRONS

If the Characters have a patron then they might be willing to intercede on behalf of a convicted criminal. This ought not be unconditional. If the nature of the crime is something that embarrasses or offends the patron they will not be willing to help.

A new patron may well make themselves known, if the Characters possess skills that would make them suitable agents for the patron. Having a suitable patron intercede may be the easiest way to free a character. The patron will call in significant favours and expend resources to seeing the Character freed, and they expect a Significant Favour (see **WFRP** page 198) in return. Some patrons given in this book may provide assistance.

Brunner (page 110) might help spring Characters who could assist him in tracking down a worse criminal, but he will be worried about his own reputation suffering, and will not tolerate them returning to the criminal life.

Gunna von Sperrin (page 65) could help facilitate a gaol break, which leaves the Character free but fugitives from the law. She will also expect them to work for her.

August Sternwachter (page 54) may be willing to pay a fine on behalf of the Characters, but will want them to help him form a profitable connection in return.

PASSING THE TIME

It may be that other Characters in the party are willing to wait for their compatriot to serve their sentence. If the party puts a pause to their adventuring until they are reunited with their friend, a period of downtime could be undertaken for each month that they wait.

Characters can take Endeavours and develop relationships with Contacts and patrons in the meantime, and even plan a daring gaol break if they are willing to risk it.

Events in Gaol

Characters in gaol should still roll to see if they are effected by an Event. Most Events simply won't make any impact on a prisoner, but there are a few that might.

Accused Ally - applies as normal.

Betrayed! - applies as normal.

Bolt from the Blue - applies as normal.

Oi! You Spilled my Pint! - indicates that you have made an enemy of a fellow prisoner or one of the guards.

Crime Crackdown - tests made as part of a *Gaol Break* Endeavour this period of Downtime suffer from -1 SL.

Forewarned is Forearmed - applies as normal.

Malicious Malady - applies as normal.

Morr's Embrace - applies as normal.

New Moon - tests made as part of a *Gaol Break* Endeavour this period of Downtime benefit from +1 SL.

Old Debts - keep track of this, the favour may be called in when you are free, but you do not lose an opportunity to perform Endeavours as you would outside gaol.

Pestilential Pet - applies as normal.

Riots - tests made as part of a *Gaol Break* Endeavour this period of Downtime benefit from +2 SL.

Under Suspicion - tests made as part of a *Gaol Break* Endeavour this period of Downtime suffer from -1 SL.

Unexpected Esteem - may indicate that a new patron is willing to come to your aid.

Endeavours in Gaol

Spending time in gaol robs a Character of most of the opportunities needed to undertake an Endeavour, but there are options available despite the limited resources, and unsavoury company, to be found there.

Changing Career — this is possible, but only to one of the following careers: Agitator, Charlatan, Fence, Forger, Racketeer, Protagonist, Thief, Smuggler.

Training — training is only available for Skills possessed by the Careers listed for the *Changing Career* Endeavour. You cannot pay money, but owe the tutor a Major Favour.

Unusual Learning - learning is only available for Talents possessed by the Careers listed for the *Changing Career* Endeavour. You cannot pay money, but owe the tutor a Major Favour.

Study a Mark - as normal, though this does not represent studying an actual mark as it does learning about an opportunity from your fellow prisoners.

NEW ENDEAVOUR: GAOL BREAK

The *Gaol Break* Endeavour can only be attempted if the GM deems it appropriate. Many prisons in the Old World are so secure that adventurers find them impossible to crack. The gaol break can be attempted by a single Character, but others may give up their own Endeavours to assist. The difficulty of the gaol break depends on many factors, but generally the more serious a prisoner's crimes, the more securely they are locked away.

Prisoner is being held in a cell at a watch post — Challenging (+0) Stealth or Sleight of Hand Test.

Held for Moderate Crimes — Extended Challenging (+0) Stealth or Sleight of Hand Test to a total of 5 SL.

Held for Serious Crimes — Extended Difficult (-10) Stealth or Sleight of Hand Test to a total of 7 SL.

Held for Heinous Crimes — Extended Hard (-20) Stealth or Sleight of Hand Test to a total of 10 SL.

If the Test is passed within five Rounds the gaol break is a success, and the imprisoned Character is free. Failure may indicate the the attempt is merely unsuccessful, but an Impressive Failure or worse may indicate that any other Characters involved in the gaol break have been arrested.

There are ramifications to performing this Endeavour even in the best case scenario. The released prisoner is declared an Outlaw as soon as their absence is noticed. Any Character who assists in their escape may also be outlawed if they are recognised.

Notorious Prisons

The GM may add further complexity to the gaol break in the case of notorious prisons. Failure may mean that all Chaarcters involved are captured.

Rijker's Isle, Marienburg — A Hard (-20) Swim, Row or Sail Test must be passed in order to reach the Isle, and again to escape it.

Mundsen Keep, Altdorf — Each Character involved in the Endeavour must fight their way past a gaoler (use the Watchman profile on page 93).

The Middenheim Mining Colony, Middle Mountains — A Hard (-20) Outdoor Survival Test must be passed in order to reach the colony, and again to escape it.

BRIBERY

During the legal process there are points when an offer of money might help make the trouble go away. The Watch may be bribed during an arrest, the Prosecution may be bribed during a trial, and the guards may be bribed during incarceration. If an attempt to bribe is made, the GM should consider who it is aimed at and how corruptable they are. The table is representative of most Humans of the Old World.

An NPC's Status gives an idea of how much money they require to look the other way, lose paperwork, leave a cell door unlocked, or otherwise act to help a criminal. The total needed depends on the severity of the crime.

Brass — 2d10 pennies per level.

Silver — d10 shillings per level.

Gold — 1 gold crown per level.

WILLINGNESS TO TAKE A BRIBE		
D10	Integrity	Price
1 – 2	Incorruptable	Does not take bribes
3 – 8	Pliable	Trivial: Status Moderate: Status times 3 Serious: Status times 5 Heinous: Will not take bribes
9 – 10	Venal	Trivial: Status Moderate: Status times 2 Serious: Status times 4 Heinous: Status times 10

Example: A Watchman (Status Silver 1) being asked to overlook a theft of 2 GC (pilfering: Trivial) who is of Pliable Integrity may accept a bribe of 1D10 Shillings. A Watch Sergeant (Status Silver 3) being asked to overlook the vandalism of a lighthouse (damage of navigational facility: Serious) who is of Venal Integrity may accept a bribe of (3D10 times 4) 12D10 Shillings.

BRIBERY SKILL TEST TABLE	
SL	Result
+1 or more	You guess the target's Integrity, and Price.
+0	You guess the target's Integrity.
-0	You have no idea if the target will take a bribe.
-1 or less	You have no idea if the target will take a bribe. The target knows you are trying to bribe them.

OUTLAWS

Many outlaws in the Empire are fugitives, evading justice when accused of a crime, or escaping after being convicted. Failure to pay taxes or debts can also lead to this fate, especially when the Electors need coin to field an army. The threat of outlawry often convinces those who can't pay up to join the state troops instead – the nobles get their way by hook or by crook.

Nobles can declare a resident of their fief an outlaw, although many of them would consider it beneath their station and refer the matter to the nearest court. If the crime is serious, or if the local court and its judges are reputed to be biased or cruel, the accused will often run away to start a new life. Watch sergeants aren't concerned with pursuing convicts beyond the city walls, and road wardens usually consider their job done after wanted bills are posted. Fugitives are rarely caught, unless the victim or their family can afford to hire a competent bounty hunter.

Outlaws can be pardoned by reporting for trial and being found not guilty. The Emperor can grant pardons to any citizen of Sigmar's lands, and Elector Counts are empowered to pardon outlaws within their provinces.

LIFE OUTSIDE THE LAW

Outlaws face threat of arrest and imprisonment. The severity of the threat depends on the reach of law enforcement, and the wealth or position of the victims. The wrath of an impoverished baronet from the backwaters of Ostland can often be evaded by travelling to Altdorf and changing your name. Escaping justice after robbing a rich merchant from Nuln is more difficult. Road wardens display wanted posters along the Empire's thoroughfares, and the reward for your arrest can grow large enough to tempt your own mother.

Outlaw characters should agree how and where they became outlawed with the GM. If they come within reach of the authorities they crossed, there is a risk of them being recognised. Disguises and a new identity will allay this risk. Most outlaw characters' background should have an infrequent, moderate impact on the game – it's fun for it to come up every now and again, but constant pursuit and conflict would interrupt the flow of the game. NPCs finding out about the character's past provides leverage, or maybe even previously unknown evidence that could prove their innocence...

Rules: When returning to a location where an outlaw (allegedly) committed their crimes, make an **Opposed Challenging (+0) Stealth/Perception** Test each day. If this is failed, they have been recognised and the GM can decide the consequences of this. Is the watch tipped off, or is it old friends who notice and are delighted to help the outlaw.

Joining an Outlaw Band

Finding an outlaw band is hard if they are worth joining! Sharing gossip with villagers in remote areas is a good place to start. If you aren't particularly notorious, you'll face an initiation to prove you're not a spy – usually this involves committing serious crimes, and sometimes receiving a distinctive tattoo or branding.

Most outlaw bands have rules. In principle, spoils from banditry are to be shared, with the chief receiving a larger share. In practice, members often pocket their loot before it can be divided up. Some outlaw bands impose rules of morality or etiquette, such as only killing targets in cases of necessary self-defence.

New members are often inspected for diseases and bodily mutation. Outlaw bands may tolerate mutants, but usually want to know about them upfront. Sorcerers are often shunned, as bandits have enough enemies without Witch Hunters chasing them. The leaders of outlaw bands usually require new recruits to disclose their criminal histories and outstanding bounties on their heads.

VIGILANTE OUTLAWS

Nobles occasionally declare political dissidents outlawed to silence them. Exiled agitators who flee are rarely pursued for trial once they've become someone else's problem. However, agitators who remain in hiding locally might become vigilantes fighting against the corrupt system – performing acts such as exposing a noble house tainted by the warping touch of Chaos. Nobles who are revealed to be Chaos cultists have no immunity from Sigmar's witch hunters. Chaos worshipping nobles often hire bounty hunters to kill vigilantes and prevent their dark secrets from being exposed.

Vigilante bands often have the sympathy of villagers who provide them with information and aid. In the case of nobles who tax their subjects excessively, vigilante bands might organise peasant revolts or tax wagon heists. Nobles who are reviled for their cruelty must remain constantly on watch for assassination attempts by vigilantes or keep the peace through repressive wardens.

TACTICS OF BANDITRY

Ambush

Waiting in ambush by the roadside is a common tactic. Typically, a trap is set to block the road upon a signal from the band's leader. Hours or even days might pass before wealthy travellers are sighted. Most chiefs are loath to reveal their prime ambush sites for a minor peasant robbery, and merchant caravans usually have armed escorts, so a successful ambush requires waiting patiently for just the right target.

Rules: Targets can spot bandits before they're waylaid by making an **Opposed Challenging (+0) Perception/Stealth** Test. Pit the highest Perception skill among travellers against the bandits' lowest Stealth. Roadblock traps are resolved with an Opposed **Challenging (+0) Set Trap/Ride or Drive** Test between the bandits' Set Trap skill and the travellers' Ride or Drive skill (as appropriate). Travellers who managed to spot the ambush receive +2 SL to any subsequent tests to evade traps.

Robbery

Robberies involve confronting targets with threats of violence or chasing them and taking their money by force. Ambushes may lead to robberies if the waylaid travellers don't immediately hand over their valuables after being caught in the trap.

However, many outlaw bands would rather rove the countryside than lie waiting in the bushes for hours. Robberies can be performed spontaneously, either against wealthy-looking passersby on the highway, or by launching an attack at a roadside coaching inn.

A robbery often involves violence, but all but the most depraved of outlaws would sooner scare their victims into compliance than risk their own lives in conflict.

Rules: Threatening someone into handing over their money requires an Intimidate Test opposed by their Cool skill. As a rough guideline, the target hands over their purse on a success {insert reference to the purse table} and an additional item for further SLs. It might get a bit embarrassing if you succeed well and they start taking off their boots, or cutting the buttons from their coat.

Player Characters aren't robbed in this way; instead the bandits' Intimidate skill causes Fear (**WFRP**, page 190).

OUTLAWS IN DOWNTIME

The Income Endeavour

Whenever an Outlaw Character takes an *Income* Endeavour, they may decide to either:

- Take the money as normal.
- Take the money as normal and roll on the following table to determine if a further consequence results from their banditry.

OUTLAW INCOME ENDEAVOUR COMPLICATIONS

D10	Result
1	Bandit Casualty. One of your fellow Outlaws is slain or badly hurt in the operation. If you are merely a Brigand or Outlaw this has no effect, but if you are an Ourlaw Chief or Bandit King it means a henchman has been hurt, caught, or slain.
2	Dangerous Neighbours. During your activities you hear of a group patrolling near your camp. These could be roving Orcs, a band of Elves seeking to protect the forest, or a determined Road Warden patrol. If this group isn't dealt with you must move on and set up somewhere new before you can take more <i>Income</i> Endeavours.
3 – 4	Fugitive in the Woods. You perform the <i>Income</i> Endeavour, but to escape with your earnings you must spend time hiding out in the wilds of the Old World until the heat dies down. You may not partake in any other Endeavours during this period of Downtime.
5 – 6	Lucky Find. In addition to securing your usual income you make an extra find. Roll once on the The Contents of a Purse Table on page 28.
7 – 8	Bandit King Takes Notice. Word of the Outlaw's activities reaches the ear of a local Bandit King. This individual desires favours or financial contributions. If they aren't paid off they may lead their forces against any bandit gang who operates in their area.
9	Bounty Hunter. A Bounty Hunter has taken up a warrant to bring you to justice, dead or alive. This hunter must be faced before the next period of Downtime. The GM could introduce them into the adventure at some point, making dealing with them an integral part of the plot. If they wish, the hunter could be faced by the outlaw Character alone before resolving events in the next period of Downtime.
10	Stand and Deliver. In addition to making your usual income you lift a couple of interesting items. Roll twice on the The Contents of a Purse Table on page 28.

FORMING AN OUTLAW BAND

To achieve Tier 3 of the Outlaw career (Outlaw Chief), the character must form a band of outlaws. At a minimum, two outlaws in addition to the chief are needed to constitute a band. Existing Characters from your campaign can be recruited, otherwise, outlaw NPCs can be generated using the tables provided on page 102.

Maintaining an outlaw band while adventuring can be challenging. Outlaws expect their chief to orchestrate regular robberies, and if a band is left without leadership they may find a new chief.

Outlaw Chiefs can set rules and restrictions for their band. The strictures of Ranald (**WFRP**, page 208) provide a good baseline for a set of rules that most outlaws would consider acceptable.

Outlaws who don't like their chief's rules might confront them or even try to usurp their leadership, however, usually they just join a different band or go it alone.

Outlaws expect rough living conditions, so a chief who understands this and relieves hardship commands more loyalty. A good quality camp and stable food supply can improve the outlaw chief's Leadership tests by +2 SL. Outlaws are far more likely to wait for the chief to return from adventuring if they're treated well. The chief normally nominates a second-in-command to oversee the camp during their absences.

OUTLAWS & RANALD

Outlaw bands may venerate Ranald the Deceiver. Where this devotion is significant, they incorporate prayers to Ranald in their initiation rituals, asking the god to judge whether the recruit is dishonest in the right way, rather than merely untrustworthy.

Vigilante outlaws often petition Ranald the Protector to champion their cause. Many a vigilante band has sat around the campfire telling rousing tales of Ranald unseating despotic rulers.

Outlaws rely on the threat of violence to pull off their crimes, so they find ingenious ways to avoid causing harm without making it obvious to their targets.

Bandit Kings are powerful individuals who like to surround themselves with trusted advisors. That may include a Priest of Ranald, who can advise them on matters spiritual and, hopefully, bring the outlaw fiefdom good fortune.



BUILDING AN OUTLAW FIEFDOM

To reach Tier 4 of the Outlaw career (Bandit King), a Character must establish a 'Fiefdom' of outlaw bands. A minimum of two bands is required to constitute a fiefdom. Bandit Kings also require a Lair, which can be anything from a fortified trading post to ruins or caverns, but must be more permanent than a regular camp.

Bandit Kings rule largely by force of personality and reputation. They almost always adopt colourful pseudonyms and usually earn monikers befitting their character. Bandit Kings can be major players in the criminal underworld despite their more remote base of operation. By placing trusted agents in cities, Bandit Kings can operate smuggling or extortion rings that involve business deals (or sometimes feuds) with urban gangs and crime lords.

Chiefs who pledge to a Bandit King are often former members of the king's band. Old collaborators are the most trustworthy because they haven't betrayed the king in the past. Other chiefs whose camps occupy the king's lands must be sufficiently impressed or intimidated.

Of course, chiefs have motives of their own and might leave the Bandit King's fiefdom or try to usurp him. Bandit Kings are under constant pressure to engage in criminal activities that appeal to their chiefs and keep them on side.

Keeping a fiefdom stable and loyal means confronting threats beyond bounty hunters or road wardens. Herds of Beastmen, territorial monsters, and tribes of Forest Goblin raiders are no less hostile to outlaw bands than they are to other groups of Humans, and such things are often encountered in the woods of the Empire.

Detailing outlaw bands

A bandit fiefdom or band can be populated using the tables here. Individual outlaws' motives can be rolled secretly by the GM so that Outlaw Chiefs must guess their followers' true drives.

Less homogenous Outlaw Bands can be generated by making additional rolls to represent various factions within the same band. For notorious criminals, roll twice (or more) on the Crime column.

OUTLAW TRAITS

d10	Personality	Motive	Crime
1	Furtive: Quiet and solitary, holding their cards close to their chest.	Basic Survival: Food, shelter, and sanctuary from the law.	Contempt of Court: Failure to appear for trial, roll again for original crime.
2	Idealistic: Opinionated and outspoken, but their ideas are rarely realistic.	Wealth: Gold & silver coin, jewellery, anything that can be sold for value.	Tax Evasion: Failure to pay taxes to the local noble or city council.
3	Charming: Friendly and sociable, usually to acquire something they want.	Excitement: Danger and thrill of the chase, and narrow escapes from the law.	Debt Evasion: Failure to repay debt to a bank, business, or moneylender.
4	Conniving: Always has a new scheme, and often tricks other outlaws in the band.	Freedom: Wanderlust and a lack of responsibilities. Sleeping under the stars.	Theft: Major robbery (over 50 GC) or a string of petty thefts.
5	Resourceful: Has a solution for every problem. Useful contacts outside the band.	Camaraderie: Campfire jokes and stories, to escape from the loneliness.	Murder: Killing in cold blood. If rolled again, it was multiple murders.
6	Loyal: Reports all rule breaches to the chief, good candidate for lieutenant.	Wantonness: Alcohol, drugs, vandalism, or indulgences of the flesh.	Arson: Burning down buildings. If rolled again, it was serial arson.
7	Paranoid: Trusts nobody. Sleeps with one eye open and a dagger in hand.	Notoriety: Local or regional infamy, often appearing on wanted posters.	Major Blasphemy: Impious speech or action drawing the wrath of the gods.
8	Selfish: Disobedient or unreliable on jobs. Argues over loot sharing.	Vindication: Pardon by courts or revenge against judge, noble, or accuser.	Heresy: Speaking false of the gods or clergy publicly and for personal gain.
9	Uncouth: Dirty, vulgar, or unmannered. Causes problems with civilians.	Aspirant Chief: Usurp the chief or become chief of a new outlaw band.	Perversion: Action belying corruption: bodysnatching, kidnapping, cannibalism.
10	Violent: Has anger or trauma issues. Snaps easily and uses excessive force.	Dark Secret: Undercover mutant, witch, heretic, necromancer, or sorcerer.	Mark of Chaos: Physical mutation or evidence of witchery.

OUTLAW

Brass 2

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	40	40	45	30	30	30	35	30	30	15

Traits: Armour 3 (7), Ranged (Bow) +7 (50), Weapon (Dagger) +6, Weapon (Sword) +8

Skills: Animal Care 38, Athletics 40, Charm 33, Cool 45, Consume Alcohol 55, Dodge 35, Endurance 55, Gamble 45, Gossip 33, Heal 40, Intimidate 50, Lore (Local) 40, Melee (Basic) 60, Outdoor Survival 45, Perception 35, Ranged (Bow) 48, Stealth (Rural) 35

Talents: Marksman, Rover, Savvy, Trapper, Very Resilient, Warrior Born

Trappings: Bedroll, Bow with 10 Arrows, Clothing, Dagger, Hood, Leather Jerkin, Pouch containing 20 Pennies, Shield, Sling Bag containing 2 Candles and 5 Matches, Sword, Tent, Tinderbox



OUTLAW CHIEF

Brass 4

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	50	45	45	50	35	30	30	35	30	30	15

Traits: Armour 5 (10), Ranged (Bow) +7 (50), Weapon (Dagger) +6, Weapon (Sword) +8

Skills: Animal Care 38, Athletics 45, Charm 33, Cool 50, Consume Alcohol 65, Dodge 40, Endurance 65, Gamble 50, Gossip 38, Heal 45, Intimidate 60, Intuition 40, Leadership 35, Lore (Local) 45, Melee (Basic) 70, Outdoor Survival 50, Perception 45, Ranged (Bow) 57, Ride (Horse) 35, Stealth (Rural) 40

Talents: Marksman, Rover, Savvy, Trapper, Very Resilient, Warrior Born

Trappings: Band of Outlaws, Bedroll, Bow with 10 Arrows, Clothing, Dagger, Helmet, Hood, Leather Jerkin, Pouch containing 40 Pennies, Riding Horse with Saddle and Tack, Sleeved Mail Shirt, Shield, Sling Bag containing 2 Candles and 5 Matches, Sword, Tent, Tinderbox

OUTLAW CHIEF TRAITS

d10	Reputation	Goal	Outlaw Band
1	Cautious: Avoids heavily armed targets, plans for every contingency.	Retirement: Accumulate enough money to leave the criminal life.	Petty Hooligans: Young and inexperienced. Easily routed.
2	Daring: Puts themself at risk, with daylight robberies on hard targets.	Avoid Capture: Evade the authorities. Death before surrender.	Squabbling Crooks: No cohesion. Squabbles more than it robs.
3	Elusive: Escapes the law with ease. Camp is well hidden and mobile.	Grand Larceny: Perform only the biggest heists. No minor robberies.	Sneaky Brigands: Clever ambush tactics. Uses secret signs and decoys.
4	Connected: Legal immunity through a deal with a noble.	Organised Crime: Pursue ventures in smuggling, racketeering or fraud.	Jolly Companions: Jokes and merriment, members are friends.
5	Popular: Well-liked by outlaws, local peasantry, or even law enforcement.	Political Resistance: Fight the ruling nobles, rouse a peasant revolt.	Fearsome Raiders: Loots and burns farms and takes hostages.
6	Extravagant: Throws lavish feasts and parties, and spends loot on luxuries.	Build Camp: Fortify and expand their camp to a colony, establish a forest haven.	Gentleman Robbers: Non-violent highwaymen. Only steals from rich travellers.
7	Reckless: Leaves tracks or evidence, outlaws are frequently arrested.	Legendary Status: Build a legacy that lasts for generations.	Shady Hoodlums: Loiters around inns and taverns staking out targets.
8	Disciplined: Imposes strict rules. Monitors loot closely and runs a tight camp.	Rule Fiefdom: Become a bandit king, by usurping a king or claiming new turf.	Crafty Swindlers: Uses fake identities for heists or confidence scams.
9	Ruthless: Often resorts to murder. Kills their followers to set examples.	Spread Mayhem: Disrupt the peace. Revel in victims' fear and despair.	Roving Marauders: Travels the wilds robbing anyone they find.
10	Dark Bargain: Deals with sorcery or ruinous powers. Band is a cult.	Dark Purpose: Win favour of a Chaos god or immortality by necromancy.	Hardened Cutthroats: Kills innocents to avoid leaving witnesses.



WANTED: PEL OF THE FURDIENST

Kurd Heinzmann is a professional Bounty Hunter on the trail of the notorious outlaw known as Pel of the Furdiest. Pel and his brigands live in the swamps between Altdorf and Carroburg, and have made a fortune by robbing the Cannonball Express coaches that trudle along the causeway through the mire.

The reward for Pel's capture has grown to 100 Gold Crowns, a rich prize for any Bounty Hunter, but Kurdt has been finding it extremely difficult to find anyone in the region to cooperate with him. This is despite him offering a generous cut of the reward to anyone whose information leads him to Pel.

What the Bounty Hunter does not know is that Pel and his lieutenants have taken to worshipping Slaanesh, and through judicious use of spells like *Acquiescence* they keep the locals from forming coherent ideas about their movements. Kurdt may seek to hire outsiders to help him, but anyone who ventures into the swamps may encounter more than they bargained for.

REWARD: 150 GC

WANTED: RED GERTRUDE

Red Gertrude is fugitive from the law in Altdorf, where she was convicted of several frauds involving cunning disguises and escape from Mundsen Keep. Rumour has it she is hiding in the Reikwald, waiting for the heat to die down.

A Bounty Hunter called Heidi Weiss is after Red Gertrude, and has posted messages around Altdorf asking for help. Anyone who responds to her posters will find that Heidi is often too busy with other business to brief interested parties, but eventually meets them in a gloomy snug in a dingy Altdorf tavern. She has a number of leads, suggesting that Red Gertrude might be hiding out in one of several locations in the nearby Reikwald.

Following Heidi's leads, the party may find the remains of outlaw camps, and even come across a few bandits, including notorious individuals such as Goblin-Ear Johannes, the Blue Bolt, Yuri Five Knives, and Troll-Breath Schusterscholl. But they never come across any sign of Red Gertrude.

In time, the party may realise that Heidi is Red Gertrude. She has been employing Altdorf's finest Bounty Hunters to track down her own alter-ego, setting them on the trail of her rivals in the process. If the Characters level an accusation at her she tries to cut a deal with them. Either they can turn her in and win the bounty, or they can continue to work for her. After all, the lesser bandits she directs them to might not earn them as much reward money individually, but there are more of them.

REWARD: 300 GC

WANTED: HANS THE SMITH

Hans of Mackendorf once worked honourably as the village smith, fixing cookpots and ploughs. Accused of a crime he did not commit by a local baron, he fled into the Reikwald to take up the life of a bandit.

Years have passed, and the baron, nearing the end of his life, has confessed that Hans was wrongly accused. The folk of Mackendorf are left with a tough decision. On one hand Hans was wrongly condemned, on the other he has committed many crimes whilst living as an outlaw. A warrant is issued for his capture alive, so that things can be settled in the village.

REWARD: 40 GC

Folk Legends

Bertran the Brigand

Shaddap'n lissen! There's this Bretonnian Baron, right? He's the lord of a domain in the forested midst of that land, far away over the Grey Mountains. An' he goes off from his lands and castle to quest for a magic cup, but don't ever return, sad to say. Now, in time, a load of Orcs invade his lands and everything's made a right mess due to their raids and depredations. The Baron's missus, the Baroness, by rights she oughta send her son after these Orcs, but she don't, an' things got worse for the folk.

Meantime, there's this farmer, Bertran'. He fancies the Baroness's daughter and she fancies him back. But her brother, he's a coward and a right ol' meanie, say's he's havin' none of that. He locks her up in the top of a tall castle tower. She an' Bertran' see each other through a window, but can't do nothing. Meantime, Orcs are still raiding and plundering around the lands, and the rest of the barony's knights, they lock 'emselves up in the castle and hide.

So, Bertran' takes charge and gets the commoners together in a great muster of peasants, starts shootin' some arrers, and scares off the Orcs. 'Ooo-ray for us, the common folks!

Now, there's these stories about how the Baroness is a really a witch an' she's up to no good in the castle, summonin' daemons and stuff. 'Er rotten son takes after her, but her daughter, she takes after the brave ol' Baron. Anyways, one day, Bertran's village 'ears this princess screamin' in her tower, and before they know it, the castle's crackin' and crumblin' as some bloody 'uge flappy winged monsters busts out of the castle walls! Horrible thing it was. This creature hears the princess screamin' and gets 'ungry! It drags her out of the tower and starts to flap off.

So, Bertran' and his best mate Hugo the Petite – not an 'alfling like you might think from his name but this big lad with muscles – rush to save her. Bertran takes out one of his arrows, a special one he keeps that is fletched with feathers from a crow and tipped with the fang of a dragon. He draws back his bow and puts this arrow straight in the monster's eye. So it drops the princess, and Hugo goes and catches her! The monster falls into the castle. Bertran' starts shooting flaming arrows, and before you know it, the place is burnin' an' the whole castle falls in and squashes this big flappy monster. The Baroness, 'er son, an' all their cowardly knights all snuff it. 'Ooo-RAY!

So, that's not the end of Bertran and the princess and Hugo. Because she's noble, she can say Bertran' is a noble hero and good enough to marry, so they wed. But there's no castle no more and there's still Orcs runnin' round messin' everything up. Bertran' don't wanna fight for 'is right to be a knight, and they know the other nobles are never going to accept him as one of them anyways. Also, he'd have to give up his longbow, as knights don't use bows, an' he's not going to give up his bow for the love of the Lady! 'Is mates and the villagers don't wanna pay taxes no more, either, and who would? So, they nick some fancy stuff out the local shrine and troop off to live in the woods.

Now, they travel round a bit, too. There's a lot of Bretonnia where folk like us are pretty 'ard done by! Some of the Bretonnian Counts make ours look half decent! So Bertran' and 'is lot go round fighting Orcs an' brigands, rightin' wrongs, helpin' folk out, an' generally doin' good. They even help the better knights who are havin' a rough time with Orcs and monsters. However, Bertran' says in return, the nobles have got to let the common folk off payin' taxes for a year. Because lots of Bretonnian nobles are big on honour an' all that, a lot of them even agree!

So, word of Bertran' an' his commoner heroes gets around. The King of Bretonnia says he wants to meet Bertran', but he doesn't say whether he wants to shake his hand or clap him in irons! The King, he even sends out some of his most valiant knights to look for Bertran'. But Bertran's crew are too smart to get found! They say he and his men live out in the wilds of Bretonnia, offering to fight for any lord who is willing to make life easier for their peasants by way of return.

BOUNTY HUNTERS

In the Empire anyone can take on a bounty contract. No licence or guild membership is needed, though established professionals are more likely to win bids for warrants. Veteran hunters receive jobs on reputation alone, while rookies loiter around courthouses looking menacing. Many bounty hunters take other jobs between contracts or travel between the provinces in search of lucrative warrants. Their itinerant, freelancing lifestyle makes the Bounty Hunter career ideal for adventurers.

Warrants & Wanted Posters

Warrants for the arrest of outlaws are issued by magistrates or nobles. There may also be standing rewards for the slaying of any Goblins, Mutants, or Beastmen though these tend to be for smaller amounts. People may employ bounty hunters without formal warrants, but a hunter who is charged with murder has no recourse if their client denies involvement. Warrants can either be given as private contracts to specific bounty hunters or posted in town squares for public viewing.

Warrant papers may include a crude sketch of the outlaw to assist in identification by bounty hunters. Descriptions of any distinguishing marks are provided, such as moles, tattoos, or mutations. However, these sketches vary in quality according to the skill of the artist and the reliability of witnesses. Furthermore, some outlaws wear disguises or change their appearances if they know they're wanted. Bounty Hunters can bid for warrants on contract jobs when there's competition from other hunters. Judges and nobles don't always give contracts to the lowest bidder — oftentimes they choose the hunter who's most likely to catch the outlaw. Though Bounty Hunters often bid on contracts individually, they can also team up with other hunters to bid as a group. Warrants for the arrest of entire outlaw bands are most often taken as group contracts.

General bounties listed on wanted posters can be claimed by anyone. Capturing or killing the wrong person is illegal when pursuing general warrants, so amateurs often find themselves on the wrong end of the law. Bounty Hunters are in competition to apprehend public outlaws before their peers can, and some even stoop to misdirection or sabotage their rivals. General wanted posters also tend to result in innocent victims being injured by hunters, so they're usually reserved for the most dangerous outlaws.

For a guide to typical bounties see the table on page 109.

CONFLICTS OF JURISDICTION

Outlaws who are wanted by multiple courts can be pursued by bounty hunters working for different judges or nobles. Warrants issued by Imperial courts take legal precedence over warrants from Provincial courts. Military and Civil court warrants generally receive lower precedence, although the Imperial Military Court outranks Provincial courts on warrant authority. The rights to arrest an outlaw with multiple outstanding warrants can put bounty hunters at odds with one another.

Witch hunters that seek an outlaw for burning may claim Imperial rank over bounty hunters in pursuit of the same target. Bounties are notoriously hard to claim for incinerated bodies though, so it's a tricky prospect. If the bounty hunter catches and arrests the outlaw first, it's possible to negotiate a handover in exchange for a written witness statement. A sanctioned witch hunter's testimony is usually sufficient proof for a Bounty Hunter to claim any reward that's being offered for a dead outlaw.

Reward Conditions

Bounties are only paid if the warrant conditions are met. In many cases outlaws must be captured alive, particularly if they're wanted for debt evasion or contempt of court. Killing outlaws who are wanted alive can result in being charged with murder. Even if the courts excuse a recklessly violent Bounty Hunter, accidental killings can tarnish the hunter's reputation.

Judges and nobles understand that hunting outlaws may result in a final showdown that only one party will survive. Warrants for dangerous convicts are often therefore drafted with separate conditions for returning them dead or alive. In most cases, the reward for capturing outlaws alive is higher, particularly if they possess information that the authorities think could be useful.

Collecting rewards on dead outlaws requires turning in their heads. These must be sufficiently intact to enable identification by witnesses. If the face was mutilated, then the corpse must be inspected for distinguishing marks. If the body was destroyed the bounty is only awarded if the death was observed by credible witnesses.

Warrants don't require the Bounty Hunter to capture or kill the outlaw themselves. Authorities that only use Bounty Hunters as trackers or informants offer contracts that involve guiding road wardens to an outlaw camp, or providing information that leads to an arrest. During the arrest, the Bounty Hunter usually observes from a safe distance to be sure the outlaw doesn't escape.

PROFESSIONAL BOUNTY HUNTERS

Characters in the Bounty Hunter career begin at Tier 1 (Thief-taker), working as investigators of sorts. They're not yet sufficiently experienced or well-known to earn warrants from judges. Thief-takers instead work for wealthy clients who've had something valuable stolen — perhaps a rare book or family heirloom. Catching the thief is usually of secondary importance to retrieving the stolen goods, and in fact trying to apprehend thieves is technically illegal without a warrant. Protocol requires reporting them to the Watch instead.

Eventually, Thief-Takers can be introduced to judges and nobles by more experienced bounty hunters. To earn these introductions, Thief-Takers work as spies or hired muscle helping the bounty hunters arrest outlaws or hunt goblins. Those who perform well enough to impress a warrant agent might be given a contract, which usually involves catching a relatively harmless criminal such as a tax evader. Only after completing their first warrant arrest can the Bounty Hunter be considered a professional.

To enter Tier 2, the Bounty Hunter must have experience of at least one active warrant. Alternatively, the GM may rule that successfully collecting the bounty from a general wanted poster suffices. At this stage most professional bounty hunters are still establishing reputations, bidding against other hunters for low-profile contracts. Veteran hunters can teach the tricks of the trade, but every aspiring bounty hunter is angling to make a high-profile arrest for themselves.

By Tier 3 (Master Bounty Hunter), warrants can be earned on reputation alone. Judges approach these hardened professionals with enough offers that they can pick and choose. Outlaws begin to recognise them, which makes their job more difficult if they remain in the same city. At Tier 4 (Bounty Hunter General), nobles contract the hunter to issue warrants on their behalf and oversee major bounty hunting operations. Bounty Hunter Generals can also become guild masters in certain cities.

TACTICS OF BOUNTY HUNTING

Track

Locating an outlaw's camp or residence is the first step to making an arrest. Bounty Hunters often use bribery to secure this information from local citizens. Next, the Bounty Hunter must observe their target for a while, to ensure it's the right person.

Rules: The Bribery rules given on page 98 can be used to work out if local people are willing to reveal information. If outlaws are particularly beloved by the locals, or if they are particularly cruel and intimidating, it may effect whether or not people are willing to talk. If a bribe is offered subsequent Gossip Tests benefit from +2 SL.

Bounty Hunters who've successfully identified their mark can sometimes collect a reward simply by reporting the outlaw to authorities. Those with capture-or-kill contracts must instead begin planning the arrest.

Rules: Finding an outlaw's trail often requires Gossip Tests to begin with, then Track Tests to determine their exact whereabouts.

Capture

Outlaws that are wanted alive must first be captured. Threats of violence or escalating consequences might convince some outlaws to surrender themselves voluntarily, particularly if their charge is minor or their case is winnable in court. Others turn heel and run, starting a pursuit by the Bounty Hunter. Outlaws facing likely execution by the authorities have nothing to lose by challenging the bounty hunter to combat. The most dangerous outlaws are those who are wanted alive to answer for major crimes.

Rules: The Intimidate Test to convince outlaws to surrender is opposed by their Cool skill. The difficulty is usually Very Hard (-30) but can be reduced to Challenging (+0) if the terms are favourable. Outlaws who flee can be chased down with Ranged (Entangling) weapons.

Outlaws who stand and fight may be attacked in melee. Bounty Hunter often employ talents such as Strike to Stun to reduce the likelihood that their quarry are killed. Entangling weapons aren't typically employed when fighting a desperate outlaw.

Kill

The major requirement for collecting the bounty on an outlaw who's wanted dead is their intact head. Bounty Hunters usually decide whether to capture outlaws alive or dead before the final showdown, but they must sometimes assess an evolving situation and change their minds. Obviously living long enough to take up another warrant is better than trying to fulfil a current one.

There is no code of honour requiring bounty hunters to fight fairly. Ranged strikes, concealed weapons, and poison are all on the table. Attacks usually target outlaws' bodies and limbs, while headshots are avoided at all costs.

- **Rules:** Normal combat rules are used for killing outlaws. Body and limb locations can be targeted with called shots at -20 to-hit (**WFRP**, page 161), or by using the Careful Strike talent.
- Heads can be severed from corpses without rolling dice. Critical Hit table descriptions determine the condition of the outlaw's head for identification by court authorities.

Bounty Hunter Guilds

Bounty hunters aren't typically represented by guilds in the Empire — they are independent contractors working for the courts. Bounty hunters' fortunes rise and fall with their track records. Several botched jobs can leave them without money or employment prospects. There are, however, bounty hunter guilds in Tilea and a few southern Empire cities. Nuln hosts a guild consisting primarily of Tilean hunters, and Averland has several guilds that regulate bounty-hunting missions into the Border Princes.

Bounty hunter guilds advocate for their members in disputes with warrant agents. Guilds rarely involve themselves in murder trials, however, and will revoke membership from bounty hunters who kill innocents.

The primary purpose of guilds is to manage and regulate the issuing of arrest warrants. The guild master is known as a Bounty Hunter General. Bounty Hunter Generals are also employed privately by nobles across the Empire, usually on short-term contracts, to manage purges of bandit fiefdoms.

Independent hunters are allowed to bid for warrants in cities with guilds (though members usually receive the most lucrative contracts). However, only guild members are allowed to claim bounties from general wanted posters in these cities. This restriction is intended to reduce chaotic free-for-all hunting competitions between independents and guild members. The charge for illegally arresting an outlaw is either assault or kidnapping. The charge for illegally killing an outlaw is murder.

LONE HUNTERS AND TEAMS

Bounty Hunters usually operate solo while in pursuit of individual outlaws, primarily to maximise their profits. The ability to catch an outlaw by oneself also marks the hunter as a true professional, particularly if the outlaw is very dangerous. When chasing an outlaw band, however, only the most seasoned bounty hunters work alone. Teaming up with other bounty hunters to split the reward for catching an outlaw band is a routine practice and isn't considered cowardly in the slightest.

Bounty-hunting teams can be composed of multiple professional hunters with separate warrants from the same court, or the hunters can share a group contract. Another common practice is for lone bounty hunters to hire thief-takers or mercenaries to assist them with a group arrest. This latter arrangement is risky for the bounty hunter, however, because mercenaries expect payment regardless of whether the outlaws are caught. Teams are typically disbanded after each job, but they might reunite again if the need arises.

Bounty Hunter Generals scrutinise independent hunters working in the same region as their own contractors. Local hunters often accuse visiting independents of interference or reckless practices.

Usually, a firm warning from the Bounty Hunter General is enough to send independents packing to another city, or bring them into the guild. Many bounty hunters are loath to join guilds because they are lone wolves by nature.

A TYPICAL BOUNTY HUNTER

Silver 3

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	40	30	45	30	40	30	35	30	30	12

Traits: Armour 1 (5), Ranged (Crossbow) +9 (60), Weapon (Sword) +7

Skills: Athletics 45, Bribery 40, Charm 40, Cool 35, Endurance 55, Gossip 45, Haggle 43, Intimidate 35, Intuition 40, Leadership 33, Melee (Basic) 60, Outdoor Survival 45, Perception 40, Ranged (Bow 43, Crossbow 45, Entangling 45), Track 35

Talents: Marksman, Relentless, Savvy, Strike to Stun, Very Resilient, Warrior Born

Trappings: Backpack containing Tinderbox, Blanket, Cloak, Clothing, Crossbow and 10 bolts, Dagger, Leather Jerkin, Leather Skullcap, Manacles, Net, Pouch containing 15 Shillings, Rations (1 day), Rope, Sword, Warrant Papers

Random Warrants

Bounty Hunter warrants and contracts can be generated using this table. Bounty hunters can source multiple contract opportunities from the same (or different) agents by loitering around a courthouse and making a **Challenging (+0) Gossip** Test. The number of warrants available is equal to +SL.

GMs are encouraged to design warrants tailored to the storyline of their campaign by handpicking suitable results from the table. GMs may prefer to consider choosing the reward according to the outlaw's crimes.

UNWARRANTED

Wilhelm Wulfwitz is a bounty hunter active in Altdorf. He is looking for assistants to help him track down an outlaw known as Jurgen Krast, who is said to be hiding out in the Reikwald near Fielbach. In fact, there is no Jurgen Krast, but those wandering the Reikwald near Fielbach will encounter swathes of Spiderclaw Forest Goblins. The outlaw and the reward are just fabrications by those hoping the eager Bounty Hunters will sort out their goblin problem. The Fielbach village elders are behind the ruse, and if the Characters can prove their guilt a bounty may be issued in turn, for their arrest.

BOUNTY HUNTER WARRANTS

d10	Warrant Agent	Outlaw Crimes	Reward Conditions
1	Town Bailiff: Oversees town watch, and reports directly to issuing noble.	Fraudster: Probably not dangerous but might be hard to identify.	Outlaw wanted for interrogation. Must be alive. 5 GC.
2	Verenan Judge: Issues the warrant personally, and hires only reputable hunters.	Murderer: Highly dangerous and hard to capture alive.	Outlaw wanted as example to others. Dead or Alive. 5 GC.
3	Town Magistrate: Issues the warrant personally. Sits on town council.	Robber: Easy to identify but hard to locate. Usually has accomplices.	Fugitive from justice. To stand trial for moderate crimes. Must be alive. 5 GC.
4	Local Noble: Issues the warrant for a crime committed nearby.	Con Artist: Probably not dangerous but might have multiple disguises.	Fugitive from justice. To stand trial for serious crimes. Must be alive. 8 GC.
5	Visiting Noble: Issues the warrant for a crime committed abroad.	Burglar: Difficult to locate and capture. Skilled at escaping custody.	Fugitive from justice. To stand trial for heinous crimes. Must be alive. 10 GC.
6	Roadwarden Captain: Can post wanted bills. Reports to issuing judge or noble.	Arsonist: Often leaves clues. Possibly unhinged or politically motivated.	Fugitive from gaol. Escaped punishment for moderate crimes. Dead or alive. 8 GC.
7	Riverwarden Captain: Can post wanted bills. Reports to issuing judge or noble.	Poacher: Possible vigilante against noble. Skilled at wilderness evasion.	Fugitive from gaol. Escaped punishment for serious crimes. Dead or alive. 10 GC.
8	Watch Captain: Can post wanted bills. Reports to bailiff or town council.	Heretic: Might be a former initiate or cleric. Often has likeminded followers.	Fugitive from gaol. Escaped punishment for heinous crimes. Dead or alive. 15 GC.
9	Bounty Hunter General: A subcontract via guild or independent general.	Mutant: Easy to identify; might have fled to a hidden mutant colony.	Infamous Outlaw Chief. Wanted dead or alive. 40 GC.
10	High Priest: Temple court judge; issues the warrant personally.	Cultist: Possible witch or sorcerer; hard to track and probably has accomplices.	Notorious Bandit King. Wanted dead or alive. 80 GC.

BRUNNER THE BOUNTY HUNTER: PATRON OR NEMESIS

Short-Term Ambition: Fulfil existing warrant.

Long-Term Ambition: Maintain reputation for exemplary professionalism.

Motive: Survive long enough to earn a fortune.

The most notorious bounty hunter in the Old World is a grim man known simply as Brunner. Outlaws fear him for his unshakeable determination, keen instincts, and sheer brutality. It's claimed that no bandit has ever escaped Brunner. The literate classes of Tilea know of him through a series of pamphlets inspired by his exploits, written by the self-exiled Altdorf writer Ehrhard Stoecker, the only person who's thought to have ever truly befriended him.



Brunner is a man of few words, and when he speaks it's usually to demand something. He has a dry wit and only occasionally cracks a smile, typically after drinking a cup of schnapps.

Despite his ruthlessness, however, Brunner does have a keen sense of justice. Most of the outlaws that he pursues are truly despicable villains deserving of punishment. Brunner is unimpressed by flattery and never grants mercy regardless of how much an outlaw begs.

Those who witness Brunner in action claim that he projects an aura of invincibility. In combat, Brunner favours shooting enemies with a wrist-mounted repeating crossbow pistol before engaging them in melee. Given the opportunity, he attacks by surprise with his black powder pistol. Brunner's battlefield awareness and careful planning enable him to use the surroundings to his advantage. He is willing to retreat and regroup if a fight turns against him, but he always comes back.

Brunner is a tall and imposing figure of muscular build. He usually wears a steel helm that exposes only his mouth, and sometimes even eats and drinks without removing it. Brunner is a walking arsenal of weapons, most of which were captured from previous foes. His steel armour is blackened for stealth and worn over a brigandine coat. Brunner's dark hair is cut short, and he's either clean-shaven or has stubble, depending on how long he's been on the hunt.

PATRON MISSIONS

Though Brunner prefers to operate alone, he occasionally enlists adventuring parties to assist his most dangerous hunts. Brunner is not the most reliable companion, however. He will do whatever is necessary to fulfil a mission, even using party members as bait to lure outlaws or distract monsters.

Extra Warrants

After Brunner has accepted a warrant, he always fulfils it himself. However, Brunner's services are in such high demand that he can't possibly accept every contract that he's offered. Bounty hunter characters who encounter Brunner at a courthouse or tavern can recognise him with a **Lore (Local)** Test. If they buy him a drink, Brunner might give them advice on available warrants that he turned down.

He is not a Bounty Hunter General who distributes warrants via subcontract or commission, but instead connects other hunters with hiring warrant officers. Brunner only assists other hunters with their arrests if doing so somehow serves his own interests.

The Black Prince

Possibly the most notorious bandit king in the Old World was a mysterious figure known as the Black Prince. Bounty hunters believed the prince and his alleged bounty of 5000 GC was just a folktale until Brunner tracked him down. The Black Prince's real identity was Dralaith, a fearsome Dark Elf warrior who'd established a stronghold in the Grey Mountains after raiding Bretonnia.

His small army of Beastmen, Dark Elves, and other creatures terrorised the surrounding lands for years. Despite Brunner defeating the Black Prince, he failed to kill him, and the head that he recovered was another Druchii. Dralaith has been on the run ever since. Any rumours of the Black Prince resurfacing will attract Brunner's interest.

NEMESIS ENCOUNTERS

Characters wanted by Brunner are in serious trouble. He will track them down eventually, and there will be a reckoning. Brunner is an ideal nemesis for adventuring parties that take a special delight in breaking the law. Individual Outlaw characters should only be hunted by Brunner if they're Tier 3 or 4.

Judge Vaulkberg

Brunner receives his most lucrative warrants from a travelling magistrate called Judge Vaulkberg. Sentences are delivered with relish by Vaulkberg, who administers the harshest possible punishments for every crime. His personal executioner is an Ogre who can tear limbs from a condemned man.

Though Vaulkberg is based in Altdorf where he oversees a team of skilled torturers at the Reiksfang prison, he also tours smaller towns and villages across the Reikland. Nearly any convicted party can therefore find itself at his mercy if the GM is feeling cruel. However, Brunner will generally only pursue parties that escape Vaulkberg's custody if their crime was serious enough to earn a bounty of at least 20 GC.

The Price of Infamy

Any party that becomes sufficiently notorious can find itself hunted by Brunner. If the party is very powerful, Brunner will hire NPC bounty hunters and/or persuade other adventurers to assist him. The only way to shake Brunner is by providing material evidence that the party's accuser was corrupt.

Brunner hates corrupt nobles and sometimes pursues them without pay. On occasion, Brunner teams up with outlaws that he was originally hired to arrest to apprehend a more dangerous villain. Once the villain has been caught however, and the outlaw's services are no longer needed, Brunner brings both of them to justice.

BRUNNER

Bounty Hunter General

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	63	57	48	57	61	35	34	45	38	26	23

Traits: Armour 3 (8), Ranged (Crossbow Pistol) +7 (10), Weapon (Dagger) +6, Weapon (Drakesmalice) +9

Fate Points: 2

Skills: Animal Care 55, Athletics 50, Bribery 46, Charm 46, Climb 58, Drive 40, Endurance 72, Evaluate 50, Gossip 43, Haggle 46, Intimidate 63, Intuition 81, Language (Bretonnian 50, Tilean 55), Lore (Reikland 55, Border Princes 55, Tilea, 50, Law 50), Melee (Basic) 83, Outdoor Survival 65, Perception 81, Ranged (Blackpowder 72, Crossbow 72, Entangling 72, Throwing 67), Ride (Horse) 45, Swim 58, Track 76

Talents: Accurate Shot 2, Careful Strike, Break and Enter 2, Deadeye Shot, Doomed ('*Thy end will be met at the end of all things*'), Dual Wielder, Fearless (Outlaws), Hardy, Marksman, Read/Write, Relentless, Savvy, Seasoned Traveller, Sharp, Strike to Stun, Strong Back, Sure Shot 2, Warrior Born

Trappings: Leather Jack, Gromril Breastplate, Plate Bracers & Leggings, Open Helm, Repeater Crossbow Pistol (Skaven design, mounted on plate bracer), Bandolier of Knives, Hidden Throwing Knife (in plate bracer), Pistol (Fine quality), Hatchet, Dagger ('The Headsman', serrated for decapitations), Sword ('Drakesmalice', see below), Leather Boots (with steel toes), Light Warhorse ('Fiend'), Draught Horse ('Paychest'), Bedroll, 4 Pairs of Manacles, Rope, Tinderbox, Warrant Papers, 5d10 gc

Armour by Location: Head 2, Arms 3, Body 4, Legs 2

Drakesmalice: The magical sword used by Brunner is an heirloom of the von Drakenburg family, a fallen noble house. Brunner himself is a von Drakenburg but he doesn't claim the title openly. Drakesmalice bursts into flame when wielded by Brunner (+1 Damage, targets receive an *Afflame* Condition)

◆ PATHFINDING ◆



Travel in the Empire is vital to many campaigns but is often fraught with peril. Page 261 of the *WFRP Core Rulebook* discusses travel by the Empire's main arteries, its roads and rivers, and more options are added on page 31 of the *Enemy in Shadows Companion*. But what happens when the Characters leave the comparative safety of the road or river and venture into the wilderness?

Despite Imperial boasts of civilisation and cultivation, most of the Empire's territory is still untamed. This is terrain with no roads and few landmarks where it is easy to get lost. When you find yourself lost in the wilderness you cannot simply ask a passing farmer or pedlar how far it is to the next coaching inn.

The following rules are designed to inform wilderness travel by giving ideas for dealing with the planning of an expedition or an inadvertent journey through unknown territory. They are abstracted into Endeavours, but it is just as possible to roleplay the entire journey as you might any other part of a campaign, or simply pick and choose which bits to abstract and which to play out in detail.

WILDERNESS TRAVEL

There will be plenty to do on such a journey and these rules are designed to give everyone in the party a role. More expertise might be required for hunting, cooking, and navigating, for example, but anyone can forage, look for water, or keep watch at night, and these roles are just as vital.

When travelling through wilderness areas the GM can use these rules to represent the relative hardship of journeying off the beaten track. In order to undertake wilderness travel following factors must be considered.

- ◆ The party may make a Planning Endeavour if the journey is about to begin
- ◆ GM determines number of Stages
- ◆ GM determines Weather Effects
- ◆ GM determines Terrain Type
- ◆ Players resolve Travel Endeavours each Stage
- ◆ GM tests for a Wilderness Travel Event each Stage
- ◆ Players resolve Camp Endeavours each Stage



TRAVEL STAGES

A journey is divided into Travel Stages representing the journey's progress. The number of Stages is left up to the GM's discretion but can be based on a day's travel. It is assumed that a day's travel is based on 8 hours spent on the move, with the rest of the time spent preparing food, making camp, and resting.

The distance to the next stage can be based on the following table. Note that values have been rounded to the nearest 0.5 for convenience, which does make certain smaller values look disproportionate to larger values. The numbers represent good going in moderate weather conditions, and the GM should decide for themselves how many miles are travelled before a stage is complete.

TRAVEL STAGES AND DISTANCES

Movement	Yards per Round	Miles Per Hour (approx.)	Miles per 8 Hour Stage on Hills or Plains	Miles per 8 Hour Stage in Forest or Deep Woodland	Miles per 8 Hour Stage in Wetland, or Mountains
0	0	0	0	0	0
1	2	1	6.5	4.5	3
2	4	1.5	12	9	6
3	6	2.5	18.5	13.5	9
4	8	3	24	18	12
5	10	4	30.5	22.5	15
6	12	4.5	36	27	18
7	14	5.5	42.5	31.5	21
8	16	6	48	36	24
9	18	7	54.5	40.5	27
10	20	7.5	60	45	30

TRAVEL

In order to complete a Stage a member of the party must make a Navigate Endeavour (see page 125). The distance covered in a Stage can vary greatly depending on the terrain, the urgency, and the method of transport.

The distances in the table might not sound very long, especially compared to those mentioned in the *WFRP Core Rulebook*, but the journey is assumed to be off-road and to involve pauses to rest, to take stock of the terrain, to make notes or sketch maps, to take minor detours, and to backtrack when the route is unclear, and accommodates hunting, foraging, and the execution of other Endeavours.

It also leaves time for making a proper camp at the end of the day. A party ignoring many of these requirements can certainly go faster, as reflected in the Haste Endeavour.

The travel distances given in the table assume that a route is being plotted to keep the going reasonably comfortable for the terrain type, with some occasional difficult obstacles when they are unavoidable.

Bear in mind, that this will often involve winding and circuitous routes and so the distances travelled will not be as the crow flies. Some of the more difficult routes will preclude the use of carts, and sometimes even horses.

Provisions

Wilderness travel can turn disasterous if provisions run out. When travelling it is important to keep track of provisions, such as water, food, and animal fodder. Unlike travel along roads, where regular stops at coaching inns provide a chance to replenish stocks by taking Hunt, Fish, or Forage Endeavours (see page 125).

WEATHER

Characters undergoing a long journey in the wilds will find the weather impactful, and GM who tracks the weather can use it to add colour to the story and inform descriptions of the terrain and wildlife.

Weather Table

This table outlines the sort of weather the Empire receives. Roll separately for each column. Whilst the GM may alter the weather as often as they like, we recommend a single change per day by default. Results on the table assume the journey takes place in summer. In spring and autumn add 2 to each roll, and in winter add 4. For colder climates and high altitude also add 2.

WEATHER MODIFIERS

Modifiers caused by the weather are used at the discretion of the GM.

Temperature

Hot

The effects of heat exposure are explained on page 181 of the *WFRP Core Rulebook*. In hot conditions, a Character should drink one gallon of water per day. If they need to test for exposure, do so once per stage.

Sweltering

In sweltering conditions, a Character should drink two gallons of water per day. To check for heat exposure, make a **Challenging (+0) Endurance** Test. If the party is suitably equipped and have been sheltering, drinking sensibly, and pacing themselves they should make one test per stage. If they are not well prepared then they should test twice every stage.

Chilly

Characters travelling in chilly conditions that are not well-equipped with warm clothing should make a **Challenging Endurance (+0)** Test or suffer the effects of Cold Exposure as explained on page 181 of the *WFRP Core Rulebook*. If they do not have a decent camp with a fire then they will need to test again for the night.

Bitter

In bitter conditions, Characters must test for Cold Exposure at least once. If their clothing and equipment is lacking, they should test two times. They will also need a very good shelter with a fire or they should test for the night as well. In bitter cold conditions wearing gloves is a requirement. When they are worn, however, tasks involving Dexterity, suffer a penalty of -2 SL.

Undead Creatures, and those with the *Construct* Trait, do not suffer penalties for temperature.

Precipitation

Rain and snow can make things more difficult. If am GM wishes to compound the penalties, precipitation can also give Endurance Tests to resist Cold Exposure a -10% modifier in the Temperature section above.

- 💀 **Light** — -1 SL to Athletics, Climb, and Ranged (Blackpowder) Tests.
- 💀 **Heavy** — -2 SL to Athletics, Climb, and Ranged (Blackpowder) Tests.
- 💀 **Very Heavy** — -3 SL to Athletics, Climb, and Ranged (Blackpowder) Tests. -1 SL to other Tests.

Creatures with the *Amphibious* Trait, such as River Trolls, do not suffer penalties due to rain.

WEATHER TABLE

1D10 Roll	Temperature	Precipitation	Visibility	Wind
1	Sweltering	None	Clear	Still
2	Hot	None	Clear	Light
3–5	Comfortable	None	Clear	Medium
6–8	Comfortable	Light	Mist	Strong
9–10	Chilly	Heavy	Thick Fog	Very Strong
11	Chilly	Very Heavy	Mist	Medium
13	Bitter	Heavy	Mist	Light
14+	Bitter	None	Clear	Still

Visibility

- **Mist** — -1 SL to Navigation, Ranged, and Perception Tests based on sight if the target is over 20 yards away.
- **Fog** — -2 SL to Navigation, Ranged, and Perception Tests based on sight if the target is over 10 yards away. Fimir benefit from +1 SL to Cool Tests.
- **Thick Fog** — -3 SL to Navigation, Ranged, and Perception Tests based on sight if the target is over 5 yards away. Fimir benefit from +2 SL to Cool Tests.

Wind

Wind does not effect overland travel greatly, but is included here for those who may want to use these travel rules in conjunction with those for river or sea travel.

PLANNING

The party may be forced into the wilderness at short notice and have to find their way without preparation. If the Characters set out on a journey without adequate preparation and find themselves exposed to the elements, with insufficient food, they deserve to be made to feel miserable. If the party can afford to go for quality items, they should be made to feel good about their choices.

Animals

If the party are using mounts or pack animals then they should not forget these need care and food. After a day's hard travel, a horse needs more than being tied up by a patch of grass to keep it healthy and energised for the next day. The owner needs to bring along good fodder or seek it out on the journey. Each pack or riding animal will need at least four times as much water as a human.

Fire

In wet conditions making a fire becomes difficult. A tinderbox is a prudent purchase.

Packs and Containers

Carrying things efficiently is important and versatile baggage will reduce the encumbrance of other items and give quicker access to their contents when they are needed in a hurry. Water-carrying equipment will often be vital and should be considered carefully. Again, waterproofing and protection are important. No one wants to find their matches have got wet or their food spoiled because it got too hot in the sun. Blackpowder may be compromised through exposure to either hot or wet conditions.

Clothing

A decent set of walking boots is a requirement for most Characters. A cloak or coat is a must as well. It rains often in the Empire, and it can be an even more dismal place than usual if you are soaked to the skin. Decent warm clothes and gloves are important in cold weather.

Food and Water

This is a priority. Some parties will be confident of being able to find enough food as they go, especially one with skilled hunters. However, it is always prudent to stock up on rations for emergencies and bad hunting days.

Every person in the party requires enough for one person per day of the journey. With a large party on a long journey, this can start to add up. Food reserves should be selected precisely because they will last a long time. Dried beans, grains, and nuts work well and require little preparation. Salted meats, pickled vegetables, and candied fruit all last a lot longer than their unprocessed equivalents.

Water is heavy and bulky, so thought might be required for its transport. In water-rich areas a single skin is all anyone requires, and Characters can fill up whenever it's convenient. The more arid the land, and the further between each water source, the more water needs to be carried, and the hotter it is, the more water is required per person, per day. In the swamps of the Reikland, such as the Oberschlecht or Furdienst, water may be abundant, but it is peaty and unpotable.

Tents

The shelter afforded by a good tent can make all the difference to a good night's sleep and have the party fit for the next day's travel. Having tents will mean Make Camp Endeavours become Average instead of Challenging. Making a shelter is not the only factor in making a good camp but having tents will help considerably.

POOR PLANNING AND ITS CONSEQUENCES

If Characters fail to plan properly there are two common outcomes to their disadvantage. The first is that they may suffer from adverse environmental conditions, as described under the effects of weather. The second is that they may suffer shortfalls. A list of common shortfalls and their effects is given on page 124. Note that certain Travel Events and Endeavours may suffer from, or mitigate the effects of, poor planning.



WILDERNESS TRAVEL EVENTS

Every time the Characters undertake a stage the GM should roll 1D10. If the result is an 8 or more something unexpected has occurred. This is a similar system as the Travel Events described in the **WFRP Core Rulebook** (page 263), however events that occur in the wilderness are more likely to be inconveniencing and dangerous than those that occur on journeys on roads and rivers.

As with regular Travel Events it is up to the GM to decide on whether or not a Wilderness Travel Event occurs. If the event generated would overcomplicate the plot or ruin the fun, it ought to be ignored.

The GM should also decide on the import of any result generated. Coming across a bandit camp may mean a fight to the death, but may just result in an uncomfortable stand off or even an alliance of convenience if the Characters possess goods or skills the Outlaws could make use of.

Encountering a threat such as a band of Goblins may mean little more than having to hide as a small warband makes its way past the Characters, or being involved in a protracted conflict with a large tribe who claim dominance over the locality. The Spiderclaw and Shadoweb Forest Goblin tribes are a persistent threat in the Reikwald.

The events should be imposed to show that there are consequences to travelling off of the beaten track, but not to unduly punish players.

WILDERNESS TRAVEL EVENTS TABLE 1 - LIGHT WOODLAND, HILLS, AND TEMPERATE PLAINS

D10	Result
1	Pathway Blocked. A lake, river, or gorge blocks the Characters' path. It is impossible to navigate around using mundane means, so unless the Characters possess some means to fly over and engineer their way across, they must find another route, adding a further two stages to their journey.
2	Barrow. The Characters pass by a series of eerie standing stones surrounding a small hill. Any Character passing an Easy (+40) Lore (History) or Lore (Local) Test will recognise this as a barrow. See the Ancient Tomb Table (page 121) for more information.
3	Monolith. The Characters notice a large single standing stone or ancient circle of menhirs. See the sidebar on Monoliths (page 120) for more information.
4	Ruin. The Characters notice the remains of old buildings as they pass by. See the sidebar on Ruins (page 119) for more information.
5	Ailing Animal. Randomly select one of the animals accompanying the party. This animal is ailing. If a member of the party passes a Hard (-20) Animal Care Test there is no effect. If not impose the penalties for a Festering Wound (WFRP page 187) to the animal. If this result is generated a second time for the same animal, it passes away.
6	Worn Out Item. A piece of equipment suffers wear and tear. Randomly determine a Character and one of their trappings. If a member of the party passes a Hard (-20) Trade (Carpenter, Leather Worker, Tailor, or Smith) Test there is no effect. If not, a metal item gains the <i>Shoddy</i> Flaw or an item of leather, canvas, or wood falls apart.
7	Fellow Travellers. The Characters spot a band of fellow travellers ahead of them. These travellers may be avoided or approached. The travellers are a group of 4–6 Pedlars or Villagers. Use the Victim Quirk Table on page 29 to help determine how they might behave. For the profiles of the travellers, use the Outlaw profile on page 103.
8	Spring. Clear, fresh water bubbles from the ground. The party may replenish their stocks of water as if they succeeded a Water Endeavour with no need to test.
9	Animals Encountered. A pack of 6 wolves or pair of bears forage not far from the Characters. They are unlikely to make an aggressive move against a group, but may trail the party and attack a straggler or stray pack animal.
10	Enemies Encountered. A small group of 4–6 enemies crosses the Characters' path. In the hillsides, light woodlands, and temperate plains of the Reikland suitable enemies may be tribes of Goblins, herds of Ungors, or a band of Outlaws (see page 103).

WILDERNESS TRAVEL EVENTS TABLE 2 - MOUNTAINS

D10	Result
1-5	Wilderness Event. Roll on the Wilderness Travel Events Table 1 - Light Woodland, Hills and Temperate Plains.
6	<p>Mountain Sickness. This sometimes afflicts those travelling at high altitudes before they can get used to the lack of oxygen in the air. Characters should make a Challenging (+0) Endurance Test or be subject to Mountain Sickness.</p> <ul style="list-style-type: none"> 💀 Contraction: Upon failing Endurance Test 💀 Incubation: Immediate 💀 Duration: Ends as soon as exposure ends, or until a successful test 💀 Symptoms: Malaise, Nausea <p>Ogres, Dwarfs, and animals that are used to life at high altitude do not need to test for Mountain Sickness.</p>
7	<p>Scree Slope. The Characters path is blocked by a steep slope of small loose stones. They can either cross or add two stages to the journey. If they cross each member must pass a Challenging (+0) Athletics Test. Those who fail suffer a fall of D10 yards. Quadrupeds, such as mounts and pack animals, benefit from +2 SL when taking this test.</p>
8	<p>Blizzard. The weather changes dramatically for the worse. Refer to the Weather Rules on page 114 and apply the following factors: Temperature: Bitter, Precipitation: Very Heavy, Visibility: Thick Fog, Wind: Very Strong. Once the stage is complete reroll the weather conditions as the blizzard abates.</p>
9	<p>Beast Lair. The Characters come across the lair of a monstrous beast. In the mountains of the Reikland this is likely to be a Griffon, but it may be a Manticore, Pegasus, or Wyvern. Roll 1 D10. 1-3: The beast is home and possesses the <i>Territorial</i> Trait, it will attack the Characters as long as they are within 50 yards of the lair. 4-5: The beast is starving, reduce Strength and Toughness by 20, all other Characteristics by 10, and Wounds by 3D10. 6-7: The beast is home and will fight Characters to the death. 8-9: The beast is absent, but in each round, there is a 3% chance that it will return. 10: The beast is absent. To determine whether there is anything of value in the lair roll twice on the loot column of the Ancient Tomb Table (page 121).</p>
10	<p>Enemies Encountered. A small group of enemies crosses the Characters' path. In the mountains of the Reikland suitable enemies may be tribes of Orcs and Goblins, a band of Outlaws, or a pair of Stone Trolls.</p>

WILDERNESS TRAVEL EVENTS TABLE 3 - DEEP FOREST

D10	Result
1-5	Wilderness Event. Roll on the Wilderness Travel Events Table 1 - Light Woodland, Hills and Temperate Plains.
6	<p>Bloodsedge Grove. The Characters wander into an area within which Bloodsedge bushes grow. These predatory plants grasp and strangle prey with their thorny branches. A Character can identify (and avoid) Bloodsedge by passing an Easy (+40) Lore (Herbs) or Challenging (+0) Outdoor Survival Test. If the GM has access to a copy of Lustria the rules for Grasping Creeper Vine could be used in place of Bloodsedge. Otherwise, the Characters must cross an area of 3D10 Yards, making a Hard (-20) Dodge Test every Round they spend in the area. Any time a Character fails the Test they take a Damage 5 Hit to a randomly determined location.</p>
7	<p>Herbs. The Characters cross a glade within which valuable herbs grow. These plants can be identified by passing an Easy (+40) Lore (Herbs) Test. The herbs may be Weirdroot or Moonflower from the WFRP Core Rulebook, or any of the herbs described in the Enemy in Shadows Companion.</p>
8	<p>Spites. This area of the forest is plagued by Spites. If the GM has access to Salzenmund: City of Salt and Silver they could use the rules presented there to represent the Spites. If not, each Character is unable to sleep soundly whilst in the area and must take a Fatigued Condition that lasts until they make a successful Recuperate Endeavour.</p>
9	<p>Spiders. The Characters come across the lair of 4-6 Giant Spiders. Most of these creatures will be Size (Small), but one will be Size: Large. The spiders will seek to attack and entangle the Characters and will fight to the death.</p>
10	<p>Enemies Encountered. A small group of enemies crosses the Characters' path. In the forests of the Reikland suitable enemies may be tribes of Forest Goblins, a herd of Beastmen consisting of Ungors and Gors, or a band of Outlaws.</p>

WILDERNESS TRAVEL EVENTS TABLE 4 - WETLANDS

D10	Result
1-5	Wilderness Event. Roll on the Wilderness Travel Events Table 1 - Light Woodland, Hills and Temperate Plains.
6	<p>Swamp Fever. This is transmitted by bites from creatures like bog leeches and sea slugs. The bites often go unnoticed, especially when the victim is wading through murky swamp water. The disease is characterised by a painful, raw, red patch around the bite and sudden bouts of fever.</p> <p>💀 Contraction: A Challenging (+0) Endurance Test</p> <p>💀 Incubation: 1d5 days</p> <p>💀 Duration: 1d10 days</p> <p>💀 Symptoms: Malaise, Fever, Flux (Moderate)</p>
7	<p>Quick Mud. The area of the swamp is particularly treacherous, with soft mud flats that threaten to engulf any travellers who stray into it. The Characters can either skirt the mudflats by adding two stages to their journey, or risk crossing them. To cross the mudflats each Character and accompanying animal must make an Extended Challenging (+0) Strength Test to a total of 15 SL. If any fumbles are generated in the test the Character in question must test for Suffocation (WFRP page 181) and start the process from the start to escape the mud flats. Characters may only assist their companions in these tests if they have already escaped the hazard.</p>
8	<p>Foul Air. The Characters wander into an area of suffocating gas. The gas pocket is 2d10 yards long and anyone crossing must make an Average (+20) Endurance Test each turn or suffer the effects. This is like becoming drunk, so refer to the rules for Consume Alcohol, WFRP page 121 (though it is the Endurance Test, rather than a Consume Alcohol Test, that must be passed to avoid impairment). If a Character passes out within the gas pocket they must be rescued or succumb to the gas and die in TB rounds. A point of Resilience may be spent in order to escape the gas pocket. Once free of the area an Average (+20) Endurance Test may be made every 5 minutes: the effects wear off once this test is passed. There is no hangover.</p>
9	Beast Lair. The Characters come across the lair of a monstrous beast.
10	Enemies Encountered. A small group of enemies crosses the Characters' path. In the wetlands of the Reikland, suitable enemies may be a band of six Goblins, a pair of River Trolls, or a band of three Fimir.

SITES IN THE WILDS

Wilderness travel is assumed to take place in those areas of the Old World that lie far from any permanent Human settlement. Whilst places such as the Reikland are relatively heavily populated there are still many areas that lie far from any track and are uncharted territory, such as the depths of the Reikland Forst, or the wild hill country of the Hagercrysbs.

This does not necessarily mean that the Characters are the first people to have journeyed in the area. The Reikland was populated by Humans long before they founded its towns and cities, and in the centuries before Elves and Dwarfs both lived and traded there.

Ancient sites, ruins, monoliths, and barrows, may therefore be found all over the Old World, even in places that are entirely unexplored by its current inhabitants.

CRUMBLING RUIN

Laying shattered in the wilderness, long forgotten by humans, is the ruins of a once great building or the ravaged site of a small settlement. The scale of the original structures can be gleaned by their lines of their footprints, but only a few sections stand taller than the fronds and thorns of the surrounding greenery.

The structure might come from one of the many Human civilisations that rose and fell in ancient times before the rise of Sigmar. The cairns of Human tribes who lived long before Sigmar can be found in many sites in and around the Grey Mountains. Or it might have been built by the Dwarfs when they still occupied the lowlands, and if this were so, something terrible must have happened to bring such a sturdy construction to ruin. Perhaps it is the remains of an ancient Elf tower that fell to the Dwarfs. Or it could be from another civilisation entirely, one barely known about by even expert Human academics.

RUIN TABLE

2D10	Features
2	Witch's Lair. A Witch is using the ruin as a hideout. Their abilities are left to the GM, but they should at least have the Channelling and Language (Magick) skills of $35+4d10$, 4 Petty Spells, and 4 Spells from the Lore of Witchcraft. The Witch is not necessarily hostile towards the Characters, but will be cautious with them, and quick to defend themselves if they are not dealt with diplomatically.
3	Ruined Trading Post. The ruin was once a trading post but hasn't been used for many centuries. If it is explored a Character who passes an Extended Challenging (+0) Perception Test to a total of 15 SL may find coins and trinkets to a total of 1D10 GC.
4-5	Frontier Outpost. The ruins have recently been settled by a band of people looking to make a new life for themselves or exploit a local resource. They may be small scale farmers or shepherds, wood cutters, a Strigany caravan, or simply subsisting on fish and young bog octopi. These folk are likely insular and may represent a community with radical religious beliefs or political ideas. They are more likely to deal with travellers with chilly formality than overt hostility.
6-7	Snotlings. The ruins are infested by a band of 2D10 Snotlings and the stench of their dung permeates the area. In daylight hours they are terrified of the Characters and hide from them rather than fight. At night, they become bolder and seek to creep into any nearby camp to steal food and shiny items. If they are confronted, they cannot be reasoned with and fight for their lives. If their den is discovered it contains a selection of coins and trinkets worth 5D10 Silver Shillings.
8-14	Rubble. There is nothing of note here other than a few piles of scattered stones.
15-16	Sound Structure. Amongst the ruins is a sound building that affords the Characters the opportunity to rest for the night. If the Characters stay here any Make Camp Endeavour benefits from +5 SL.
17-18	Bandit Camp. The ruins house a band of 6-8 Outlaws. To determine how much loot they have in their possession roll twice on the loot column of the Ancient Tomb Table (page 121).
19	Trolls. The ruins are inhabited by a trio of Trolls. They have smeared the stones of the ruin with blood and filth and piles of bones and bits of battered equipment lie all around. Roll 1 D10. 1-3: The Trolls are home and will fight the Characters unless provided with a creature of Size: Average or larger to eat. 4-5: The Trolls are starving, reduce Strength and Toughness by 20, all other Characteristics by 10, and Wounds by 3D10. 6-7: The Trolls are home and will fight Characters to the death. 8-9: The Trolls are absent, but each round there is a 3% chance that they will return. 10: The Trolls are absent. To determine whether there is anything of value in the ruin roll twice on the loot column of the Ancient Tomb Table (page 121).
20	<p>Wizard's Tower. These famed constructions do not necessarily need to be a tower, as different schools of wizardry are attracted to different types of terrain, and construct their dwellings in different ways. A Celestial Wizard is likely to dwell in a tall tower in the mountains, while a Jade one prefers a verdant glade deep within the forest.</p> <p>Many wizards prefer secluded locations away from mundane folk and the trivia of their everyday lives. Here they can get on with diligent magical research unhindered by the powers that be, and even the authorities of their own college. Although this is a reasonable aspiration, there might be a more nefarious reason behind their chosen isolation. Some wizards choose isolation to quietly follow the Dark Gods, or research methods of wielding proscribed power. These often pose with the trappings of more legitimate schools to help keep them from the suspicion of those who do stumble upon their dwelling. If the Characters do suspect a wizard of malpractice, then they may be better off keeping that to themselves.</p> <p>The Wizard's college and abilities are left to the GM, but they should at least have the Channelling and Language (Magick) skills of $35+4d10$, 4 Petty Spells, and 4 Lore Spells.</p> <p>The wizard might view the arrival of the Characters as a good opportunity. They are likely to need something from civilisation, and it would be a great help to them if the Characters agreed to fetch it.</p>

MONOLITH

Standing stones and Ogham circles are common sights in the wilds of the Old World. The oldest of these structures are waystones, erected by the Elves to help funnel magical energy towards the Great Vortex at the centre of Ulthuan. The oldest of these date back to -4420 IC. Few Humans understand their import, though they know better than to tamper with them as the magical energy that courses through them can be dangerous.

The Belthani, as the earliest human settlers of the Old World are termed, gleaned a little of the purpose and function of waystones, and set up their own magical stones, known as Oghams, to contain foul magical within their perimeters or power their own Hedgecraft rituals.

Monoliths have been erected for ceremonial purposes, to track the movement of the sun and stars, or mark the site of a grave. However, their association with magic means anyone finding a monolith is wise to treat it with care.

ANCIENT TOMBS

Barrows, cairns, and portal tombs can be found throughout the Reikland. They have a bad reputation, as many of them were constructed long before the rise of the cult of Morr, and their rites to prevent the spirits and corpses of the dead from restlessness.

A typical ancient tomb consists of an entranceway, a narrow passageway 3 yards long, and a central chamber 10 yards square.

Any loot or inhabitants in the tomb are likely to be in the central chamber. Use the table on page 121 to generate the main features of the tomb.

When it comes to inhabitants, it is left up to the GM to decide what parts of the tomb they inhabit, and what their reaction to intruders is. Tomb Robbers, Necromancers, and even Ghosts need not be immediately hostile, but it is not likely that they will be friendly.

MONOLITH TABLE

D10	Features
1–3	Simple Marker. Whilst the stone is impressive, it is really nothing more than an ancient boundary marker or ritual site. There is nothing peculiar about the stone.
4–5	Beastman Herdstone. The monolith is a profane artefact raised by Beastmen. Within 20 yards of the Herdstone spellcasters using the Lore of Dark Magic or any Chaos Lore benefit from +1 SL to Casting Tests and +1 SL Channelling Tests. During the evening there is a 10% chance that the stone attracts Beastmen visitors (a Beastman Shaman with D10 Gors and Ungors as followers) who howl and bray throughout the night and make profane offerings upon it. They will not take kindly to the Characters interfering with their holy site. The Herdstone is a source of Minor Exposure to Corruption. More detail about Herdstones can be found in Winds of Magic .
6	Ogham Circle. The monolith is part of an ancient circle created by followers of the Old Faith long before the coming of Sigmar. Within 20 yards of the circle, spellcasters using the Lore of Life or Lore of Hedgecraft benefit from +1 SL to Casting Tests and +1 SL Channelling Tests. More detail about Ogham Circles can be found in Winds of Magic .
7–8	Elven Waystone. The monolith is part of the network of stones set up by the Elves thousands of years ago to help channel excess magical energy to the centre of Ulthuan. Roll D10 to determine what form of magical energy is channelled by the stone. 1: Lore of Light, 2: Lore of Metal, 3: Lore of Life, 4: Lore of Heavens, 5: Lore of Shadows, 6: Lore of Death, 7: Lore of Fire, 8: Lore of Beasts, 9: Roll again to generate two Lores, 10: Roll again to generate three Lores. Within 20 yards of the Waystone spellcasters using the relevant Lore benefit from +1 SL to Casting Tests and +1 SL Channelling Tests. More detail about Waystones can be found in Winds of Magic .
9	Grave Marker. The stone marks the grave of an important individual from ancient times. A nearby entrance leads to an Ancient Tomb. See the Ancient Tomb Table (page 121) for more information.
10	Orc Totem. The monolith has been desecrated by Orcs or Goblins, decorated with crude carvings, and besmirched with dung. During the evening there is a 10% chance that the stone attracts a group of D10 Orcs and Goblins who come to celebrate their victories and praise their gods. If the GM has access to Tribes and Tribulations , they will be led by a Shaman. They will attack any Characters at the site.

ANCIENT TOMB TABLE

D10	Entrance	Inhabitants	Loot	Features
1	Open Doorway	None	None	None
2	Open Doorway	D10 Goblins	None	None
3	Doorway Buried Requires Hard (-20) Perception Test to locate.	Bandits	Golden Ornaments worth 2 GC.	Forsaken by Morr Any Undead creatures encountered in the tomb resist final death and possess the <i>Regenerate</i> Trait.
4	Reinforced Oak Door Pick Lock: 4 SL Toughness: 50 Wounds: 20	Tomb Robbers	Golden Ornaments worth 1D10 GC.	Sarcophagus Anything of value in the tomb is contained in a sarcophagus.
5	Reinforced Oak Door Pick Lock: 5 SL Toughness: 50 Wounds: 20	Necromancer	A horde of ancient coins worth 2D10 GC.	Submerged Chamber To acquire any available loot, a Character must pass an Extended Hard (-20) Swim Test to a total of 15 SL.
6	Wrought Iron Gate Pick Lock: 4 SL Toughness: 60 Wounds: 25	Ghost or Spectre	A horde of ancient coins worth 2D10 GC.	Giant Rats A family of six Giant Rats make their home within the tomb and will attack any intruders.
7	Wrought Iron Gate Pick Lock: 5 SL Toughness: 60 Wounds: 25	Ghost or Spectre	Rusted swords and armour of historical interest, but no real value.	Freezing Air The temperature in the tomb is unnaturally cold. Characters entering the tomb must immediately test for exposure to cold (WFRP page 181).
8	Stone Covering Requires Extended Hard (-20) Strength Test to a total of 10 SL to move. Fumbles during the Test result in a <i>Fatigued</i> Condition.	D10 Skeletons	A bulky item such as a marble statue or golden ornament, worth 3D10 GC, but with 4 Enc.	Rockfall Trap A trap has been set whereby rocks will fall on any Characters treading on a loose paving slab. Each member of the party must take a Challenging (+0) Perception Test. The first Character to fail is struck and takes 1d10 Damage to the Head modified by Armour Points and Toughness.
9	Stone Covering Requires Extended Hard (-20) Strength Test to a total of 10 SL to move. Fumbles during the Test result in a <i>Fatigued</i> Condition.	D10 Skeletons and a Banshee	A collection of weapons including 4 spears, 4 swords, and 4 shields. The items are of archaic design and well preserved, with the <i>Fine</i> Quality.	Yellow Mould A patch of Yellow Mould is spotted on an Easy (+20) Lore (Plants) or Challenging (+0) Lore (Herbs) Test. Characters can avoid triggering the mould on an Average (+20) Stealth Test. If triggered, it releases a cloud of spores 5 yards wide which lasts 1d10 Rounds. Characters in the area must pass an Average (+20) Endurance Test or gain 1 <i>Blinded</i> Condition, plus a further 1 <i>Blinded</i> Condition per -SL. Characters receive 1 Wound for every round spent in the cloud.
10	Heavy Stone Covering Requires Extended Very Hard (-30) Strength Test to a total of 15 SL to move. Fumbles during the Test result in a <i>Fatigued</i> Condition.	D10 Skeletons and a Cairn Wraith	Magical items, either a weapon (see Archives of the Empire Volume 2) or D10 potions (see Winds of Magic).	Labyrinthine Passageways To reach the main burial chamber the Characters must navigate a network of passages. Finding a way through requires an Extended Challenging (+0) Navigation Test to a total of 20 SL. Any fumbles result in the Characters returning to the entrance and having to start again.

JOURNEY ENDEAVOURS

Not to be confused with the downtime Endeavours discussed on page 195 of the *WFRP Core Rulebook*, Journey Endeavours are similar in that they abstract some of the play over a set period. The restrictions on those Endeavours, generally, do not apply to Journey Endeavours. Such Endeavours cannot normally be attempted instead of Journey Endeavours, and vice versa.

There are three forms of Journey Endeavour.

Planning Endeavour — The party as a whole can take a Planning Endeavour prior to undertaking their journey.

Travel Endeavours — Each member of the party may undertake a Travel Endeavour during each stage of the journey. Certain Travel Endeavours only work if all members of the party participate.

Camp Endeavours — After a stage of the journey is complete each member of the

PLANNING ENDEAVOUR

If the party has time for preparations, they can be given a Planning Endeavour before they set off. This can reflect the thought that goes into deciding what to bring on the journey, but it can also involve research about the terrain, its inhabitants, and the destination. It can throw up hints about what might be encountered, where to procure maps and journals, the requirement for NPCs with useful skills, and insight into local customs.

JOURNEY ENDEAVOURS	
Planning Endeavour	
Travel Endeavours	Camp Endeavours
Forage	Cook
Haste	Journal
Hunt/Fish	Make Camp
Map	Map
Navigate	Navigate
Scout	Recuperate
Track	Trap
Water	Watch

Provided the Characters have access to charts or journals from those who have undertaken the journey before, or experienced travellers who have travelled the route, each member of the party may take a **Challenging (+0) Outdoor Survival Test** or **Challenging (+0) Research Test**. Every SL can be traded for one of the following benefits during the subsequent journey:

- Ask the GM to reroll a Travel Event. The result of the second roll must be accepted, even if it is less desirable than the first result.
- Reroll any Test that is taken as part of a Journey Endeavour, or Camp Endeavour.

TRAVEL ENDEAVOURS AND CAMP ENDEAVOURS

Usually, a Character undertakes two Endeavours during each stage of a journey: one on route (the Travel Endeavour), and one at the end of the day (the Camp Endeavour). The GM may disallow Endeavours when the Character is busy doing other things. For example, if a character is guarding a prisoner, they may not go hunting, and if they are busy researching information about their destination, they won't have time to help cook.

If a character does both a travel endeavour and a camp endeavour, they must pass a **Hard (-20) Endurance Test** or gain a *Fatigued* Condition. Fortunately for them, they should be just about to have a good night's rest, and so, provided their sleep is peaceful and uninterrupted, they can wake up in the morning refreshed and ready for the next stage of their journey.

Factors Impacting Endeavours

Some of the Endeavours are affected by the weather, terrain, and other circumstances. The Weather Table (see page 114) and Terrain Table (see page 124) show some of these modifiers. The GM can add their own. For example, should a Character have to walk all day in wet clothes, that will hamper them, and if they are hungry or thirsty tasks become trickier. In places such as the heights of the Grey Mountains and depths of the Furdienst, such discomforts become extreme.

Certain Endeavours involve similar activities and so can be done simultaneously. The same Character can do a Map Endeavour and a Navigate Endeavour with a -1 SL penalty to both tests. Similarly, two of the Water, Hunt, Forage, and Scout Endeavours can be attempted by the same Character with a -1 SL penalty to each.



CONSEQUENCES OF SHORTFALLS

One of the problems with wilderness travel is that there isn't always enough time to make good headway whilst performing the other tasks necessary to sustain good health. If the travellers are well-provisioned, they will avoid too much hardship, but should they run out of vital resources, more time will have to be spent on ensuring the Characters benefit from basic amenities.

Here is a list of common shortfalls and the Travel Endeavours and Camp Endeavours that can mitigate them. If the party have food they do not need to undertake Hunt or Forage Endeavours to feed themselves, though it might not hurt to have fresh provisions to dig into rather than eat more precious rations. Page 181 of the **WFRP Core Rulebook** has rules for exposure to heat and cold, thirst, and starvation.

LIST OF COMMON SHORTFALLS

The Party Lack...	Consequence
Food	A member of the party must find food by making Hunt, Fish, or Forage Travel Endeavours, or a Trap Camp Endeavour, or start to suffer from Starvation
Cooked Food	A member of the party must make a Cook Camp Endeavour or Test to avoid contraction of Galloping Trots
Adequate Shelter	A member of the party must make a Make Camp Endeavour or suffer from Exposure to Heat or Cold or penalties to Tests made to Heal overnight
Water	A member of the party must find water by making Water Endeavours or start to suffer from Thirst
Rest and Recuperation	Party members with <i>Fatigued</i> Conditions or Wounds will need to find time to relax and heal by taking a Recuperate Endeavour.

Terrain Table

Here is a list of suggested modifiers for certain Endeavours depending on the terrain. Some of these penalties may be mitigated if the party have access to particular equipment or magic. As an example, the penalty to the Navigation Endeavour in Deep Forest is imposed as a result of being unable to easily see the sky or landmarks, but a party with a ladder or flying Wizard will not suffer from this particular problem. The penalty to the Make Camp Endeavour in Mountains is due to the Characters being exposed on the rocky cliffs. However, if they can find a convenient cave to sleep in this will mitigate the issue.



TERRAIN TABLE

Terrain Table	Navigation	Water	Foraging	Hunt/Fish	Make Camp	Watch
Light Woodland	-	-	+1 SL	+1 SL/-	+2 SL	-
Hills	-	-1 SL	-1 SL	-/-	-	+1 SL
Deep forest	-2 SL	-1 SL	+1 SL	-1 SL/-	+1 SL	-1 SL
Temperate Plains	+1 SL	-	-	+1 SL/-	-1 SL	+1 SL
Wetland	-	+2 SL	-1 SL	-/+1 SL	-1 SL	+1 SL
Mountains	-	-	-2 SL	-1 SL/-2 SL	-1 SL	-

TRAVEL ENDEAVOURS

Forage Endeavour

Foraging involves collecting food that grows naturally. Depending on the terrain, this can involve mushrooms, honey, herbs, wild vegetables, fruit, insects, and shellfish. The Forage Endeavour requires a **Challenging (+0) Outdoor Survival, Lore (Herbs)**, or similar Test. Every SL results in enough food for one person for one day. A Fumble could mean the food is tainted in some way, or has been misidentified and is poisonous. Any Character eating such food receives a *Poisoned* Condition. Note that foraged food must be cooked with a Cook Endeavour in order to avoid the risk of contracting the Galloping Trots.

Haste Endeavour

A Haste Endeavour doubles the distance covered in that stage of the journey. Everyone in the party must take this Endeavour if they are to stay together, so no other Travel Endeavours are possible. In addition, everyone in the party must make a **Challenging (+0) Endurance** Test or begin the Camp Endeavour with a *Fatigued* Condition.

Hunt (or Fish) Endeavour

In general, a Hunt or Fish Endeavour provides enough food to keep two people fed for a day for every SL of a **Challenging (+0) Outdoor Survival** Test.

A Character with *Hunter's Eye* or *Fisherman* receives the usual bonus for this Talent as long as they are within Light Woodland, Hills, Deep Forest, Temperate Plains or Wetland.

Note that any food acquired through hunting or fishing will have to be cooked with a Cook Endeavour in order to avoid the risk of contracting the Galloping Trots.

Navigate Endeavour

At each stage of the journey at least one member of the group must make a Navigate Endeavour in order to avoid becoming lost. A Character should make a **Challenging (+0) Navigation** Test to attempt to find a suitable route toward the destination.

If the party is employing a local guide, then they do not need to make a Navigate Endeavour but this places them at the mercy of the guide. They have little choice but to go wherever they are led, so it may benefit them to do their own navigation to double check.

A Navigate Endeavour can be done as a Double Endeavour. This means that the navigator is working on this role throughout the journey, as a Travel Endeavour, but also spending time on the matter during the evenings, as a Camp Endeavour. This extra effort brings a +1 SL modifier but the navigator cannot do anything else.

FACTORS IMPACTING NAVIGATE ENDEAVOURS

Factor	Result
Undertaking the Navigate Endeavour as a Double Endeavour	+1 SL
Terrain	See page 124
Weather	See page 114
Navigator familiar with area	+3 SL
Lost	-3 SL
Adequate Map or Journal of area or route, or advice from locals	+1 SL
Quality Map or Journal of area or route, or advice from locals	+3 SL
Misleading Map or Journal of area or route, or advice from locals	-1 to -3 SL
Map Endeavour carried out successfully during previous Stage	+1 SL
Navigator possesses Trade Tools (Navigator)	+2 SL
Unobscured view of clear skies	+1 SL

NAVIGATION ENDEAVOUR OUTCOMES

SL	Result
+3 or more	The navigator is able to find an ingenious shortcut, reduce the total number of Stages needed to finish the journey by one.
+0 to +2	The navigator is able to guide the party through the current Stage.
-0 to -2	The navigator leads the party astray. Add a further Stage to the journey and generate a Travel Event to occur during the next Stage.
-3 or less	The navigator is lost. Add a further Stage to the journey and generate a Travel Event which will occur during the next Stage. Future Navigate Endeavours suffer from -3 SL until the navigator succeeds a Navigation Endeavour.

Map Endeavour

A Map Endeavour charts the progress of the journey. To create a map that imparts a bonus to those following it subsequently, a Character must make an **Average (+20) Trade (Cartography)** or **Challenging (+0) Art (Drawing)** Test. The test must be made at every stage of the journey. A success also brings a +1 SL bonus to the next Stage's Navigate Endeavour.

A Map Endeavour is usually done as a Travel Endeavour but can be undertaken as a Double Endeavour, meaning the mapper is spending time on the journey and in camp engaged in the task, and cannot perform any other Endeavours. This brings a +1 SL bonus to the test. A simple chart made in this way could fetch 3 shillings for every stage it covers. Any SL above the minimum required results in a well-drawn map that fetches double this price, and a cartographer with a reputation for accuracy may command higher fees.

Scout Endeavour

Scouting requires a **Challenging (+0) Perception** Test. A success means the party are given advance warning of any adverse Travel Events they are due to encounter. If they are able to warn their fellow travellers of a threat that could be avoided by taking another route, the Event can be avoided by adding two further stages to the journey.

Track Endeavour

An alternative to navigating across the wilderness is to follow another's course. This can be done with a Track Endeavour. All that is required to follow an oblivious quarry (or one that is not covering its tracks) is an **Average (+20) Tracking** Test. If the quarry is aware of the pursuers they can be allowed an Opposed Test using Stealth (Rural) to throw their pursuers off the scent. If the test fails, then the party can be given another chance to test once they realise they have lost track of their quarry. This involves backtracking to their last reliable location.

Water Endeavour

In some environments water is scarce and its collection is vital. In this case, it requires a **Challenging (+0) Outdoor Survival** Test. A success provides enough water to replenish the entire expedition. Travellers should beware of contaminated water. This might occur on a Critical Failure. A Character can be given a **Challenging (+0) Perception** Test to spot this. Consuming contaminated water requires a test for the Bloody Flux (page 186 of the *WFRP Core Rulebook*).

CAMP ENDEAVOURS

Cook Endeavour

Foraging and hunting may well supply enough raw ingredients, but if Characters do not want to have to test for contraction of the Galloping Trots a member of the party must make a Cook Endeavour whilst the food is still fresh. Most of the time however, an **Average (+20) Trade (Cook)**, or **Challenging (+0) Outdoor Survival** Test, is required to create a meal. A successful test should result in compliments to the chef at a level equal to the SL. It would certainly be rude not to!

If the test is failed then this might mean something was burned, or it didn't taste very nice, or some ingredient was badly cooked, and the party can grumble about the quality of the food.

In addition, one person-day of food is lost or spoiled for every level of failure. If food supplies are not low, it might be prudent to cook with a couple more person-days of food to account for any lost to poor cooking. If a Critical Failure was rolled then the GM can roll on the Cooking Critical Failure Table.

COOKING CRITICAL FAILURE TABLE

D10	Result
1-3	Disgusting: The food is barely edible. Anyone wanting to eat will need to make an Average (+20) Endurance Test or not be able to stomach it.
4-5	Spoiled: The food is completely spoiled and if the party are to eat, more needs to be found and prepared
6-7	Burned: All the food is completely spoiled, and if there are enemies anywhere in the vicinity, they should have a very good view of a billowing cloud of black smoke.
8	Food Poisoning: Everyone eating the food gets a number of <i>Poisoned</i> Conditions equal to the level of failure of the test.
9	The Bloody Flux: Make an Easy (+40) Endurance Test or contract the Bloody Flux (<i>WFRP Core Rulebook</i> , page 186)
10	Galloping Trots: Make an Average (+20) Endurance Test or contract the Galloping Trots (<i>WFRP Core Rulebook</i> , page 187)

Journal Endeavour

It can be useful to keep a detailed account of the entire expedition, either for a Character's own record or for others — an expedition's sponsors want to know where their money went. It could be a valuable resource to those who wish to follow in the party's footsteps and is often more useful than a map. Perhaps a publisher might even be interested in making it available to the wider public. This could turn into a Character's *Magnum Opus*.

A Character must possess the Read/Write Talent to undertake the Endeavour. The GM might feel that it is worth testing to see how good the journal is. Although it will have little bearing on the current expedition, it might be worth knowing how well the thing is written and whether it contains any inadvertent errors or ambiguities. This involves an **Average (+20) Art (Writing)** Test for a rip-roaring tale, or a **Language (Any)** Test for a more prosaic account.

Make Camp Endeavour

This involves siting and preparing a relatively safe and comfortable area with a degree of shelter where the party can have a hopefully undisturbed night's sleep. A decent vantage point from which to look out for interlopers is desirable, too.

The character should make a **Challenging (+0) Outdoor Survival** Test. Any success prepares the ground for a restful night's sleep. Usually, overnight Healing requires an **Average (+20) Endurance** Test. To reflect the difficult conditions of a makeshift camp this should be changed to Challenging. If the Make Camp Endeavour results in a Critical Success, however, this goes back to Average. A successful Make Camp Endeavour also protects the Characters from Exposure to Heat or Cold if they are making camp in sweltering or chilly conditions.

On a failure the camp is flawed in some way and the sleep is not restful. Perhaps the ground is uncomfortable, the shelter leaks or collapses, or the location has a strangely ominous air. On a Fumble the GM can make up some crucial flaw in the camp which could result in more serious problems. Perhaps some equipment is lost or damaged. Maybe the camp was set up in a gully and in the middle of the night it is flooded. Even worse, they may have inadvertently made camp next to a popular hunting spot for large predators. Griffons, Hippogriffs, and Pegasi are occasionally encountered by travellers in the Hagercrys and the Grey Mountains.

Recuperate Endeavour

Most journeys will be hard going and physically draining after sustained periods. Sometimes it can be prudent to simply not travel for a day, taking advantage of an established camp and pleasant conditions. This can bolster morale and be an opportunity to get rid of any *Fatigued* Conditions.

This Endeavour is spoiled if any *Fatigued* Conditions are earned during the day, or if the party ends up exerting themselves significantly. Some party members may undertake other Camp Endeavours while others spend their time recuperating.

Trap Endeavour

This involves setting traps around the camp area, usually for small mammals, but bird and fish traps are common enough. Trapping is too sedentary to be effective on the move of course, so Trap Endeavours must be performed during the camp.

This requires a **Challenging (+0) Set Trap** Test. With a bit of fortune, the trapper will find quarry in their traps come the morning, hopefully in time for breakfast. Each SL results enough food for a single person for a day. A Critical Success could result in double that. A Fumble may result in the bait, or cries of a captured animal, attracting a large predator.

Note that any food acquired through trapping will have to be cooked with a Cook Endeavour in order to avoid the risk of contracting the Galloping Trots.

Watch Endeavour

This involves staying up all or part of the night and keeping watch on behalf of your sleeping comrades. This can be a vital role in enemy territory and woe betide anyone who falls asleep on duty.

This can be done as an extra Endeavour in addition to the Travel and the Camp ones, but if it is then the watcher will incur an extra *Fatigued* Condition during the watch. Watching for three hours or less allows the Character enough rest to remove their fatigue. If they have to watch for longer than that they will not get enough sleep to shake any fatigue they may have gained. If they do go on watch whilst suffering a *Fatigued* Condition, they will need to make an **Average (+20) Willpower** Test or fall asleep on duty.



MULESKINNER

Dwarf, Halfling, Human

Using your way with animals and knowledge of the terrain, you are responsible for getting your cargo safely delivered while keeping your animals fit and healthy.

The land trade routes of the Empire could not function nearly so well, or even at all, without the presence of the muleskinners. They get their name from their ability to cajole those famously stubborn beasts of burden, but muleskinners are just as likely to work with horses, donkeys, oxen, and more exotic animals.

MULESKINNER ADVANCE SCHEME										
WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	
+			◆	💀	+			⚒	+	

CAREER PATH

Driver – Brass 4

Skills: Animal Care, Charm Animal, *Drive*, Endurance, Gossip, Lore (Local), Melee (Basic), Perception, Ranged (Entangling), Ride (Horse)

Talents: Animal Affinity, Crack the Whip, Orientation, Tenacious

Trappings: Gloves, Leather Hat, Travel Clothes, Whip

Muleskinner – Silver 2

Skills: Animal Training (Any), Dodge, Language (Any), Navigation, Outdoor Survival, Ranged (Bow)

Talents: Coolheaded, Seasoned Traveller, Fearless (Any), Strider (Any)

Trappings: Tent, Quality Hat

Caravan Guide – Silver 4

Skills: Cool, Intuition, Trade (Carpenter), Stealth (Rural)

Talents: Etiquette (Gilder), Nose for Trouble, Stout-hearted, Trick-Riding

Trappings: Map, Pack Animal, Quality Travel Clothes, Riding Horse and Tack

Caravan Master – Gold 1

Skills: Haggle, Leadership

Talents: Dealmaker, Inspiring, Numismatics, Read/Write

Trappings: Caravan, Stable of Pack Animals

I spent all morning trying to convince the ornery beast to shift. Then this muleskinner merely showed it her whip, and it moved on like it wanted to.

— Franz Schmidt, Reikland Merchant

Her battle of wills with the beast lasted about twenty minutes. Caused a traffic jam on the Three Toll Bridge and I was late for work. What a dumb, stubborn, stinking creature! The mule wasn't much better...

— Gobelo Schneider, Altdorf Commuter



Despite their seemingly humble role they are vital to the success of any trade caravan. They are respected on route as much for their rapport with the animals, as their local knowledge, and an implacable nature which often resembles that of their bestial charges. A wise merchant always considers the opinion of their muleskinners and does not push them too hard.

As well as keeping the caravan moving and their animals healthy, a muleskinner contributes to the smooth running of the vehicles and the defence of the train.

Muleskinners work all over the Old World, but are particularly associated with Averland, and its vast herds of cattle and horses.

Merchant Caravans

Muleskinners are employed by merchants to oversee the welfare of the animals that transport their wares. Merchants and pedlars are common enough upon the Empire's roads but the huge snaking trains that wend their way across the Empire from one great town to another are a sight to behold. These are often dozens, and sometimes a hundred wagons long.

While an amateur, a muleskinner might start off as a mere driver, having little to do but ensure the pack animals do the work. They are soon given more responsibility and involvement in the running of the wagon train.

Much of the work in a caravan is done at the beginning and end of the day — looking after the animals, feeding and watering them, cleaning their tack, and preparing them for the day's journey. As they progress, muleskinners become more involved in working out the tricky logistics of such large caravans.

Muleskinners are also involved in the everyday running of the convoy, taking their turn to forage or scout, and keeping an eye out for raids from bandits, Goblins or Beastmen. If trouble does occur, they defend the caravan like they are defending their own home and family.

Armies on the March

Armies on campaign require massive supply operations and they often employ experienced civilian muleskinners to help run their baggage trains. These muleskinners can be unlucky enough to find themselves in the thick of the fighting from time to time, as the baggage train can be a valuable strategic goal.

The Entrepenuerial Muleskinner

Instead of merely driving in the pay of merchants, muleskinners might save enough to buy their own animals and cart, and offer their services that way, taking on more responsibility for their cargo but also making more money on the deal. A clever and ambitious muleskinner might end up with their own stable of animals and a fleet of wagons, controlling their own huge caravans.

Being a muleskinner affords opportunities to travel the length and breadth of the Empire, but also far beyond her borders. Caravans make their way to the corners of Estalia and Tilea, and also travel east across the World's Edge Mountains and, since the expeditions of the Tilean explorers Ricco and Robbio in 1699 IC, through the Dark Lands towards Ind and Grand Cathay. Many an old muleskinner has fantastical tales to tell of these lands, but just as many never make it back. Heavily guarded caravans occasionally make their way south through the Badlands towards Araby, but most merchants think it wiser to go there by sea.

The life of a muleskinner within the Empire is one of travel, and the occasional adventure, but it is easy to see how a young, adventurous muleskinner might find more excitement. A reliable muleskinner can find employment with any venture that requires a wagon and team. Many of these can be dangerous or illegal — how is a tomb raider to get their plunder back to civilisation? How might a smuggler carry a large amount of their illicit goods? How would an explorer carry all the equipment for their expedition? How is a mercenary band to carry their supplies? They all require the services of a muleskinner who knows to keep their mouth shut and whip handy.

Exotic Beasts of Burden

Beasts of burden come in many forms, but Human muleskinners tend to work with the more mundane creatures, Kislevites use dogs and bears to pull their wares through the snowy wastes. Dwarfs use mountain goats, but they prize the Rhinox most of all. Unfortunately for them, even the Dwarfs' prodigious willpower pales in a contest of wills with a Rhinox.

Halflings tend to use any animal that is handy to pull their carts: goats, pigs, dogs, and badgers are common enough. One Halfling has even claimed to use rabbits, but he was drunk. Halflings pride themselves on their carrot and stick approach: they eat the carrot while goading the animals with a stick.

♦ HUNTER AND HUNTED ♦



Since the Unberogens first wandered through the Reik basin, humans of the Reikland have hunted to survive. Even after the introduction of agriculture, hunting is an important part of Imperial life for rich and poor alike. While those in the cities make do with food brought in from surrounding farms, those who live in the countryside have a wealth of food on their doorstep.

These days, most land around settlements is owned, usually by aristocratic families, and hunting in another's land is little different from taking food from another's larder. Even wild beasts belong, under Imperial law, to whoever owns the land they tread upon. The laws surrounding who may hunt where are layered, complex, and usually to the advantage of the nobility.

Those that hunt against the law are known as poachers. The contest between poacher and gamekeeper is a battle of wits often spoken of lightly by both sides, but sometimes it can be more serious than that.

HUNTING AS ENDEAVOUR

Hunting may be carried out as a Travel Endeavour as described on page 125. By default, this endeavour is carried out to find easy game, such as rabbits, squirrels, and birds; enough to make for a nourishing stew, but nothing to boast about.

If a Character is hoping to bag more impressive game the endeavour is more challenging. The table on page 124 explains the particular terrain and Test difficulty that must be considered in order to take down particular prey. Hounds and hawks may also help provide assistance to a Character undertaking a Hunting Endeavour.

Hunting may also be taken as a General Endeavour as described on page 196 of the Warhammer Fantasy Roleplay Core Rulebook. This represents a Character spending a significant time hunting during downtime. Because a downtime endeavour covers a more significant period of time, the Character may make three Tests, and the results are cumulative.



THE NAME OF THE GAME

The main motivation for the hunter is food. As a rule, herbivores are more palatable than carnivores. Smaller animals like squirrel, rabbit, and rook are easy to find and kill but do not keep a belly full for long. Part of the knowledge of outdoor survival is the ability to prepare a catch for eating, as well as knowing tricks for preserving the food over many days.

Fish — Fish like Reikerbream, Reik Eel, Lurkerfish, and Fellchen can be caught with a net or line and make a good meal. Stirpike grow to huge size, but many fishermen avoid them because of their aggressive nature.

Rabbits — Rabbits are a staple for peasants the Old World over. Poachers trap them in snares or hunt them with a sling. Most noble estates have no interest in rabbits, so a poacher can often get away with taking a brace.

Deer — Deer are a noble quarry, and killing one of these illegally can result in harsh punishment. They are fast and elusive, requiring skill and patience to track and kill. Maintaining a captive population of deer on a noble's land is an important job for a gamekeeper.

Goats — Goats are a prized quarry for those who live in the mountains, a respite from the more limited diet of those altitudes and a great test of the hunter's daring.

Boar — The taste for hunting boar has drifted over from Bretonnia where it is fashionable. Boar are as likely to stand and fight as flee, making hunting these creatures dangerous. Traditionally, the hunters of Wissenland hunt boar on foot using packs of Lockhunds to surround the prey while they dispatch it with long spears.

Birds — Trappers set nets around attractive locations in the hope of catching birds as they land. Because hunting with hawks is a noble pursuit, the eggs of birds of prey are highly prized, but it is a perilous task to reach their nests.

Regional Delicacies — Every region of the Old World has its own delicacies. The Mottled Green Sea Slug of the Grootscher Marsh is delicious when pickled. The giant snail is popular in Bretonnia. Fermented fish is a delicacy in Nordland. Eels are ubiquitous in Altdorf. Razorbill is often smoked and exported to Estalia. And any visitor to the Mootland is likely to get a taste of snark.

SKINS AND OTHER USES

Wolves are potential quarry. As the wolf is bound up with Ulrican theology, wolf pelts can fetch a high price. Although Ulricans are supposed to catch their own wolf, the less scrupulous have been known to buy them on the black market. A temple of Ulric is a ready purchaser of wolf pelts, too. Bears are hunted in the north and east of the Empire, and in Kislev. Their meat is not particularly pleasant, but their skins are valuable.

A hunter can sell or barter other items obtained from their quarry. The heads of great stags and bears adorn the walls of aspiring gentry who haven't managed to kill one themselves. Unicorn heads make the ultimate trophy, but are so rare that they are often faked. Large animal teeth make fine jewellery and charms and there is a market for soft bird down and colourful feathers for hat decoration.

A FAST BUCK

Here is a rough guide to the prices parts of animals can fetch. Bear in mind that these change with the seasons, and with how much the buyer might suspect the goods are illicit. The suggested price is for an animal corpse in fair condition. Mangled specimens, or those showing signs of decay, barely fetch a fraction of this price.

THE VALUE OF GAME

Item	Days of Food	Other uses	Price
Fish	1	Oil	3d
Rat	1/4 *		1d
Grouse	1/2	Down	3d
Chicken	1	Down	5d
Rabbit	1	Hide, Charms	6d
Beaver	1*	Hide	1/6
Badger	1*	Hide	1/2
Mountain Goat	15	Horns, Hide	5/-
Wild Boar	15	Tusks	4/-
Wolf	6*	Hide	15/-
Bear	20*	Hide	2GC
Small Deer	15	Hide, Musk	15/-
Large Deer	25	Hide, Musk, Antlers	1GC 10/-

* These animals are not commonly eaten, and barely considered edible by folk in the Empire. Most folk would consider them famine food at best, and their meat alone has no commercial value.

Hunting Considerations

This table provides ideas for the sort of terrain particular game may be found in, and modifiers to Outdoor Survival Tests made as part of a Hunting Endeavour.

Item	Terrain	Test Difficulty
Badger, Chicken, Grouse, Rabbit, Rat	Deep Forest, Hills, Light Woodland, Temperate Plains	Challenging (+0)
Beaver	Deep Forest, Light Woodland, Wetlands	Challenging (+0)
Mountain Goat	Hills, Mountains	Difficult (-10)
Wild Boar	Deep Forest, Light Woodland	Difficult (-10)
Wolf	Deep Forest, Hills, Light Woodland, Temperate Plains	Difficult (-10)
Bear	Any	Hard (-20)
Small Deer	Deep Forest, Hills, Light Woodland, Temperate Plains	Hard (-20)
Large Deer	Deep Forest, Hills, Light Woodland, Temperate Plains	Very Hard (-30)

Animals and Equipment

Item	Cost	Enc	Availability
Hunter's Garb	15/-	2	Rare
Hochland Lockhund	2GC	-	Common
Nordlander Bamse	4GC	-	Scarce
Grootscher Marsh Hound	5GC	-	Scarce
Dove Hawk	10GC	1	Rare
Arabyan Redhawk	25GC	1	Exotic

Hunter's Garb

This clothing made to resemble the local flora, with fronds, leaves, and even flowers, hanging from it. It may look bizarre and unwieldy out of context, but it gives a bonus of +2 SL to any Stealth Tests that are made in the appropriate terrain.

Folk Legends

Markus Wulhart the Huntsmarshal

Gather round the fire, friends, and let me speak of Markus Wulhart. He was a common man, like us, a Drakwalder from Drakenburg in the forest's depths. He grew into a hunter's life, hard but honest and happy. Whatever pleasures he found in life were crushed when he returned from the forest one day, and discovered Drakenburg in ruin: the Drakwald Cyclops had paid a visit and smashed his home and friends apart! Through his tears, Markus swore vengeance upon the beast and followed its clumsy path to its woodland lair.

A single arrow to its monstrous eye blinded it! A dozen times his hunter's sword sang against the giant's ankle until it fell crashing, then a dozen times more against its neck, until the great head rolled aside! His arm numb, Markus took his rest against the monster's belly.

When Wulhart woke, he swore a vow: no other village should suffer like his. Then began his life of monster hunting. His fame spread as he travelled, slaying many a monstrous beast, saving many a town and maiden fair. Until one day, even the Emperor had heard the name 'Markus Wulhart, Monster Slayer'!

Markus was summoned to the Imperial Palace. The Emperor himself praised his bravery, and offered a knighthood, land, and luxuries. But Markus, a simple man at heart, politely said nay, but pleaded to be allowed to uphold his vow 'to slay all the monsters of the world'!

This the Emperor granted his wish, but to aid his hunt gave Markus the great Amber Bow, a wondrous weapon whose arrows always find their target's heart. Made of Drakwald Oak, Markus accepted gratefully, along with the title of Imperial Huntmaster! The Emperor's Captain of Scouts!

Thereafter, Wulhart formed a band of like-minded men and women to slay every monster they could track. Folk from across the Empire, all Provinces and beyond. Folk like us! Together they have slain creatures such as the Talonbeast of Stirland, the Ostermark Ice Dragon, and the Chimera of Flamespace Peak. Those stories? Another night! You take watch, and wake us in our turn!

HOUNDS

Well trained dogs can also be used individually to help with hunting. Undersized but quite ferocious mutts are famously used by rat catchers to help them on their job. Similarly, terriers are used by rural hunters to flush out smaller prey like rabbits and badgers.

Hochland Lockhunds are famously tenacious badger hounds, and can be used for catching any small animal.

A medium size but affable hound, the Nordlander Bamse is popular far beyond Nordland for its ability to hunt for many hours without flagging. The Bamse is suited to stalking fast prey like deer and fox.

The Grootscher Marsh Hound, or Westerlander, is a large but furry beast, particularly suited to the marshlands of the northern Empire. Its thick fur makes it resilient to the cold and its large paws make it an excellent swimmer. They are used for stalking waterfowl and have even been known to dive for fish.

HOCHLAND LOCKHUND

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	30	-	20	30	35	25	-	15	10	15	5

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

Optional: Trained (Broken, Dig, Entertain, Fetch, Guard, Heel, Hunt, Magic, Point, Round, Track, War)

NORDLANDER BAMSE

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	25	-	20	20	30	20	-	12	10	20	6

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

Optional: Trained (Broken, Dig, Entertain, Fetch, Guard, Heel, Hunt, Magic, Point, Round, Track, War)

GROOTSCHER MARSH HOUND

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	30	-	30	30	35	15	-	15	10	15	10

Traits: Bestial, Night Vision, Skittish, Size (Average), Stride, Tracker, Weapon +6

Optional: Trained (Broken, Dig, Entertain, Fetch, Guard, Heel, Hunt, Magic, Point, Round, Track, War)

Hunting Traits

The first trait a hunting hound should acquire is **Trained (Broken)**. In order to grant a dog a Hunting Trait the owner of the animal must spend an hour with the animal teaching it the behaviour and then pass a **Difficult (-10) Animal Training** Test. If the test is failed the dog must be left to rest for a day and then the process can be attempted again.

Hunting Traits for hounds are:

Dig: If the trainer passes an **Average (+20) Animal Training** Test the animal will dig in a certain spot, on command. This might help make pit traps, or uncover buried items.

Heel: If the trainer passes an **Average (+20) Animal Training** Test the animal comes to heel immediately when commanded, whatever the distraction.

Hunt: If the trainer passes an **Average (+20) Animal Training** Test the animal will pursue a quarry, then attempt to kill it and retrieve it. You can use a **Challenging (+0) Melee** Test to determine whether it is successful.

Point: The animal points reliably to the item sought by the trainer provided that that item has a distinctive scent. This is used for indicating a quarry and is also useful for pointing out contraband. Some dogs are very ostentatious in their pointing, but others can do this more subtly.

Round: If the trainer passes an **Challenging (+0) Animal Training** Test the animal is able to position itself to manipulate the quarry to move in a certain way, without spooking it. This can also be used for activities like herding.

Track: The animal has the *Tracker* Trait, and will perform it on command with instructions: for example, searching for and following a scent it has been given a sample of.

When undertaking a Hunting Endeavour a suitably trained hound (a hound with any of these traits counts as suitably trained) may grant assistance to any Character called on to make an Outdoor Survival Test to determine the success or failure of a hunt. Whilst other Characters may also provide assistance, the presence of a hunting hound may free them up to perform other Endeavours.

HAWKS

Hunting with hawks is more of a genteel pastime than a way of feeding oneself, given the cost and time it takes to train a hawk. It is increasingly fashionable in the Empire, though still considered exotic, as the great home of hunting with hawks is Araby.

Falconry is even practised in the city of Altdorf. Hawkers use the city walls as a vantage point for hunting birds. This unfortunately resulted in the loss of many doves from the Temple of Shallya, and several strongly worded missives from the High Priestess. The popularity of hunting with hawks in Altdorf was knocked back recently, when 'the Warhawk,' an infamous murderer, used a hawk as his murder weapon.

Dove Hawks are the most common hunting hawk in the Empire. They are not large, but are powerful and can easily deal with an adult rabbit. They have white plumage with a brown crest and are humorously nicknamed Shallyan Monkbirds for their looks.

Arabyan Redhawks are prized by the nobility for their excellent hunting skills and the prestige they bring. They are proud and fierce but once trained and treated well, extraordinarily loyal. So sought after are they in the Old World that some Arabyan states have banned their export. Redhawks are mostly brown but have bright red patches on their wings. Large, well-trained Redhawks can reach extraordinarily high prices among wealthy aficionados.

DOVE HAWK

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
2	35	-	15	25	25	35	-	10	20	5	6

Traits: Bestial, Fly 100, Night Vision, Size (Small), Skittish, Weapon +4

Optional: Trained (Broken, Circle, Hunt, Return)

ARABYAN REDHAWK

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
2	40	-	22	35	30	30	-	12	30	5	8

Traits: Bestial, Fly 80, Night Vision, Size (Small), Skittish, Weapon +5

Optional: Trained (Broken, Circle, Hunt, Return)

Hunting Traits

The first trait a hunting hawk should acquire is **Trained (Broken)**. In order to grant a dog a Hunting Trait the owner of the animal must spend three hours with the animal teaching it the behaviour and then pass a **Hard (-20) Animal Training** Test. If the test is failed the dog must be left to rest for a day and then the process can be attempted again.

Hunting Traits for hawks are:

Hunt: The animal will pursue a quarry, then attempt to kill it and retrieve it to order. You can use a **Challenging (+0) Melee** Test to determine success.

Circle: The animal is trained to spot potential quarry, and even other things, from its vantage point in the sky and then slowly circle it, to indicate its position.

Return: Hawks usually return to their handler, but can be recalcitrant. With this trait the handler is allowed to make a **Charm Animal** Test opposed by the hawk's WP, to have it return immediately and without complications.

When undertaking a Hunting Endeavour a suitably trained hawk (a hawk with any of these traits counts as suitably trained) may grant assistance to any Character called on to make an Outdoor Survival Test to determine the success or failure of a hunt.



A NOBLE PURSUIT

They say hunting is a noble pursuit. In Bretonnia they call it the sport of kings, and it is true that many nobles across the Empire indulge in the pastime. The more martially successful nobles, might cynically point out that there is plenty of sport to be had defending the Empire's borders from her enemies, or even fighting in the incessant minor squabbles that break out between its multitude of baronies. But it is also fair to say that the sort of skills that hunters hone are the ones that often win battles.

It is a noble tradition that after a kill, the successful hunters drink the blood of their quarry. This is frowned upon as appearing a bit too close to the practices of proscribed gods, but nobles are a law unto themselves.

Nobles tend to hunt on horseback with large retinues. They also use teams of beaters or dogs to flush out their quarry, and then they dispatch it with sword, spear, bow, or even firearm, depending on the local fashion. This method is only possible because of the number of servants at their command, and their great wealth. Certainly, it is not done for food, as a good hunt costs more to host than the most lavish banquet.

Finding the hunting grounds on their estates hemmed in by agricultural land and lacking the great sport that their grandparents enjoyed, the nobility have begun to be more careful about their prey. No longer content to pick up the odd wandering deer, they have begun organising their hunting grounds, looking after the animals on their patch so they can be fit for the hunt, and being careful to leave enough breeding pairs so that their stocks increase.

A RECKLESS RAMPAGE

Nobles often vie with each other to stock their estates with the best hunting, the noblest beasts, or the most exotic creatures. When Graf von Holzkrug severs the wings from a captive Manticore and lets it loose on his estate in order to provide an interesting hunt tragedy results, the creature kills most of the hunting party and rampages across the neighbouring farmland. The Graf hires the Characters to track the beast down and capture it. Whilst the Graf wishes the Characters to disable the creature, he requires that they keep it alive so that he may have the privilege of taking the final, killing blow.

Impressing One's Peers

Aspiring nobles like to show their wealth by organising events which are often more social gathering or political bun fight than actual hunt. These recreational hunts are so contrived that servants often do all the actual hunting while their betters ride around aimlessly, swigging Bretonnian brandy, and taking credit for the kill.

It's certainly a long way from the noble sport of a single hunter against a single animal in a battle of wills and wits. So annoyed by this sort of senseless killing, one Taalite priest has dedicated himself to interrupting these hunts, confusing the hounds, putting them off the scent, and covering the tracks of the quarry.

Some hunts are taken extremely seriously, and their hosts only invite like minded guests. For example, Baroness Leona von Kugelbach organises an annual hunt on her estate in the mountains of western Wissenland and only invites the keenest hunters, who still must practically beg for a place. The terrain of the Kugelbach estate is extremely treacherous and with the rivalry between many of these avid hunters, injuries are inevitable.

The estate of Graf Rudiger von Unheimlich was famous for being home to unicorns, which he hunted. Rumour has it that after catching a fellow noble with his mistress, Rudiger set them loose in his forest and hunted them to death. The graf later died in a hunting accident.

Demigryphs are prized by the nobility, and many prospective knights travel deep into the forest to track down these ferocious predators and capture one alive to be trained as a mount.

ABOMINABLE ENDEAVOURS

Baron Ludwig von Vasserheim is always looking to put himself above his rivals and has decided that his next hunt must have a Stirland Abomination. He has heard they can be found in the World's Edge Mountains. Experienced hunters might accept a commission to travel there, or even beyond, and bring one all the way back to his estate. The less scrupulous, however, might just attempt to steal the one that lives in the Altdorf Zoo. Depending on their background and skillset the Characters may be hired to either help out in a glorious hunting trip, or take part in a shameful heist.

As keen as such knights are, they often need a hand to organise the expedition and help with logistics, navigation, and the capture. Some wealthy knights, on the other hand, outsource the entire endeavour.

Griffons are highly prized mounts among the nobility of the Old World. If one can be found when young, it can be trained to serve its master loyally. The bravest knights might pride themselves on finding and taming their mount themselves, but many are not above buying an egg or a chick from a hunter. However, adult griffons are tenacious in protecting their young. They have incredible eyesight and may stalk their quarry for days on end.

HUNTING LODGES

Many wealthy hunting enthusiasts own their own hunting lodges. This is especially true of nobles who live in one of the cities and whose estates lie within the more cultivated areas of the Empire. Hunting lodges are usually sited deep within the wilderness where more dangerous and exotic game can be found. These are often referred to euphemistically as the cottage, or the summer house, but typically, these lodges are fortresses in their own right. They are often in areas beset by Orcs, Goblins, or Beastmen, and they need to be defended whether the lord of the manor is at home or not. Smaller lodges can have a precarious existence; more than one noble has turned up at a lodge to find it occupied by the sort of quarry that is more than capable of fighting back.

When some nobles travel, they like to have their household and home comforts travel with them. They may feel like they are roughing it when wandering through the wilderness in pursuit of their quarry, but in reality it's little more than a holiday.

A PLACE OF PRIVACY

Hunting lodges are found far in the wilderness, and many nobles think of them fondly as places in which they can escape from the hurly burly of political life.

It is a popular topic of gossip in the Empire to share tales about profane rites, debauched parties, and criminal enterprises that take place in the hunting lodges of aristocrats. Many of these tales are merely resentful slanders, but it is undeniable that hunting lodges are places from which the nobility can escape public scrutiny and accountability.



Some nobles will escape to their hunting lodges as an opportunity to get away from politicking, and perhaps their entourages, taking just a few trusted companions and servants with them. Some nobles use their lodges to extend their politicking, inviting many influential people, and wining and dining them as best they can. They stake their reputation on the quality of the hunt, and on their skills as a hunter, just as some nobles might do the same by hosting a ball and showing their skill at dancing.

Some lodges are built to blend in with their surroundings and often look like a bigger version of the local houses. Some, in contrast, make great statements about the power of the noble and look as conspicuously like a fortress as they can. Most lodges are bedecked with hunting trophies, with the heads of great antlered stags poking from the walls and taxidermied bears guarding the hallways.

A few lodges keep a large staff all the year round, essentially a functioning manor house with all that that entails even if the owner only visits occasionally. Most hunting lodges though either close down completely while their owners are not present, or keep a small staff, perhaps only one family, to keep the place ticking over.

STRANGE TIMES AT THE LODGE

Baroness Ludwiga von Fluessburg's hunting lodge in the foothills of the World's Edge Mountains is in an area that was assailed by waves of rapacious Wyverns. Now, every summer, she invites the bravest nobles she knows to venture out and slay as many of the creatures as they can, and Wyvern attacks in the area have reduced significantly. The current bounty paid for Wyverns by the City Council of Bechafen is 60 GC, and reducing all the time. Characters looking to make a quick fortune will have to be quick, able to blend in with the aristocratic hunters who visit the lodge, and able to bag a Wyvern and transport its head.

Baron Stephan von Schoen-Hochen recently began building his hunting lodge near the middle mountains in an area which suffered the depredations of elusive beastmen-like creatures. The construction has been beset by any number of problems from builders going missing, supplies disappearing, and ropes and pulleys being gnawed through. When the lodge is complete, he hopes to use it as a base to rid the area of the interlopers. Skaven from Middenheim are the culprits, and anyone investigating the disturbances risks being captured by them, and used as labourers in the darkness of Under-Middenheim.

A TYPICAL HUNTING LODGE

This hunting lodge is typical of those found in the forests of the Empire. It is made mostly from local wood, while Mountain lodges might involve more stone in their construction. While the building appears grand compared to a cottage or farmstead, the wealthy nobles who built a place like this consider that they are roughing it, and so like to fill it with bucolic décor and rustic touches. To a hardened hunter or ranger, it feels inauthentic.

Defences

Some care has gone into the defence of the lodge, a wooden palisade around the courtyard and there is a fortified gatehouse. The main building boasts a stone tower that predates the lodge. The ground immediately surrounding the palisade has been cleared, but only for building supplies, and the undergrowth is fighting back.

There is a narrow track leading to the nearest road, which can just about accommodate a coach. The old tower is the reason the lodge was sited here, although its original purpose is unknown. When the lodge was built it was restored and given half-timber upper stories.

Ground Floor

The ground floor of the tower is used to store hunting equipment and outdoor clothing. It also features a reception area for relaxing and dining. As all serious-minded nobles must have a study, a dedicated room contains a desk, and a few books on hunting, bird spotting, tips on fly fishing, and fiction about the daring exploits of young noblemen.

First Floor

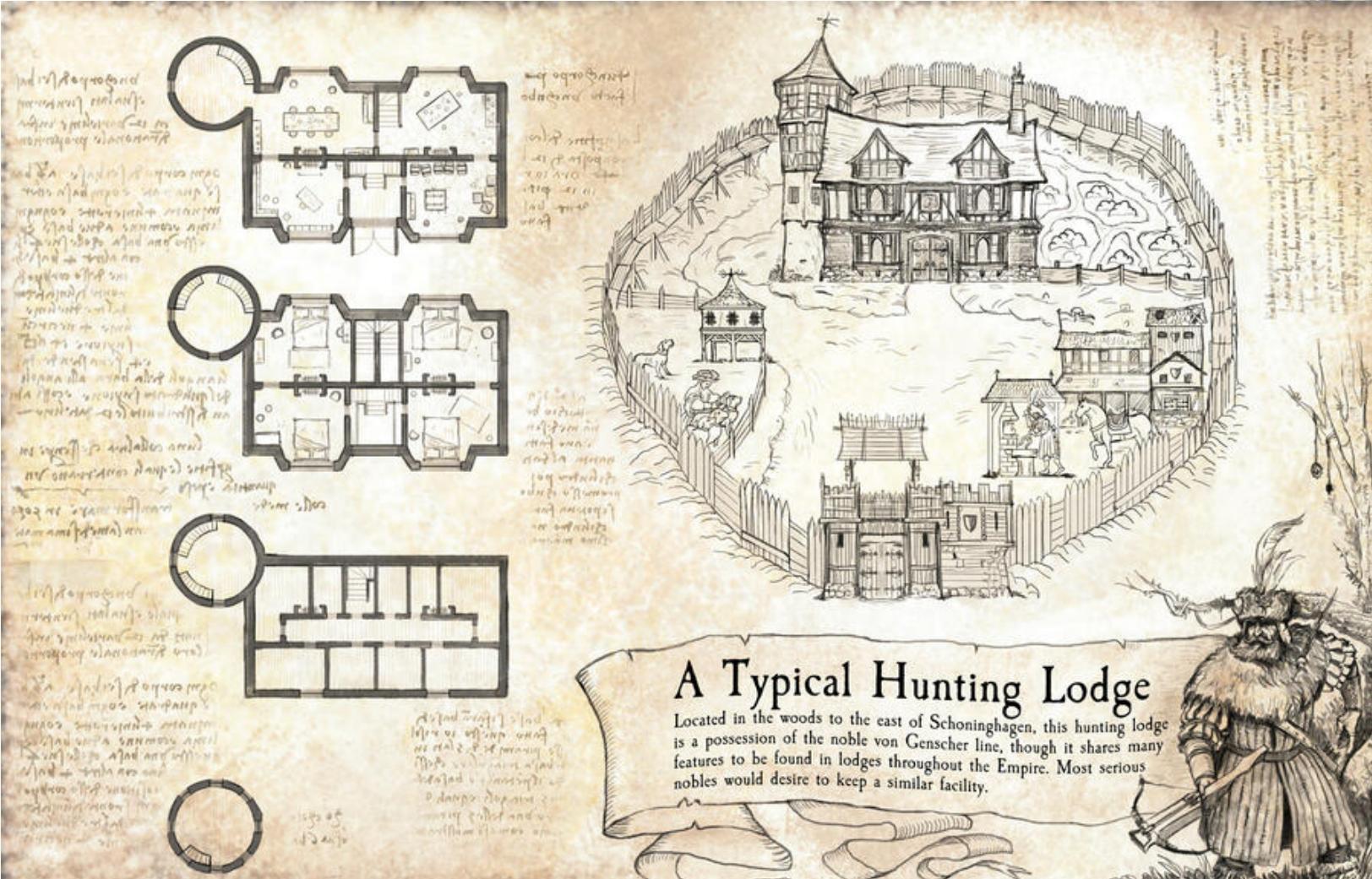
The first floor features four large and lavishly decorated bedrooms reserved for the visiting noble and his most honoured guests.

Second Floor

Smaller rooms for servants, guards, and storage are found on this floor, as well as a small shrine to Taal bedecked with trophies such as tusks, antlers, and skulls.

Third Floor

The top floor can only be accessed by climbing up the tower. It is called the observatory, although there is nothing to see except for the treetops stretching for miles.





GAMEKEEPER

Dwarf, Halfling, Human, Wood Elf

You make sure your employer's land is fit and stocked for hunting and defend it against predators and poachers.

Gamekeepers are charged by their noble masters to look after their estates and the beasts upon it, and to prepare them for the hunt. As well as managing the land to make it attractive for potential quarry, they must also guard that land from poachers. Though Gamekeepers are likely to be from the same community as poachers, and perhaps sympathetic to their needs, woe betide if their master has a poor hunt. It is vital that they keep their master's stocks safe, even as their neighbours go hungry.

GAMEKEEPER ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
❖	+			+	💀			+	🛡

CAREER PATH

+ Underkeeper – Brass 4

Skills: Animal Care, Climb, Gossip, Lore (Beasts), Melee (Basic), Outdoor Survival, Perception, Ranged (Bow), Set Trap, Stealth (Rural)

Talents: Marksman, Rover, Strider (Any), Trapper

Trappings: Hat, Bow and Arrow (12), Hand Weapon

❖ Gamekeeper – Silver 1

Skills: Athletics, Cool, Endurance, Intuition, Lore (Local), Track

Talents: Hunter's Eye, Menacing, Sharpshooter, Strike to Stun

Trappings: Quality Hat, Hunting Suit

💀 Head Gamekeeper – Silver 2

Skills: Animal Training (Any), Navigation, Ranged (Blackpowder), Ride (Horse)

Talents: Accurate Shot, Acute Sense (Any), Orientation, Fast Shot

Trappings: Blackpowder Weapon, Riding Horse with Saddle and Tack

🛡 Master Gamekeeper – Silver 4

Skills: Leadership, Lore (Law)

Talents: Dealmaker, Commanding Presence, Etiquette (Servants), Read/Write

Trappings: Estate Cottage, Quality Clothing

I don't see any problem with it, you know? His lordship might own the land, but I spend the most time here. And he gets to hunt the deer, but I get to hunt the poachers. Who do you think enjoys it most?'

— Agnes Wildhueterin, Gamekeeper

'This poacher came out of the water, carrying the biggest Lurkerfish you've ever seen. He didn't see me till he practically walked into me. You should have seen his face. Anyway, it was Mondstille, and you could see he was hungry, so I just let him off. They call that catch and release.'

— Anonymous Gamekeeper



While some gamekeepers show their love of the outdoors and their respect for wildlife, some are just bullies who love their authority and the chance to lord it over fellow common folk. They meet any incursion upon the estates they view as their own, with brutal violence.

As the aristocracy increasingly turns towards having managed hunting grounds on their expansive estates, there is an increasing need for people to do the managing. Gamekeepers are responsible for this and spend more of their time out in the fields and woodland making sure it can attract and support as many animals as possible, and making sure none of these stocks are stolen by poachers.

The Duties of a Gamekeeper

One of the roles of the gamekeeper is to protect the game from competition and predation. Therefore, they must hunt and trap vermin, and kill or scare off dangerous predators. Gamekeepers are often the first to know if there are threats like Forest Goblins, packs of Ghouls, or Beastmen warherds encroaching on a noble estate. If this threat is limited to a few scouts the Gamekeeper may deal with it themselves. If it is a larger force, they try to escape and warn others.

One job of the gamekeeper is to make the estate attractive to game. Experienced gamekeepers know when and where to grow the right combination of plants to entice animals onto the estate and keep them there. They build cunning enclosures that trap the game without them realising it, taking advantage of natural features like gullies and ravines to hem them in, and then construct unobtrusive ha-has and fences to prevent them escaping.

During the hunt a gamekeeper guides prey into the path of noble hunters, makes sure the hunters are safe, and that the hunt goes as successfully as possible. It is an art to track and kill a giant wolf while convincing a drunk, incompetent noble that they did it themselves.

A Figure of Authority

One thing a gamekeeper might need to deal with, especially living in an isolated village, is that they are doing the bidding of the lords of the manor and stopping the villagers from getting the food that many consider to be theirs by right. Some nobles are considerate of the local populace, and generous with their resources, but many rule more harshly, keeping them down as much as they can for fear that if they give them an inch, they will rise up and demand more.

Landowners employ gamekeepers to look after their game and the terrain that supports them. However, 'looking after' often means protecting the animals from poachers. So, in many places gamekeepers are little more than officers of the law, a bit like a privatised army of roadwardens, knowing little about hunting wildlife but much about hunting criminals.

Poachers and Gamekeepers

The war between gamekeeper and poacher can often be a sedate one, with give and take on both sides and an uneasy or sometimes even friendly, peace, if the poacher is not too greedy. On other estates it can be much more ruthless, with gamekeepers shooting to kill, laying dangerous traps to catch unwary poachers, and even resorting to murdering persistent offenders.

Looking for Adventure

Though many gamekeepers spend their working life on the estate of their employer, their expertise might come in useful elsewhere. A good knowledge of the terrain and how to live off the land comes in handy on any expedition.

Many young gamekeepers leave their estates behind, looking for adventure in the wider world and their siding with law and order immediately makes a good impression with many institutions who will be prepared to employ them in the pursuit of justice. An experienced gamekeeper, perhaps with a decent reference from their erstwhile lord, will not find it hard to pick up casual work on estates across the Old World, especially during hunting season. An adventuring party might well benefit from their skills, particularly when it comes to tracking and bringing down a rampaging Razorgor or band of Forest Goblin scouts.





POACHER

Dwarf, Halfling, Human, Wood Elf

You hunt and trap for food in a battle of wits against your quarry and the powers that be.

Many common folk in the Old World believe that beasts and birds are sent by Taal to feed any with the wherewithal to catch them. In the Empire however, whoever owns the land claims to own the animals that walk upon it, and even the birds that fly above it. From a poacher's point of view this is not how things should be and it is certainly not what the gods intended.

I nearly got caught a few times poaching up in Nordland. There aren't so many rabbits here in Altdorf, but at least I have all my fingers.

— Solvej Vestergaard, ex-poacher

Mind you, in those days just about every man in our village was out in the woods at night poaching pheasants. They did it not only because they loved the sport but because they needed food for their families.

— Daniel Schmidt, Champion Poacher

POACHER ADVANCE SCHEME

WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
💀	+			🛡	+	+	+	⚒	

CAREER PATH

+

Scrumper – Brass 2

Skills: Bribery, Climb, Dodge, Haggle, Lore (Beasts), Outdoor Survival, Perception, Ranged (Sling), Set Trap, Stealth (Rural)

Talents: Fisherman, Flee!, Strider (Any), Trapper

Trappings: Cloak, Rod and Line, Selection of Animal Traps, Sling with 10 Stone Bullets

⊗ Poacher – Brass 4

Skills: Athletics, Cool, Endurance, Melee (Basic), Ranged (Bow), Track

Talents: Hunter's Eye, Marksman, Rover, Sharpshooter

Trappings: Bed Roll, Bow and Arrow, Tent

💀 Master Poacher – Silver 1

Skills: Animal Care, Animal Training (Any), Navigation, Ride (Horse)

Talents: Accurate Shot, Acute Sense (Any), Criminal, Fast Shot

Trappings: Hunting Hound or Hawk, Quality Weapon

🛡 Champion Poacher – Silver 4

Skills: Intimidate, Lore (Law)

Talents: Briber, Dealmaker, Kingpin, Menacing

Trappings: Riding Horse with Saddle and Tack



Poachers can be driven to their career through poverty and desperation, risking punishment to feed their family. Or they could see it as a test of their skill, the battle of wits between poacher and gamekeeper, just like the battle of wits with their quarry. This is not a decision taken lightly, every citizen of the Empire is warned to keep away from the wilds at night for fear of Ungor raiders, Giant Spiders, roving Razorgor and other threats.

Poachers make a living by catching food from the estates of their betters. Small scale poaching is a common enough activity across the Empire, as it is not usually seen as proper theft among the peasantry. This does not mean that the consequences are not serious and landowners who wish to can bring terrible punishments upon poachers who are caught but it is hardly the sort of criminality that sees the miscreants condemned by their neighbours though.

Friends Among the Locals

Often the locals are complicit in the act, providing cover for poachers and benefiting from their catch. It is seen as a pastime that improves the lives of all in the community, and one that the wronged landowner will barely notice.

Small-scale poaching is the occasional pursuit of many common folk in rural areas, especially those with a well-stocked hunting ground nearby. Some poachers find they have an aptitude and a passion for the game and take things further. Instead of the occasional foray into private land when they are in need, they turn this into a full-time profession and are out most nights after illegal quarry.

The most successful poachers manage to catch enough that they can sell or barter their goods and make a tidy living. Those who manage this find they need to keep in with their neighbours as much as they can and so are inclined to spread the profit around. For example, it is a common scene in many areas for the local road warden to tuck into a game pie.

Poacher Gangs

After a period of risk and getting their hands dirty, some ambitious poachers step back from the nitty gritty and organise gangs to work on their behalf, living off the work of others. They might arrange a network of poachers and other petty criminals ranging across a number of villages, coordinating their activities, to accrue and dispose of as much ill-gotten game as possible. If they are able to keep their gang safe from the authorities, they will have gained a certain notoriety and respectability in their field.

Some nobles are surprised at the extent of such networks and how their employees and other locals benefit illicitly from their estates. The locals are apt to stick together and even some of the roadwardens and other officials will turn a blind eye for a brace of pheasant or a cut of venison.

Looking for Adventure

Poachers should not find adventure hard to come by outside of their patch. Perhaps they have been driven off by enthusiastic gamekeepers. Perhaps they have been caught, and next time it's their finger — they may have even lost a finger, and decided the game is up. A poacher can use their knowledge to help any group of adventurers, especially outdoors. Their foraging could feed a party single-handedly, and their stealth in the wild is invaluable.

They are familiar with evading a multitude of threats that can make life hard for an adventuring party, such as spotting the telltale webs of Giant Spiders, the spoor of a passing herd of Beastmen, or the spine-tingling bellow of a Great Stag marking out its territory.

Punishment

Throughout the Old World the typical punishment for poaching is for the miscreant to lose a finger. More lenient lords may force a poacher to serve the cults of Taal or Rhya for a period of time. Crueller lords may set a poacher loose on their estate before turning the hounds on them. In estates by the Reikwald it is seen as sporting to turn a poacher loose at night without weapons, if they can make it back to civilisation without being caught by Forest Goblins or Beastmen they are considered to have earned their reprieve.



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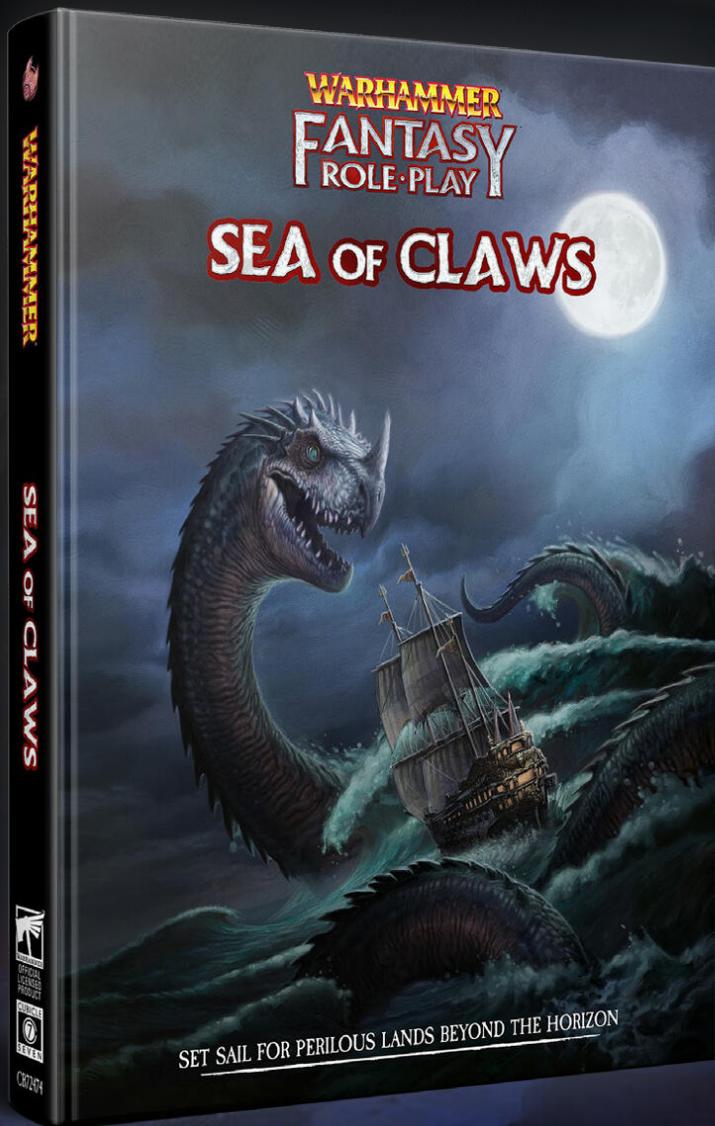


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