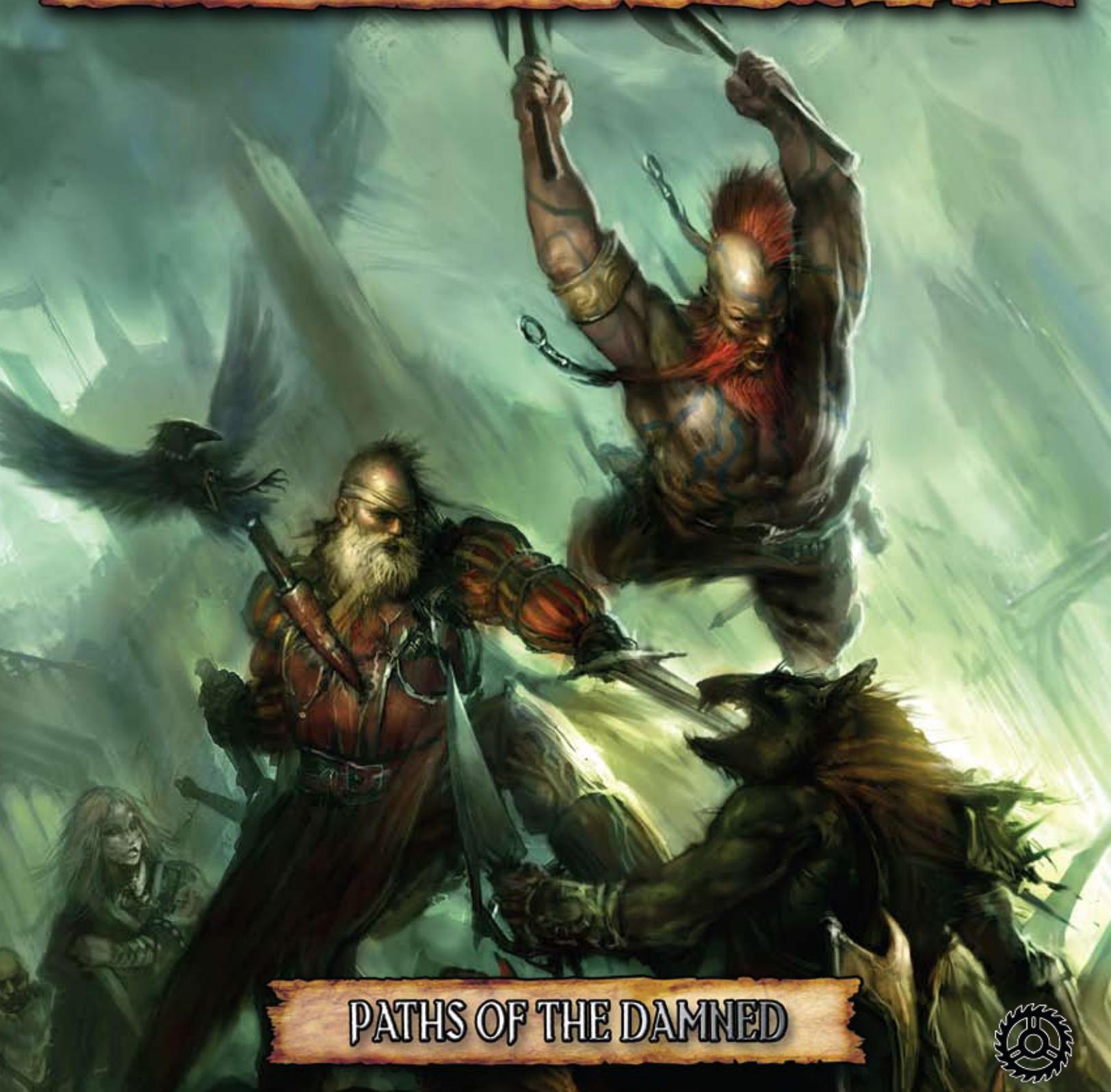


WADSWORTH
PUBLISHING
FANTASY ROLEPLAY

TM

ASHES OF MIDDENHEIM



PATHS OF THE DAMNED



WARHAMMER FANTASY ROLEPLAY



FANTASY FLIGHT GAMES

1975 West County Road B2

Roseville, MN 55113

USA

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise without the prior permission of the publishers.

Warhammer Fantasy Roleplay © Games Workshop Limited 2005. This edition © Games Workshop Limited 2009. Games Workshop, Warhammer, Warhammer Fantasy Roleplay, the foregoing marks' respective logos and all associated marks, logos, places, names, creatures, races and race insignia/devices/logos/symbols, vehicles, locations, weapons, units and unit insignia, characters, products and illustrations from the Warhammer World and Warhammer Fantasy Roleplay game setting are either ®, TM and/or © Games Workshop Ltd 2000-2009, variably registered in the UK and other countries around the world. This edition published under license to Fantasy Flight Publishing Inc. Fantasy Flight Games and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. All Rights Reserved to their respective owners.

For more information about the Warhammer Fantasy Roleplay line, free downloads, answers to rules questions, or to participate in the online community, visit us online at:

www.FantasyFlightGames.com

WARHAMMER
FANTASY ROLEPLAY

ASHES OF MIDDENHEIM

Writing and Design: Graeme Davis

Additional Material: Kate Flack and Chris Pramas

Storyline: Simon Butler, Graeme Davis, Kate Flack, and Chris Pramas

Original Middenheim Design: Jim Bambra, Paul Cockburn, Graeme Davis, Phil Gallagher, Sean Masterson, and Carl Sargent

Development: Chris Pramas Editing: Evan Sass

Graphic Design and Art Direction: Hal Mangold

Cover Art: Christer Sveen Interior Art: Tony Parker, Adrian Smith, Christer Sveen

Cartography: Shawn Brown

WFRP Development Manager: Kate Flack Project Manager: Ewan Lamont

Head of Black Industries: Simon Butler

A Black Industries Publication

First published in 2005 by Black Industries, an imprint of BL Publishing

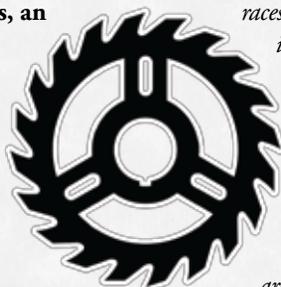
BL Publishing

Games Workshop, Ltd
Willow Road
Nottingham
NG7 2WS
UK

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise without the prior permission of the publishers. Permission is given to copy the handouts on pages 89 through 95 for personal use only.

© Copyright Games Workshop Limited 2005. All Rights Reserved. Games Workshop, the Games Workshop logo, Warhammer, Warhammer Fantasy Roleplay, the Warhammer

Fantasy Roleplay logo, Black Industries, the Black Industries logo, BL Publishing, The BL Publishing logo and all associated races and race insignia, marks, names, characters, illustrations, and images from the Warhammer universe are either ®, ™, and/or © Games Workshop Ltd 2000-2004, variably registered in the UK and other countries around the world. All rights reserved.



Green Ronin and the Green Ronin logo are Trademarks of Green Ronin Publishing, LLC, and are used with permission.

Product Code: 60040283006

ISBN 13: 978-1-84416-223-9

ISBN 10: 1-84416-223-0

Black Industries World Wide Web site:

www.blackindustries.com

Green Ronin World Wide Web site:

www.greenronin.com

PATHS OF THE DAMNED

— TABLE OF CONTENTS —

INTRODUCTION	3	<i>The Lure of Chaos</i>	50
AFTER THE STORM	5	<i>Pleasant Dreams</i>	51
A Brief History of Middenheim	5	<i>Back on the Road</i>	52
<i>The Storm of Chaos</i>	6	A Call to Arms	52
<i>After the Siege</i>	7	<i>The Beasts of Chaos</i>	52
The Powers That Be.....	7	<i>Saved!</i>	52
<i>The Todbringer Family</i>	7	<i>The Witch Hunters</i>	53
<i>The Midden Marshals</i>	8	<i>A Few Questions</i>	54
<i>The Knightly Orders</i>	8	<i>Homeward Bound</i>	55
<i>The Law Lords</i>	9	CHAPTER IV: THE UNQUIET DEATH	56
<i>The Priesthood</i>	9	A Heroes' Welcome	56
<i>The Wizards</i>	9	<i>Madness Breaks Out</i>	56
The City of Middenheim	12	<i>The Poisoners' Trail</i>	60
<i>The Causeways and Gates</i>	12	The Cultists' Lair.....	61
<i>The Palast District</i>	13	<i>Ending this Chapter</i>	63
<i>The Great Park</i>	13	CHAPTER V: PANIC IN THE STREETS.....	64
<i>The Grafsmund-Nordgarten District</i>	14	The Evil Plan	64
<i>The Ulricsmund District</i>	15	Arrested!	65
<i>The Altmarkt-Altquartier District</i>	17	<i>The Price of Compassion</i>	65
<i>The Southgate-Ostwald District</i>	19	<i>A Friend in Need</i>	66
<i>The Neumarkt-Eastgate District</i>	21	<i>Out of the Frying Pan</i>	66
<i>The Freiburg</i>	22	Sigmar Under Siege.....	68
<i>The Wynd</i>	24	<i>The Big Picture</i>	68
<i>The Westgate-Sudgarten District</i>	25	CHAPTER VI: TRIAL OF FIRE	70
<i>The Merchant District</i>	27	The Case Against Bauer	70
The Undercity.....	28	The Sword and Flail	71
Adventure Seeds.....	32	<i>Inside The Sword and Flail</i>	71
CHAPTER I: RATS IN THE WALLS.....	34	The Trial	74
Starting the Adventure —	34	<i>Full House</i>	74
<i>The Temple of Sigmar</i>	35	<i>The Square of Martial</i>	74
Assisting the Watch —	35	Running the Trial	76
<i>An Interview with the Commander</i>	35	<i>Trial Overview</i>	76
<i>The Scene of the Crime</i>	37	<i>Beginning the Trial</i>	77
<i>Reporting Back</i>	37	CHAPTER VII: CORRUPTION'S JOURNEY.....	78
Further Investigations	38	A False Tradition?	78
<i>The Watchman</i>	38	<i>A Restless Night</i>	79
<i>The Doorkeeper</i>	38	<i>A Surprise Visit</i>	79
<i>A Missing Person</i>	38	<i>A Moonlight Flit</i>	80
Entering the Sewers	39	The Collegium Theologica	81
<i>Confined Spaces</i>	39	<i>Finding Professor Zweistein</i>	81
<i>The Smell</i>	39	<i>Making Delivery</i>	82
<i>Sewer Encounters</i>	39	CHAPTER 8: THE TRUTH WILL OUT	83
<i>Tracking the Skaven</i>	40	A Grisly Find	83
<i>The Undercity</i>	40	<i>Back to the Palace</i>	83
<i>Ending this Chapter</i>	42	<i>To the Temple</i>	84
CHAPTER II: THE SHRINE IN THE FOREST	43	<i>The Daemon Destroyed</i>	87
Starting the Adventure —	43	<i>The Cleansing</i>	87
<i>Back to the Drakwald</i>	44	Ending the Adventure	88
<i>The Herdstone</i>	45	<i>Proof of Heresy</i>	88
<i>The Guardian</i>	45	<i>Proof of Innocence</i>	88
<i>The Burial Mound</i>	46	<i>Forbidden Lore</i>	88
The Tomb Complex.....	46	<i>And Life Goes On</i>	88
CHAPTER III: DEADLY CARGO	50	Experience Point Awards.....	89
A Restless Night	50		

INTRODUCTION

Ashes of Middenheim is the first part of *Paths of the Damned*, an epic campaign series for *Warhammer Fantasy Roleplay*. It follows on from *Through the Drakwald*, the introductory adventure in the second edition *WFRP* rulebook, and is intended for characters in their first or second careers.

In this adventure, the adventurers have arrived in Middenheim shortly after it survived a long and bloody siege by the forces of Chaos (see **The Storm of Chaos** on p. 6). The City of the White Wolf still bears the scars of that conflict, and many of its buildings and districts are damaged.

Arriving at Middenheim, the adventurers stumble upon a deadly plot intended to bring down the city from within and plunge the Empire into civil war. Unless they can uncover the conspirators and stop their deadly plan, the Empire will be torn apart, and left unable to resist fresh assaults by the forces of Chaos.

ABOUT THIS BOOK

Paths of the Damned: Ashes of Middenheim consists of the following sections:

After the Storm describes the condition of Middenheim after the forces of Chaos are forced back from its walls. Although they lost the siege, the hordes of Chaos still infest the forests and mountains of Middenland. Imperial forces are hunting them down, led by Graf Boris Todbringer and the high priest Ar-Ulric. With them have gone the bulk of the city's fighting strength, including the Knights Panther and the Knights of the White Wolf. In their absence the scarred city is defended by the watch, as supplemented by an assortment of district militias, and an ad-hoc committee appointed by the Graf rules it. Inside the city entire districts have been damaged by attacks from above or Chaos cultists from within; repairs are underway, but even now no-one is sure that the tunnels and caverns that lie beneath the city have been cleared of enemies.

Chapter 1: Rats in the Walls opens the adventure with the PCs being implicated in a murder. To make matters worse, a holy relic they brought to the city for safekeeping has mysteriously disappeared. The adventurers must fight to clear their names, and stop a dire threat to the city's security.

Chapter 2: The Shrine in the Forest sees the adventurers rewarded for their efforts with a secret mission: to find and explore the long-lost tomb of a great Champion of Chaos from the days of Magnus the Pious. A powerful Chaos artefact buried with him must be brought back to Middenheim to keep it out of the hands of the Beastmen and worse creatures that roam the dark and dangerous inner groves of the Drakwald forest.

Chapter 3: Deadly Cargo faces the adventurers with a problem. Having recovered the artefact, they have to get it safely back to Middenheim. This is no easy task when every follower of Chaos for dozens of miles around is answering the psychic call of this powerful relic. Perhaps worse, the adventurers must wrestle with their own baser natures as the relic tempts them with promises of an easy road to power.

Chapter 4: The Unquiet Death sees another murder, but this time the adventurers are not suspected. However, they must find and stop a crazed Chaos-worshipper from poisoning the entire city. It becomes obvious that not all the Chaos cultists in Middenheim were discovered and executed by Imperial witch hunters during and after the siege; some evidence suggests that there are still followers of Chaos in high places in the City of the White Wolf.

Chapter 5: Panic in the Streets doesn't allow the adventurers any time to bask in their success, however. An acquaintance has been arrested and charged with witchcraft, and they must race against time to find crucial evidence before the trial.

Chapter 6: Trial of Fire opens with the witch-trial, but ends with a startling revelation that could lead to a devastating religious schism within the Empire—just at a time when it needs to maintain its unity in order to survive.

Chapter 7: Corruption's Journey leads the adventurers to the conclusion that the situation in Middenheim is more complex than it seems. The relic of Chaos that they brought to the city is not safe there, and a way must be found to destroy it. The answer may lie in the great library of Middenheim's famed Collegium Theologica—but first, they have to get there...

Chapter 8: The Truth Will Out brings the adventurers to the heart of the conspiracy. They must defeat powerful cultists and a mighty Daemon to destroy the relic and save the city. Even as they do so, they find that they have barely scratched the surface of an Empire-wide plot to foment civil war and turn the scattered forces of Chaos from the hunted to the hunters. The campaign continues in *Paths of the Damned: Spires of Altdorf*.

HOW TO USE THIS BOOK

In order to use *Ashes of Middenheim*, you will need the *Warhammer Fantasy Roleplay* rulebook, plus paper, pencils, and dice. *Ashes of Middenheim* is for characters in their first or second careers.

More details of the Chaos Incursion and its leader, Archaon the Lord of the End Times, can be found in the section headed **The Storm of Chaos** (see p. 6).

BEGINNING THE ADVENTURE

Ideally, the adventurers should have completed *Through the Drakwald* in the *WFRP* rulebook as a prelude to this adventure. It is possible to play *Ashes of Middenheim* on its own, of course, provided that you are prepared to do a little work in setting up the adventure.

At the start of *Ashes of Middenheim*, the adventurers have come to the City of the White Wolf from an outlying settlement that was destroyed by a large force of Chaos Beastmen—one of many remnants of Archaon's horde now wandering the forests and mountains of the northern Empire. En route a dying priest entrusted them with a holy relic of Sigmar—an ancient icon in a gold frame—and asked the PCs to hand it over to the Temple of Sigmar in Middenheim. *Ashes of Middenheim* begins when the PCs give the icon to Father Morten at the temple.



AFTER THE STORM

This section of *Paths of the Damned: Ashes of Middenheim* describes the city of Middenheim, where much of this adventure takes place. Middenheim is one of the greatest cities of the Empire, but was severely damaged during a recent siege by the forces of Chaos.

— A BRIEF HISTORY OF MIDDENHEIM —

According to legend, Middenheim was founded by the god Ulric himself, to be the centre of his religion in the Old World. Originally, the towering, flat-topped rock upon which the city stands was the base of a high mountain sacred to Ulric's brother Taal, the God of Wild Places. Taal gave the mountain to Ulric, and he struck the top of it with his fist, shattering the top of the mountain and leaving a flat stump where the city was to be. For this reason, the rock is sometimes called the Fauschlag, from an ancient word meaning "fist-strike." It is also known as the Ulricsberg.

The first Humans to settle on the Fauschlag were Teutogen tribesmen, more than 2,500 years ago. With the help of a neighbouring Dwarf clan, the Teutogens tunnelled up through the rock and established a settlement on the top.

THE COMING OF SIGMAR

Some fifty years later, a young chief of the neighbouring Unberogen tribe united the Human tribes and laid the foundation for the nation that would become the Empire. His name was Sigmar Heldenhammer. He was crowned Emperor by the high priest of Ulric, one of the most prominent deities of these warlike tribes. The modern Imperial Calendar (IC) starts with Sigmar's coronation.

Sigmar ruled for fifty years, before abdicating and leaving the Empire that he had founded. He headed east towards the World's Edge Mountains; at Black Fire Pass he dismissed the last of his bodyguard, and travelled on alone. From then, he is lost to history. In the year 63 IC, Wulcan, the High Priest of Ulric, received a vision from his God instructing him to build a great temple at Middenheim; it was completed in 113 IC, and has been the centre of the cult of Ulric ever since.

As the years passed, Sigmar came to be revered as a God in his own right, and became the patron deity of the Empire. Ulric remained a popular deity, especially in the northern provinces, but the growing veneration of Sigmar threatened to eclipse his glory. Building tension between the cult of Ulric in Middenheim and the cult of Sigmar, based in the Imperial capital of Altdorf, broke out into open hostilities more than once.

The Graf of Middenheim became powerful nobles, and when the electoral system was established for choosing Emperors, they could not be ignored. At one time, the Graf of Middenheim held two electoral votes: one as the head of the city-state itself, and one as the overlord of Middenland, the province in which the city is situated. Over centuries of political wrangling—and more than one civil war—the rulership of Middenland passed in and out of the hands of the Graf of Middenheim.

In 1547 IC, Graf Heinrich of Middenheim (who was also Grand Duke of Middenland at the time) made a bid for the Imperial throne himself, but was narrowly defeated. Declaring the election a sham, he claimed to be the rightful Emperor, and the Empire was torn by rival claimants to the Imperial throne. So began the long civil war known to Imperial historians as the Age of Three Emperors—although the number of "Emperors" varied over time.

SHARDS OF EMPIRE

The Empire was fragmented for eight long centuries. Chaos cults proliferated unchecked, Goblins and worse creatures bred in the forests, and it seemed as though the days of glory were long in the past. To make matters worse, the year 2303 saw a vast and terrible horde of Chaos sweep across Kislev and threaten the lands of the Empire. It seemed that the Empire was doomed—and with it, possibly the whole of the Old World.

In Nuln, a young nobleman known as Magnus the Pious assembled an army to resist the forces of Chaos. On his shield he carried the sign of a twin-tailed comet—the same comet that had presaged the birth of Sigmar two millennia before, according to tradition—and in the name of the Empire's founder and patron deity, he called for unity in the face of this common enemy.

As a follower of Sigmar, Magnus was initially regarded with suspicion in Middenheim. The High Priest of Ulric denounced him as a fraud and a blasphemer; rumours were even spread that he was a servant of Chaos, bent on destroying the Empire from within.

Magnus entered Middenheim secretly, and confronted the High Priest in the Temple of Ulric itself. At the heart of the temple burned an everlasting flame, said to have been kindled from the sparks struck on the rock of the Fauschlag by Ulric's fist when he shattered the mountain. Many divine powers were attributed to this flame. It was said that so long as it burned, the City of the White Wolf enjoyed Ulric's protection, and could never fall. It was also widely believed that the flame could not burn anyone who was favoured by Ulric. To the dismay of the High Priest and his followers, Magnus took off his cloak and entered the flame, standing there completely untouched by the fire.

Word of the miracle spread like wildfire. People flocked to Magnus, and under his leadership the hordes of Chaos were driven back. He was crowned Emperor of a reunited Empire the following year.

NEW ABOMINATIONS

The *Warhammer Fantasy Roleplay* rulebook contains information on many of the creatures and followers of Chaos, but Archaon's forces included two horrors that had never been seen before: the mutated Flayerkin, and the terrible Hellcannon.

Flayerkin

Some Flayerkin arise through mutation, and others are created by barbaric surgery. These creatures are basically Human—or at least, humanoid—but their arms end in great blades and hooks rather than hands, and they trail heavy iron chains that are fused to their spines. During the siege, Archaon sent hordes of Flayerkin scaling the Ulricsberg, trailing chains behind them that their allies could climb. All were killed before they could reach the top of the rock, and dozens of the creatures still hang where they died.

Flayerkin have the same characteristics as Chaos Mutants (*WFRP*, p. 230), with the following exceptions:

- They cannot perform any complex manual tasks, since they lack hands. Any Agility checks for manual tasks suffer a -30% penalty.
- Their hooks or blades count as Hand Weapons.
- They have the skill Scale Sheer Surface +20%.
- If they are killed while climbing, they do not fall, but hang in place.

Hellcannon

The Hellcannons of Chaos are terrible weapons, part Daemon and part war machine. Created by Chaos Dwarfs, they are sentient weapons that are loaded with the bodies of the slain. Hellcannons strip away the souls of dead, firing them as missiles of pure Chaotic energy.

Archaon used a number of Hellcannon in the siege of Middenheim, but many were destroyed—either by the defenders or by their own Chaotic nature. Many broke their bonds and ran amok in the Chaos lines. It is not known whether any of these appalling weapons still exist.

No game statistics are given here for Hellcannon, since it is extremely unlikely that the PCs will ever encounter one (and even less likely they could survive the confrontation if they did). However, there are many survivors of the siege who have seen these abominations in action, and can attest to their destructive power. In at least one part of the city, a shot from a Hellcannon has had lasting effects (see p. 19).

For the last 200 years, the Empire has been united, and Middenheim has taken its place as one of the nation's greatest cities. For devout followers of Ulric, it is the holiest place in the world, and pilgrims flocked to the city, bringing great wealth to supplement Middenheim's income from trade. A few years ago, a plot against Graf Boris Todbringer was

thwarted, without most of the city's population knowing that anything was wrong. The only visible results were some damage to the south gate and the adjoining causeway—which was quickly repaired—and the sudden replacement of a few high-level officials.

THE STORM OF CHAOS

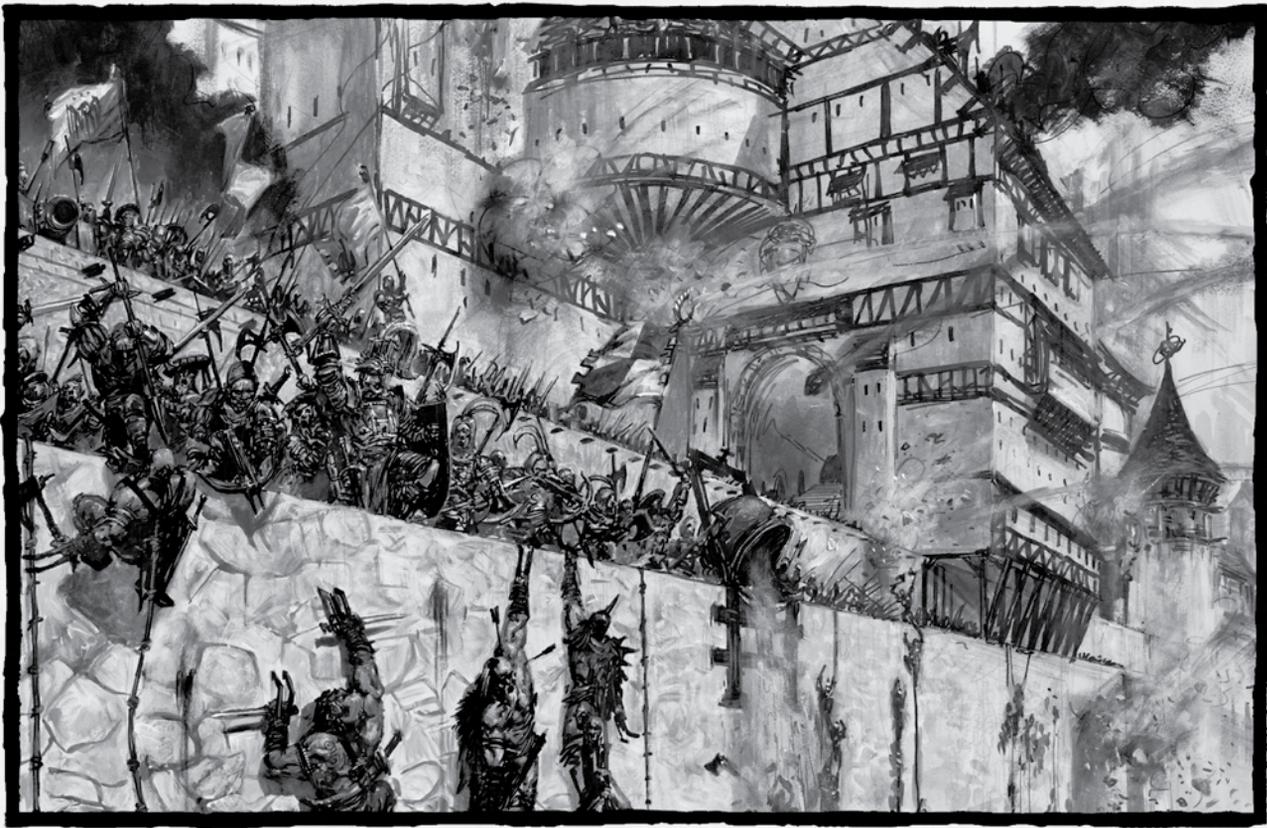
In recent months, however, a deadly threat arose in the Chaos Wastes of the far north that was to imperil not only Middenheim, but also the Empire and the whole of the Old World. A great Champion of Chaos rose to prominence, by the name of Archaon, Lord of the End Times.

The nature of Chaos is such that only a very strong leader can bring sufficient unity to command a large force; Archaon was such a leader. Under the banner of Chaos Undivided, he assembled a vast horde of Chaos Warriors, Beastmen, Daemons and worse creatures, including contingents loyal to all four of the great Powers of Chaos: Khorne the Blood God, Slaanesh the Prince of Pleasure, Tzeentch the Changer of the Ways, and Nurgle the Plague God. This force—the most massive to come out of the Wastes in more than 200 years—quickly and ruthlessly overran the nation of Kislev and the northern parts of the Empire.

Archaon knew that he could not leave the fortress-city of Middenheim standing. He and his lieutenants converged on the city from the north, east, and west, devastating the countryside as they came and laying waste to towns and castles. The main body of the Imperial army, aided by Dwarfen and Elven allies, harried the forces of Chaos as they came. They were led by the Emperor himself along with the Grand Theogonist of the cult of Sigmar, and included a remarkable warrior named Valten, in whose form some said that Sigmar had returned to save his Empire. Despite furious fighting, they were unable to prevent Archaon's forces from linking up and surrounding the City of the White Wolf.

Beastmen—many the descendants of those who had accompanied the Chaos Incursion of two centuries ago—burst forth from their hiding places in the Drakwald and other desolate places, harassing Imperial forces and moving on Middenheim from the south. By means of some unholy bargain, Archaon had secured the allegiance of the Skaven Clan Eshin, and the Ratmen spread throughout the tunnels and caverns of the Undercity. Within the city itself, cults of Chaos worshippers came out of hiding to sabotage the defences and spread alarm among the inhabitants.

The siege of Middenheim lasted for fifteen days. Time and time again the forces of Chaos hurled themselves at the walls and gates of the city. Attackers and defenders died in their thousands. The Middenlanders were reinforced by many allies, including Elves, Dwarfs, refugee kossars from Kislev, and knights errant from neighbouring Bretonnia, and the city's natural defences served it well. For more than a week, neither side was able to gain a significant advantage. Fighting was concentrated on the four great causeways serving the city's gates, although there were some bitter struggles against Skaven infiltrators from below.



A great rockslide tore through the northern wall, but the breach was still protected by several hundred feet of sheer cliffs, and Archaon's forces were unable to capitalise on this opportunity. At last, with the news that Emperor Karl Franz and Valten, the Exalted of Sigmar, were approaching from the south and east, the attackers lifted the siege. Some moved southward into the Drakwald and east along the Talabheim road to face this new threat, while others retreated northward into the Middle Mountains.

AFTER THE SIEGE

As the attackers withdrew, the fighting forces of Middenheim pursued them. Graf Boris Todbringer led his Knights Panther from the city, along with High Priest Ar-Ulric, accompanied by the Knights of the White Wolf and the elite Teutogen Guard. Each left a deputy to rule in his place: Graf Boris gave military

command of the city to Watch Commander Ulrich Schutzmann, while Ar-Ulric appointed Deputy High Priest Claus Liebnitz to temporary control of the Temple and cult of Ulric.

The siege has left its mark on Middenheim, both inside and outside the walls. The four causeways still stand, but are pitted and cracked from the battle. The gates and walls show signs of the heavy fighting and powerful magics that accompanied the siege. Many of the city's towers are seriously damaged by attacks from Chaos Dragons and other airborne attackers. In the Undercity, many tunnels have collapsed—some caved in during the fighting, and the defenders destroyed others as a precaution against Skaven attacks. Hook-handed Flayerkin hang in their dozens from the walls and the cliffs beneath, fixed where they died from the defenders' fire. Repairs are under way, but it will be months—if not years—before Middenheim is restored to its former glory.

— THE POWERS THAT BE —

Everyone knows that Graf Boris Todbringer rules Middenheim, but of course there are a great many other individuals without whom the city could not function. In the following pages, key figures in Middenheim's government and administration are described briefly. Although many of them are presently away with the Graf chasing down the retreating forces of Chaos, there will come a time (most people devoutly hope) when they will return to the city and life will take on some semblance of normality. If these individuals do not return, their offices will remain to be filled by suitable replacements.

THE TODBRINGER FAMILY

Unlike many nobles in the Old World, Graf Boris Todbringer has not surrounded himself with an extended family of aunts, uncles, cousins and the like. His wife is long dead, and his immediate family consists only of his daughter Katarina. He did have a son, Stefan, who was troubled by illness and died a few years ago—according to some, as a result of some plot by cultists.

His only other offspring is illegitimate, a son called Heinrich whom he has formally recognised as his own and permitted to

use the family name. However, Heinrich's birth prevents him from succeeding his father as an Imperial Elector and ruler of Middenheim. Because of this, a great deal of diplomatic activity is focussed on winning the hand of his daughter—called “the Princess” by Middenheimers, even though she is not officially permitted that title—on behalf of young nobles from across the Old World. So far, no suitors have been found suitable.

THE MIDDEN MARSHALS

As a powerful city-state, Middenheim maintains considerable military forces, and the bulk of these fall under the command of the three Midden Marshals.

The Midden Marshals are Maximilian von Genscher, Johann Schwermutt, and Ulrich Schutzmann. Von Genscher commands Middenheim's walls and gates, along with the city garrison (but not the Watch), fixed artillery pieces, the city militia, and all other defensive forces. Schwermutt commands the standing army of Middenheim, while Schutzmann commands the City Watch and is responsible for keeping the peace within the walls.

As the events of *Paths of the Damned: Ashes of Middenheim* unfold, only Schutzmann is in the city. Graf Boris has assembled a great force from the army, the militia, the knights, and several allied contingents that assisted in the defence of the city, and set out to chase down the forces of Chaos as they withdraw. Schutzmann has been granted full ducal power, making him the unquestioned ruler of Middenheim in the Graf's absence. Unfortunately, he only

has the City Watch at his disposal, along with a few artillery crews defending the walls and gates.

THE STANDING ARMY

The army of Middenheim is currently away from the city, hunting down the rag-tag remnants of Archagon's Chaos forces. Like all the armies of the Empire, it is a diverse and versatile force, with a wide range of infantry, cavalry, and artillery units at its disposal.

THE CITY GARRISON AND MILITIA

While the army's task is to take the field against Middenheim's enemies, the garrison is charged with the defence of the city itself. Like the army, it includes a wide range of troop types, with a heavier emphasis on artillery and missile-armed troops—crossbowmen, handgunners, and the like—to decimate attackers from behind the safety of the city walls.

The militia is a more *ad hoc* force, recruited from among Middenheim's citizens and serving only when needed. Many Middenheimers who have previous military experience join the militia, which is organised by city districts. Each militia troop is charged with the defence of its own home district, in the event that the city walls should be breached. In addition, the militia can be called upon to assist the City Watch in an emergency.

Although the garrison and militia do not normally leave the city, a large number of them are currently in the field with the army and the knights. Only the crews for the fixed artillery on the city walls have remained behind as Middenheim fields the largest possible force to secure the surrounding countryside—and to avenge those who fell in the city's defence.

THE CITY WATCH

The City Watch is the main armed force left in Middenheim at present. While the army is charged with fighting in the field and the garrison with defending the city (although for now most of the garrison is in the field alongside the army and the knights), the task of the City Watch is to maintain order and apprehend criminals. During the siege, however, the Watch fought alongside Middenheim's other armed forces, and did so with distinction.

THE KNIGHTLY ORDERS

Middenheim is home to two orders of knights, both of which operate independently of the Midden Marshals. Both orders are currently away with the Graf.

THE KNIGHTS PANTHER

The Knights Panther form the personal bodyguard of the Graf, and acknowledge him as their sole commander. In practice this causes few problems, since the Midden Marshals act on the Graf's commands as well, and he is a gifted military commander who is well able to co-ordinate his various forces to good effect.



THE WOLF-KIN

The Wolf-Kin are a type of zealot (*WFRP*, p. 60) associated with the cult of Ulric. Driven to near madness by hardship or despair, they find solace in the contemplation of their warlike god, and see themselves as the living instruments of his vengeance. A large force of Wolf-Kin currently accompanies the armies of Middenheim; they are not formally a part of any force—army, garrison, or knightly order—but their religious devotion leads them to gravitate to Ar-Ulric and the Knights of the White Wolf.

Wolf-Kin have the same profiles as zealots, but their choice of talents is slightly different: Frenzy, Hardy, Public Speaking, Strike Mighty Blow *or* Very Strong.

Knights Panther are usually mounted on warhorses, and are distinguished by their tall helmet-crests topped by the image of a Beastman head, and by the saddlecloths from which they draw the name of their order. According to tradition, each squire must hunt down and kill a great forest cat single-handed, placing its skin beneath his saddle when he is knighted.

THE KNIGHTS OF THE WHITE WOLF

The Knights of the White Wolf are templars of Ulric. According to ancient Teutogen tradition, the High Priest Ar-Ulric is expected to raise and maintain his own force for the defence of the temple and the faith, and to honour the wolf-god in battle with their valiant deeds. The Grand Master of the Order of the White Wolf answers to the High Priest rather than the Graf, but the Palace and the Temple have traditionally worked well together.

The Knights of the White Wolf are armoured when they ride into battle, but do not wear helmets. Many of them wear wolf-skin cloaks around their shoulders. Their favoured weapon is a great warhammer.

THE TEUTOGEN GUARD

The Teutogen Guard is an elite unit within the Knights of the White Wolf, and forms the personal bodyguard of the High Priest. They normally fight on foot, but are otherwise equipped identically to the other knights of their order.

THE LAW LORDS

Much of the civil government of Middenheim is in the hands of a small group of men: the three Law Lords, Eberhard Richter, Erich Kalzbad, and Hannes Brucker. The Law Lords traditionally dress in grey robes, adorned by gold brooches in the shape of a balance.

The Law Lords are still in the city, supervising the civil government and advising Commander Schutzmann on matters of law. They generally keep themselves distant from the city's population, avoiding personal entanglements that could lay them open to charges of bias or corruption. Since a scandal several years ago led to the replacement of all three Law Lords under circumstances that are still not clear, the current incumbents are extremely careful to make a show of integrity and impartiality.

THE PRIESTHOOD

As might be expected, the most influential priest in Middenheim is the High Priest of Ulric, who goes by the traditional title Ar-Ulric ("Son of Ulric" in the ancient Teutogen dialect). With the combination of his spiritual authority as high priest and his military power as supreme commander of the Knights of the White Wolf, he is second only to the Graf in importance, and there are many devout followers who would rate him at least as the Graf's equal. At present, Ar-Ulric is leading the Knights of the White Wolf in the field, and Deputy High Priest Claus Liebnitz is in charge of the temple.

The cult of Sigmar has taken great pains to maintain a strong presence in Middenheim, despite—or perhaps because of—the deep rivalry between the more devout followers of the two deities. As the patron deity of the Empire, the presence of Sigmar's temple—the second largest in the Old World—reminds Middenheimers of their ties to Altdorf and the Emperor. They do not always appreciate this reminder. The chief priest of the temple of Sigmar enjoys the resounding title of High Capitular, and in the cult hierarchy is second only to the Grand Theogonist in Altdorf.

Next in importance is the high priestess of Verena, who is sometimes called upon to consult with the Law Lords in matters of justice. The priests and priestesses of other cults have prestige according to their rank, but are not politically powerful.

THE WIZARDS

The head of the Guild of Wizards and Alchemists (see p. 23) is titled High Wizard of Middenheim, and in addition to his duties as guild master he advises the Graf on magical affairs and assists the Midden Marshals in maintaining the city's magical defences. In time of war, the High Wizard liaises with the Midden Marshals to provide magical support for the city's military forces.

The High Wizard is currently out of the city, along with most of the Guild members who have any ability with offensive spells. A few remain behind to assist Commander Schutzmann and the City Watch in maintaining order and restoring the city's defences; they are under the command of Deputy High Wizard Janna Eberhauer.

MIDDENHEIM

CITY OF THE WHITE WOLF





LOCATIONS

PALAST DISTRICT

1. Middenpalaz
2. Konigsgarten
3. Square of Martials

THE GREAT PARK

4. Bernabau Stadium
5. The Show Boat

GRAFSMUND-NORDGARTEN

6. The Prospect
7. The Graf's Repose
8. The Harvest Goose

ULRICSMUND

9. Black Plague Memorial
10. Temple of Ulric
11. Temple of Verena
12. Guild of Physicians
13. The Commission
14. The Begierbaden

ALTMARKT-ALTQUARTIER

15. Worshipful Guild of Legalists
16. The Last Drop
17. Fleischer's Slaughterhouse
18. The Blazing Hearth

SOUTHGATE-OSTWALD

19. The Drowned Rat
20. Pfandlieher's Pawnbroker
21. Lobourers' Hospice
22. Dragon Ales Brewery

NEUMARKT-EASTGATE

23. Royal College of Music
24. The Singing Moon
25. The Templar's Downfall
26. Commission Offices
27. Castle Rock Coaches

THE FREIBURG

28. Temple of Sigmar
29. The Scholar's
30. The Red Moon
31. Guild of Wizards and Alchemists
32. The Collegium Theologica

THE WYND

33. Chapel of Grungni
34. Guild of Stonemasons & Architects
35. Commission for Public Works
36. Dwarfen Engineers' Guild

WESTGATE-SUDGARTEN

37. Morrspark
38. Grunpark
39. Temple of Shallya
40. Temple of Myrmidia
41. The Laughing Jackass

MERCHANT DISTRICT

42. Merchants' Guild
43. Trade Commission
44. Wolf Runner Coaches



— THE CITY OF — MIDDENHEIM

The flattened top of the Fauschlag, where Middenheim stands, is about a mile across. The city's walls extend the nearly vertical cliffs upward, and completely enclose the city.

Middenheim at present is something of a paradox. It is both more crowded and less busy than usual. The crowding is because of the large numbers of refugees who sought refuge behind its walls as the forces of Chaos approached. Those who can are staying with relatives; the others crowd into the city's inns if they have the means, or sleep rough or in makeshift shanties if they do not. And yet, despite this increase in population, Middenheim moves more slowly than it did before the siege.

The main reason for this is that the Graf, along with most of the male nobility and the standing army, is away scouring the remnants of Archaon's forces from the land. Along with him have gone the Knights Panther, High Priest Ar-Ulric along with the Knights of the White Wolf and the elite Teutogen Guard, and many of the city's most powerful wizards. The Graf has appointed the Commander of the City Watch to keep the peace and rule in his absence, and the others have handed their business over to deputies, but little is being done in their absence, apart from efforts to repair the damage wrought by the siege. There is a definite feeling that life is not yet back to normal, and will only be so once the Graf and the army return.

Fresh food is scarce with so many farmers still in the city, and their farms devastated by Archaon and his followers. No one knows what kind of a harvest—if any—will be brought in from the farms and fields of Middenland this year, or how the people will survive the winter with no food stored up. Perhaps Lord Ulric will be merciful this year, holding back his frost from the crops and his wolves from the flocks. He surely knows what his people have suffered.

The following pages give a brief description of the city's various districts, along with notes on prominent locations.

THE CAUSEWAYS AND GATES

Four great causeways approach Middenheim, each leading to a fortified city gate. All are enchanted so that they can be collapsed to prevent attackers from reaching the gates.

All four causeways are intact, although the eastern causeway is heavily damaged and has been closed until repairs can be made. On the second day of the siege, Archaon's forces attacked along the eastern causeway, and the magics were triggered to collapse it. However, the sorcerers accompanying the Lord of the End Times responded quickly with spells of their own: Unearthly vines of metal, barbed with stone thorns, erupted from the ground, binding the shattered causeway together. These unnatural bonds still support the causeway, and the city's priests are working together with

Dwarfen architects and masons to remove them and repair the causeway.

THE PALAST DISTRICT

The great Middenpalaz stands against the north wall of the city. To the east of the palace complex lies the Konigsgarten, which was once a private park attached to the palace but is now opened to the public. South of the palace lies the Square of Martials, which is used as a parade ground by the city's military forces as well as being the site of great public events during the city's carnival season.

THE MIDDENPALAZ

The Middenpalaz is a complex of buildings arranged around the Graf's palace. These include the city's main law court, the headquarters of the Knights Panther, and the offices and residences of various city nobles and functionaries. Fifteen-foot-high, spike-topped iron railings surround the palace complex; the gates are guarded around the clock, and admission is by invitation only. The Inner Palace—containing the Graf's residence, the ducal mausoleum, and the city's mint and treasury—is surrounded by similar railings, and is also heavily guarded.

The walls to the north of the palace were heavily defended during the siege, and despite some superficial damage they are still strong. The palace complex escaped serious damage.

THE KONIGSGARTEN

This formal garden suffered greatly during the siege, but not at the hands of the attackers. As the closest open space to the North Gate, it was used as a staging area and supply depot for the defenders in that part of the city, and parts of it were torn up and planted with crops in case of a prolonged siege. According to the ducal arborist, the manicured lawns and carefully trimmed bushes will take years, if not decades, to recover their former glory.

The stretch of city wall that runs along the northern edge of the park collapsed in a landslide triggered by tunnelling attackers. Whether this was intentional or accidental is not known. Normally open to the public during the day, the gardens have been closed while the damaged stretch of wall is rebuilt.

THE SQUARE OF MARTIALS

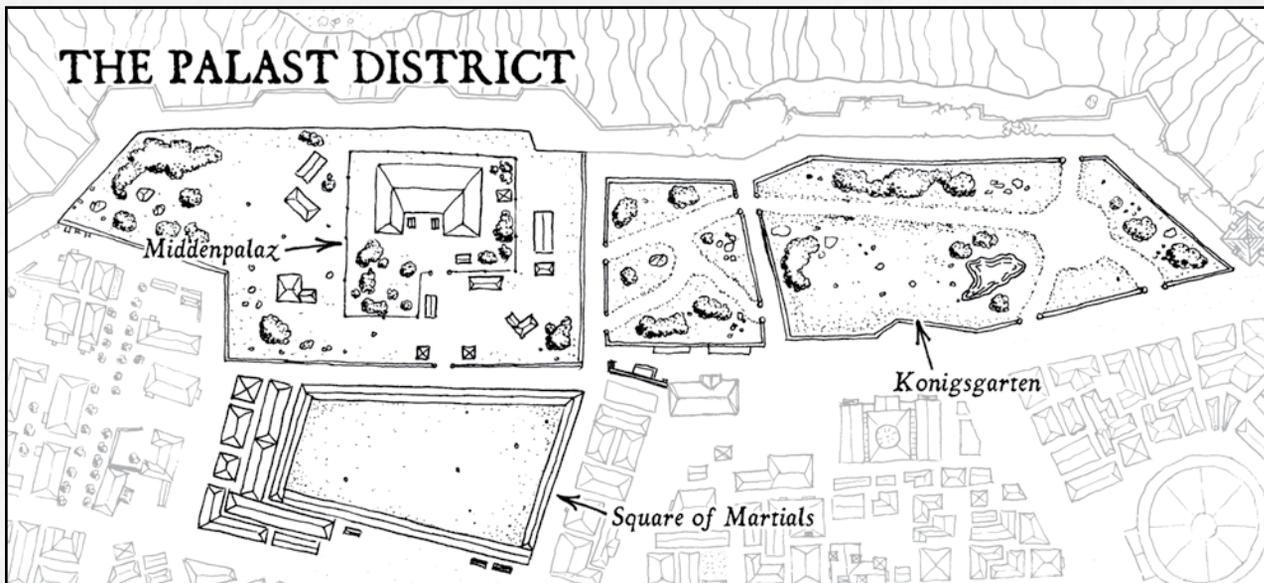
This great square stands a few feet below the level of the surrounding city streets, and is entered by short flights of steps on all sides. During the city's carnival, it is flooded, and acts as the venue for spectacular water-shows; it is also magically frozen over and used for skating. For most of the year, though, it is a stone-flagged area where the city's elite troops—the Knights Panther and the Knights of the White Wolf—conduct drills, and other public events take place. At the centre of the square stands a statue of Graf Gunther Todbringer, an illustrious ancestor of the current Graf; wooden benches are arranged along the north side, beneath the palace railings.

THE GREAT PARK

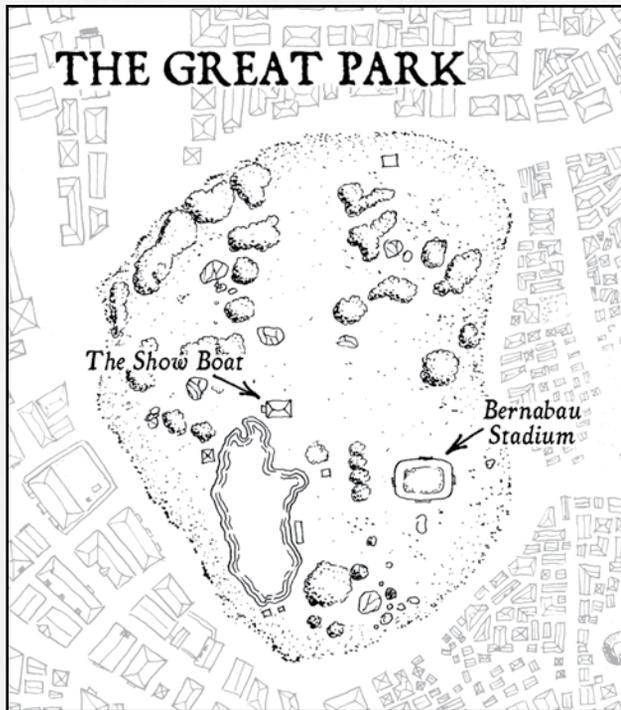
The largest of Middenheim's parks stands roughly at the centre of the city, surrounded by a broad-tree-lined avenue known as the Garten Ring. Open around the clock, the park is home to the Show Boat—one of Middenheim's most fashionable nightspots—and the great Bernabau Stadium. In the middle of the park stands an ornamental lake, and the park is dotted with fountains and statues.

Among the grassy expanses and broad gravel paths are several hothouses and orangeries where rare and exotic plants are grown, some for the "instruction and delight" of Middenheim's inhabitants and others for herbal and magical research. Like the Konigsgarten, the Great Park falls under the domain of the ducal arborist and his force of groundskeepers.

Being at the centre of the city, the Great Park suffered less in the siege than the Konigsgarten, but none the less it shows the marks of the recent crisis. Most noticeable are the



THE GREAT PARK



improvised shacks and tents housing almost a thousand refugees from outlying districts who flocked to Middenheim for safety as the forces of Chaos advanced. With no sanitation and running water provided only by the lake and the various fountains, the smell here is getting worse by the day, and it is surely only a matter of time before a major epidemic breaks out. Like the Konigsgarten, some areas of the park were dug up and planted with crops, which have not yet had the opportunity to sprout. A few enterprising locals—known euphemistically as the Honeydippers—have set up in business transporting waste from the refugee camp to the makeshift fields, to be used as fertiliser.

THE BERNABAU STADIUM

Middenheim's great amphitheatre is renowned throughout the Empire. With a capacity of 5,000 (wooden benches seat 2,000 spectators, while the rest have to stand), it has seen many sporting events, gladiatorial shows, military tattoos, and other spectacles.

During the siege, the stadium was commandeered by the military authorities, and used to house the troops and equipment of allied forces. Although they have moved on, it is still possible to see where rows and tents and log buildings stood, laid out with military precision. Now, the stadium stands empty.

Damage from the siege is minimal, although an area of the stands on the northern side is blackened by fire. According to local gossip, tensions ran high when Elven and Dwarfen allied contingents were housed too close together, and a disaster was only averted by strict military discipline and great efforts of diplomacy.

THE SHOW BOAT

Picturesquely situated on the shores of the lake, the Show Boat was once a great favourite with the more restrained elements

of Middenheim's upper classes. Its romantic atmosphere, along with the fleet of small, lamp-lit boats that could be hired for evening trips around the lake, made it the perfect place for a quiet celebration or a respectable liaison. By contrast to places like the Templar's Downfall (see p. 21) the dinner cabarets at the Show Boat were genteel affairs, without a hint of contentious material.

Although it suffered no damage in the siege, the Show Boat is struggling to stay in business. Business has dropped off alarmingly with the establishment of the refugee camp in the park, along with the absence of most of its regular patrons (including the Graf himself). Paying customers are a rare sight these days, and the Show Boat is becoming more renowned for the refugees who line up outside its kitchens in the hope of a handout.

Still, the proprietors, Rolf Rosencrantz and his wife Elise, do their best to keep up appearances, and maintain the pretence that all is well—in the hope that one day it will be. Every evening as the sun goes down, the lamps are lit and the tables are set, and the resident string quartet takes up its instruments. Where once it was almost impossible to get a table without society connections backed up by generous tipping, now anyone who can afford the bill of fare is welcomed like a long-lost relative.

THE GRAFSMUND-NORDGARTEN DISTRICT

Situated between the Palast district and the West Gate, Grafsmund and Nordgarten are two wealthy residential areas, where the homes of the city's upper crust are to be found. Grafsmund, which lies closer to the palace complex, is the wealthier of the two, and the city's lesser noble families maintain large and ostentatious houses here. Nordgarten is the preserve of wealthy merchants and others of the (often looked-down-upon) "*nouveau riche*." Their houses are generally of newer construction than the noble mansions of Grafsmund, but they are no less lavish in showing off the wealth of their owners.

The district suffered only minor damage during the Chaos siege. During the day, it is as quiet and genteel as it always was. At night, when it used to come alive with crowds frequenting the many fine local restaurants and hostleries, it is equally quiet, as many of the city's nobles are away fighting with the Graf.

THE PROSPECT

Owned by Rudolf and Sigrid Buffer, the Prospect is one of the city's finest hotels and restaurants. Catering to a clientele of wealthy visitors who have no friends or family in Middenheim (or who choose not to stay with those they do have!), it is currently packed with provincial minor nobles and other wealthy refugees from the surrounding area. All the rooms (12 single, 8 double) are full, and some patrons are forced to share. When there is a vacancy, however, a room costs between 5 *gc* and 11 *gc* per night.

THE GRAF'S REPOSE

Set in one of the quietest streets of this genteel neighbourhood, the Graf's Repose is run by Rolf and Ulrike Steinmeyer, a childless middle-aged couple who love nothing more than to provide a home away from home for "the better class of guest." The hostelry's ten single and ten double rooms are decorated with simple good taste, and the proprietors keep a discreet but firm grip on any loud or unruly behaviour. Their doorkeeper, a huge, burly mute from Kislev known only as Boris, is very particular about keeping the rowdy elements from bothering the hostelry's guests.

Like the Prospect, the Graf's Repose is packed to the rafters with wealthy refugees from the outlying towns and estates, waiting to hear whether it is safe to return home and start rebuilding.

THE HARVEST GOOSE

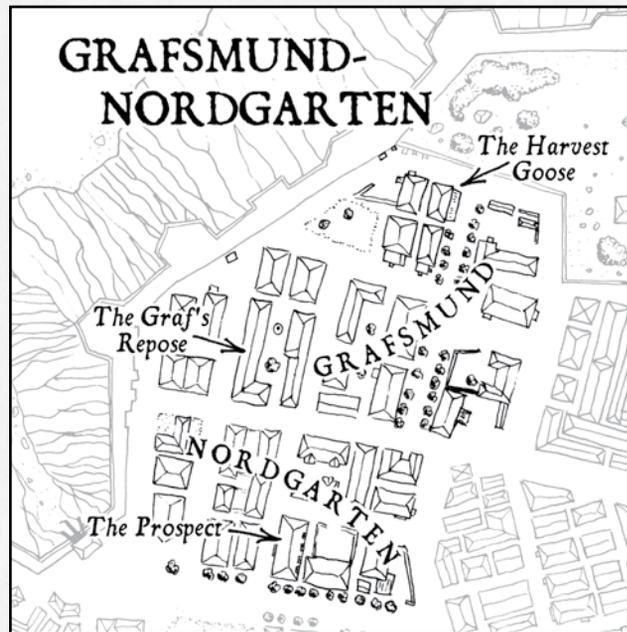
Situated in a prime location facing the western end of the palace complex, the Harvest Goose is widely regarded as the best restaurant in Middenheim—if not in the whole of Middenland. Its bill of fare is extensive, but even the cheapest meal will cost around 9 *gc* per customer—although those who can afford to eat here are quick to assert that the quality matches the price.

Surprisingly, given its reputation, the Harvest Goose is not Halfling run. The proprietor is Fanamis Shassaran, an Elf who came to the city a few decades ago with—so the story is told—an entire wagon train of gold, most of which he has surely spent on buying and equipping the Harvest Goose. This has led to a spirited but ongoing debate among the city's upper classes on the relative merits of Halfling and Elven cuisine.

The restaurant is named after the Middenland tradition of eating goose at harvest-time, and indeed this is the signature dish of the house, available year round and the most expensive item on the menu at 20 *gc* per goose (which will feed up to eight people, depending on their appetites). Patrons have been known to declare that after sampling this succulent dish, with its delicately balanced stuffing of fruits and spices, they are quite unable to eat goose anywhere else. But perhaps the most widely renowned dishes are the desserts—whisper-light creations of caramelised fruits, crystallised liqueurs, and other choice ingredients.

The Harvest Goose is little frequented by the city's Dwarfs and Halflings—the former, it is said, because of the decided Elven tone to the décor, and the latter, allegedly, because of wounded racial pride.

During the siege, the commanders of the city's Elven allies used the Harvest Goose as a headquarters. Between the refined tastes of these clients and the impossibility of obtaining fresh stocks through the surrounding hordes of Chaos, both the larder and the cellar are seriously depleted, forcing Fanamis to remove several of his more exotic creations from the menu and replace them with what he calls "Laurelorn rustic" cuisine. The dishes are still superbly cooked, but they are noticeably less extravagant. Fanamis is open to offers from adventurers with



suitable outdoor skills—especially Elves—to venture outside the city in search of exotic meats, herbs, fruits, and fungi to restock the restaurant.

THE ULRICSMUND DISTRICT

Ulricsmund is a middle-class district lying between the Great Park (p. 13) and the Nordgarten district, to the south of the Square of Martials (p. 13). It derives its name from the fact that the great Temple of Ulric—the centre of Ulric's worship throughout the Empire—lies at its southwestern corner.

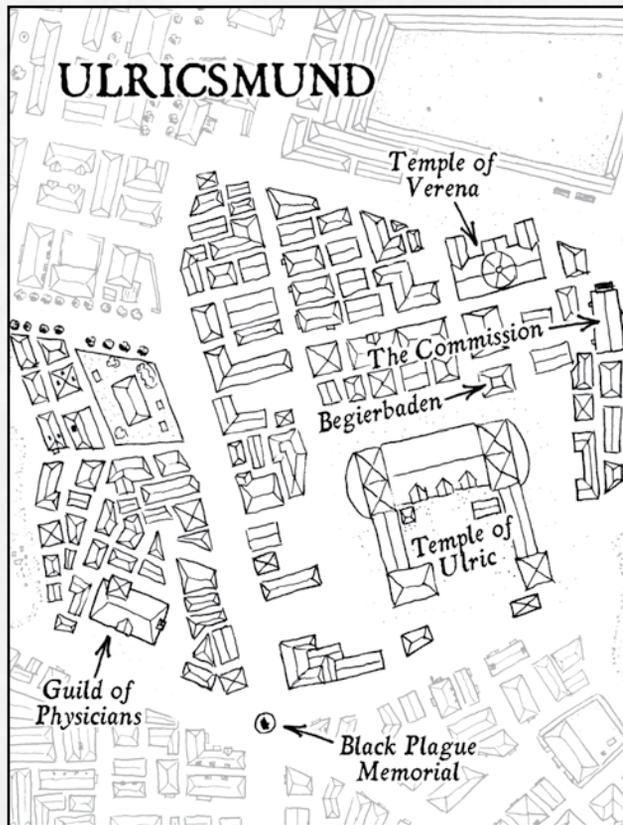
Although less grand than the homes of the Grafsmund and Nordgarten, the houses in Ulricsmund are still spacious and comfortable. They are occupied mainly by the second rank of the city's merchants, and the wealthier artisans, although some priests of Ulric also live here, to be close to the temple.

This neighbourhood survived the siege almost untouched, apart from some damage to a few houses on the Tempel Bahn. A Chaos Dragon was brought down there by bolt throwers stationed in the Great Park, and the wounded beast wrought havoc for a few minutes before defenders could arrive to dispatch it.

THE BLACK PLAGUE MEMORIAL

This great bronze statue stands facing the Temple of Ulric, in the busy crossroads made by two of Middenheim's major thoroughfares, the West Weg and the Sudetenweg. It depicts a tall, well-built man holding a child on each shoulder. He wears a crowned helm and his expression is one of noble gravity; beneath his feet, he crushes a large and evil-looking rat, its head lolling from a snapped neck.

The statue depicts Graf Gunthar, who ruled the city during the Black Plague of 1111. By giving orders to seal the city gates and kill anyone who tried to enter, he saved Middenheim while thousands perished in the surrounding countryside. Food ran



low during the six months of self-imposed quarantine, and hundreds of Middenheimers starved, but the city was saved from the Plague.

In the aftermath of the siege, there is talk of erecting a second statue, this one to commemorate the heroic Middenheimers and their allies who died defending the city from the onslaught of Chaos. An official public subscription for the proposed memorial has yet to be opened, but that has not stopped several enterprising (and dishonest) Middenheimers

going from door to door collecting donations “for the Siege memorial.”

THE TEMPLE OF ULRIC

A blend of castle and cathedral, the great Temple of Ulric is arguably Middenheim’s most famous building. Pilgrims come to the city from all over the Empire, as well as the northern lands beyond where the god of wolves and winter is venerated. It remains to be seen what effect the widespread destruction of these lands by Archaon and his allies will have on the pilgrimage trade in the future.

The focal point of the temple is the Sacred Flame of Ulric. According to tradition, the fire was struck by Ulric himself. He appeared in a vision to Wulcan, the first High Priest and the son of Middenheim’s founder, the Teutogen chief Artur. Towering over the city, he smote the rock with the iron-shod haft of his great war-axe Blitzbeil, and the silver-white flame sprang into existence. The god prophesied that so long as this sacred flame continued to burn, the city and its people would endure. Awakening from the vision to find the flame leaping from the rock before him, Wulcan wasted no time in starting construction of Ulric’s temple on that spot.

The vaulted roof of the temple stands 120 feet high, and is held up purely by the perfection of its architectural design, with no magical assistance. It gives the temple stunning acoustics, which allow a preacher in the pulpit to be heard by the entire congregation, without having to raise his voice. The temple can hold up to a thousand worshippers at a time.

Around the temple has grown up a complex of buildings, including accommodation for the senior priests, private chapels maintained by some of the city’s wealthier families, the official archives of the cult of Ulric, and various other support functions. These rooms occupy most of the eastern half of the temple complex, along with the ten-storey Great Tower that joins them to the main temple. The temple also boasts several lesser towers.

THE SACRED FLAME

Many legends surround the Sacred Flame of Ulric. As already mentioned, the god himself is said to have guaranteed that the city and its people would endure as long as the flame still burned.

Another popular superstition is that the flame will not harm a true follower of Ulric. This is most famously recorded in the story of Magnus the Pious and the Year of Shaming. With the Empire divided both by religion and by the ambitions of rival claimants to the throne, the Sigmarite noble Magnus of Nuln came to Middenheim in secret to confront Ulrican claims that the religion of Sigmar was at best a heresy and at worst Chaos-inspired. As the High Priest of Ulric was denouncing him from the pulpit, so the story goes, the young Magnus rose from among the congregation, throwing off his cloak to reveal his identity.

“If I am a blasphemer,” he said calmly, *“then the Fire of Ulric will surely consume me.”* Shrugging off his cloak, he walked into the flame with an unwavering step, and turned to face his accuser. The flame would not burn him, and those present dropped to their knees, recognising that this youth was highly favoured by their god.

Although suspected heretics were occasionally subjected to the Trial of the Flame in past centuries, today the temple authorities strongly discourage anyone from testing the favour of Ulric by walking into the flame. Every year, though, especially during the winter pilgrimage season, a few people try. Most suffer injury as a result, but sharp-eyed priests pull nearly all from the sacred flame before they can be too badly hurt. There have been no reported miracles for more than a generation.

THE TEMPLE OF VERENA

On the northern edge of the Ulricsmund district stands the domed Temple of Verena, with its grey marble statue of the goddess at the entrance, and rectangular annexe containing the temple's great library. A huge gilded owl, fully twelve feet high, spreads its wings over the main altar.

The city's scholars and wizards, who also make use of its library, attend the temple regularly. There is a standing debate between the temple and the Collegium Theologica over whose library is superior. The Worshipful Guild of Legalists also has a private chapel in the temple, reserved for the use of its members.

THE GUILD OF PHYSICIANS

The Guild's headquarters stand opposite the Temple of Ulric, its fine marble facings attesting to the wealth of Middenheim's medical community. In order to practice medicine within the city, it is necessary to have a license issued by the Guild; resident physicians are also required to become members.

THE COMMISSION

This grey, stone-faced building houses an organization whose full name is The Commission for Elven, Dwarfen, and Halfling Interests, but it is known to most Middenheimers simply as the Commission. It represents the interests of Middenheim's non-Human population, hearing complaints and dealing with problems. Although it is not a government organization, the Commission is a powerful lobbying group, and works closely with the city authorities.

THE BEGIERBADEN

Not far from the Temple of Ulric, a series of hot springs rises from the rock. Devout Middenheimers believe that they are heated by the same source that is responsible for the temple's miraculous Fire of Ulric. Built over the springs, the Begierbaden is a medicinal spa, much favoured by the city's upper classes and well-to-do visitors.

THE ALTMARKT-ALTQUARTIER DISTRICT

The Altquartier, or Old Quarter, is situated in the southeastern corner of the city, south of the East Gate. Adjacent is the Altmarkt or Old Market district, running up to the Great Park in the west and bordering on the Wynd (see p. 24).

Despite its name, there is no evidence that the Old Quarter was founded any earlier than the rest of Middenheim. It was largely an area of slums, and much of the district was severely damaged in the fighting that took place around the East Gate. As already noted, the eastern causeway is closed for repairs, and the East Gate is in the process of being demolished and rebuilt. Under license from the city authorities, an alliance of local builders and property speculators are in the process of clearing the slums to make way for a redevelopment. Their plan is to build middle-class housing and gentrify the area; no thought has yet been given to where the displaced inhabitants of the Old Market will live.

The Old Market is an area of warehouses, markets, and some housing, where goods brought in through the East Gate were processed and sold. Being further from the gate than the Old Quarter, it was less heavily damaged in the siege, but it still faces problems. With the closure of the East Gate and its causeway, goods now have to come across town from the other gates to the Old Market. The North Gate is now taking much of the traffic that used to enter the city through the East Gate, to the benefit of the New Market (see p. 20), which is closer to the North Gate. Because the surrounding area is only just starting to recover from the destruction wrought by Archaon and his minions, fewer goods are entering the city; it may be many years before fruit, vegetables and livestock can be produced locally in their former quantities. Hard times have fallen on the Old Market, and there is talk of pulling it down and expanding the New Market to serve the entire city.





THE WORSHIPFUL GUILD OF LEGALISTS

This resounding title belongs to the organisation that governs and represents the city's legal profession, including judges and lawyers. Most locals call it simply the Lawyers' Guild. The three Law Lords (see p. 9) are senior members, and so is anyone who is anyone (or wishes to become anyone) in Middenheim's legal community.

The Guild is based in an impressive three-storey building at the southwestern corner of the Old Market district, facing across to the magical and academic quarter of the Wynd. Local wits have long observed that the Lawyers are well placed, between trade and learning and a long way from government.

The Guild is the first stop for anyone in need of legal advice or services in Middenheim, and most of the city's prominent law firms maintain offices there. The senior partners are seldom in residence, and only the richest and most influential clients ever get to meet them in person. Clerks deal with most enquiries, but the junior partners who run the guild-house offices may occasionally involve themselves in a case that is particularly complex and interesting, or that promises to be particularly remunerative.

Another important function of the Guild is to provide a repository for the city's legal archives, which include records of cases going almost as far back as the city's foundation. Since much of Middenheim's law is based on legal precedent, the archives are a vital source of legal knowledge. Aged scribes—often retired lawyers themselves—methodically pore through dusty old documents looking for specific cases and legal arguments that may affect the outcome of present-day cases. Law students and historians from the Collegium Historica also make extensive use of the archive.

THE LAST DROP

Set on the northwestern corner of the Old Market, the Last Drop has so far both escaped damage from the siege, and demolition for rebuilding. It is a low, black-beamed place, whose sign is a hangman's gibbet and noose—an example of the dark humour that is characteristic of the district.

The Last Drop has long had a reputation as a den of iniquity, where anything—legal or otherwise—can be bought if the price is right. It is a major meeting-place for local underworld figures, the most important of whom conduct their business in the upstairs rooms rather than the open taproom with its grimy curtained booths.

The proprietor, Werner Wutend, is an imposing figure, with a wicked looking scar running down the left side of his face from forehead to throat. Said to be one of the most "connected" men in the city, his policy is that the tavern is neutral territory, and that quarrels are left outside. He enforces this quite ruthlessly when he has to, and this has made the Last Drop the venue of choice for talks to resolve disputed between different criminal gangs.

FLEISCHER'S SLAUGHTERHOUSE

This used to be the main abattoir serving the city, where livestock brought in from the countryside were slaughtered and butchered before being taken to the markets for sale. However, it now lies in ruins, destroyed along with several neighbouring buildings by a shot from a Hellcannon during the siege. Makeshift barriers surround the site, along with hand-painted signs warning passers-by to keep out.

A large crater marks the spot where the Hellcannon shot landed. The rock is fused and blackened, and a few straggling plants growing in and around the site show disturbing mutations: leaves shaped like hands, poisonous thorns, and the occasional flower with a Human-looking face in the middle, emitting a continuous thin wail. The unnatural growths are periodically cleared with fire, but keep growing back. Some locals claim to have seen rats of unusual size emerging from the ruins after dark, their bodies warped and twisted by the same chaotic power.

THE BLAZING HEARTH

At the centre of the Old Market district is a neighbourhood known as the "Little Moot," where the majority of Middenheim's Halflings live. The Little Moot is well known for its excellent restaurants and hostelrys, and by far the most famous of them is the Blazing Hearth.

The owner, Silas Greenhill, has set out to replicate a cosy Mootland cottage, and the menu consists entirely of traditional Halfling dishes. The Blazing Hearth is also built to Halfling

scale, which the occasional Human visitors find somewhat disconcerting: the ceilings are only about 5 feet high, and the furniture can be uncomfortably small for non-Halflings. However, a few Middenheimers of other races willingly suffer the inconvenience for the sake of the cooking, and to the city's Halflings, the Blazing Hearth is a little piece of their homeland in a city built for bigger people.

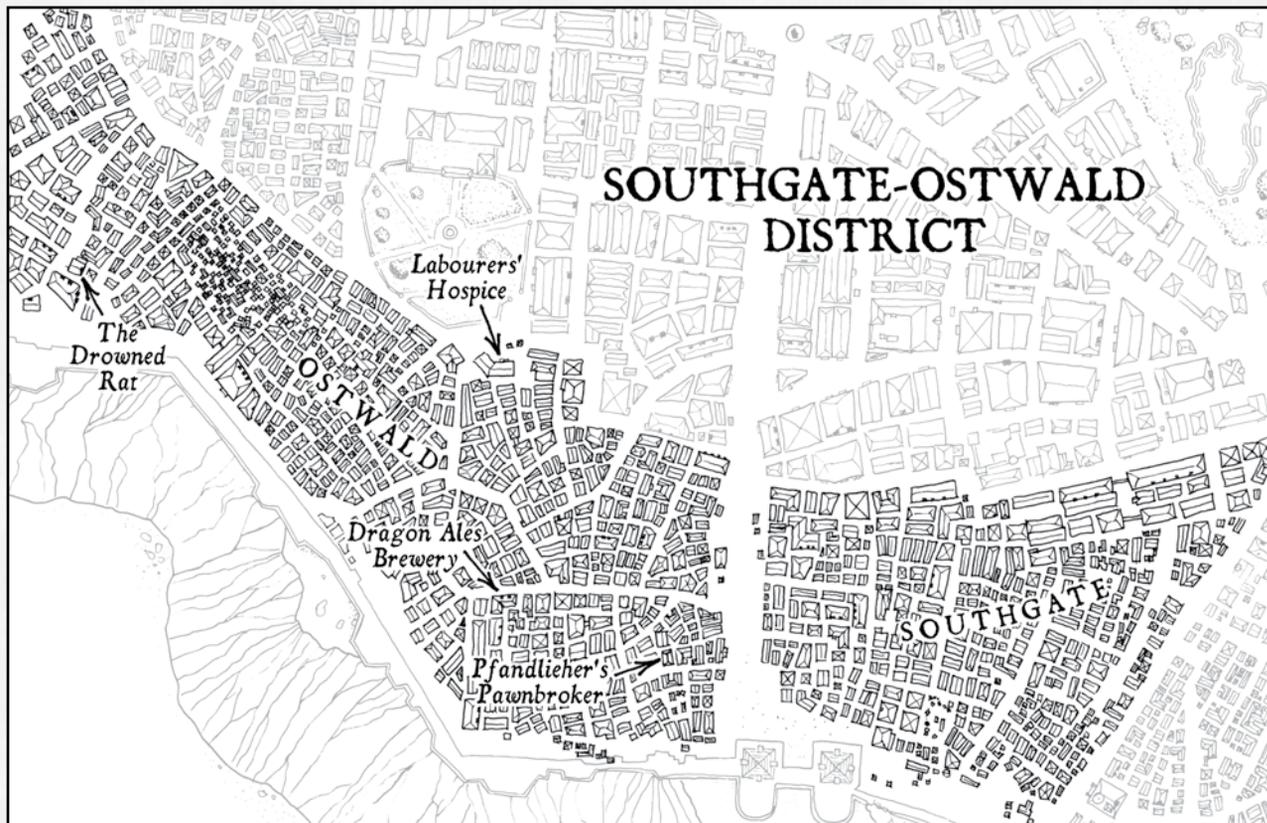
THE SOUTHGATE-OSTWALD DISTRICT

Standing on either side of the South Gate, this part of the city is where most of the lower classes have their homes.

While it lacks the reputation of the Old Quarter, Ostwald is known as a hub of criminal activity, and it is rumoured that much of Middenheim's underworld has relocated here from the ruins of their former abode. Certainly the Watch can attest that dead bodies have been turning up in Ostwald's alleys more frequently than usual, and there is speculation that a turf war is in progress between the original Ostwalders and newcomers from the Old Quarter.

While no richer, Southgate is a more outwardly respectable area. The buildings are modest and plain, but generally clean and reasonably well maintained.

While not as heavily damaged as the Old Quarter, this district still shows signs of damage from the siege, especially closer to the South Gate. Roofs are patched, and the occasional building is partly demolished and abandoned.



THE DROWNED RAT

The Drowned Rat is typical of many seedy taverns in the streets and alleys of Ostwald. Run by a big-built, bearded ruffian called Johann Stallart, it consists of a single smoky, low-ceilinged room furnished with half a dozen battered and crudely repaired tables. Fights here are a common occurrence, and a threatening silence descends over the room when a stranger enters.

Stallart is a respected member of the Ostwald underworld, and in the cellar of the tavern is a series of hidden rooms often used to hide contraband, as well as an entrance to the city's sewer system. Both are available at a price.

PFANDLIEHER'S PAWNBROKER

Tucked away down a side-alley close to the South Gate, this cramped and dingy shop is distinguished by its strong, multiply-locked door of iron-bound oak, the iron bars over its windows, and the pawnbroker's sign hanging outside. Through the grime on the windows, it is possible to make out some of the shop's contents, which are varied in the extreme.

Josef Pfandleiher is a scrawny, unkempt man who appears to be in his late fifties or early sixties. He wears a dirt-encrusted broad-brimmed hat even indoors, and cracked and grimy eyeglasses perch precariously on the end of his nose. He is able to estimate the value of an object with uncanny accuracy, and will generally offer between 25% and 50% of an item's actual value, depending on how well he knows the client. Like many Ostwalders he has one foot in the underworld, and he is one of

the city's best-known fences. While he may not pay the most, he never asks where something has come from.

THE LABOURERS' HOSPICE

On the northern edge of Ostwald, across the street from the Green Park (see p. 26), this plain, two-storey building was once a warehouse. Now, a hand-painted sign hangs outside, identifying it as the Labourers' Hospice.

The hospice was founded by a charitable donation from one of the city's wealthy merchants, who—unknown to most outside Ostwald—made much of his fortune by less than honest means. It provides free accommodation for labourers visiting the city, with breakfast at a modest charge. In addition to its charitable function, it is secretly a recruiting ground for thugs and racketeers, drawn from among its stronger and less scrupulous patrons.

The Hospice is currently bursting at the seams. In addition to housing some of the refugees who now crowd the city, it has also become the first port of call for those displaced by the destruction of the Old Quarter. Despite the traditional rivalry between Ostwalders and the Old Quarter, and despite the turf war that is raging outside, hospice manager Helmut Beckenbauer has managed to keep the peace inside. In fact, the hospice is fast becoming a neutral zone where the two groups can meet and try to work out their differences peaceably.

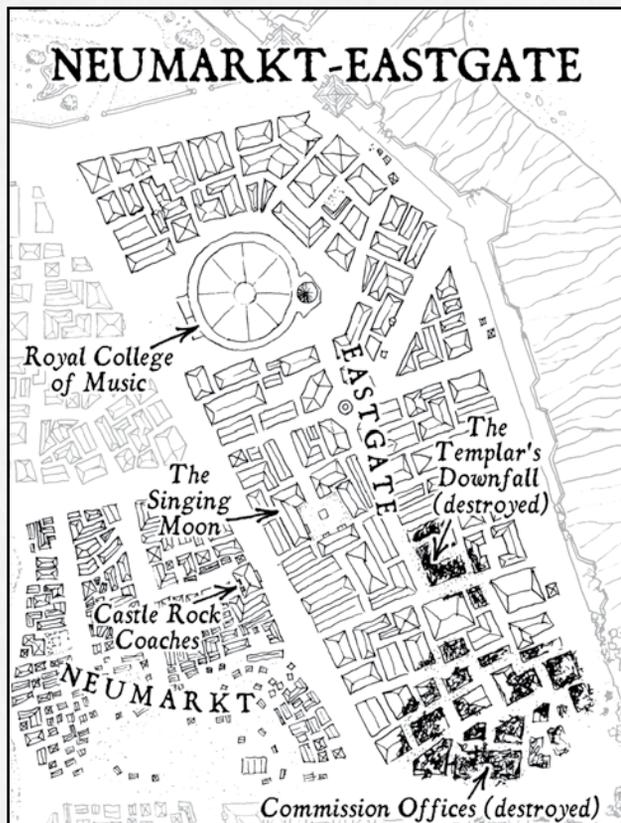
DRAGON ALES BREWERY

This small brewery appears deserted. A chained padlock secures the doors, and a tattered notice pinned to the door refers interested parties to the Guild of Wizards and Alchemists. Its Halfling proprietor was a registered alchemist—a fact to which many attributed the quality of his ale. He was killed in the siege, and so far no next of kin have been located. This is highly unusual for Halflings, who are normally in close touch with even their more distant relatives. Some people have begun to whisper that his name of Hilberry Stilburg may have been an alias.

Unknown to all except a few favoured customers, brewing was not Stilburg's only business. In a secret basement laboratory, he created poisons, drugs, and other alchemical preparations for the shadowy crime lords of the district. These individuals are very interested in finding the hidden workroom, both for the valuable substances it may contain and in order to make sure that there is no evidence linking them to Stilburg's operation. A few break-ins have not succeeded in finding the well-hidden entrance to the laboratory, but have gained the deserted brewery an undeserved reputation for being haunted.

THE NEUMARKT-EASTGATE DISTRICT

The Neumarkt, or New Market, stands opposite the Old Market on the north side of the great street that leads into the city from the East Gate. Originally it dealt in crafted goods while the Old Market sold foodstuffs, but the New Market has expanded to sell just about everything. There are still the long-established single-



trade streets and alleys, such as Smith Street, Potters' Square, and Tannery Row, but more and more of the New Market's traders are branching out into meat, fruit, and vegetables—to the dismay of their neighbours in the Old Market.

The Eastgate district has a very different personality. Running all the way from the East Gate to the southern edge of the Konigsgarten (see p. 13) and the North Gate, it was the city's cultural and entertainment district. The further north one goes, the more highbrow the entertainments on offer; further south, the level of culture and taste drops somewhat, although prices commonly do not. Like the Old Quarter, the parts of this district closest to the East Gate have suffered severe damage in the siege—not only from the weapons of the besiegers, but also because of a failed uprising staged by clandestine Slaaneshi cultists in one of the district's more decadent nightspots.

THE ROYAL COLLEGE OF MUSIC

This grand domed building stands at the heart of the cultural world that is the northern Eastgate district. It is home to Middenheim's orchestra and opera company, both funded by the Graf in a long-standing tradition of patronage of the arts. During Middenheim's carnival season it hosts an array of spectacular entertainments for the city's elite, forming the highlight of its year.

With the Graf and most of the male nobility away from the city, this season is quieter than usual. However, the company is staging a series of afternoon concerts of light music for the ladies and children left behind. There is also the occasional benefit performance in aid of the city's refugee population, to support widows and orphans of those killed in the siege, or to raise money for the reconstruction of damaged and destroyed buildings.

THE SINGING MOON

This cabaret-restaurant stands on a small square a few streets south of the Royal College of Music. Under the direction of Kirista Kallarial, it has an Elven flavour to the décor, and like the Harvest Goose (p. 15), it is popular with the city's Elven population. Like other fashionable places in the city, it is quieter than usual at present, although it still retains its legendary stock of wines from around the known world, including High Elven sapphire wine from Ulthuan—so called because of its colour and brightness.

Once famed for its entertainments, the Singing Moon no longer puts on a regular show, as business has dropped off too much to pay entertainers as well as the staff. However, anyone who wishes to perform for tips only is welcome to do so provided they pass an audition for Kirista first. She is a very shrewd judge of talent, and not easy to impress.

THE TEMPLAR'S DOWNFALL

Once the most notorious high-society nightspot in the city, the site of the Templar's Downfall is now marked by a large open area, filled with charred rubble and blackened timbers. The building was severely damaged in the failed uprising by the



THE CULT OF THE JADE SCEPTRE

Like the other great cities of the Old World, Middenheim has long been home to followers of Chaos, secretly plotting the downfall of the Old World or simply giving in to their own perverted pleasures. Several years ago, the city was rocked by scandal when it was revealed that a cult called the Purple Hand, loyal to Tzeentch the Changer of the Ways, had reached into the highest echelons of Middenheim's government, and into the very court of Graf Boris Todbringer. Severe measures were taken, and those cultists who were not caught are presumed to have fled the city.

The Cult of the Jade Sceptre, on the other hand, had no such lofty ambitions. Recruited from among the city's idle rich by the promise of endless indulgence in forbidden pleasures, these followers of Slaanesh the Dark Prince sought nothing more than to slake their darker appetites undisturbed.

All that changed, however, with the approach of Archaon and his forces, in particular the Slaaneshi contingent of Styrrkaar. As his followers assaulted the southern causeway, Styrrkaar commanded the Jade Sceptre to rise up within the city and slaughter the defenders from within the walls. The pleasures he promised would reward their success were such that none could resist.

The uprising of the Jade Sceptre was not an unqualified success. From their base in an Eastgate den of vice known as the Templar's Downfall, they summoned a handful of Daemonettes (see *Old World Bestiary* p. 88), with the idea of attacking the South Gate from within and letting Styrrkaar's forces into the city. However, the cult priests proved too weak and unskilled to control the Daemonettes, who ran wild through the streets of the Eastgate district. Because of Archaon's continued attacks along the eastern causeway, the East Gate was one of the most heavily defended areas of Middenheim, and the Daemonettes were cut down by wizards and priests of Ulric as soon as they showed themselves. The surviving cultists were rounded up and executed, and the Templar's Downfall was razed to the ground.

Slaaneshi Cult of the Jade Sceptre (see **The Cult of the Jade Sceptre**, above), and burned down shortly afterward.

A local rumour claims that the fire was started by witch hunters to make sure that all remnants of the cult were destroyed, but in fact it was the accidental work of certain neighbours, scavenging the ruins for abandoned drink and other valuables. A torch was accidentally dropped on a holed brandy-keg, and in less than a minute the building was a raging inferno.

COMMISSION OFFICES

The Commission for Health, Education, and Welfare was set up by the city council, with the Graf's approval, to promote the wellbeing of Middenheim's citizens. The drab grey stone building that housed the Commission is only standing to a height of two or three feet. Like many of its neighbours, it was hit by stray shots aimed at the East Gate by Archaon's forces, and then it found itself directly in the path of the rampaging Daemonettes summoned by the Jade Sceptre. While plans are being drawn up to repair it, the Commission is temporarily housed in the palace complex (see p. 13).

CASTLE ROCK COACHES

Castle Rock is one of several coaching lines that serve Middenheim, serving routes to Altdorf and the south. Beside the offices stands a large inn, called the Castle Rock, and a fully equipped coachworks and stables. The whole establishment is owned by the company, and acted as a terminus and repair depot for their Middenheim routes.

Coaches are just now starting to resume service to Altdorf, and they still suffer occasional attacks on the road by small,

scattered bands of Beastmen and other creatures. To make passengers feel safer, the company is hiring guards to protect their coaches until order is restored. Anyone with coaching or military experience and the ability to handle a gun or crossbow may apply; pay is comparatively low (1 s per day, plus room and board at coaching inns along the route), but can be supplemented with tips from appreciative passengers. The guard normally rides atop the coach, beside the driver, but in areas where recent attacks have been reported, outriders may also be hired.

THE FREIBURG

Situated between the Konigsgarten and the Great Park, the district known as the Freiburg is one of broad, leafy avenues and well-appointed houses. While not as grand as the Grafsmund with its huge mansions of the nobility, the Freiburg is nonetheless a pleasant and prosperous neighbourhood. Its main distinction is that it is home to many of the city's scholars, wizards, and priests. The city's famed Collegium Theologica is found here, as is the Temple of Sigmar and the headquarters of the Guild of Wizards and Alchemists.

There are numerous small streets crammed with small bookshops, dealers in magical ingredients, antique sellers, and similar businesses. Small cafes may be found alongside them, but most cater only for the breakfast and lunch trade, closing before dinner. The taverns as popular places for students and intellectuals to meet and discuss magic, history, art, politics, and anything else, and there are even one or two small art galleries tucked away down side-streets. The whole district has a somewhat bohemian air.

THE TEMPLE OF SIGMAR

While the bulk of Middenheimers are devoted followers of Ulric, the patron deity of the Empire also has a strong following in the city—especially, cynics assert, among those who desire the Emperor's favour. The second-largest temple of Sigmar in the world (after the one in Altdorf, the Empire's capital) is impressively constructed to ensure that, even in the heart of Ulrican territory, Sigmar is not neglected.

The chief priest here, Werner Stolz, goes by the resounding title of High Capitular of Nordland, a post he has held for many years. As one of the highest-ranking priests in the cult of Sigmar, he is well regarded by the Grand Theogonist in Altdorf, and there are whispers that he may one day aspire to that exalted post himself.

THE SCHOLAR'S

This inn is one of the most popular in the Freiburg. As well as offering food and drink (including an excellent dinner) and a place to spend the day debating on any topic under the sun, it has a well-kept stable and sixteen rooms for the use of visiting scholars and other travellers to the Freiburg.

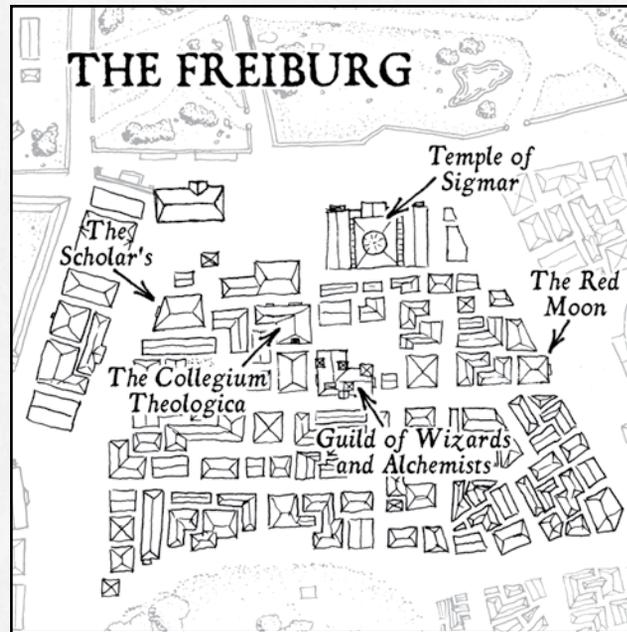
The Scholar's is owned by Hugo and Petra Schmidt, and is packed with antiques and curios that Hugo has accumulated over the years, giving it a somewhat eccentric character that many scholars and wizards find to their liking. Hugo is particularly proud of the collection of chess sets that he leaves out for the use of his patrons. It includes ivory examples from as far afield as Ind and Cathay, as well as antique sets from all over the Old World. Hugo himself is an excellent chess player, and well disposed toward anyone who can offer him a challenging game.

THE RED MOON

The Red Moon is a cabaret, bar, and supper club that has long been popular with the wealthier inhabitants of the Freiburg, and indeed with a broad cross-section of Middenheim's upper crust. The owner, Eva Dietrich, has been their longer than even the oldest of her regular customers can remember, and local gossips jealously claim that she owes her enduring beauty to magic—or worse.

The overall décor is luxurious. Red velvet drapes are fringed with gold thread, the floors are spread with soft rugs and the skins of exotic animals, and red candles cast an intimate light over everything. Upstairs is a small casino, which is open by invitation only.

Eva employs two huge bouncers, Hannes and Karl, to keep order, and their size and strength ensure that rowdy fellow-patrons seldom trouble the customers of the Red Moon. Karl lost his right hand fighting at the East Gate, but has replaced it with a large brass hook, which he keeps brightly polished. The hook unscrews, and he usually removes it if there is any sign of trouble, leaving a smooth—and hard—brass cap covering the stump of his wrist. Those who have felt both say that his punch now is worse than when he had a fist of flesh and blood.



Like most of Middenheim's places of entertainment, the Red Moon has suffered a downturn in business now that many of its regular patrons are away fighting. However, Eva makes a point of carrying on as usual, and no one who visits her establishment would ever guess that anything has changed in Middenheim.

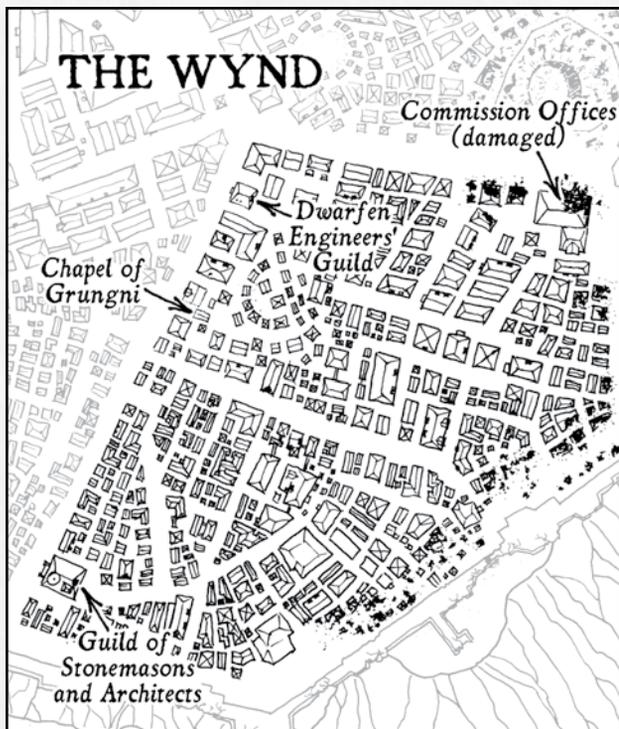
THE GUILD OF WIZARDS AND ALCHEMISTS

This three-storey building is built in a somewhat eccentric style, with spires and turrets jutting out at odd angles. The Guild of Wizards and Alchemists is responsible for overseeing all magical operations in the city, and issues licenses to practice magic. It also acts as a professional body representing the city's wizards and alchemists, as it did some years ago when it bitterly opposed the introduction of a proposed tax on magical ingredients.

The Guild began as an informal social club for wizards, founded by men and women trained at the then-new Colleges of Magic in Altdorf but based north of the imperial capital. When Graf Bertholdt asked the wizards if they'd help defend the city in time of need, the club members decided to formalize the arrangement by founding a guild. They successfully petitioned the Colleges of Magic for a charter, for which they had to agree to welcome wizards of all eight orders. Since that time the Guild of Wizards and Alchemists has become a pillar of Middenheim, providing protection to the city and regulating magical activity in its environs.

High Wizard Albrecht Helseher heads the Guild. Helseher, a wizard lord, is currently away with the Graf and Ar-Ulric, commanding the wizards who accompany Middenheim's army. In his absence Deputy High Wizard Janna Eberhauer runs the Guild.

Under normal circumstances, it is possible for Guild members to receive training in every school of magic except Demonology and Necromancy, both of which are illegal throughout the



Empire. However, many of the city's most powerful wizards are currently away with the army, leaving fewer instructors available. There is a base 50% chance of finding any specific magical instruction at the Guild under present circumstances.

A license to practice magic within the city walls costs a standard 1 *gc* and is valid for one year. Guild membership costs 12 *gc* per year, and includes access to the Guild's well-stocked magical library and tuition facilities.

THE COLLEGIUM THEOLOGICA

The Collegium was founded in 1762 to train students for the priesthood of Ulric, and to promote the study and dissemination of the cult's religious writings. Since then, its scope has broadened into just about every field of study and it ranks among the foremost centres of learning in the Old World.

However, it lacks an Imperial charter granting it the official status of a university, and this fact rankles with Middenheimers. A diplomatic and political campaign has long been under way to gain a charter for the Collegium, but some attribute its lack of success to religious prejudice, pointing out that the Universities of Altdorf and Nuln are sponsored by the Imperial family and the priesthood of Sigmar.

Nonetheless, the Collegium Theologica—known simply as “the college,” as if there were only one in the world—is proud of its independence, and its library is one of the finest in the Old World. Most students enrol in a three-year residential course of study, which costs 50 *gc* per year: this is just for tuition, though, and once the cost of books, equipment, materials, and even modest living expenses are added, the total can easily reach 200 *gc* per year. Many students live far beyond their means, especially where food and drink are concerned.

THE WYND

Situated in the southeast corner of the city between the Altmarkt and Southgate districts, the Wynd consists mostly of artisans' workshops and merchant's warehouses. The artisans usually live over (or adjacent to) their workshops, but there are a few residences with no workshops attached.

The Wynd is a businesslike area, built to be functional rather than decorative. The city wall between the South and East gates saw some of the heaviest fighting during the siege, and the streets of the Wynd that lie closest to the walls bore their share of damage. As the home neighbourhood of most of the city's builders and stonemasons, however, this damage is being repaired more quickly than in many other districts.

THE CHAPEL OF GRUNGNI

Dwarfs have been a part of Middenheim since the earliest days, when Dwarfen allies tunnelled up through the rock so that Artur of the Teutogens could lead his people to found their city there. The Wynd is home to the majority of the city's Dwarfen population, and it is here that the Chapel of Grungni provides for their spiritual needs.

To a non-Dwarf, the entrance to the chapel is not easy to find. It consists of a plain stone doorway set between two workshops. Beyond the door, a covered alley slopes down steeply, before taking a sharp turn beneath one of the buildings. About forty feet below ground, the tunnel opens out into a cavern, which forms the outer part of the chapel. Here stands a masterfully worked stone statue of Grungni, leaning on his pick after opening the way to the underground world for the Dwarfen race. This is as far as any non-Dwarf has ever been into the shrine—only trusted friends are brought even this far, and no Elf has ever set foot here.

An inner chamber holds the main chapel, where only Dwarfs may set foot. Another statue of Grungni stands here, this one forged of brass and set with gems around its belt and on its ornate crown. It is widely rumoured in the city's underworld that this statue is actually of solid gold, but this is not true. Another rumour claims that the Chapel of Grungni contains a hidden entrance to the Undercity (see p. 28), but the chapel authorities have declined to confirm or deny this.

THE GUILD OF STONEMASONS AND ARCHITECTS

While almost all of the city's Dwarfen masons and architects are members of the Engineers' Guild (see p. 25), this guild represents and oversees those of other races. There is some professional rivalry between the two bodies, but no real ill feeling since they only rarely find themselves in competition. Dwarfen patrons, and those wanting work in the Dwarfen style go to the Engineers' Guild, while others employ this one. Only the Engineers have the expertise to maintain and repair the causeways, and other official commissions are handed out with careful even-handedness, to avoid bad feeling and accusations of bias.

The guildhouse is not large, but has an imposing presence. Its stone walls radiate an impression of strength and stability, as if they will last forever. Although the outside is pocked and chipped from the recent fighting, it has clearly withstood the trials of recent weeks better than many of the neighbouring structures so close to the south wall. Inside, the delicate fan vaulting of its arched ceiling is a testament to the skill of the Guild's members, as are many other decorative touches.

The Guild is looking forward to a building boom as the damage of the siege is repaired. Order books are already full, and the pace of work is expected to pick up even more once the Graf and the army return.

COMMISSION OFFICES

Like the Commission for Public Health, Education, and Welfare (see p. 22), the Commission for Public Works is also referred to simply as “the Commission” by most Middenheimers. Confusion rarely arises, though, because it is usually clear from the context which Commission is meant.

This is a drab grey building, close to the angle of the wall where it turns inward at the city's southeast corner. Like Fleischer's slaughterhouse across the road (p. 19), it has been heavily damaged, and its staff—along with their maps of the city's streets and sewers, some of which are considered so sensitive as to be kept from public view—has moved to temporary offices in the palace complex (see p. 13)

THE DWARFEN ENGINEERS' GUILD

This small, unobtrusive building stands not far from the entrance to the Chapel of Grungni. A secret tunnel connects the two, but only the most senior priests and guild officials know this. Unlike the guildhouse of the Stonemasons and Architects (see p. 24), the Middenheim headquarters of the Engineers' Guild does not act as a showcase for the workmanship of its members; in fact, it was built to be purely practical. The Engineers' Guild has no need to advertise.

Most if not all Dwarfs plying a trade in building or engineering in Middenheim are members of the Engineers' Guild, and so are many who are engaged in other professions. The Guild also acts as a social club and political group for the city's Dwarfen population, duplicating some of the functions of the Commission for Elven, Dwarfen, and Halfling Interests. However, many Dwarfs prefer to go through the Guild rather than the Commission, since it is entirely Dwarf-run, and not connected with the city government. For both these reasons, they maintain, it is more suitable to be trusted with the business and interests of Middenheim's Dwarfs.

Membership in the Guild is open only to Dwarfs, and prospective members must pass stringent tests of craftsmanship before they are admitted and licensed to work in the city. Some years ago, the Guild of Stonemasons and Architects tried attract to its own ranks some of the Dwarfs who were rejected by the Engineers' Guild. However, they all preferred to sharpen their skills and re-apply to the Engineers' Guild rather than join a body that had lower standards—and even admitted Elves.

THE WESTGATE-SUDGARTEN DISTRICT

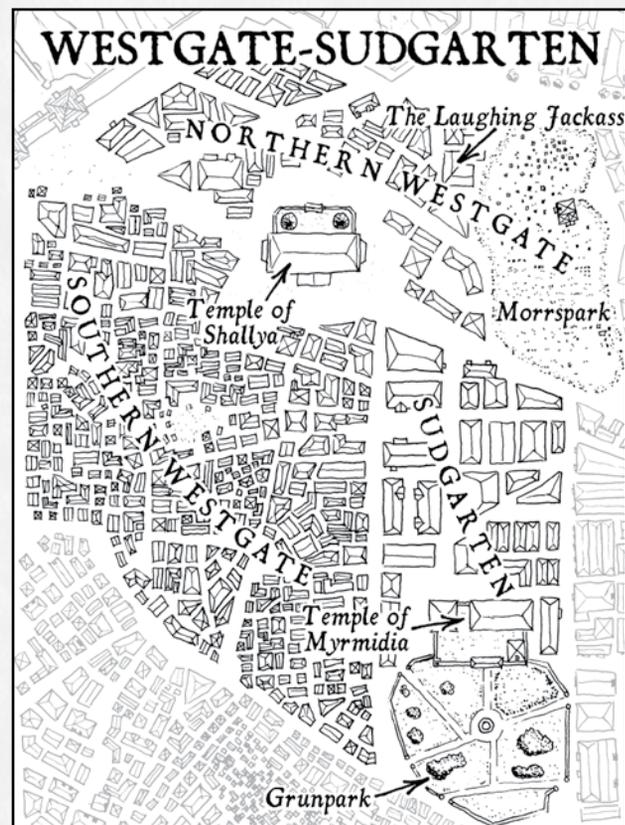
This area extends along either side of the roads that leads into the city from the West Gate. It is a neighbourhood of middle-classes homes, shops, and warehouses.

The Sudgarten (South Garden) district takes its name from the Green Park, which occupies its southern end. Streets here are wider than in the Westgate district, and buildings are generally more opulent. Westgate is really two districts, north and south of the Westgate Road: to the north it is leafy and spacious much like the Sudgarten, home to several of Middenheim's lesser temples, while south of the road is a more crowded area, which was humming with trade before the siege.

The West Gate and the western causeway saw their share of fighting, weathering repeated attacks by the daemonic forces of Be'lorok the Dark Master. However, they are less heavily damaged than their eastern counterparts. They were bombarded from the air by flights of Harpies dropping rocks, and from the ground by Be'lorok's daemonic horde and by the terrible Shadowstalker, a powerful daemonic entity he summoned to serve him. While the stones of the walls and gate are blackened, pitted, and cracked, and a few buildings have roofs damaged by stray rocks, the damage is not as extensive as at the eastern side of the city.

MORRSPARK

At the eastern end of North Westgate lies the crowded cemetery known as Morrspark. It is not far from the Physician's



Guild (see p. 17), and cynics have asserted that this is not entirely coincidental. As its name suggests, Morrspark is a public open space as well as a cemetery, but it is less frequented. It is one of the city's few public spaces without at least some refugees crowded into makeshift shelters.

The northern and eastern sides of the park are lined with grand mausoleums and family vaults belonging to the city's rich and powerful. Because of the limited space on top of the Fauschlag Rock, the burial ground has no space for expansion, and so even a grave in the more crowded south and west of the cemetery is beyond the means of most Middenheimers. The less well off are cremated, or buried at the foot of the rock outside the city walls.

However, as members of the upper classes have been fond of pointing out, one result of this is that those who *can* afford to be buried here usually have the means to provide themselves with pleasing and well-crafted monuments. As a result, the park is crammed with statues, obelisks, stone urns on plinths, and other fine examples of the monumental mason's art.

Close to the northern entrance of the park stands a small shrine to Morr. In keeping with tradition, it is plainly built of black stone, and lacks any form of ornamentation. Its doorway has never held any doors, symbolic of the teaching that Morr's realm is always open. It is here that funeral services are conducted for those who can afford burial within the park.

The death toll of the siege has weighed heavily on the cult of Morr in Middenheim, whose priests and officials suddenly found themselves called upon to deal with hundreds, even thousands, of dead in a single day. Behind the chapel, an area of the burial ground once reserved for priests was levelled, and a great funeral pyre was set up to receive the dead. An abbreviated funeral service was read over each new batch of corpses as they arrived, and then they were burned, so that their souls could fly quickly to Morr's realm and their bodies be saved from unholy use by necromancers and other minions of Chaos—and to stop them from breeding disease to threaten their living neighbours.

The pyre is nothing more now than a large pile of ash, with the occasional calcined bone fragment showing bright white on the surface. A thick, oily soot clings to all the surrounding buildings and monuments, filling the air with the smell of burnt flesh. The sextons who attend the graveyard are digging the ashes into the ground one barrowful at a time, and keeping the remainder of the pile wetted down so that the wind will not scatter the ashes across the nearby streets and houses. There is talk of building a monument on this spot to all those killed in the defence of the city, with inscriptions in Eltharin and Khazalid as well as Reikspiel.

Like many graveyards throughout the Old World, Morrspark is home to a large flock of ravens, Morr's sacred bird. At night, they roost in the trees surrounding the park, and during the day they soar outside the city walls, feeding on the rotting corpses of hook-handed Flayerkin that still hang from the masonry and the rock below. This is generally regarded as a good omen: the devout see it as a sign of Morr's triumph over all life, which includes Chaos; the more practical comment that it is good to see Morr's ravens helping clean up the city, just like their two-legged neighbours.

GRUNPARK

Grunpark (Green Park) is situated at the southeastern corner of the Sudgarten district, to which it gives its name. Like the Great Park (p. 13), it is currently crowded with a shantytown of refugees. Fights occasionally break out over sites close to the fountain, with its reliable water supply.

At its southern end, the park borders on the notorious Ostwald district (p. 19), and turf battles between Ostwald's established underworld and the new arrivals from the Old Quarter sometimes spill out into the park. Both sides are actively using the refugee camp as a recruiting ground, in preparation for a decisive war for control of Middenheim's criminal world.

THE TEMPLE OF SHALLYA

Although smaller than the temples of Ulric and Sigmar, this is a stunning piece of architecture, with gorgeously carved marble facings and frescoes inside by the great Tilean master Angelo di Remas. Attached to the temple building is a small infirmary, surrounded by a garden of medicinal herbs.

The Temple of Shallya was stretched to the limit during the siege. As well as coping with a never-ending stream of wounded from the fighting, the priestesses of Shallya had to be vigilant against disease. Feytor the Tainted, a Champion of Nurgle, attacked the West Gate along with Belakor's demonic horde and the beastmen of Khazrak One-Eye, but thanks in large part to the priestesses of Shallya, the plagues that Feytor sought to unleash upon the city were contained.

The strain on the Temple of Shallya scarcely lessened with the lifting of the siege. The priestesses, assisted by devout followers and volunteers from all over the city, have turned their attention from treating the wounded to bringing relief to the thousands of refugees who crowd the city, as well as those Middenheimers who lost their homes in the attack. The infirmary is still packed to overflowing, and every available space has been turned over to treating the sick or housing the homeless.

THE TEMPLE OF MYRMIDIA

Visitors are often surprised to find a temple to Myrmidia in the City of the White Wolf, since she and Ulric are long-standing rivals in myth and story. This small temple was founded several centuries ago by a unit of Tilean mercenaries who were serving in Middenheim during the Age of Three Emperors. It is a modest structure, but its three resident priests keep it going with offerings from visitors and donations from a few high-ranking members of the city's military command.

THE LAUGHING JACKASS

Situated in a small square not far from Morrspark, the Laughing Jackass was a favourite place for the young and fashionable to see and be seen. It took second place to the Templar's Downfall (see p. 21) for sartorial and alcoholic excess, but was justly famed for its cabaret, which featured often-biting satires on the city's rich and powerful. Its air of political dissent made it popular with students as well.

Today, the Laughing Jackass is boarded up and deserted. The tavern's owners, Hans and Wanda Kaltenbrunner, abandoned it and fled to Altdorf as the forces of Chaos approached. During the siege, it was broken open and pressed into service as an infirmary by the Graf's order, but now it has been sealed once more and awaits the return of its owners. One board in a window at the back of the building is loose, however, and a group of refugees has secretly taken up residence as squatters. The staff at the Temple of Shallya know of their existence, but have not informed the authorities.

THE MERCHANT DISTRICT

This district consists of the three adjacent neighbourhoods of Geldmund, Kaufseit, and Brotkopfs. While merchants, workshops, and warehouses can be found in many parts of Middenheim, the Merchant District is the commercial hub of the city.

Brotkopfs and Kaufseit are almost exclusively commercial neighbourhoods, packed with warehouses and mercantile offices, with the occasional tavern of reasonable quality. Geldmund is where the bulk of the local merchants keep their homes—although it is not as grand as Grafsmund, and the city's upper crust look down on its residents as *nouveau riche*, lacking in breeding.

Being some distance away from the city walls, the Merchant District survived the siege with minimal damage. On a couple of occasions, mobs of refugees attacked a few warehouses in search of food, but the City Watch quickly contained them. Today, the warehouses are almost empty, as trade with the outside world is still in the process of being re-established. The merchants of Geldmund are keeping up appearances and living on their savings, but many are secretly worried that the hard times are not yet over.

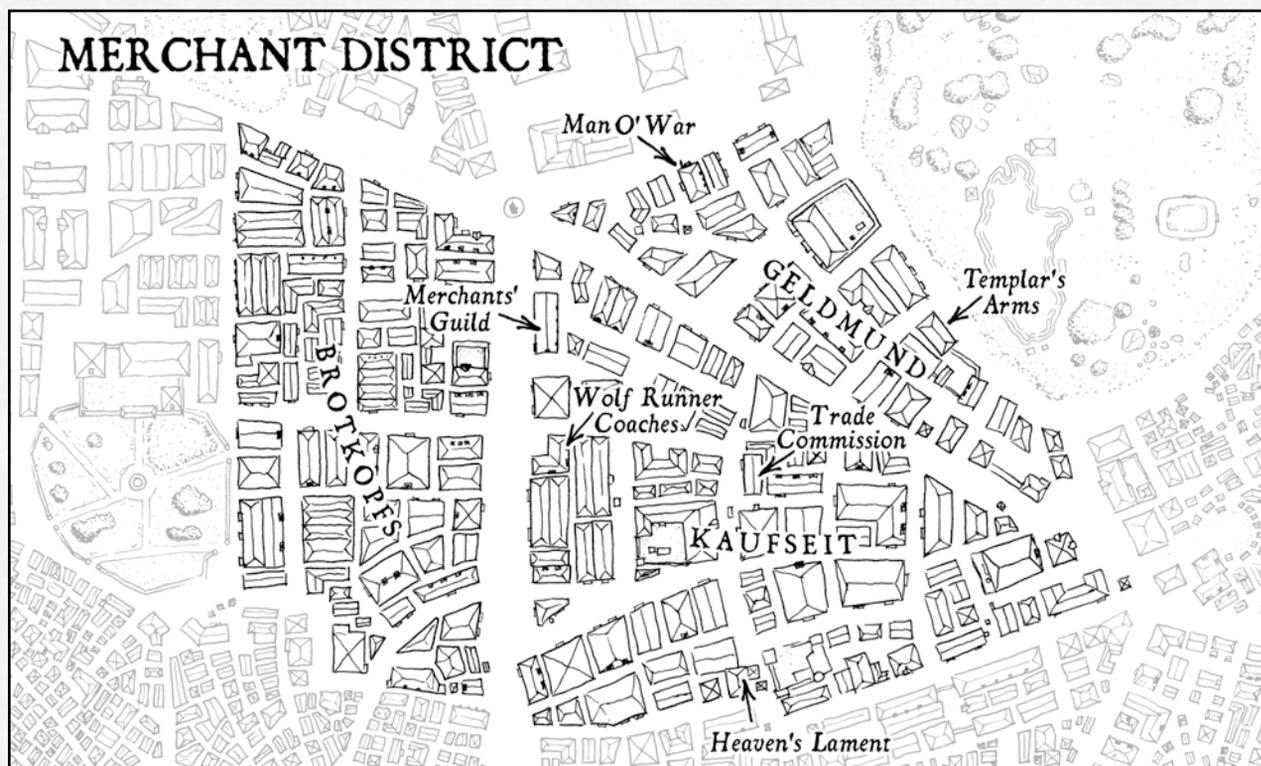
Also trying to keep up the semblance of normality are the Merchant District's various clubs and taverns. The three best known—the Heaven's Lament, the Templar's Arms, and the Man O' War—are kept in business largely by the determination of their regular patrons to spend as freely as they did before the siege. To be—or appear to be—in financial straits is a grave admission of weakness in mercantile circles, and although the city's merchants lost as much as anyone in recent months, they would sooner die than admit it.

THE MERCHANTS' GUILD

Strategically placed where the roads from the West, South, and East Gates meet, the Merchants' Guild is an impressive three-storey building, decorated with elaborate stuccowork in the Tilean style. Always a hub of activity, it is now one of the busiest spots in the entire city. Although there is little actual trading done owing to the recent disruption, and everyone is running low on both stock and cash, the Guild's members spend their time trying to look busy and prosperous, while watching each other for signs of financial weakness. They circle each other like wounded sharks, waiting for some sign to decide who will be torn apart first.

THE TRADE COMMISSION

Formally known as the Kommission for Commerce, Trade, and Taxation, this government office was originally set up to oversee the city's mercantile community. The appointed bureaucrats proved no match for the cunning and subtlety of the merchants, and now nearly every seat on the Commission's governing council is occupied by a senior member of the Merchants' Guild. Some senior Guild members have been known, in unguarded moments, to refer to the Commission as "the annexe," and the city's merchants are effectively in charge of policing themselves.



The Commission also has contacts with the city's various trade and craft guilds, and many lucrative deals have been made behind its doors. Today, it is largely engaged in searching old laws for precedents that would allow tax revenue to be remitted back to the merchants, to rebuild Middenheim's economy.

WOLF RUNNER COACHES

In theory, Wolf Runner Coaches competes with Castle Rock Coaches (p. 22) on the routes serving Middenheim, but although a great rivalry exists between the two companies, they have effectively shared the city's business between them. While

Castle Rock Coaches serves Altdorf and southern routes, Wolf Runner Coaches controls the lucrative Marienburg run and routes in the northern part of the Empire.

The Wolf Runner coach yards are very quiet at the moment. All their horses were commandeered for the army, along with most of the coachmen in their employ. The coaches stand idle in their sheds, with only a couple of caretakers left behind to look after business. The lands to the north of the city were the worst affected by the forces of Chaos, and although the occasional heavily guarded caravan arrives from Marienburg, the road is far from safe. It is not clear when regular service will be restored.

— THE UNDERCITY —

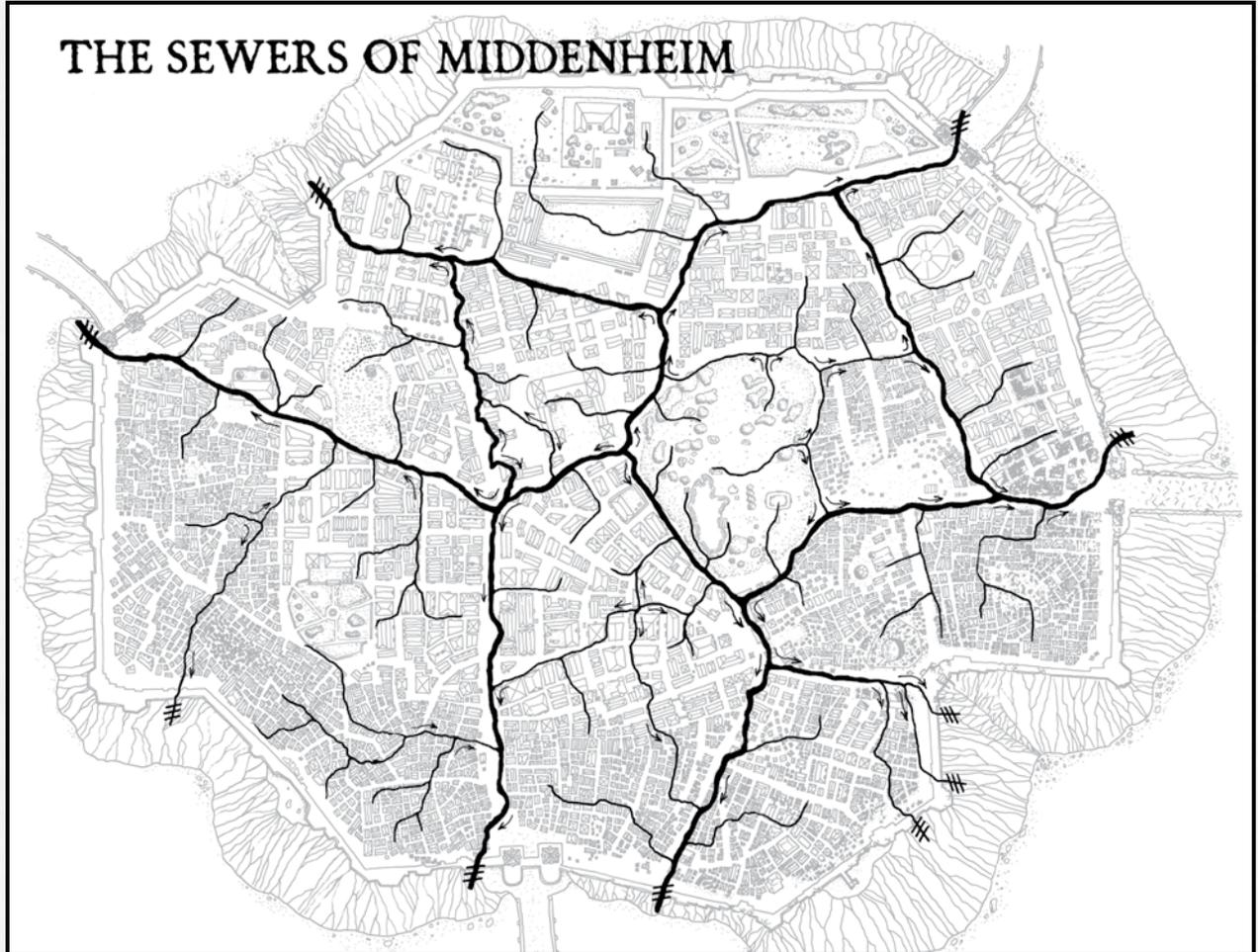
Human history records that the rock was untouched when Artur and the Teutogens found it, and accords the local Dwarfs only a minor role in assisting them to reach the top of the holy Ulricsberg, but Dwarfen records tell a different story. Before Humans came to found a city here, the rock on which Middenheim now stands was known to the Dwarfs as *Grazhyakh Grungni*, or Grungni's Tower. For centuries, Dwarfen miners had laboured within the rock, bringing out a steady stream of gold and other minerals from its core.

The tunnels beneath the city almost led to the city's downfall during a siege in 1750. The tunnels were sealed, and ever since

then Middenheim's leaders have been aware of the risk of an attack from below. However, stories have persisted of extensive tunnel networks still open below the city, and there have been isolated incidents involving creatures bursting forth from the sewer system and causing havoc until they are finally destroyed.

During the recent siege, the Undercity was almost as hotly contested as the walls and gates on the top of the Ulricsberg. Beastmen repeatedly probed the foot of the rock for openings, while some fierce underground actions were fought against encroaching Skaven by mixed forces of Dwarfen tunnel fighters and the city's rat catchers.

THE SEWERS OF MIDDENHEIM



Immediately following the withdrawal of the Chaos forces encircling Middenheim, Graf Boris ordered a thorough sweep of all known tunnels and sewers, and the sealing of any tunnels that had been broken through. This was carried out rapidly by the Dwarfen Engineers' Guild (p. 25), but the fact is that no one knows exactly how many tunnels there are. Countless buildings in the city stand on deep cellars, and for centuries the tunnels and sewers have been used to move goods and conduct other business that is best carried out away from the surface and the notice of the authorities. More than one nest of Chaos cultists has been found conducting their unspeakable rites in a secret, rock-hewn temple beneath an innocent-looking building. And even the Dwarfs admit it will take some time to discover the true extent of any new tunnels dug by the Skaven during the course of the siege.

THE SEWER SYSTEM

Middenheim's sewers radiate outward and downward from the middle of the city, finally ejecting all the city's waste down the side of the Ulricsberg at key points. Heavy iron grates seal the points where they exit the rock, and these were magically reinforced in the early days of the siege to prevent their being used in a surprise attack on the city. During the siege, they were patrolled regularly by forces of Sewer Jacks (see the sidebar on this page), Dwarfen tunnel fighters, and assorted troops who had somehow drawn the ire of their commanding officers. It was not a popular posting; all agreed that someone had to do it, but most people thought it should be someone else.

THE UPPER TUNNELS

An extensive network of tunnels connects to the sewer system at several points. The entrances to most of them have been blocked with rubble and other debris, but there is no guarantee that all the entrances have been found. The upper tunnels typically fall into the following categories:

Cellars

Many houses in Middenheim have cellars, and some of them—especially those beneath the homes of the wealthy—can be quite expansive. In addition to cellars providing cool, dry storage for food and wine, many of the wealthier families maintain private crypts beneath their houses, as well as strong rooms for their wealth. Wealthy Dwarfs often have extensive underground homes, with the surface building existing only as a nod to convention.

The Catacombs

The crowded state of the Morrspark cemetery (p. 25) is due in part to its inability to expand outwards—but, unbeknownst to the bulk of Middenheimers, it has been expanding *downward* for several centuries.

The catacombs are entered through a hidden trapdoor in the chapel of Morr; stairs lead down to a labyrinth of tunnels, lined with crypts and ossuaries. Originally, this was the burial-ground of the city's Dwarfen population, where they could be laid, according to tradition, "in the good rock that gave them birth." However, with surface burial plots becoming harder to obtain, the cult of Morr came to an arrangement with the

NEW CAREER: SEWER JACK

The Sewer Jacks are a specialised force, under the command of the City Watch, whose purpose is to keep the sewer system and the Undercity (see p. 28) secure. A certain amount of courage is required to police the fetid tunnels beneath Middenheim, but the Sewer Jacks are less choosy in their recruiting policy than the other armed forces—partly because there is nearly always a shortage of volunteers for this dangerous and unpleasant duty. A typical patrol of Sewer Jacks is 6-8 strong.

Note: If you are rolling randomly for your Starting Career, you can substitute Sewer Jack for Watchman with your GM's permission.

— Sewer Jack Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+5%	—	+10%	+5%	—	+10%	—

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Concealment, Dodge Blow, Follow Trail *or* Secret Signs (Scout), Perception, Scale Sheer Surface, Search *or* Swim, Silent Move

Talents: Quick Draw *or* Resistance to Disease, Tunnel Rat

Trappings: Crossbow with 10 bolts, Lantern, Light Armour (Leather Jack)

Career Entries: Jailer, Militiaman, Peasant, Rat Catcher, Shieldbreaker, Watchman

Career Exits: Mercenary, Rat Catcher, Sergeant, Shieldbreaker, Smuggler, Veteran, Watchman

Dwarfs, and a branch of the catacombs was made available for the burial of other races.

The priests of Morr have always been sensitive to the danger of an attack from below. Just one necromancer getting into the catacombs could slowly raise an army, and burst out onto the surface to cause untold damage. For this reason, they have been kept a closely guarded secret, known only to the priests of Morr, the Dwarfs, and the city's rulers. During the siege, the catacombs were closely watched for any sign of Skaven or other enemies breaking through, but they remained secure.

Smugglers' Tunnels

Hardest to defend was the network of secret tunnels that has been created over centuries by thieves, smugglers, and others who want to move about the city without attracting the attention of the Watch on the surface. By their very nature, the authorities know of only a small proportion of these tunnels, and new links are constantly being added as old passages are discovered and their users arrested.

PROJECT SUPREMACY

There have been Skaven in the tunnels of the Undercity since time immemorial. The Dwarfs were fighting them in their mines of Grungni's Tower long before the Teutogens arrived, and repeated campaigns to clear them out of the Ullricsberg have met with only temporary success. Knowing this, Graf Boris and the other commanders of Middenheim's defence were extremely vigilant to potential threats from below.

As the forces of Archaon and his subordinates gradually encircled the city, lookouts on the walls and towers reported the occasional sighting of Skaven among the besiegers, but they were not frequently encountered in the above-ground fighting for command of the city gates and their causeways. In the fighting that led up to the encirclement of Middenheim, Skaven allies fought alongside the other forces of Chaos to deadly effect; now, though, they seemed to be pursuing a different plan.

Fierce underground fighting centred upon an area deep in the heart of the Ullricsberg. While they were driven from the tunnels nearer the surface easily enough, the Skaven fought bitterly to protect this one stronghold. Repeated assaults by specially trained troops and groups of hardened adventurers failed to dent the Skaven's resolve to hold these caverns at all costs. In the end, it was decided simply to seal off all the connecting tunnels, and guard them against any effort to re-open them. The Skaven seemed content to stay where they were, and did not try to break through the rubble.

The presence of the Skaven below the city was kept secret, to avoid general panic. So long as they were contained, the Graf reasoned, they could do no harm. But there were a few subtle signs to the contrary.

Documents found on the body of a slain Grey Seer made cryptic reference to a great undertaking, the name of which roughly translates from Queekish as "Project Supremacy." There was little information on this project other than its name. The guards on the sealed tunnels were doubled, but there were no other obvious steps that could be taken. Attempts to scry the Skaven stronghold magically were thwarted by a barrier of interference, which according to some wizards indicated the presence of a large quantity of Warpstone. Others retorted contemptuously that such a concentration of Skaven indicated the presence of a large quantity of Warpstone, without any need for magical surveillance.

Scouts were sent to find out what the Skaven were up to, but only one returned alive—unfortunately he was hopelessly insane, and sprouted mutations so rapidly that he had to be killed almost immediately. He raved and gibbered about a Great Hemisphere, housed in a vast cavern beneath the city and tended by legions of Skaven, but no one was able to make sense of his words.

When the forces of Chaos withdrew from Middenheim after a twelve-day siege, the sealed tunnels were opened, and groups of adventurers and specialist troops were sent to ascertain whether the Skaven stronghold had been abandoned. So far, none have returned, and no one—at least, no one who is both alive and sane—knows the true meaning and extent of Project Supremacy, or the nature of the hemisphere glimpsed by the raving spy. Many believe it was a hallucination, brought on by the same prolonged exposure to Warpstone that caused his fatal mutations.

The shadowy figures that control Middenheim's underworld were quick to realise that they had just as much to lose as the Graf himself, if the city should fall to the forces of Chaos. Therefore, they deployed their own forces in the defence of their own parts of the Undercity. Although they lacked the extensive training of the Sewer Jacks, rat catchers, and tunnel fighters, these defenders were every bit as effective in stemming the advancing Skaven. Today, blockages are being cleared slowly and cautiously, as the underworld follows the rest of Middenheim in trying to return to business as usual.

The Underpalace

Any Middenheimer knows that the beautiful buildings of the palace complex (p. 13) are just the outward part of a much larger establishment. Beneath the palace are the ducal vaults, where generations of Todbringers lie buried alongside even earlier Graf's. Also beneath the palace are the city mint and treasury, along with the vaults holding the Graf's private fortune.

All of these are protected with the very best traps and magical defences that can be obtained. The surrounding rock is magically

hardened to the toughness of diamond by Gold College rituals, making it almost impossible to tunnel through. It is whispered, as well, that a number of powerful earth spirits patrol the area, bound with enchantments so that they will attack any intruder before he even comes close to the excavated areas.

There is a persistent rumour of a secret escape passage, spiralling down from the Graf's quarters in the inner palace to the foot of the rock. Such a passage did once exist, but the early Todbringer Graf's had it filled in and made back into seamless rock, by a combination of Dwarfen engineering and magical rituals. The very idea of a Todbringer Graf skulking in secret was an insult to the family's sense of honour—and more practically, a passage that could be used to escape from the Graf's private chambers might also be used to infiltrate them.

The Undgrin

The Dwarfs of Grungni's Tower had a thriving underground community long before the first Humans arrived on the scene. Unsuspected by most on the surface, these chambers and

passages are still lovingly maintained by the descendants of the Dwarfs who made them—respect for tradition and craftsmanship demands no less. This complex goes by the Khazalid name of *Undgrin* (“the Underway”), and it stands at the heart of the city’s Dwarfen community.

The main entrances to the Underway are through the Chapel of Grungni (p. 24) and the Council Chamber of the Dwarfen Engineers’ Guild (p. 25). Most Dwarfs are aware of the tunnel linking the two buildings, but only those of local clans, and their closest friends and allies, know the true extent of the Underway. It is far too small to qualify as a Dwarfhold, although some Middenheim Dwarfs refer to it as *Karak Grazhyakh*—“the Tower Hold”—with a mixture of local pride and ironic good humour.

The Underway runs deeper than most of the other tunnel complexes that link directly to the surface, and the Dwarfs have a long tradition of defending it against encroaching Skaven and other invaders. Knowing of the disgrace that would result if a single enemy reached the city through a Dwarfen tunnel, they made sure that the *Undgrin* was among the safest parts of the city during the siege.

THE DEEPER TUNNELS

Although they have been more active during the siege, the Skaven have secretly been at work beneath Middenheim for centuries. There have been comparatively few of them, and they have fought bitter inter-clan wars as well as co-operating from time to time. But they are not the only peril to be found inside the *Ulricsberg*. In long-forgotten caves and tunnels, adventurers may encounter all manner of dangers.

Beastmen

Even before the Beastlord Khazrak One-Eye sent scouts into the caves at the foot of the *Ulricsberg* to find a way to the city above, the rock has been a known haunt of Beastmen. This may seem strange, but the Middenheimers have never taken much interest in the land immediately beneath them. They rely on the sheer walls of rock to protect them, and, as long as the causeways and gates are secure and the roads are safe, they tend to ignore everything else.

Most of the rough terrain and dense forest at the foot of the rock has never been cleared. Travellers on the causeways pass right over it without a second thought, and from time to time adventurers and others will venture into the woods hunting Beastmen, but no concerted effort has been made to tame the area. It is too rocky to have any value as farmland, and no one wants to live at the foot of the rock, where filth washes down from the sewers above. The nearest settlement is the shantytown of *Warrenburg*, near the end of the western causeway; this now lies in ruins, having been completely destroyed by the besiegers.

The Beastmen living here have never become strong enough to pose a threat to the city, and no one has seen any advantage in hunting them down and destroying them. Some Middenheimers came to regard them, if not exactly as pets, then as colourful local wildlife that distinguished Middenheim



from lesser cities, and the Knights Panther of the Graf’s personal bodyguard adopted a Beastman head as part of their insignia.

In the wake of the siege, however, attitudes are changing. The sight of an army of Beastmen assaulting the causeways and searching for ways up inside the rock came as a shock, and the people of Middenheim realised how dangerous their complacency could have been. Although the city’s army is away and the Watch has its hands full simply maintaining order, a number of small independent groups have been organising co-ordinated sweeps around the foot of the rock, clearing out Beastmen and any other dangerous creatures they encounter.

In addition, the Commission for Public Works (p. 25) has announced a standing payment of 1 *gc* per tunnel or chamber for accurate maps that add to their existing charts of the tunnels at the rock’s base.

WILDLIFE

In addition to Beastmen, more natural—but no less dangerous—creatures may lair in the caves at the foot of the rock. These could include bears and great cats as well as other creatures.

Flying creatures may nest on ledges and in caves that open higher up on the rock. Eagles—including great eagles—may decide to nest and breed there, and some of them may decide that Middenheim offers an easy hunting-ground to feed their nestlings. Killing such creatures will protect the citizens, but capturing them alive—especially hatchlings that are young enough to be trained—can be much more profitable.

Dark Deeds, Deep Places

Many dark tales are told of secret caves deep in the heart of the Ulricsberg, where great danger and even greater treasure may be found. The vast majority of them are just stories. Some may even be deliberate ploys to lure incautious adventurers into an ambush by thieves and other desperate types: adventurers often have money and expensive equipment, after all, and a good corpse cleanly killed can fetch a high price on the black market from physicians and others.

However, some of the stories may have a grain of truth to them. Far beneath the city, in long-abandoned Skaven tunnels or partially-collapsed mine workings (despite what

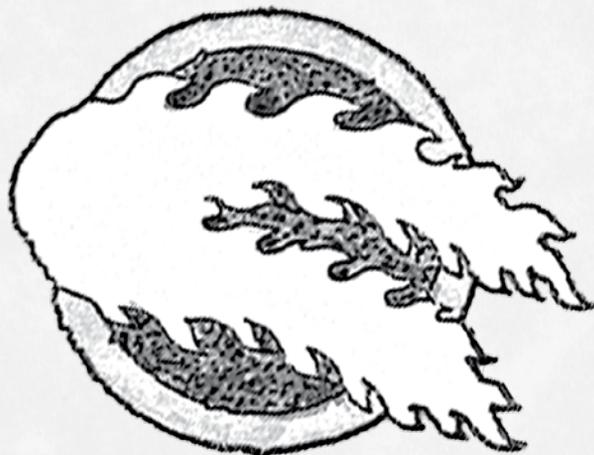
many Dwarfs may claim, even their passages can collapse, given the passing of many centuries), who knows what creatures may be lurking, or what desperate plans may be in progress? Skaven and Beastmen are not the only remnants left behind when Archaon withdrew his forces; Daemons may haunt long-abandoned subterranean temples and catacombs beneath the city, and others may be waiting to take advantage of the army's absence, preparing an attack on a city that feels itself safe.

To a follower of Nurgle, for example, the unsanitary conditions brought about by the siege and the presence of so many refugees in makeshift housing is a gift. Although slower than battle, disease kills just as surely, and the conditions are ripe for it to spread.

—ADVENTURE SEEDS—

You may want to run more adventures set in Middenheim before, after, or even during the events of this book. Here are a few adventure seed ideas that can expanded out by enterprising GMs.

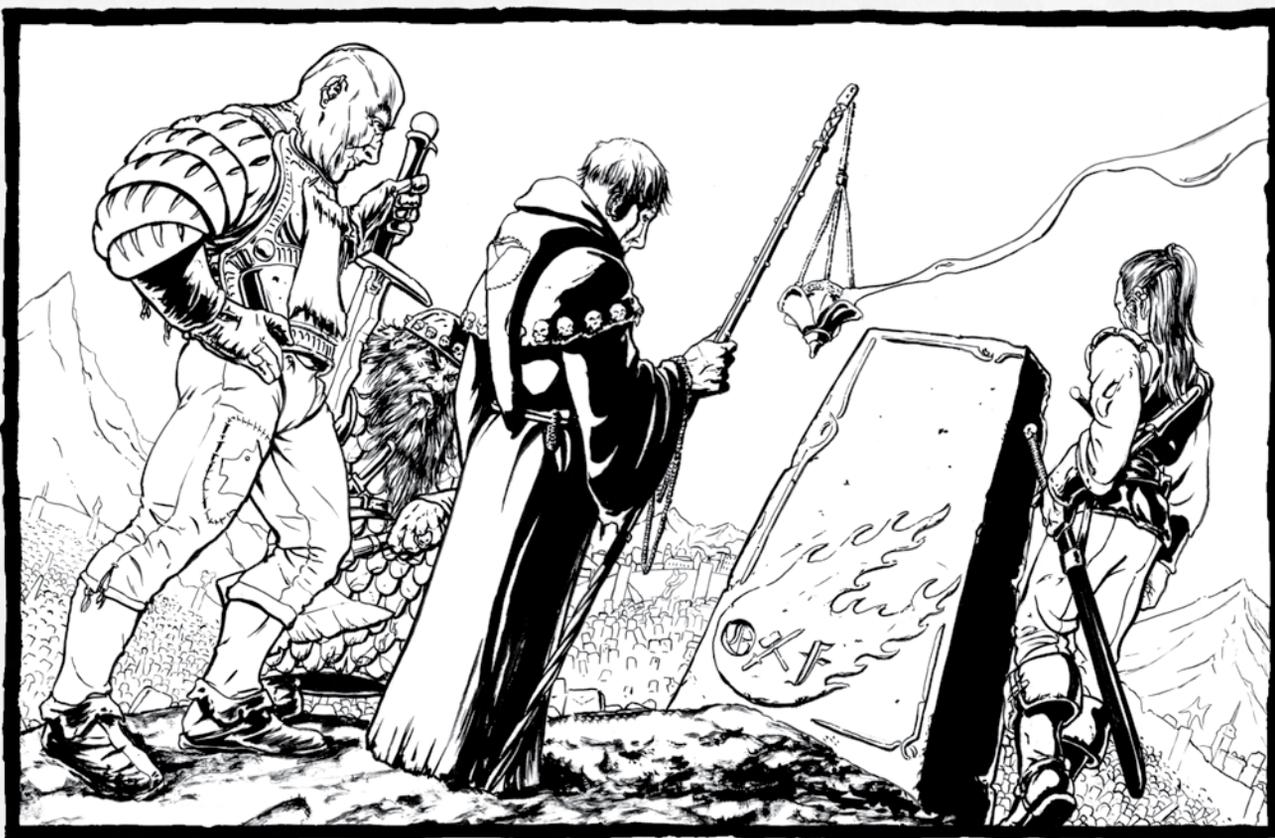
- Guards have spotted strange figures worshipping the Hellcannon shot at Fleisher's slaughter house. Players must investigate, and discover what has happened to those foolish enough to ingest chunks of the shot...
- Wolf Runner Coaches needs new horses if it is ever going to get its business up and running. They are sending an agent north to Marienburg to buy new draft animals. The agent needs protection on the journey there and help getting the horses back to Middenheim. With the remnants of Archaon's army scattered, the journey north is a dangerous one.
- The Knight's pather are in disarray. Rumour has it that their "mascot", a beastman head, has begun to speak. Three large wild boars were spotted running out of the Knight's compound, and strangely enough, three knights have gone missing. Folk say the Beastman is a shaman, and has cursed the Knights Panther to a bestial fate. The only answer is to find the bones of the Shaman and reunite the head with the body.
- Fanamis Shassaran of the Harvest Goose is determined to restock his larder. He appeals to the PCs, particularly if there are one or more Halflings in the party. He has heard that the Imperial Baggage Train is mere days away and he knows a Halfling who works for the Quartermaster. He's sure that the Emperor would never miss a few delicacies and those who brought this largesse back to Middenheim would be richly rewarded. What could go wrong?
- Rare books have gone missing from the Collegium Theologica. Who is behind the thefts? A greedy crime lord, a disgraced scholar, or a rogue wizard? The Collegium would like the matter dealt with discretely, as such thefts would be a great embarrassment if made public.
- The squire of a Bretonnian knight who helped defend Middenheim has been searching the fields of battle for word of his master's fate. The knight cannot be accounted for and the squire is sure he still lives. Perhaps the strange elves of the woods spirited him away or maybe he was enslaved by Chaos Marauders. The knights family would be most grateful, the squire asserts, if his fate could be discovered. Doubly so if the knight could be returned home.



• ASHES OF MIDDENHEIM •



PATHS OF THE DAMNED, PART I



CHAPTER I: RATS IN THE WALLS

In this chapter, the adventurers find themselves implicated in the murder of one of the first friends they made in Middenheim: Father Morten of the Temple of Sigmar. After they hand their precious icon over to him for safekeeping, he is found horribly murdered, and they are apparently the last people to have seen him alive—and the icon is now missing.

As they fight to clear their names, the adventurers discover leads that point to Skaven infiltrators from beneath the city. In league with cultists on the surface, the Skaven murdered the priest and stole the icon for unknown reasons. The adventurers must follow the Skavens' trail down into the tunnels and passages of the Undercity and face the cultists in their lair.

— STARTING THE ADVENTURE —

This adventure carries on from *Through the Drakwald*, the introductory adventure from the *Warhammer Fantasy Roleplay* rulebook. The PCs have reached Middenheim safely, carrying the icon of Sigmar given to them by Father Dietrich in that adventure. Their first task is to hand the icon over to the Temple of Sigmar, so that it can be kept safe.

If you have not played *Through the Drakwald*, but wish to start *Ashes of Middenheim* straight away, then you can read the following summary to the players:

You have just arrived in Middenheim from your home village, which was overrun by a large force of Beastmen—one of many scattered remnants of a huge Chaos force that swept down from the north and was recently defeated before the walls of the City of the White Wolf.

In addition to the refugees that you brought to safety, you have with you a holy relic from your village shrine: an ancient icon bearing the likeness of Sigmar himself. Rather than see this relic fall into the hands of the Beastmen, you have brought it to Middenheim with the intention of handing it over to the Temple of Sigmar there.

The PCs, along with the refugees they escorted to Middenheim, are given temporary lodgings in the crowded Southgate-Ostwald district (see p. 19). A number of empty warehouses here have been turned into makeshift refugee camps. Volunteers from the city, supervised by priestesses of Shallya, tend to the sick and wounded and give other help to the refugees, many of whom came to the city with nothing but their clothes. While this can be a temporary base for the PCs, it is clear that the city's resources—already weakened by

the recent siege—are stretched to breaking point, and those who can afford to rent lodgings elsewhere are encouraged to do so.

THE TEMPLE OF SIGMAR

Anyone in Middenheim will be able to direct the PCs to the Temple of Sigmar. It is situated in the Freiburg district (see p. 22), not far from the North Gate. It is an impressive stone structure, not as big as the city's famed Temple of Ulric, but large enough to uphold the Cult of Sigmar in one of the Empire's great cities.

Upon enquiring at the temple, the PCs will be directed to Father Morten, a scholarly priest who teaches at Middenheim's Collegium Theologica (see p. 24) in addition to his duties at the temple. Father Morten is a shortish man

in his early forties, with thinning grey-brown hair and a cheerful manner. His eyes widen slightly as the PCs show him the icon.

"Amazing!" he says. "This is the oldest icon of Sigmar I've ever seen! Just look at the gold-work round the edges—that's Dwarfen, I'm sure of it. And the style of the costume—this is old enough to have been drawn from life! You've brought us a very great treasure indeed, and on behalf of the Temple, thank you very much!"

Father Morten instructs one of the temple's initiate priests to give the PCs 25 *gc* each as a token of thanks for bringing the icon. They are also each given a silver hammer pendant (value 5 *gc*), as worn by the priests of the temple and Sigmar's more devout followers.

— ASSISTING THE WATCH —

When the PCs return from the Temple of Sigmar, they find a couple of Middenheim city watchmen waiting for them.

"Welcome to Middenheim," says the taller of the two, in an attempt at friendliness that is only partially successful. "The Watch Commander would like to talk to you about the Beastmen you encountered. If you would come with us, please?"

It is clear that the PCs are not in any kind of trouble, so they should have no worries about going along with the watchmen. If they refuse, however, a larger patrol will be sent to bring them to the Watch Commander by force if necessary.

AN INTERVIEW WITH THE COMMANDER

The Watch Headquarters is a large, plain stone building close to the South Gate. Once inside, the PCs are shown to a large office on the top floor, where the Watch Commander is waiting for them.

"Thank you for coming," he says, surveying you all with an appraising eye. "My name is Ulrich Schutzmann. I'm the commander of the City Watch, and in the Graf's absence, I'm in charge of the city's security. Now, I hear that you encountered some Beastmen on your way here. I'd like to know where they were, and get an idea of their numbers."

If you are continuing this adventure from *Through the Drakwald* from the *WFRP* core book, the PCs can tell Schutzmann about the Beastman force that caused Untergard to be abandoned. They can also tell him about the forces of Chaos they encountered on the way to the city in as much detail as they like. If you are starting this adventure afresh, a simple "we tell him about the Beastmen that attacked our village" will suffice.

MURDER MOST FOUL

Whatever the PCs decide to tell Schutzmann, they are interrupted by a knock on the door. A clerk comes in and hands Commander Schutzmann a note. He reads it with a frown, and then turns to the PCs.

THE ICON

About four inches square, the icon is painted on wood, its colours darkened by the passing of many centuries. Its ornate gold and iron frame obscures much of the picture, but the area in the centre is clear, showing a figure of a mighty warrior in the dress of the ancient Unberogen tribe, his hand resting on the haft of a great warhammer.

The icon has a cash value of about 100 *gc*, based on its antiquity and the amount of gold it contains. An art collector, or a devoted follower of Sigmar, would be prepared to pay many times that amount. Once the Temple of Sigmar becomes aware of the icon's existence, they will stop at nothing to acquire it.



“Earlier today, you took an object to the Temple of Sigmar, and gave it to one Father Morten, is that right? “According to this note,” he continues, “Father Morten was found dead less than an hour ago, with signs of foul play. The object is missing, and it appears that you were the last people to see him alive. I’m afraid I’ll have to ask you for your weapons and keep you here until our investigation is concluded.”

PLEADING INNOCENCE

Schutzmann is not as determined as he seems to have the PCs stripped of their weapons and locked up. As an experienced investigator, he knows very well that the PCs are unlikely to have given Father Morten the icon in the first place, if they intended to keep it for themselves. However, since they are the last people to see him alive, Watch procedure dictates that they should be held “to assist with enquiries.”

This is an opportunity for the PCs to try to persuade Schutzmann of their innocence, and offer to assist with the investigation. A successful **Gossip Test** convinces Schutzmann that the PCs are innocent. This is an **Average Test**, but you should take roleplaying into account, modifying the Test Difficulty depending on the persuasiveness of the PCs’ arguments.

CITY WATCH

The following profile can be used throughout *Paths of the Damned: Ashes of Middenheim* for a typical member of the Middenheim City Watch.

Typical Watchman

Career: Watchman
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36%	31%	35%	41%	30%	38%	28%	30%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	4	4	0	0	0

Skills: Academic Knowledge (Law), Common Knowledge (the Empire), Dodge Blow, Follow Trail, Gossip +10%, Intimidate, Perception, Search, Speak Language (Reikspiel)

Talents: Coolheaded, Disarm, Savvy, Strike Mighty Blow, Strike to Stun, Very Resilient

Armour: Light Armour (Leather Jack)

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

Weapons: Hand Weapon (Sword) and Dagger

Trappings: Badge of office, lantern and pole (at night), watch uniform

Of course, there is always the chance that the PCs panic and try to escape from the Watch Headquarters. They have to fight their way through a dozen or so Watchmen (with a standard profile) in order to do so. Schutzmann takes their flight as an admission of guilt, and issue warrants for their arrest immediately. Thereafter, the Watch will be hunting them down, and all encounters with Watch personnel will be hostile.

If the PCs convince Schutzmann that they are not involved in the crime, and offer to help solve it, he will accept their assistance. The Watch is stretched very thin keeping order and seeing to the defence of the city in the absence of the Graf, Ar-Ulric, and their knights, and he is glad of any help he can get. He gives the PCs a warrant to investigate the crime (**Player Handout 1**). Showing the warrant will have different effects on different people; these are described in the rest of the adventure text.

Of course, there is always the chance that the PCs will hand over their weapons and meekly accept imprisonment. If they do so, they are kept in the cells for a few hours before being taken back to Schutzmann’s office for further questioning. This gives them another chance to try to convince the Commander of their innocence. If unlucky dice rolls lead to the adventurers repeatedly failing to do so, they might be questioned by a cleric of Verena called in by Schutzmann.

Once their innocence is established, the PCs are shown back to Schutzmann’s office, where he will give them the warrant (**Player Handout 1**) and ask them to assist in the investigation.

ULRICH SCHUTZMANN

Schutzmann is an imposing man in his fifties, tall (6’ 2”) and well built, with close-cropped grey hair and dark blue eyes. He is known for his tight discipline and the efficiency with which he runs the City Watch.

Ulrich Schutzmann, Watch Commander

Career: Captain (ex-Sergeant, ex-Watchman)
Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
60%	53%	52%	61%	47%	41%	55%	50%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	16	5	6	5	0	7	0

Skills: Academic Knowledge (Law, Strategy/Tactics), Command +10%, Common Knowledge (the Empire +10%, Tilea), Dodge Blow, Follow Trail, Gossip +20%, Intimidate +10%, Perception +10%, Ride, Search, Secret Language (Battle Tongue), Speak Language (Reikspiel, Tilean)

Talents: Acute Hearing, Coolheaded, Disarm, Menacing, Specialist Weapon Group (Two-handed Weapon), Street



Fighting, Strike Mighty Blow, Strike to Stun, Very Resilient

Armour: Medium Armour (Full Mail Armour, Helmet)

Armour Points: Head 5, Arms 3, Body 3, Legs 3

Weapons: Hand Weapon (Sword) and Dagger

Trappings: Badge of Office and Watch Uniform

THE SCENE OF THE CRIME

Returning to the Temple of Sigmar, the PCs can gain admission to Father Morten's quarters by showing their warrant from the City Watch. The chief priest had the room sealed as soon as Father Morten's body was found, and nothing has been touched.

Father Morten's room is small but comfortably furnished. The walls are lined with floor-to-ceiling bookshelves, and he sits slumped over his desk under a window. Parchment pages are scattered over the desk and the floor around it, all of them blank.

Inspecting the body reveals a small dart in the back of Father Morten's neck. If it is removed carefully—a successful **Routine (+10%) Agility Test**—enough of the poison on the dart is preserved to be analysed. A successful **Magical Sense Test** indicates that the poison radiates magic, and a skilled character can discover that the poison contains traces of Warpstone by making a successful **Hard (-20%) Academic Knowledge (Magic) or Prepare Poison Test**.

The window stands open, and a successful **Search Test** reveals three small scratches on the windowsill, close together. A **Challenging (-10%) Follow Trail Test** identifies the marks as being consistent with rodent-like claws, but the marks are much bigger than a rat would make. The window overlooks an alley, and close inspection of the cobbles below (a **Challenging (-10%) Follow Trail Test**) reveals a partial footprint beside a puddle of rainwater. Once again, the appearance is rodent-like but looks like it belongs to a man-sized creature. Unfortunately, the rest of the cobbles are dry, and it is not possible to track the assassin.

Examining the scattered parchment sheets produces nothing of value unless one of the PCs makes a **Challenging (-10%) Perception Test**. This reveals faint impressions on one of the sheets, left behind when Father Morten wrote on the sheet above. The PCs can use various means to make the impressions clearer. One is to examine the sheet through a magnifying lens with a strong side light; another is to rub the sheet gently with a stick of charcoal. You must decide whether the PCs are successful in their attempt to read Father Morten's last words; if they are, give the players **Handout 2**.

REPORTING BACK

When the PCs report their findings to Commander Schutzmänn, he looks surprised and leads the PCs into a dark storage room in the bowels of the Watch Headquarters, speaking briefly with a clerk at a desk who is apparently in charge of the area. The clerk glances in a ledger, and then disappears into the maze of shelving that fills most of the room.

After a few minutes, he comes back with three small packages wrapped in scraps of cloth. He lays them out on his desk, opening each one to reveal a blowgun dart identical to the one that killed Father Morten.

The characters can glean the following by talking with Commander Schutzmänn about the darts and Father Morten's notes:

- The three darts stored at Watch Headquarters are each from an unsolved murder that took place within the last few days.
- Commander Schutzmänn and his staff have been unable to find any other connection between the three murders.
- Schutzmänn is unable to make anything more of Father Morten's notes, other than to suggest that whoever killed him must have been after the icon for more than just its monetary value.

Schutzmänn asks the characters who else was aware of the icon's existence. The PCs may have to think about this. Their fellow refugees may know about it if any of them witnessed Father Dietrich's death. In addition, a couple of minor functionaries at the Temple of Sigmar in Middenheim would have found out about it when the PCs took it there and handed it over to Father Morten. There are no obvious suspects at this stage.

If the PCs mention the rodent-like tracks to Schutzmänn, he gives a start.

"You've heard legends of the vile Ratmen no doubt? I'm afraid the stories are all too real and these foul creatures have been a plague on Middenheim for centuries. Some say the Skaven, as they are known, are just another kind of Beastman but I've fought both and they have little in common but a bestial appearance. The Skaven are smaller, quicker, and more devious. Beastman are really just brutes."

"We had a lot of trouble with the Skaven during the siege. Much of the Undercity was sealed off to keep them out, but there haven't been any reliable sightings since the Chaos army left. If there are Ratmen still down there, able to come up into the city and kill as they please, this is a serious matter." He points at a map of the city on a wall.

"Here are the locations of the previous three blowgun killings," he says, pointing out three pins stuck into the map. "One was a watchman, outside the Collegium Theologica. The second was a doorkeeper at the Dwarfen Engineers' Guild, and the third was an individual—so far unidentified—found in the Old Quarter. There seemed to be nothing to tie them together apart from the manner of their deaths."

Schutzmänn shows the PCs the map whether or not they mention the strange tracks. He asks the PCs to investigate the sites of the other three killings and report back to him if they discover anything.

— FURTHER INVESTIGATIONS —

The bodies of the other three victims have been taken away for burial. Here is a brief summary of what can be learned.

THE WATCHMAN

The watchman was patrolling outside the Collegium Theologica at night. When his relief came on duty at dawn, he found the body with a dart in its neck. There is nothing to be found at the scene of the murder, but a successful **Routine (+10%) Search Test** leads to the discovery that the killing took place very close to a window of the Collegium's library.

The PCs can inspect the body of the dead watchman, which has not yet been buried, by tracking down his family and showing their warrant. He has a small puncture mark in the back of his neck, but there are no other signs of violence.

THE DOORKEEPER

Enquiries at the Dwarfen Engineers' Guild will meet with a wall of silence, unless one of the characters is a Dwarf engineer and a Guild member (which is rather unlikely). In this case, that character (and only that character) will learn that a map of the city's sewer system went missing from the Guild's archives on the night that the doorkeeper was killed. The map also shows connections between the surface and the Undercity.

The doorkeeper has already been buried in a traditional Dwarfen rite, and under no circumstances will the PCs be told where his tomb is, or allowed to inspect the body. A Dwarf character automatically knows that it is an outrageous breach of etiquette even to ask such a thing of a Dwarf, while any other character will realise this on a successful **Easy (+20%) Common Knowledge (Dwarfs) Test**. Searching the doorkeeper's post, just inside the doors of the Guild building, will turn up nothing.

A MISSING PERSON

The third victim was unidentified, and was handed over to the Shrine of Morr according to the laws of the city. Enquiries at the shrine uncover a strange story.

The priests at the shrine were preparing to perform a Nameless Funeral—an abbreviated burial rite, followed by burial in a

common grave—when a group of men came and demanded to see the body. They would not give their own names, but identified the deceased as Gerhard Kroen and said that he was a devout follower of Sigmar. The leader of the group was a tall man with dark hair, pale blue eyes, and a scar down the left-hand side of his nose. He paid in gold for a full funeral, which the group attended, leaving when it was finished.

The PCs can see the grave if they wish; it is clearly fresh, and over it stands a headstone inscribed with the name of the deceased and the symbol of a crossed sword and hammer in front of a twin-tailed comet, flanked by the letters "O" and "F". Under no circumstances will the clerics of Morr allow the PCs to exhume the body and examine it.

The PCs' warrant gives them access to the official report on Kroen's death at Watch Headquarters. There is not much to learn, except the location where the body was discovered and the fact that an unloaded crossbow was found beside the deceased. Watch officials will be grateful if the PCs tell them Kroen's name, as this information has not yet reached them from the shrine of Morr; however, trying to find any next of kin in Middenheim will be a dead end.

The mysterious companions of Gerhard Kroen are members of the Ordo Fidelis; Kroen himself was killed as he investigated a string of reported Skaven sightings in Middenheim. He was working alone at the time, but as he died, he was able to loose one crossbow bolt, hitting and wounding his assailant—the Clan Eshin assassin who was responsible for the other deaths.

The scene of Kroen's death is a nondescript back alley in the Old Quarter. A successful **Perception Test** turns up traces of blood several yards away from where the body was found. Once the blood has been found, a successful **Easy (+20%) Follow Trail Test** allows the PCs to follow the trail alongside an open sewer to the edge of the city walls. Here, the effluent flows through a stout metal grate with a six-inch mesh. The trail seems to go through the grate, although there is no obvious way to open it. A successful **Perception Test** reveals that part of the grate has been broken or sawed through, creating an opening just large enough to admit a Human-sized creature; the bars have been replaced with great care, and filth smeared over the breaks to disguise them. If the PCs wish to continue to follow the trail, they must enter the city's sewer system.

THE ORDO FIDELIS

The Ordo Fidelis is a secret society of witch hunters, operating within the cult of Sigmar. Officially, they do not exist; in reality, they are a barely-controlled organization of zealots and sadists, devoted to hunting down and destroying all traces of Chaos within the borders of the Empire.

The PCs are permitted a **Very Hard (-30%) Intelligence Test** to recognize the design on Kroen's grave as the insignia of the Ordo Fidelis. Characters with **Academic Knowledge (Theology)** may make a **Hard (-20%) Test** against that skill instead. Success yields the information in the preceding paragraph.

— ENTERING THE SEWERS —

Middenheim's sewers are about 5 feet wide with a 2-foot walkway on one side, for a total width of 7 feet. The roof is arched, about 5 feet high over the walkway and 8 feet high over the centre of the channel (not counting the 3-foot depth of the channel itself).

CONFINED SPACES

Because of the low headroom, characters taller than 6 feet suffer a –20% penalty to all combat rolls while in the sewer. Characters 5 to 6 feet tall suffer a –10% penalty, and characters less than 5 feet tall suffer no penalty. At your option, this penalty may extend to non-combat actions as well—especially those based on Agility. Characters with Shieldbreaker or Sewer Jack as a current or past career ignore these penalties, as they have been specially trained to operate efficiently in confined spaces.

THE SMELL

As might be expected, the smell in the sewers is awful. On first entering the sewer system, each character must make a **Hard (–20%) Toughness Test** or suffer a –20% penalty to all Intelligence and Will Power Tests while in the sewers, because of the overpowering stench. If the PCs think to cover their mouths and noses against the smell, the Test Difficulty of the **Toughness Test** is reduced to **Challenging (–10%)**. If they use a cloth soaked in perfume or some other strong-smelling liquid to counter the smell, the **Toughness Test** is made unmodified.

Characters with a current or past career as a rat catcher do not need to make this test, as they have been hardened by extensive experience of working in sewers, and no longer mind the smell.

SEWER ENCOUNTERS

Depending on your whim and the preferences of the group, the PCs may find an assortment of hazards in the sewers. Here are a few examples; you should feel free to add more if desired. Appropriate game statistics can be found in the *Old World Bestiary*.

MONSTER ENCOUNTERS

Things lurk in the sewers. Here are just a few possibilities the PCs could encounter.

Beastmen

During the siege, several forces of Beastmen were sent into the Undercity in search of a route to the surface. It is quite possible that a few of them are still wandering the sewers, unaware that their comrades have left.

Ghouls

Middenheim's sewers have long been a convenient place to dispose of unwanted corpses, and corpses happen to be the

favourite food of ghouls. It would not be surprising if a small group of the creatures still haunted the sewer system, having somehow evaded the forces sent to clear them of potential threats during the siege.

Giant Rats

A pack of giant rats might be found feeding on a recently dead corpse or some other food source. They will only attack if cornered, or if the PCs try to drive them away from their food source.

Mutants

Throughout the Old World, there are those who have the misfortune to be born with “a touch of the Warpstone.” Others develop mutations through meddling with things that mortals were not meant to know. Most Old Worlders regard mutants with fear and loathing, and kill them on sight. However, in many of the larger cities, mutants lurk unseen in the shadows, in places where few people go—places like Middenheim's sewer system.

Skaven

As a general rule, there should be one Skaven Clanrat for each member of the party: enough to make a challenging encounter, but not enough to pose a serious threat. They will try to flee if the fight goes against them.

HAZARDS

Monsters aren't the only dangers in the sewers. Here are a few natural hazards that could plague the PCs.

Gas Pocket

A pocket of flammable gas has built up, making the air smell even fouler than usual. Dwarfs and characters with the Tunnel Rat Talent are permitted an **Intelligence Test** to realise that the gas is flammable, and there is the danger of an explosion unless torches, lanterns, and other naked flames are extinguished. The gas pocket is 2d10 yards long; the chance of an explosion is a cumulative 10% for every yard that the adventurers travel through the pocket with a naked light. If an explosion takes place, the gas ignites with a sudden flash and a loud bang; every character will lose 1 Wound, regardless of armour and Toughness Bonus, and must make a **Toughness Test** or be deafened for 1d10 minutes. If the players do not realise what caused the explosion, you do not have to tell them. Tension will be increased if they are left wondering whether they were attacked by magic.

Mould

Many species of mould and fungus like a cool, dark, damp environment, and some have dangerous spores. If the adventurers stumble across a patch of fungus, it releases its spores into the air, in a cloud that fills the sewer for a distance

THE SKAVEN MURDERS

A Skaven assassin from Clan Eshin is still hiding beneath the city, and it has struck an unholy alliance with a Chaos cult whose members managed to survive the siege without being exposed. The cult, known as the Brotherhood of the Crimson Skull, worships Khorne the Blood God, and its leader is Claus Liebnitz, the Deputy High Priest at the Temple of Ulric. Several other high-ranking followers of Ulric are also involved, although some of them believe they are following a particularly militant sect of Ulric rather than a Chaos God.

Through his network of contacts at all levels of the city, Liebnitz quickly came to hear about the icon of Sigmar. He has been gathering information for some time with the help of his Skaven agents, hoping to pour fuel on the smouldering theological rivalry between the cults of Ulric and Sigmar.

The murdered watchman outside the Collegium Theologica was unfortunate enough to spot a Clan Eshin spy returning to the sewers with a tome stolen from the library there, while the Dwarfen doorkeeper stood between another Skaven agent and a detailed map of the city's sewer system. The dead body in the Old Quarter was Gerhard Kroen (see p. 38), who had spotted a Skaven on a reconnaissance foray to the surface.

The struggle against the Crimson Skull will unfold throughout the course of this adventure, culminating in a showdown that could decide the fate of the city.

of 1d10 yards. Every character caught in the cloud must make a **Toughness Test** or suffer a -5% penalty to their Toughness for 1 hour.

STRANGE DISCOVERIES

The oddest things have a habit of turning up in sewers. Some have been lost accidentally, and others dumped on purpose. For added colour in this part of the adventure, here are a few things the adventurers might stumble across while in the sewers. You should feel free to add more if inspiration strikes.

- A left-hand leather boot, without laces
- A copper penny
- A broken wooden spoon
- A Human thighbone, with teeth marks
- A bent dagger
- A gold ring (value 3 gc)
- An empty bottle labelled "Professor Eberhart's Universal Tonic"
- A leather skullcap
- An empty backpack
- A religious symbol
- A crowbar
- A pick with a broken handle

TRACKING THE SKAVEN

Provided the PCs have adequate light, they will be able to track the Skaven with a successful **Follow Trail Test**. You are free to increase the difficulty of the test if the light is insufficient to see clearly.

The trail finally leads to the edge of the city, where the sewer runs under the walls and discharges down the side of the Fauschlag rock. The opening is covered by another iron grate, which appears to be undamaged. Nearby, though, a recently made hole leads down below the sewer system into a range of tunnels occupied by the Skaven.

THE UNDERCITY

The Fauschlag rock has been honeycombed with tunnels since ancient times, when Dwarfen allies of the Teutogens helped them to reach the top of the unclimbable rock to found their city. During the siege of Middenheim, Dwarf Engineers and other underground specialists sealed many of these tunnels off, to keep the Skaven and other forces of Chaos from gaining access to the city. A small group of Skaven, consisting of a Clan Eshin assassin named Snikkit Blackblade and six Clanrats, has made a lair in a sealed section of tunnels, digging a new entrance that connects to the city's sewer system.

I. GUARD TUNNEL

This is the only way into or out of the Skaven lair. It is only 5 feet high, and the confined space imposes the same combat penalties as the sewer tunnel above. The Skaven themselves, being habitual tunnel-dwellers, do not suffer any penalty.



Stationed here is one Clanrat guard, as shown on the map. If it wins Initiative and is not surprised, it raises the alarm by blowing on a horn it carries. This brings another two Clanrats to the fight per round, until all are accounted for. Snikkit arrives on the third round of combat, remaining in the shadows and attacking the PCs with missile weapons while they are fighting the Clanrats.

If the alarm is not raised, the PCs can reach the Skaven lair without difficulty. However, once they are past the guard's post, each character must make a **Silent Move Test** (opposed by the **Perception Skill** of the Clanrats) to approach undetected. The test is repeated every round, and if it is failed, a single Clanrat comes to investigate. The sound of combat automatically brings the Skaven streaming out to attack the PCs.

Snikkit Blackblade, Skaven Assassin

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
54%	50%	41%	41%	54%	44%	39%	24%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	11	4	4	6	0	5	0

Skills: Common Knowledge (Skaven) +10%, Concealment +20%, Disguise, Dodge Blow, Navigation +10%, Outdoor Survival, Perception +10%, Scale Sheer Surface, Shadowing +20%, Silent Move +20%, Speak Language (Queekish), Swim

Talents: Fleet Footed, Night Vision, Orientation, Quick Draw, Rover, Sharpshooter, Specialist Weapon Group (Blowgun, Sling, Throwing), Tunnel Rat

Armour: Light Armour (Full Leather Armour)

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

Weapons: Blowgun, 6 Throwing Daggers, Hand Weapon (Sword)

Trappings: 12 darts, Manticore spore poison (2 doses)

Skaven Clanrats (6)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30%	25%	30%	30%	40%	25%	25%	15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	9	3	3	5	0	0	0

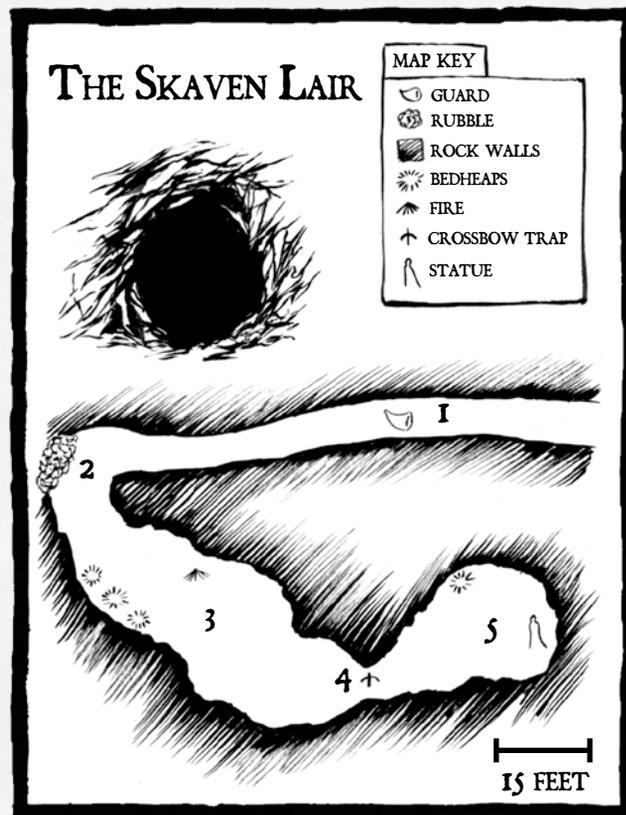
Skills: Common Knowledge (Skaven) +10%, Concealment, Outdoor Survival, Perception, Scale Sheer Surface, Silent Move, Speak Language (Queekish), Swim

Talents: Night Vision, Specialist Weapon Group (Sling), Tunnel Rat

Armour: Light Armour (Leather Jack and Leather Skullcap)

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

Weapons: Hand Weapon and Dagger



2. ROCKFALL

The tunnel is choked with rubble at this point—the result of a controlled cave—in engineered by the city's defenders. If the PCs investigate the rockfall, a successful **Academic Knowledge (Engineering) Test** tells them that the fall goes back for a great distance, and would take days if not weeks to clear.

3. COMMON AREA

The tunnel opens out into a cavern, with a ceiling high enough so that there are no combat penalties for confined space. This is where the Clanrats spend most of their time when they are not performing missions for their master.

If the alarm has not been raised, the six Clanrats will be in this area. About half of them are sleeping on piles of straw, cloth, and scraps of refuse heaped against the walls; the rest are gathered around a small fire, cooking something that looks very much like a Human arm and playing dice.

Searching the piles of bedding is a perilous undertaking, as they are infested with fleas and ticks; each character who actively searches the piles must make a **Toughness Test** or contract the Galloping Scumpox (see sidebar on p. 42).

Each of the Clanrats has a collection of shiny objects. Some are coins, others worthless pieces of glass. If the PCs take the trouble gather everything up, they end up with 2 *gc* worth of coins.

Some of the Clanrats have whiled away idle hours by carving shallow designs into the walls of this chamber. A number of three-sided Skaven runes adorn the walls, along with the

BLOWGUN

A blowgun is a hollow tube, usually 1-2 feet in length. It fires darts which are too small to do much damage, but which can be coated with poison. Using this weapon requires the Specialist Weapon Group (Blowgun) Talent. Blowguns are quite rare in the Old World and only certain Skaven clans use them with any regularity.

Name	Cost	Enc	Group	Damage	Range†	Reload	Qualities	Availability
Blowgun	2 <i>gc</i>	10	Blowgun	0	8/16	Half	Special	Very Rare
Darts (5)	10 <i>s</i>	5	-	-	-	-	-	Very Rare

mark of Clan Eshin. A successful **Hard (-20%) Academic Knowledge (History) Test** identifies them as Skaven clan emblems (though not which clans in particular). In one place, the crudely scratched design of a Human skull is cut into the wall alongside the Clan mark; it is covered with a brown stain, which a successful **Heal Test** identifies as dried blood.

4. CROSSBOW TRAP

Snikkit has set up a simple trap to protect its private quarters in the disused shrine (see area 5). It can be spotted on a successful **Routine (+10%) Perception Test** by characters who are looking for traps; those who are not actively looking must make a **Challenging (-10%) Perception Test** to notice it. A fine tripwire runs across the floor, connected to a loaded crossbow that is partially hidden in a pile of debris by the doorway to the shrine. As well as firing the crossbow (which is treated as having BS 40%), the tripwire causes part of the pile to collapse, making a loud noise, which will alert Snikkit if it is not already aware of the adventurers' presence.

5. DISUSED SHRINE

Snikkit has made its lair in an ancient shrine to Grungni, the Dwarfen god of mining and underground construction. It was

abandoned when Dwarf engineers collapsed the surrounding tunnels during the siege of Middenheim to thwart a Skaven attack from below.

To the untrained eye, this chamber looks like a completely natural cavern. However, a successful **Trade (Stoneworker) Test** allows characters to notice, on close examination of the cavern walls, that it was constructed artificially. At the time when it was built, it was the Dwarfen custom to make shrines to Grungni look as natural as possible, in tribute to the natural forces that created the caves and passages where the Dwarfs first sheltered.

The chamber is largely empty; the invading Skaven stripped most of its original contents, and those of no use or monetary value were piled up outside the door in area 4. The only original feature is a strange statue at the far end of the chamber, hewn from the living rock of the floor. It is a traditional image of Grungni, and looks something like a broad stalagmite, worn by water and other natural forces into a chance resemblance of a Dwarf warrior. Like the rest of the cavern, though, it was made by Dwarfen artisans.

Against one wall of the chamber is a rough pile of cloth and straw, which serves Snikkit as a bed. Hidden among the straw is the gold frame, which is worth 20 *gc* on its own. The icon itself is nowhere to be found.

GALLOPING SCUMPOX

Description: This disfiguring disease causes the afflicted character to break out in itchy red welts all over the body. After a few days, they develop into blisters, which burst and spread the infection. The only way to prevent this is to lance the pustules carefully—requiring a successful **Agility Test** by a character with Heal or Trade (Apothecary) skills—or to wash the patient thoroughly with a strong solution of vinegar in hot water.

Duration: 6 days; blisters burst on the last day.

Effects: The distraction of the constant itching gives the sufferer a -10% penalty on all Intelligence and Will Power Tests. On the last day of the disease, the patient must make a successful **Toughness Test** or lose 1 point of Toughness permanently. A character who has survived the disease cannot catch it again.

ENDING THIS CHAPTER

There are no further leads to be gained by investigating the Skaven base. All the PCs can do is return to the surface and make their report to the authorities.

If they have managed to wipe out the Skaven, they are eligible for a reward of 10 *gc* each from the Watch. If not, they can report the location of the Skaven base, and Commander Schutzmann sends out a force of tunnel fighters to finish the job.

If the PCs take the frame of the icon to the Temple of Sigmar, they receive any healing they require, free of charge.

Although the Watch considers the murders solved with the death of Snikkit and his followers, the PCs may have more questions. How are the murders connected? What is the meaning of the Crimson Skull? Who are the Ordo Fidelis? All these questions will be answered in time, but for now there is nothing for them to go on.



CHAPTER II: THE SHRINE IN THE FOREST

The PCs' success against the Skaven has drawn the attention of Claus Liebnitz, the Deputy High Priest of Ulric, who is also a secret follower of Khorne and leader of the Crimson Skull cult. Snikkit Blackblade the Skaven assassin was working for Liebnitz when he murdered Father Morten at the Temple of Sigmar; he delivered the icon to Liebnitz, keeping the gold frame as partial payment.

Now, Liebnitz has decided to hinder the PCs from investigating the loss of the icon any further, by sending them on a mission of his own. He hopes that they will be killed, but even if they are successful, they will be working to his advantage.

Blind Odo, a venerable priest of the Temple of Ulric, has received a vision of a shrine of Chaos deep in the Drakwald. A powerful Chaos artefact lies here, in the tomb of a Champion of Khorne who fell to the forces of Magnus the Pious two centuries ago. Acting through intermediaries, Liebnitz sends the PCs to break into the tomb and recover the artefact, bringing it to Middenheim before it can fall into the hands of the Beastmen and other creatures of Chaos that are roaming the Drakwald in the wake of Archaon's invasion.

— STARTING THE ADVENTURE —

This part of the adventure begins after the PCs return from the Skaven lair with the frame from the icon. Soon after they make their report to watch commander Schutzmann, they are summoned to the Temple of Ulric to meet with a senior priest named Ranulf. They are shown into a small meeting-room, where Ranulf awaits them. An older priest sits beside him, his milk-white eyes betraying the fact that he is blind.

Ranulf tactfully thanks the characters for recovering the stolen ... frame ... and says that the blind priest, Father Odo, has had a most troubling vision.

The older priest shudders slightly, and begins to speak in a dry, reedy voice.

"It was terrible," he begins. "Suddenly, the accustomed darkness cleared from my eyes, and I found myself in a deep and gloomy forest. In front of me towered a great stone, standing on top of a grassy mound. Skulls and bones were piled up all around its base.

THE DAEMON IN THE SKULL

Father Odo's vision came at a very opportune time for Claus Liebnitz. He has heard of the PCs' success against his ally Snikkit Blackblade, and fears that if they continue to search for the missing icon of Sigmar, they will eventually discover the Crimson Skull cult and his role in it. He hopes that the PCs will be killed in the Drakwald before they can recover the brass skull, but if they succeed in bringing it back to Middenheim, he will still have won, because this powerful artefact will be in his hands. However, there is much he does not know about the brass skull and its history.

Created eons ago in the Chaos Wastes, the brass skull is a kind of prison. Trapped inside it is a Daemon named Xathrodox (pronounced ZATH-ruh-dox) the Red Flayer, and it is the Daemon's life force that powers the artefact. Xathrodox had displeased the Blood God in some trifling way, and was punished by imprisonment in the skull.

Actually, only part of Xathrodox is imprisoned in the skull. The rest of its foul essence is contained in two other artefacts, which the adventurers will encounter in future parts of *Paths of the Damned*. No description or game statistics for Xathrodox are given here, since it will not manifest in its true form during this adventure. Instead, it will act entirely through the skull, until the ritual that takes place in the final chapter.

Two hundred years ago, the skull was the treasured possession of a Champion of Khorne named Kazron Gorespite, who came south with the hordes of Chaos and fell in battle against the forces of Magnus the Pious. Its followers buried it in a tomb deep in the Drakwald, along with the brass skull and its other possessions. The tomb has since become a shrine to the local Beastmen; drawn by the aura of the imprisoned Daemon, they raised a Herdstone over the tomb.

Xathrodox felt the approach of Archaon and his forces, and awoke from two centuries of slumber. Its attempts to contact a Champion of Chaos to rescue it from the tomb misfired slightly, and led to Father Odo's vision.

"As I watched, blood began to pour from the top of the stone, running down its sides and soaking into the mound. The blood began to glow with a red light, as if on fire, and the ground started to shake. Finally, the mound cracked open, and there stood a tall man dressed in black armour; on his shield he bore the mark of Khorne, the Blood-God of Chaos. Around his neck, on a heavy chain of black iron, hung a horned skull, made of brass. The same red light poured out of its eyes, as if it were alive—or undead.

"I tried to pray to Ulric for strength and protection, but my lips wouldn't move. I fell to the ground before the stare of this terrible thing. Then it spoke to me—I'm sure it was the skull that spoke, and not the warrior, for I saw its jaw move.

"It said, 'I shall be free!'"

Father Odo shudders again. "I can feel its presence even now," he says weakly. "It's as if the thing is watching me!"

Father Odo trembles slightly as he recounts his vision, and when he has finished, Ranulf lays a comforting hand on his shoulder.

"One of the junior priests found him in his cell, collapsed on the floor," says Ranulf. "It seems that this brass skull is an ancient and powerful artefact of Chaos, and Odo's vision implies that it will soon be loosed upon the world.

"I must ask for your help—not only on behalf of the Temple, but the City of Middenheim and possibly the Empire itself. So much of our strength is gone from Middenheim or was destroyed during the siege. Commander Schutzmann speaks highly of you and our need is desperate. You must find this abomination before the minions of Chaos can lay their hands upon it, and bring it back to Middenheim. Meanwhile, our scholars will try to discover how the thing can be destroyed—or at least contained.

"Father Odo will accompany you. We are sure that the place he saw lies somewhere in the Drakwald, and he may be able to guide you to it, despite his blindness."

BACK TO THE DRAKWALD

The journey into the Drakwald can be as simple or as complex as you desire. The forest has long been a haunt of Beastmen and other creatures of Chaos, and since Archaon's defeat at Middenheim, more of his scattered forces have sought refuge there. Encounters in the forest can include Mutants and Beastmen of all kinds, as well as other creatures and followers of Chaos. You could also run a suitable short adventure at this point (*Rough Night at the Three Feathers* from *Plundered Vaults*, for example).

Although it almost exhausted its psychic energy making contact with Father Odo, Xathrodox has gained a foothold in his mind, and is able to guide him to the location of the tomb. This guidance takes the form of disturbing dreams that afflict the old priest when he sleeps. Each night, you should make a

Will Power Test for him; he gains an Insanity Point for each failed test.

The PCs should take care to keep Father Odo alive, since he alone can lead them to the shrine, and he has a further role to play in this adventure. He has a few Fate Points, as noted in his profile below, but you should use them only as a last resort.

FATHER ODO

Career: Anointed Priest (ex-Initiate, ex-Priest)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35%	30%	26%	28%	21%	45%	53%	31%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	2	2	4	2	3	2

Skills: Academic Knowledge (History, Theology +10%), Channelling, Charm, Common Knowledge (Dwarfs, The Empire), Gossip, Heal, Magical Sense, Perception, Ride, Speak Arcane Language (Magick), Speak Language (Classical), Speak Language (Reikspiel)



Talents: Divine Lore (Ulric), Master Orator, Meditation, Petty Magic (Divine), Public Speaking, Strike to Stun

Special Rules: Because of his blindness, Father Odo suffers a -30% penalty to all tests where sight is an issue, including combat and the Heal Skill. Perception Tests suffer this penalty only when sight is relevant—Father Odo suffers no penalty to Perception Tests for hearing noises, for example.

Armour: None

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

Weapons: Quarter Staff

THE HERDSTONE

The Herdstone stands atop the burial mound of Kazron Gorespite, in a broad clearing deep in the Drakwald. It is a rough-hewn pillar of grey stone almost thirty feet high, with skulls and severed heads piled around its base and an assortment of graffiti scratched on it in the debased form of the Dark Tongue used by the Beastmen. The PCs will notice that the fresher heads include those of Elves and Dwarfs as well as Humans.

If any of the PCs can read the Dark Tongue, a **Challenging (-10%) Read/Write Test** is required to decipher the scratchings on the stone. They seem to be a record of Beastmen who assembled there at various times, and consist of the names of leaders and numbers of followers. They also reveal that the Beastmen call this place “the ghost hill.”

THE GUARDIAN

This sacred site is guarded by a Minotaur named Gazk Redhorn, a devoted follower of Khorne who maintains the Herdstone. He will fight to the death in the defence of the Herdstone and the tomb upon which it stands.

If Gazk is not taken by surprise, he will sound the great brassbound horn that he carries slung around his neck. The noise echoes through the forest, warning all within earshot that the shrine is under attack. You should roll 1d10 every 10 rounds thereafter, for as long as the PCs are in the vicinity of the Herdstone: each roll of 10 indicates that some followers of Chaos have arrived in the clearing in response to the alarm. You can choose the nature of these reinforcements, or roll on the **Gazk's Reinforcements** table.

GAZK'S REINFORCEMENTS

d10	Creature(s)
1	3 Gors
2	5 Ungors
3	5 Mutants
4	1 Bestigor and 3 Ungors
5	2 Bestigors and 2 Gors
6	1 Centigor and 3 Ungors
7	2 Centigors
8	3 Gors and 3 Ungors
9	2 Centigors and 2 Gors
10	1 Minotaur

Game Statistics for these creatures can be found in the *Old World Bestiary*. If you don't have that book, choose from either 4 Beastmen or 5 Mutants and use the stats from the *WFRP* core rulebook instead.

You can modify results according to the circumstances. If the party has already been weakened by previous encounters, reinforcements can be weaker, or not arrive at all. If the PCs are wasting time, the arrival of reinforcements can get them back on track.

Arriving reinforcements will not follow the PCs into the tomb complex, as the Beastmen hold the mound in superstitious awe. However, they will stay out of the line of fire if any character decides to stand in the doorway and attack them with missile weapons.

GAZK REDHORN

Race: Minotaur

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	25%	42%	46%	38%	18%	26%	14%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	24	4	4	6	0	0	0



Skills: Follow Trail, Intimidate +20%, Outdoor Survival, Perception, Speak Language (Dark Tongue)

Talents: Frenzy, Frightening, Keen Senses, Resistance to Magic, Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strike to Injure

Special Rules:

- *Chaos Mutations:* Animalistic Legs, Bestial Appearance, and Large Horns.
- *Bloodgreed:* Minotaurs have a disturbing habit of consuming the bodies of those they've killed, sometimes while combat is still in progress. If a Minotaur slays an opponent and he isn't engaged in melee with anyone else, he must make a **Routine (+10%) Will Power Test** or sit down to gorge himself on the kill. He can test again at the start of his turn each round until he passes the test. If the Minotaur is attacked in melee, he snaps out of Bloodgreed immediately.

Armour: Light Armour (Full Leather Armour)

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

Weapons: Great Weapon (Two-handed Axe); Horns (SB Damage)

THE GREAT HEARTH

The area around the Herdstone is dotted with the remains of campfires. They vary in size, but the closest one to the Herdstone is a vast ash-pit almost ten feet across and ringed by

burnt stones. Fragments of charred bone can be seen sticking out of the ashes here and there. The hearth is cold, and does not seem to have been used in at least a few days.

The PCs can search the hearths if they wish, and doing so will turn up many fragments of burnt Human, Elven, and Dwarfen bone, many of which show signs of having been gnawed on. There is nothing else of interest here.

THE BURIAL MOUND

The outside of the mound is strewn with skulls and other debris overflowing from the foot of the Herdstone. The debris is especially thick outside the entrance, obscuring it entirely. These are offerings left by the Beastmen to appease the tomb-dweller; the Beastmen have felt the psychic struggles of the Daemon in the tomb, and are afraid of it.

A **Challenging (-10%) Search Test** is required to find the tomb entrance beneath the debris; clearing away sufficient debris to enter the tomb takes one character 10 rounds, two characters 5 rounds, and three characters 4 rounds. No more than three characters can work at the entrance together.

Clearing the entrance reveals a massive carved stone door, bearing an image of Khorne the Blood God on his brass throne upon a mountain of skulls. The door is extremely heavy, and requires a **Very Hard (-30%) Strength Test** to force it open.

— THE TOMB COMPLEX —

The tomb complex is built of stone, and covered with a mound of earth, rubble, and bones. The rooms and passages inside are 8-10 feet high, and are carved with battle scenes and depictions of Khorne the Blood God.

Because the tomb has been consecrated as a shrine to Khorne, the entire complex is somewhat inimical to magic. All spellcasters suffer a penalty of -2 per die on Casting Rolls, and a -10% penalty on Channelling Skill Tests.

The atmosphere of the tomb complex is charged with the violent spirit of Khorne. While in the tomb complex, characters with the Frenzy talent require no time to "psych up" before their frenzy sets in. Characters with the Blasphemous Rage disorder suffer a -20% penalty to all Will Power Tests they make to avoid rage while in the complex. In addition, if any character gains a disorder while in the complex, it will be one of Blasphemous Rage, The Fear (blood), or Host of Fiends (Khorne). The disorder can be determined randomly, or you can pick one appropriate to the circumstances.

I. ENTRANCE PASSAGE

The entrance passage is T-shaped, with a secret door at either end leading to the interior of the tomb complex.

Spear Trap

The right-hand side of the passage is trapped, with iron spears that spring out from the walls on one side of the passage, at

about chest height on a Human (chest height on an Elf, head height on a Dwarf or Halfling). They reset after a few minutes.

A **Challenging (-10%) Perception Test** is required to spot the trap; it cannot be disabled, but if spotted it can be sprung on purpose by a character crawling along the passage beneath the level of the spears.

If the trap is sprung, every character in the marked area on the map must make a **Dodge Blow Test** or suffer a Damage 3 hit to the Body or Head as appropriate for height.

Secret Doors

The secret doors are identical, and each requires a successful **Search or Perception Test** to find it. Each door is opened by pressing a skull in the carvings that cover it.

2. INNER PASSAGES

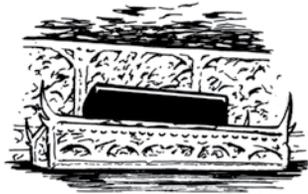
There is nothing remarkable about either of these passages. However, when the PCs reach the middle of the cross passage (**Area 3**), one of the Bloodcursed (see p. 48) materializes at the end of each passage, as described in the following section.

3. CROSS PASSAGE

When any character reaches the centre of the cross passage, two of the Bloodcursed materialize, each attacking the nearest living creature. One of the Bloodcursed appears at each end of the cross passage.

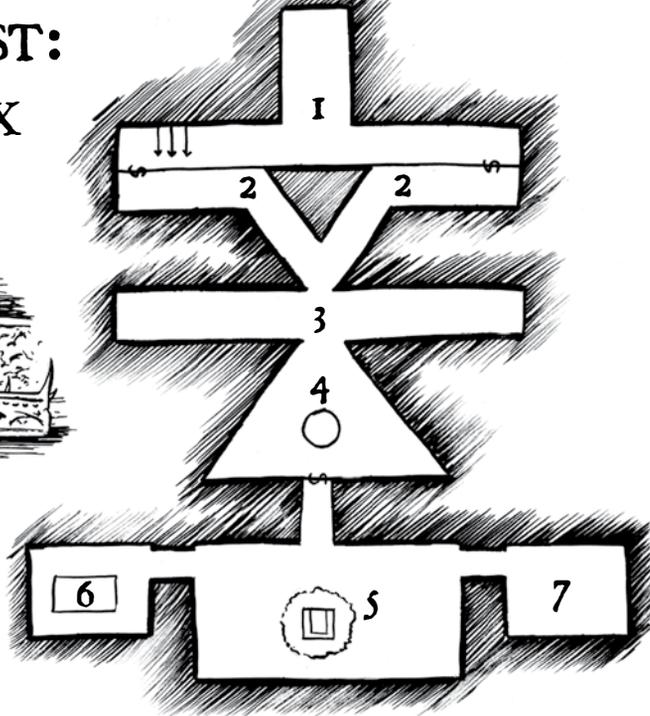
SHRINE IN THE FOREST: THE TOMB COMPLEX

15 FEET



MAP KEY

	SPEAR TRAP		STATUE
	SECRET DOOR		SARCOPHAGUS
	FOUNTAIN		STONE WALLS



4. FOUNTAIN CHAMBER

At the centre of this triangular room is a stone fountain, standing in a pool surrounded by a low wall. Four skulls in a circle cap the fountain; blood pours from the mouth of each skull into the pool.

If anyone enters this chamber without uttering a short prayer to Khorne, the top of the fountain begins to rotate. Over two rounds it gathers speed and pressure, until it is spraying blood into every corner of the room. On the third and subsequent rounds, every living creature in the room must make a **Toughness Test** or lose 1 Wound point to the poisoned blood, regardless of Toughness Bonus or armour. Resistance to Poison gives a +10% bonus to the test as usual. In addition, any character struck by the blood must make a successful **Routine (+10%) Will Power Test** or gain an Insanity Point. A character who is foolish enough to stand in the pool of blood around the fountain automatically loses 1 Wound per round unless a **Challenging (-10%) Toughness Test** is made.

The blood is spraying everywhere, and cannot be dodged. The only way to stop it is to destroy the fountain, which has a Toughness Bonus of 5 and 10 Wounds. If anyone thinks to collect some of the blood, it loses its poisonous qualities as soon as it is taken out of the tomb complex.

The secret door behind the fountain can be found by making a successful **Search** or **Perception Test**. It is opened in the same way as the secret doors in **Area 1**; characters who have opened one or both of these doors (or closely watched another character opening them) have a +10% bonus to the test.

5. ANTECHAMBER

A statue of Khorne seated on his brass throne dominates this large room. Skulls and bones are heaped up around his feet in a macabre and savage tribute. As the PCs enter, skeletons emerge from the pile of bones, and move to attack. Two skeletons emerge—one on either side of the throne—every round until one skeleton has appeared for each member of the party (including Father Odo). They are unarmoured and are armed with swords.

When the skeletons are destroyed, the doors into **Area 6** and **Area 7** open with a soft grating of stone.

Skeletons

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	20%	30%	30%	25%	—	—	—
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	0	0

Skills: None

Talents: Frightening, Night Vision, Undead

Special Rules:

- **Mindless:** Skeletons are animated bones with no mind or spirit of their own. They have no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on these Characteristics.

THE BRASS SKULL

As noted previously, the skull contains the essence of the Daemon Xathrodox. Although it is not capable of movement or direct action within its prison, Xathrodox is intelligent and aware. It senses from the adventurers' minds that they intend to take it back to Middenheim, and since it knows nothing of Liebnitz' plan it will do everything it can to prevent this from happening.

If any character is so foolish as to try wearing the skull as an amulet, they gain the benefits of the Frenzy and Resistance to Magic talents. However, every day the character wears the skull, he or she must make a **Will Power Test** (opposed by the Daemon's Will Power of 58); if the test is failed, the character is subject to the Host of Fiends disorder for that day. Only the aspect of Khorne is ever shown. The character gains one Insanity Point for each day the disorder manifests. Of course, Father Odo will be bitterly opposed to anyone putting the thing on!

The PCs should be aware from the start that the skull is evil and powerful. Wise characters will be suspicious of anything found in a Chaos champion's tomb, but there are several tips and tricks you can use to subtly enhance the skull's malign appearance. Feel free to drop these tests and information into the game at any time the players look like they're relaxing.

- **The Weight of Ages:** The skull is disproportionately heavy for its size and materials. With a successful **Academic Knowledge (Science) Test** a character can divine that the object is hollow, and seems to contain some sort of fluid. Any attempts to open the skull fail.
- **Trick of the Light:** With a successful **Hard (-20%) Perception Test**, particularly observant players characters notice that the shadow cast by the skull is of the wrong size and shape. It seems too big, too black, and sometimes moves of its own accord. Celestial wizards in particular will be upset by this.
- **Blood Hunger:** After combat, or any time blood has been spilled, nearby PCs can make a **Perception Test**. Those that succeed notice that pools and drops of blood seem to be running the wrong way, towards the skull, as if it were calling to the blood. If the PCs allow blood to reach the skull, it begins to grown warm and look damnably...satisfied. If they are foolish enough to experiment by purposely dropping more blood on the skull, describe shadows growing bigger, the skull heating, and *something* moving inside it.
- **Dark Runes:** Any PC with the **Academic Knowledge (Runes)** skill that tries to read the runes is unable to decipher them. That night the character has horrific dreams and awakes with bloody tears in his eyes. For the rest of the day, every time the character blinks or closes his eyes, he sees the runes, burnt into his retina.
- **Somethings Spooked the Horses:** Animals hate and fear the skull. If they see it or are near it they will be difficult to control -10% to applicable tests). Anyone carrying the skull will be shunned unless a **Very Hard (-30%) Charm Animal Test** is made.
- **Get Back in Your Box:** Presumably the PCs will place the skull in a bag or backpack before they camp for the night. When they wake up have it out of its container, seemingly watching them sleep. Don't bother to explain how it does this. Every time they pack it away, it seems to escape, falling out as they ride along, turning up in their hands when they try to rummage for something else. It may pick a "favorite" or it may be like this with all the group. Obviously, you should not let them lose the skull, but allow them to feel like its trying to get away from them. You should have the players nailing it into a box and sitting up all night to watch it by the time they get back to Middenheim!



- *Shambling*: Skeletons are relentless but slow. They cannot take the run action.

Armour: Light Armour (Leather Jerkin and Leather Skullcap)

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

Weapons: Hand Weapon (Sword)

6. TOMB

This is the burial chamber of Kazron Gorespite. The walls are carved with scenes of his deeds during the IncurSION of Chaos 200 years ago, including some particularly bloody battles and sacrifices in the name of Khorne. Anyone with a mental disorder (see *WFRP* p. 202) who examines the carvings must make an immediate **Will Power Test** or the disorder will be triggered, even if there are no specific circumstances that would normally trigger the disorder. As noted previously, the test is made at a -10% penalty in the case of Blasphemous Rage, The Fear (blood), and Host of Fiends.

In the centre of the room is a shallow pool, a foot or so deep, filled with blood. A plain sarcophagus of polished black stone rises from the blood, topped by a heavy stone lid.

The blood has been consecrated to Khorne, and like the blood from the fountain in **Area 4**, it is poisonous. Any character wading in the pool automatically loses 1 Wound per round unless a Toughness test is made at -10%. It is impossible for a Human-sized creature to get close enough to touch the sarcophagus without entering the pool, so the PCs must come up with some means of avoiding contact with the blood if they wish to avoid its damaging effects.

Removing the lid of the sarcophagus requires a successful **Very Hard (-30%) Strength Test**. When the lid is removed, the body of the fallen Chaos Champion is revealed. He is dressed in his all-encompassing armour of red and black, with a huge greatsword by his side, and a large shield bearing the mark of Khorne resting on his chest. Around his neck, on a heavy chain of black iron, hangs the brass skull of Father Odo's vision. The players may be expecting Kazron to rise from his grave and fight them, but he is completely dead and immobile.

Although it looks menacing, none of Kazron's equipment is magical. His armour is full plate and his sword is a great weapon. The skull, of course, is another matter...

7. TROPHY ROOM

This chamber is stacked with the spoils of Kazron's exploits in the historic IncurSION of Chaos. Broken weapons and shattered pieces of armour are piled high, and the walls are hung with the tattered banners of Imperial forces that he defeated.

Nothing here is usable; any captured equipment that was intact or easily repaired was distributed among Kazron's followers rather than being buried with him. However, the adventurers will find the following items of interest if they look around the chamber (a successful **Search Test** is required for each item):

- A tattered banner of the Knights of the White Wolf, on a broken pole. This was lost during the Battle of Grimminhagen in 2302, one of the Order's rare defeats.

THE BLOODCURSED

The Bloodcursed are unholy entities trapped in unending servitude to Khorne. A Bloodcursed is created when a humanoid creature so offends the Blood God that it is flayed until nothing remains but a pile of bones in a pool of blood. In the victim's last agonising moment, its spirit is imprisoned in its own blood. A Bloodcursed is a vaguely humanoid figure that seems to be composed of red mist. Its face is distorted into a hideous malevolent snarl. An eternity of agony has driven the creature mad, and it hungers for the destruction of every creature it encounters.

Bloodcursed

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35%	-	40%	53%	41%	18%	43%	5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	17	4	5	5	0	10	0

Skills: Dodge Blow, Perception

Talents: Fearless, Frightening, Resistance to Magic

Special Rules:

- *Blood Tendrils*: The Bloodcursed are essentially animated pools of blood and they attack by forming tendrils and lashing their foes. These attacks inflict Damage 5 hits that cannot be parried (though they can be dodged).

Armour: None

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

Weapons: Blood tendrils

- The Beastman-headed helmet of Graf Manfred von Torrliehlm, a Master of the Knights Panther killed in battle by Kazron.
- A stone hammer inscribed with Dwarf runes, its head broken into three fragments. This is an ancestral treasure belonging to the Dwarf-Kings of the Black Mountains.

Each of these items has a cash value of roughly 50 *gc*. However, the adventurers may gain more benefit by returning them to their former owners (or rather, to their successors). Returning an item gains the PCs a +30% Fellowship bonus when dealing with members of the group to which it belongs. Returning these items can become an adventure in itself.





CHAPTER III: DEADLY CARGO

Even if no one tries to wear the brass skull, Xathrodox will still try to ensure that the adventurers do not make it back to Middenheim. You can use the following events at any point during the return journey. Once again, another short adventure could be run at this point. In that case, intersperse these events as appropriate. **A Restless Night**, for example, would work well if the PCs stop at an inn for the night.

— A RESTLESS NIGHT —

A quiet night's sleep probably sounds good to the PCs by now, but it is not to be. Something strange and terrifying happens when the adventurers stop for the night. The Daemon in the skull tries to influence Father Odo and anyone else sharing a room or tent with him. Although Khorne does not grant magic to his followers, the mental link Xathrodox has established with Father Odo (and with anyone else who has touched the skull) allows it to try to dominate them.

Allow the PCs to make any arrangements they like about sleeping in shifts to keep watch, who gets which bed, and so forth.

If anyone is trying to stay awake on watch, they must make a **Will Power Test** each hour between midnight and dawn (6 am). Characters with a current or previous career as a Militiaman, Watchman, or Soldier gain a +10% bonus to the test, as they have experience with all-night watches. On the first failed test, the character falls asleep and sleeps until dawn or until woken.

THE LURE OF CHAOS

The Daemon attempts the domination at about 4 am. A strange muttering begins to come from within the skull. The chances of hearing the noise are as follows:

HEARING THE NOISE

Character is:	Perception Test Difficulty
Awake in same room	Very Easy (+30%)
Awake in adjoining room	Average (+0%)
Asleep in same room/within 20 feet	Challenging (-10%)
Asleep in adjoining room/beyond 20 feet	Very Hard (-30%)

Any character that makes a successful test hears the muttering and those asleep automatically wake up.

The muttering lasts for precisely ten seconds before the Daemon can act. Characters who hear the noise have a chance to perform one round's actions. Characters who were awake may act normally, and characters awakened by the noise must make a successful **Will Power Test** in order to wake quickly enough to act.

The adventurers only have ten seconds, so you should not allow them to do too much. Waking another character is a full action and the woken character can't take any actions this round.

At the start of the next round (hopefully while the adventurers are still running about like headless chickens) the Daemon makes an opposed **Will Power Test** (WP 58) with the intended victim. This may be Father Odo, or any character who has touched the skull. Xathrodox will choose the potential victim with the lowest Will Power score. If the first attempt fails, Xathrodox will try again until it succeeds or all potential victims have successfully fought off its domination. Xathrodox can make one attempt per round.

PLEASANT DREAMS

Any character failing the test falls under Xathrodox's sway, and the Daemon tries to force him to remove the skull from whatever bag, box, or other container it is in, and put it on. You could simply tell the players this in so many words, but for something a little more colourful, read the following to the player whose character fails the test:

You begin to dream very vividly. You are standing in a strange, twisted landscape, full of impossible shapes and colours. In front of you stands an indistinct figure. Although you cannot see the figure's face—or even determine whether it is male or female, you can see that this unfortunate is bleeding from several wounds, and writhing in constant pain. It reaches out to you, crying "Help me!" in a voice that seems to come from miles away.

You run forward, but the figure recedes as fast as you run. You are never quite within reach. You run and run for what seems like hours through the insane landscape, trying to catch up with the imploring figure. Finally you come to a towering, black, forbidding fortress. You make your way through cramped and winding passages, until you reach a dark and dismal crypt. At the centre of the crypt is a large stone sarcophagus. The figure disappears into it, and you hurl yourself against the lid, knowing that you must free the person whose spirit lies cruelly trapped there.

As the character dreams this, he acts it out in reality, moving toward the skull and attempting to put it on and leave.

THWARTING THE DAEMON

If Xathrodox succeeds in taking over a sleeping victim, this individual will put on the skull and chain and try to sneak

away from the rest of the party. If all goes according to plan, this unfortunate character will wander off into the woods, there to meet (and be killed by) a powerful Beastman champion who will become the skull's next owner.

Characters who are not affected by the domination will see their companion become glassy-eyed and move slowly towards the skull. They should realise that it would be a very good idea to interfere.

It takes the entranced characters one round to reach the skull, and a further round to pick it up and put it on, so the unaffected characters have two rounds to thwart the Daemon's dastardly plan. There are various ways to accomplish this:

Grab and Run

The entranced characters are moving very slowly, and an alert character can outrun them with no trouble. Therefore, a character who can grab the skull and make a run for it may be able to keep the entranced character from taking it until some kind of help can arrive or until the situation can be resolved in some other way (see **Causing a Disturbance**, p. 52).

A successful **Agility Test** is required to get to the skull, grab it, and make a successful getaway. If the entranced character is already in the process of picking up the skull, an opposed **Strength Test** is required first, to wrest it from their grasp.

Never Mind the Subtle Stuff

The entranced character is concentrating solely on getting to the skull and putting it on, and will not recognise anyone else except as an obstacle. Therefore, some characters might decide to stun, grapple, or otherwise attack their sleepwalking comrade.

An alert character can attack an entranced character as normal. Since an entranced character is completely ignoring any attackers, he counts as helpless, and attacks against the character automatically hit and inflict an extra 1d10 damage.

Any PCs attempting to utilise their Strike to Stun talent against an entranced character also need not roll to hit, but the attack is otherwise unchanged. The attacker must make a **Strength Test**. If successful, the target must make a **Toughness Test** modified by +10% per AP on his head. If stunned, an entranced character cannot proceed toward the skull for the 1d10 rounds this condition persists.

Attempts to grapple an entranced character automatically succeed, with no Agility Test allowed the sleepwalker, whose progress is stopped for that round. The next round the entranced character attempts to continue toward the skull, so **Opposed Strength Tests** commence each round until the sleepwalker breaks free, the grappler lets go, or the sleepwalker is otherwise incapacitated.

Wakey, Wakey

It's more than likely that, the moment you mention the word dreaming, players will start shouting that their characters are trying to wake the victim up. If the PCs shake, throw water on, or slap in the face the dominated character, the victim



can make a **Will Power Test** at the start of his turn. If the entranced character makes the **Will Power Test** successfully, he can rouse himself from the dream and shake off the effects of the Daemon's domination.

Causing a Disturbance

If the adventurers have put up in an inn for the night, then all the strange goings-on have a chance of waking other residents. Anything noisy—such as fighting, shouting, and running about—has a very good chance of bringing one or more people to investigate, or at least to ask the PCs to keep the noise down and remind them that there are people trying to sleep.

You can use this as a rationale for giving the PCs some outside help if they look like they're going to need it. This help will not be spectacular, but it could be vital. Basically, it will consist of someone in a nightshirt coming into the room to complain about the noise. After that, it's all up to the adventurers.

Oops!

There is a slight—but not negligible—chance that no one will have been woken by the skull's chanting. In this case, things are going to be too easy for the Daemon, so you have to intervene in the interest of good storytelling. Father Odo—or whoever—

knocks over a chair or some other object while sleepwalking toward the skull, and the crash makes enough noise to wake everyone else. It takes the alerted characters one round to take in the situation.

IF ALL ELSE FAILS

If the PCs manage to fail all the necessary dice rolls, or have all the wrong ideas, or things end up looking desperate for some other reason, then the entranced character leaves and wanders off into the woods. Whenever the rest of the party wakes up, they notice their comrade missing (along with the skull), and can track him or her according to the normal rules. The entranced character will have a headstart of 1-4 hours, depending on how late the adventurers sleep.

BACK ON THE ROAD

By whatever means, the adventurers should be able to recover the skull and their entranced companion before any serious harm is done, and continue with their journey. If the entranced character has succeeded in wandering off into the woods, you can throw in an encounter with some Beastmen or Mutants to enliven the proceedings before the adventurers resume their journey.

— A CALL TO ARMS —

Having failed to escape from the PCs using its domination ability, Xathrodox tries another tactic. As the PCs are in the deepest part of the forest on their next day's journey, the brass skull suddenly starts to emit a piercing wail. It will not stop, but the PCs can try to silence it by whatever means they have available to them.

Wrapping the skull in cloth or something similar will muffle it somewhat, but will not stop the wailing. The *silence* spell stops the noise entirely, but Xathrodox gains a +10% bonus on the **Will Power Test** to resist the magic.

Whether or not the PCs manage to silence the screaming skull, within a few minutes its call is answered by a distant bellow from deep in the woods. The PCs now know that the skull has managed to make contact with something—and that something is probably making straight for them.

THE BEASTS OF CHAOS

Xathrodox has caught the attention of a band of Beastmen that was some way off in the forest. They immediately start out in pursuit of the PCs. If the PCs remain where they are and prepare for an attack, they have about ten minutes; if they move away as quickly as they can, it will be about an hour before the Beastmen catch up with them.

You should determine the exact strength of the Beastman band, taking into account the strength of the party and their current wound status. As will be seen, help is on the way, even though the PCs do not know it. The Beastmen should be strong enough to wipe out the party, but not so strong that they

will be able to do so within a couple of rounds. There should be a few rounds of hard fighting—and just enough time for the players to realise that their characters are almost certainly doomed—before help arrives.

If you have the *Old World Bestiary*, you can use a mix of the various types of Beastman (Gors, Ungors, Centigors, etc.). If not, simply use the basic Beastman stats on p. 228 of the *WFRP* core rulebook.

SAVED!

Claus Liebnitz is not the only one who has noticed the PCs' investigations in Middenheim. Their enquiries into the Skaven murders—and in particular, into the mysterious Kroen and the Ordo Fidelis—have come to the attention of Kroen's companions. Shortly after they set out for the shrine in the forest, three members of the Ordo Fidelis left the city, under orders to find out who the PCs are and what their interest is in Kroen and the Ordo. Now, just as all seems lost, these three witch hunters are drawn by the sound of combat, and appear in the nick of time.

The witch hunters are formidable NPCs, and should be able to make short work of the surviving Beastmen. Having fortified himself with *blessing of speed* and *armour of righteousness* , Hoffer charges with his demilance before dismounting and switching to his greatsword. Bauer fires one round each from his pistol and crossbow pistol, before wading into combat with his great axe. Fischer sticks close to Hoffer, preventing any opponents from flanking him.

Once half the Beastmen have been killed, the rest break and flee into the forest. You should emphasise the skill and ease with which the witch hunters dispatch them. The players should be awed, both aspiring to develop their own characters to such a level of ability, and suitably forewarned that these three men are not to be trifled with.

THE WITCH HUNTERS

Descriptions and game stats for the Witch Hunters follow. Each of the three witch hunters wears a non-magical amulet bearing the sign of the Ordo Fidelis. This is the same emblem that the PCs saw on Kroen's grave: a sword and hammer crossed in front of a twin-tailed comet and flanked by the letters O and F.

An **Easy (+20%) Perception Test** is required to notice the amulets and recognise the emblem from Kroen's gravestone.

MATTHIAS HOFFER

Hoffer is an imposing man, over six feet tall and rangy, but packed with corded muscle. He has dark hair, blue eyes and a scar runs down the left side of his lower jaw. As the leader of the Ordo Fidelis in Middenheim, he came to hear that a group of strangers was asking questions about his fallen comrade Kroen, and set out to discover who the PCs are and what they are doing. He initially distrusts the PCs; the Ordo Fidelis is a secretive organisation, and does not like to be investigated.

While fighting against Chaos in the army of Altdorf, Hoffer became a devout follower of Sigmar, and entered the priesthood. His background and fighting prowess caught the attention of the Ordo Fidelis, and after proving himself on several missions against the followers of Chaos, he was recruited and trained as a witch hunter.

Matthias Hoffer

Career: Witch Hunter (ex-Anointed Priest, ex-Initiate, ex-Priest, ex-Soldier)

Race: Human
Main Profile

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
63%	65%	52%	47%	45%	52%	70%	52%

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	16	5	4	4	2	7	0

Skills: Academic Knowledge (History, Magic, Necromancy, Theology +20%), Channelling +10%, Charm +20%, Command, Common Knowledge (The Empire) +20%, Common Knowledge (Kislev) +10%, Dodge Blow, Gossip +20%, Heal, Intimidate +10%,



Magical Sense +10%, Perception +20%, Read/Write +10%, Ride +10%, Search, Silent Move, Speak Arcane Language (Magick) +10%, Speak Language (Classical +20%, Kislevite, Reikspiel +10%)

Talents: Aethyric Attunement, Armoured Caster, Disarm, Divine Lore (Sigmar), Fast Hands, Lightning Reflexes, Menacing, Petty Magic (Divine), Public Speaking, Seasoned Traveller, Sixth Sense, Specialist Weapon Group (Crossbow, Entangling, Throwing, Two-handed), Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Strong, Warrior Born

Armour: Heavy Armour (Full plate Armour)

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Demilance, Crossbow Pistol with 10 Bolts, Best Craftsmanship Great Weapon (Two-handed Sword), Dagger, 4 Throwing Knives

Trappings: Good Craftsmanship clothing, prayer book, writing kit, religious symbol (amulet of Ordo Fidelis), 10 yards of rope, light warhorse with saddle and harness

JAKOB BAUER

The fair-haired, heavily built Bauer is the combat specialist of the group, although Hoffer is almost his equal in that regard. After a successful career as a roadwarden and roadwarden sergeant, a minor noble house recruited him to become their judicial champion. After representing his employers successfully for more than a year, he inadvertently discovered that the family was linked to a cult of Slaanesh worshippers. Horrified, he reported to the authorities, and took an active role in the arrest and trial of his former employers. This brought him to the notice of the Ordo Fidelis, and for almost three years now he has been Hoffer's right-hand man. He follows Hoffer's lead at all times, except in combat where he can be overconfident in his abilities.

Jakob Bauer

Career: Witch Hunter (ex-Judicial Champion, ex-Roadwarden, ex-Sergeant)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
66%	68%	45%	50%	56%	44%	63%	51%

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	17	4	5	4	0	6	0

Skills: Academic Knowledge (Magic, Theology), Animal Care, Charm, Command, Common Knowledge (the Empire) +10%, Dodge Blow +10%, Drive, Follow Trail, Gossip +10%, Intimidate +10%, Navigation, Outdoor Survival, Perception +20%, Ride +20%, Search +10%,



Secret Language (Battle Tongue), Silent Move, Speak Language (Classical, Reikspiel, Tilean)

Talents: Marksman, Menacing, Public Speaking, Quick Draw, Rain of Blows, Seasoned Traveller, Sixth Sense, Specialist Weapon Group (Crossbow, Fencing, Gunpowder, Parrying, Throwing, Two-handed), Street Fighting, Strike Mighty Blow, Strike to Stun

Armour: Heavy Armour (Full Plate Armour)

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Crossbow Pistol with 10 bolts, Pistol with 10 balls and gunpowder, Best Craftsmanship Hand Weapon (Sword) Great Weapon (Two-handed Axe), Morning Star, Rapier, Main Gauche, 4 Throwing Knives

Trappings: Amulet of Ordo Fidelis, 10 yards rope, light warhorse with saddle and harness

ULRICH FISCHER

A squat, balding man, Fischer is a lower-level member of the Ordo Fidelis. He is currently apprenticed to Hoffer, who is grooming him for a career as a witch hunter. He started out as a jailer in Talabheim, working his way up through the ranks to the grim position of interrogator. Not satisfied, he began to study medicine in order to perfect his knowledge of the Human body and refine the persuasiveness of his art. After extracting a number of confessions where others had failed, he was recruited into the Ordo to assist with their investigations. His medical knowledge also makes him the group's main healer. He sticks close to Hoffer, both because of his superior rank and because of the physical protection he offers. While he is not afraid of combat in a good cause, Fischer is much more comfortable inflicting very precise violence on helpless victims than dealing death in the press of battle.

Ulrich Fischer

Career: Physician (ex-Interrogator, ex-Jailer)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43%	35%	56%	43%	46%	65%	51%	40%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	5	4	4	0	2	0

Skills: Academic Knowledge (Science), Command, Consume Alcohol, Dodge Blow, Gossip, Heal +20%, Intimidate +10%, Perception +20%, Prepare Poison, Read/Write, Search, Speak Language (Classical, Reikspiel), Torture, Trade (Apothecary)

Talents: Resistance to Disease, Resistance to Poison, Scary, Specialist Weapon Group (Entangling, Flail), Strike to Stun, Surgery, Wrestling

Armour: Medium Armour (Full Mail Armour)



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

Weapons: Hand Weapon (Sword), 5 Knives, Flail, Net

Trappings: 4 healing draughts, medical instruments in case, 3 sets of manacles, bottle of good brandy, tankard, amulet of Ordo Fidelis, light warhorse with saddle and harness

A FEW QUESTIONS

Once the Beastmen have been put to flight and any wounded characters have been treated, Hoffer has a few questions for the PCs. You can use the following dialogue as it stands, or paraphrase it to the players.

The tall, lean man seems to be the leader of this group. He runs a searching eye over you as your wounds are being treated.

"A good job we were tracking you, wouldn't you say my friends? You have Jakob here to thank for our timely arrival. Otherwise who knows what could have happened.

"Since we saved your lives, I'd say you shouldn't mind answering a few questions. If I like your answers, we'll escort you back to Middenheim safe and sound. If not, there are plenty more Beastmen where those came from."

He pauses for a moment to give the PCs time to consider their situation. He waves aside any questions they may try to ask of him.

"All in good time, but for now, I'm the one asking the questions.

"I heard that you were asking questions back in Middenheim, about one Gerhard Kroen, recently deceased. Who were you working for, and what is your interest in him?" He casts a steely eye down at the brass skull.

"And secondly, what in Sigmar's name is that abomination, where did you get it, and what are you planning on doing with it?"

The players can decide how truthfully or otherwise they answer Hoffer's questions. He intends to escort the PCs back to Middenheim in any event; he recognises the brass skull as an artefact of Chaos, and intends to make sure that it does not fall into the hands of Chaos' minions.

If the PCs mention that they are on a mission for the Temple of Ulric, Hoffer will appear interested, and press them for more information. He particularly wants to know who sent them on this mission, and how they knew where to find the brass skull. He is also very interested in what it can do, and will question the PCs very closely about any magical abilities that the artefact has exhibited.

Once he is satisfied with the PCs' answers, Hoffer will entertain their questions. Here are some examples:



Who are you people?

We are soldiers in the fight against Chaos, a few among many.

So you're witch hunters?

We have been called that—and many other things beside.

How did you manage to kill so many of those Beastmen?

By training, faith, and teamwork. Perhaps one day you will be able to do the same. Until then, though, I should be careful in these woods.

We've seen the emblem on your amulet before. What does it mean? What does "OF" stand for?

It is the sign of the order to which we belong. Its name is the Ordo Fidelis. More than that, you will have to find out for yourselves.

That fellow Kroen had the same emblem on his gravestone. Was he one of you?

What do you think?

The priest at the graveyard told us that you said Kroen was a devout follower of Sigmar. Is your order affiliated with the Temple of Sigmar?

Perhaps one day you will find out.

If you're the good guys, why are you so secretive?

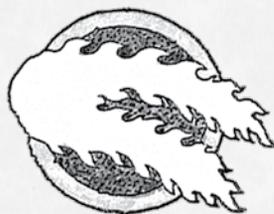
We have many enemies. For all we know, you could be among them. Chaos is everywhere.

Essentially, Hoffer will try to give away as little information as possible. Anything he tells the PCs directly will be something he believes they have already worked out for themselves.

HOMeward BOUND

Hoffer and his companions will be true to their word and escort the PCs back to Middenheim. Any further encounters on the homeward journey are at your discretion, though you should bear in mind the PC's state of health. It is quite possible that more followers of Chaos will heed the skull's call, forcing the party to fight their way back to the city through repeated attacks by Beastmen and Chaos Warriors—and perhaps even a large, dangerous, but not very bright Spawn of Chaos that feels the power radiating from the skull and simply longs to be near it...

This chapter comes to an end when the PCs return to the city of Middenheim.





CHAPTER IV: THE UNQUIET DEATH

In this chapter, the PCs return to Middenheim and hand over the skull—and the care of blind Father Odo—to Father Ranulf at the Temple of Ulric. Before they have time to enjoy their success or make any further enquiries about the missing icon of Sigmar, Father Odo dies horribly, and an outbreak of mutation sweeps the temple. The adventurers must help bring the situation under control, and trace the contagion to its source.

— A HEROES' WELCOME —

Hoffer and his men excuse themselves before the PCs go to the Temple of Ulric, and clearly wish to avoid the place. They do not attempt to take any credit for their part in seeing the skull safely back to Middenheim, and Hoffer even goes so far as to ask the PCs not to mention their involvement.

Father Ranulf is waiting for them at the Temple of Ulric, and is clearly relieved to see that they have successfully recovered the brass skull. A junior priest takes it from the PCs, and very carefully places it in an iron chest bound with brass and inscribed with mystical runes.

Father Ranulf offers the PCs wine, indicating a jug and several flagons standing on a side-table. Father Odo asks for water, which is brought from the kitchens. When it arrives, Father Ranulf toasts the adventurers' success.

“Deputy High Priest Liebnitz will be very happy. He is in charge here while High Priest Ar-Ulric is away fighting with the Emperor, and he was particularly

concerned that the skull should be brought here to keep it out of the hands of Chaos. Now, to the matter of your reward...”

He never finishes the sentence, because at that moment, Father Odo drops his water and falls to the floor in a fit of violent convulsions.

MADNESS BREAKS OUT

Chaos cultists of the Purple Hand have sabotaged the temple's water supply (see **The Cult of the Purple Hand** on p. 57). As Father Odo writhes and thrashes on the floor, any characters who also drank water must make a **Toughness Test**. Those who fail the test are overcome by waves of nausea, suffering a -20% penalty to all tests for a number of hours equal to (10 - TB). In addition to the nausea, they are aware of an obscene whispering in their heads, and their muscles spasm so violently that they feel their bones bending.

As if this is not bad enough, they must also make a **Challenging (-10%) Will Power Test** to resist the effects of the Warpstone in the water; this is a test against magic, so all relevant skill and talent modifiers apply.

Characters who fail the Will Power Test fall to the ground in convulsions like Father Odo.

THE DEATH OF FATHER ODO

You can read or paraphrase the following to the players:

You look down in shock as Father Odo writhes and thrashes on the floor. His face twists into an almost unrecognizable shape. His hands and arms elongate into great, clawed tentacles, his body swells up like a balloon, and pink and purple scales erupt from his skin.

The abomination that was once Father Odo hauls itself to its feet—now armed with talons like those of a giant eagle—and sniffs the air in your direction. Then it launches itself into the attack.

Father Odo, Chaos Spawn

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30%	0%	40%	50%	18%	18%	24%	10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	11	4	5	4	0	0	0

Skills: None

Talents: Frightening, Natural Weapons, Scales (1), Strike Mighty Blow

Armour: None

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

Weapons: Claws

Father Ranulf snatches up a chair (which counts as an improvised weapon) and helps to subdue the Chaos Spawn that was once his friend and colleague. He suffers a -15% penalty to Weapon Skill, because of his long-standing friendship with Father Odo.

Father Ranulf

Career: Priest (ex-Initiate)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	41%	36%	41%	36%	41%	51%	46%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	4	4	1	2	0

THE CULT OF THE PURPLE HAND

The Purple Hand is a Chaos cult of Tzeentch, the Changer of the Ways. Widespread throughout the Empire, it had a significant power base in Middenheim several years ago, and was behind a plot to murder Graf Boris Todbringer that was only narrowly thwarted.

Since then, the cult of the Purple Hand has been underground, rebuilding its strength in Middenheim and throughout the Empire. The scattered cells of cultists that make up the Purple Hand are still disorganized, and this is what saved the remnants of the cult in Middenheim.

Other cults—most notably the Jade Sceptre of Slaanesh, which had many adherents among the young and wealthy—showed their hands during the siege in various plots to bring Middenheim down from within. Their plots discovered, the cultists were hunted down and burned by Imperial witch hunters.

The Purple Hand, meanwhile, lay low and concentrated on survival. Tzeentch is a subtle god, and his followers know that it is sometimes better to wait for an opportune moment. That moment has now come.

A cell of the Purple Hand has discovered a large quantity of powdered Warpstone in an abandoned Skaven base in the Undercity. Their agents are using the powder to taint the city's water supply, setting off a rash of mutations across the city. With Archaon having moved on from Middenheim and the main strength of Imperial forces following him, the city's remaining defenders may not be able to cope with the sudden attack from within. The first target was the Temple of Ulric, the spiritual heart of Middenheim.

Skills: Academic Knowledge (History, Theology +10%), Channelling, Charm +10%, Common Knowledge (the Empire, Dwarfs), Gossip, Heal, Magical Sense, Perception +10%, Read/Write +10%, Speak Arcane Language (Magick), Speak Language Classical, Reikspiel



Talents: Lightning Reflexes, Master

Orator, Petty Magic (Divine), Public Speaking, Suave.

Armour: Medium Armour (Leather Jack, Mail Shirt)

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

Weapons: Hand Weapon (Hammer)

Trappings: Silver wolf's head pendant (religious symbol), prayer book, writing kit.

These stats represent Father Ranulf when he's ready for action. When Odo turns into a Chaos Spawn, he is not armed or armoured.

PC MUTATIONS

Meanwhile, any other characters who have drunk the water and failed their **Toughness** and **Will Power Tests** will also begin to mutate, unless they spend a Fate Point to fight off the effects of the Warpstone.

Roll on the following table for the number of mutations they acquire, then roll on **Table 11-1 Chaos Mutations** on p. 229 of the *WFRP* core rulebook (or optionally on the **Expanded Chaos Mutations** table in the *Old World Bestiary*) An afflicted character gains an Insanity Point for each mutation. It's really much better to just spend the Fate Point...

CHAOS MUTATIONS

d10	Number of Mutations
1-4	1
5-8	2
9-10	3

Given Middenheim's recent history, the citizens will regard any PC with visible mutations as a threat, and the party will have to be very careful to keep a comrade's mutations secret while they try to find a way to cure them.

HORROR IN THE KITCHENS

Once Father Odo has been dealt with, the adventurers become aware of a great disturbance elsewhere in the temple. Father Ranulf runs out into the corridor to see what is going on. Three of the kitchen staff have already drunk the water and been mutated. They are trying to escape from the temple complex, sowing panic in their wake.

All three of the kitchen staff have the same stats, even though their mutations differ.

The Kitchen Staff

Career: Servant

Race: Mutant

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30%	0%	30%	30%	33%	24%	24%	22%

Secondary Profile

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

Skills: Blather, Common Knowledge (the Empire), Dodge Blow, Haggle, Gossip +10%, Perception, Search, Sleight of Hand, Speak Language (Reikspiel), Trade (Cook)

Talents: Acute Hearing, Etiquette, Flee!, Resistance to Poison, Very Resilient

Special Rules:

- **Chaos Mutations:** The three members of the kitchen staff have the following mutations:

Tomas Schulljon, Servant: Tomas has sprouted a small pair of feathered wings from his shoulders, ripping out

the back of his tunic. They are too small to allow him to fly, and flap uselessly as he runs through the temple complex. In addition, his eyes have turned solid violet, with no whites or pupils.

Hannes Kupfer, Cook: Hannes' kitchen knife has fused to his right arm, meaning that he can only be disarmed if a critical hit severs or disables the limb.

Wilhelm Unger, Servant: Wilhelm's skin has turned purple, blotched with maroon sores that ooze a foul-smelling (but harmless) pus.

Armour: None

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

Weapons: Dagger

RESTORING ORDER

The mutated kitchen staff are surrounded by a throng of panicking temple functionaries, from fellow servants to clerks and junior priests. All are thoroughly disturbed by this turn of events; some are trying to run the mutants down and kill them, while others are simply trying to get away. It will take a successful **Challenging (-10%) Charm or Intimidate Test** (players' choice) to calm everyone down.

Even then, the Mutants will still try to escape. The adventurers have the choice of whether to kill them or stop them by other means, but Father Ranulf is determined that they should not be allowed to escape. It would look very bad for the Temple of Ulric in Middenheim to be loosing Mutants upon the world, after all.

If the Mutants make it out of the temple complex, they will run aimlessly through the streets until they are surrounded and killed by a hostile mob. Their bodies will then be burned, and the City Watch will begin an enquiry into where they came from.

If the Mutants are stopped before they can escape from the temple, the PCs have a chance to keep them alive and find out what happened. Father Ranulf wants to destroy them immediately, but a successful **Fellowship Test** (opposed by his Will Power) will convince him to keep them alive at least until they can be questioned.

Questioning the terrified Mutants reveals that they had all drunk from the same pitcher of water that was used to provide the drink for Father Odo. The water had been drawn from the Temple's own well, which is immediately sealed off at the command of Deputy High Priest Liebnitz. Father Ranulf and the PCs are summoned before him.

THE DEPUTY HIGH PRIEST

A profile for Claus Liebnitz is given on p. 86, but it is unlikely to be needed in this chapter. Read or paraphrase the following to the players when the PCs first enter his office.

The Deputy High Priest Claus Liebnitz is a huge man, with a shoulder-length mane of grey hair and steely blue eyes that seem to look into your very soul.

THE BROTHERHOOD OF THE AXE

A successful **Very Hard** (–30%) **Common Knowledge (the Empire) Test** is required to identify the emblem Liebnitz wears. It is only a **Hard** (–20%) **Test** for any character that is a follower of Ulric. The emblem is that of the Brotherhood of the Axe, an elite military order within the Teutogen guard. Only the most devoted and warlike followers of Ulric are admitted into the Brotherhood.

Although they are now technically subordinate to the Teutogen Guard, the Brotherhood's origins go back to the days before Sigmar, when the Teutogens were the most powerful tribe in what is now the northern part of the Empire. They were an elite warrior society made up of the very finest Teutogen warriors. When Sigmar united the tribes and founded the Empire, the Brotherhood of the Axe retained their original role as protectors of the Teutogen chiefs. Only warriors of pure Teutogen blood are admitted to the Brotherhood, and they must also be warriors of proven skill and unquestioning loyalty to Ulric.

Most of the Brotherhood are anti-Sigmarite, and because of this the order is regarded with suspicion by the Imperial authorities. However, their prowess on the battlefield is unquestioned, and they are widely admired in Middenheim.

The Brotherhood Betrayed

Any character who makes the requisite test will realise that Liebnitz is a member of the Brotherhood of the Axe, an elite and exclusive order within the Teutogen Guard. However they do not know that the Brotherhood of the Axe has been subverted from within, and several of its leading members—including Liebnitz—are Khorne cultists of the Crimson Skull.

Playing on the warlike nature and anti-Sigmarite stance of the Brotherhood, one of the more subtle followers of Khorne the Blood God infiltrated the order several years ago. The most bloodthirsty warriors of the Brotherhood were recruited into a secret society called the Crimson Skull, where their violent tendencies and martial prowess were celebrated and nurtured. When they were judged to be ready, they took part in secret rituals of initiation, not knowing that they were selling their souls to Khorne. Now, the greatest warriors of Ulric are secretly agents of Chaos.

Claus Liebnitz was already Deputy Chief Priest and a respected veteran of the Teutogen Guard when he first came into contact with the Crimson Skull. He lost the ability to cast spells when he dedicated himself to the Blood God, but has so far been able to hide this fact; his new master has shielded him from the other effects of Ulric's displeasure.

Only a handful of the cultists of the Crimson Skull know that their present Master is also the Deputy High Priest of Ulric. Liebnitz goes about his day-to-day business as normal, even as he plots his rise to even greater power and looks forward to the day that the great Temple of Ulric will be overthrown and turned into a charnel pit for the pleasure of the Blood God.

His priestly robes cannot hide his massive physique, and you can tell that he is at home on the battlefield as in the temple.

Waving you to several chairs, he sits down in a heavy, throne-like chair of oak, carved with wolf-heads and other symbols of Ulric. Around his neck he has a heavy silver chain with a large wolf's-head pendant, backed by crossed axes.

"So," he says, as you and Father Ranulf enter, "you are the people who helped Father Odo recover the abomination of Chaos from the forest? And now, I hear, he is dead and we have Mutants running about in the temple? Ranulf, what is going on?"

This scene is a respite from the action, intended to introduce the PCs to the Deputy High Priest who—unbeknownst to them so far—is their main adversary in this adventure. It also gives you and the players an opportunity, through discussions among the PCs and NPCs, to take stock of the situation and organise their thoughts in preparation for the next phase of the adventure. If the players need reminding of anything, or any hints on what to do next, this is an opportunity for you

to feed them information and suggestions in the persona of Liebnitz.

Although he is not aware of the continued existence of the Purple Hand, Liebnitz realises straight away that the agents of Chaos have attacked the temple. Even though he is secretly a Chaos cultist himself, this does not please him at all. Khorne and Tzeentch are traditional enemies, the one eschewing magic and the other embracing it—and besides, this disturbance interferes with his own plans. The last thing he wants, as he brings his plans for the Crimson Skull cult to completion, is for witch hunters to descend on the temple in large numbers on a Mutant hunt. Some witch hunters are devout followers of Sigmar, and would be only too happy to make political capital out of the misfortune of the rival cult of Ulric. They would be sure to leave no stone unturned, and there is much that Liebnitz does not want to be found.

Once the interview has served its purpose, Liebnitz stands abruptly and starts pacing the room as he issues orders. He tells Ranulf to take some of the tainted water off to the apothecary workshop to have it examined, to confirm his suspicion that it has been poisoned with Warpstone. He then turns to the PCs.

Read or paraphrase the following to the players:

“As for you people, it is absolutely vital that word of this unfortunate occurrence does not spread. It’s not long since Chaos stood at our gates, and something like this would lead to panic across the city.

“Commander Schutzmann tells me you have a talent for investigation. That is good. What I need you to do is find out who is behind this, and stop them. I have no doubt that they will try to spread their contagion elsewhere. Do not involve the Watch—they have many uses, but keeping secrets is not one of them. I say again, the people of Middenheim must not find out about this. Keep a watch on the city’s wells, but do not let yourselves be seen. If you see any suspicious activity, take action. Track these saboteurs down and put an end to them. For the glory of Ulric.”

He folds his arms in a gesture of finality. This is the PCs’ cue to leave. Father Ranulf will see to it that the PCs are healed in the extremely likely event that they are wounded.

THE POISONERS’ TRAIL

Middenheim is a big city, and has many wells—too many for the PCs to keep a watch on them all. A **Very Easy (+30%) Common Knowledge (the Empire) Test** confirms this.

Without help, the PCs have no chance of covering the entire city. Since Liebnitz was so emphatic about not informing the Watch of the plot to poison the city’s water supply, they will



probably wonder where to turn. You should allow the players some time to come up with a plan, but after a short while they will be contacted again by the witch hunters of the Ordo Fidelis.

Hoffer and his companions are aware that there was some kind of disturbance in the Temple of Ulric, but they do not know exactly what happened. They are also eager to hear what has been done with the bronze skull. When the PCs are alone—perhaps keeping a watch on one of the city’s main wells—the witch hunters will make contact with them, and try to find out what is going on. Hoffer will use his considerable expertise at extracting information from people to press the PCs for information.

As seen in his profile on p. 53, he has considerable Charm and Gossip skills; you can choose which skill he uses. If the PCs do not wish to let him in on the secret, they can oppose his attempt with their Will Power. However, he is persistent enough to keep on with his questioning until one of the PCs fails a roll and lets something slip. If all else fails, he and his cohorts will secretly follow the PCs until they find out what they are up to.

By some means or another, the Witch Hunters will find out about the plot to poison the city’s wells. When they do so, they immediately offer to help the PCs, agreeing with Deputy High Priest Liebnitz that it must be kept secret to avoid panic—and also, so that the poisoners do not take fright and go into hiding. The witch hunters offer to cover the northern half of the city, leaving the PCs to watch the south.

WATCHING THE WELLS

The southern half of the city is generally poorer than the north, and has fewer wells to provide water for its population. As night approaches and the streets clear, the PCs can use their letter of authority from Watch Commander Schutzmann to avoid the curfew, and keep an eye out for suspicious activity.

The Purple Hand’s next target is a public well in a small square in the Southgate-Ostwald district, on the edge of Middenheim’s most crowded slums. The cultists reason that this well, which provides water to more people than any other in the city, will provide the greatest number of mutations; also, the fact that the authorities tend to avoid this area means that the mutations will be much harder to contain than in the well-guarded Temple of Ulric.

Shortly after midnight, a cloaked and hooded figure creeps through the streets toward the well. You should ensure that one or more of the PCs have a chance to run into this individual; if no one is watching the well in question, then the cultist’s path toward it will take him past a location that is being watched. If any of the PCs have the Sixth Sense Talent, this can also be used to arouse suspicion.

The cultist is not a skilled rogue, and is easy to follow (+10% to all relevant tests). Once he is sighted, the PCs do not have a high chance of losing the trail.

The players may decide to attack the cultist immediately, or to follow and watch until they see what he is doing. If he is not stopped, he will reach the well, pull a small sack from inside his

tunic, and pour the powdered Warpstone into it. The powder gives off a greenish glow, making its nature obvious.

Purple Hand Cultist

Career: Burgher

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36%	31%	30%	33%	36%	41%	36%	36%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	5	0	3	0

Skills: Common Knowledge (the Empire) +10%, Drive, Evaluate, Gossip, Read/Write, Haggle, Perception, Search, Speak Language (Kislevite, Reikspiel)

Talents: Dealmaker, Fleet Footed, Hardy, Savvy

Armour: None

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

Weapons: Dagger

Trappings: Hooded cloak, small sack of Warpstone

If the cultist realises that he has been spotted, he will abandon his mission and run. Whatever happens, the PCs should have every opportunity to stop him before he completes his mission. He has a tattoo of the mark of Tzeentch on the back of one hand, and a tattoo of a purple hand on the other.

Having seen the effects of Warpstone-tainted water on Father Odo (and perhaps suffered some ill-effects themselves), the PCs will probably be nervous about touching the bag of Warpstone carried by the cultist. They may decide to let him poison the well (perhaps warning the authorities that it has been poisoned) before following him back to his base. See the **Warpstone Dust** sidebar for more details.

FINDING THE CULTISTS' BASE

The process of finding the Purple Hand's base will vary, depending on the PCs' actions.

— THE CULTISTS' LAIR —

By one means or another, the PCs locate the Purple Hand base at a one-storey warehouse in the Southgate district. From the outside, there is nothing unusual about the building; there are a few scorch marks on the walls and holes in the roof, but all the buildings around show some damage from the siege. Outside hangs a painted wooden sign reading "F. Keller - Grain Merchant." The doors are nailed shut, and the place looks abandoned, just like many of the neighbouring properties.

If the PCs follow the cultist (or convince him to show them the way) he leads them to a small door that stands ajar at the back of the building. Otherwise, they will have to find it for themselves. A **Challenging (-10%) Follow Trail Test** will reveal recent tracks as though several people have passed through the door over the last few days.

WARPSTONE DUST

Refined by Skaven Grey Seers for their personal use, the Warpstone dust has to be taken internally to be most effective. Anyone who comes into contact with the Warpstone dust must make a **Toughness Test**; the level of difficulty depends upon the extent of the contact.

- **Very Easy (+30%):** Spilling a small amount on clothing.
- **Easy (+20%):** Skin contact with a small amount.
- **Routine (+10%):** Skin contact with a moderate amount.
- **Average (+0%):** Swallowing or breathing in a small amount, skin contact with a large amount.
- **Challenging (-10%):** Swallowing or breathing in a moderate amount, skin contact with the whole amount.
- **Hard (-20%):** Swallowing or breathing in a large amount.
- **Very Hard (-30%):** Swallowing or breathing in the whole bagful.

Any character who fails their Toughness Test must roll for mutations as on p. 58, or spend a Fate Point to avoid mutation.

If they allow the cultist to poison the well and then follow him, he will lead them back to the base, as long as he does not suspect that he is being followed.

If the PCs capture him alive, they can try using skills such as Hypnotism and Intimidate (or even Torture), or any other means that they think will extract information.

If the PCs kill the cultist, searching his clothing will turn up a scrap of parchment with a rough map, showing the route from the base to the well he was sent to poison (**Handout 3**). Although the streets shown on the map are not named, the PCs should have little difficulty following the map back to the cultists' lair on the corner of Todmane Alee and Ecke Strasse. If the players have trouble finding the place, you should allow tests against Navigation or other suitable skills—or, if necessary, a straight **Intelligence Test**—to set the PCs on the right track.

GROUND LEVEL: THE WAREHOUSE

The warehouse is open, with nothing but a few broken barrels spilling mouldy grain onto the floor. A few rats are feasting on the grain, and largely ignore the adventurers, skittering off into the shadows only if they come within a few feet.

At one corner of the building, the barrels are roughly stacked. Behind them, concealed from a casual glance, is a hole in the floor, leading to the passages beneath the warehouse.

One cultist keeps watch here, peering out between the barrels and dropping into the tunnels to raise the alarm if he spots

intruders. He can be spotted with a successful **Hard (-20%) Perception Test**.

UNDERGROUND LEVEL: ABANDONED TUNNELS

Beneath the city of Middenheim, the Ulricsberg is riddled with tunnels and passages of varying ages, and one runs beneath the warehouse. Before the siege, a local criminal gang used it to move goods into and out of the warehouse undetected. When Skaven began using the tunnel to mount raids inside the walls of the besieged city, a party of Dwarf engineers and tunnel fighters was sent to force the Skaven back into the Undercity and collapse all entrances to the surface—including this one.

However, the cultists of the Purple Hand already knew of its existence, and cleared a passage through the rubble into a section of tunnels that is still intact. It was here, by a stroke of luck that they chose to interpret as a sign from Tzeentch himself, that they stumbled across a hidden storeroom used by the Skaven raiders to store supplies—including powdered Warpstone.

FIGHTING IN THE TUNNELS

The tunnels are low and narrow for the most part—easy enough for Dwarfs, Skaven, and similar sized creatures to run and fight in without penalty, but Humans and Elves suffer a -1 Movement penalty and a -10% penalty to all Weapon Skill and Agility Tests in these cramped quarters.

I. GUARD ROOM

Two cultists are stationed here, keeping watch on whoever approaches from the warehouse. They are behind a rough barricade of crates and barrels that gives them some cover against ranged attacks: anyone targeting either of them with a missile weapon suffers a -10% penalty to their Ballistic Skill Test. The barricade also prevents anyone from getting close enough to engage the cultists hand-to-hand. It has T 2 and W 5, and attacking the barricade to get at the cultists will automatically raise the alarm.

Once through the barricade, the PCs find themselves in a fairly spacious cavern that is obviously artificial, but very roughly finished. PC Dwarfs will find it hard to resist criticising such sloppy workmanship as typically Human. At the far end of the passage, just before it leads off into a rubble-choked tunnel, a couple of bedrolls are laid out on the floor. There is nothing of value to be found here.

Purple Hand Guards (2)

Career: Burgher

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
36%	31%	30%	33%	36%	41%	36%	36%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	3	0

Skills: Common Knowledge (the Empire) +10%, Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Search, Speak Language (Kislevite, Reikspiel)

Talents: Dealmaker, Hardy, Savvy, Warrior Born

Armour: Leather Jack

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

Weapons: Crossbow, Dagger, Hand Weapon (Sword)

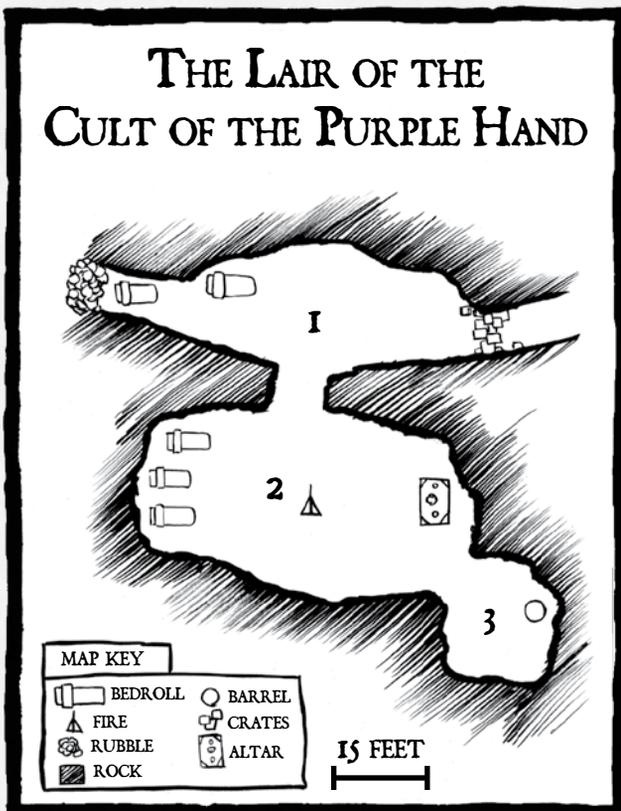
Trappings: 10 bolts, hooded cloak, lantern

2. CULT TEMPLE

The walls of this rough chamber are daubed with handprints and painted symbols of Tzeentch that require a successful **Academic Knowledge (Magic) Test** to recognize.

Three more bedrolls are laid out at one end of the chamber, and at the other a makeshift altar has been constructed from broken crates and other scraps of wood. It is covered by a purple cloth (a satin curtain looted from a wealthy house during the siege), and on top are two fat black candles and a Human skull. The candles are burning, and further illumination is provided by a large lantern on an iron stand in the middle of the chamber.

Three cultists and the cult leader are in this chamber, and will rush into **Area 1** to assist the guards there at the first sign of trouble. These cultists are identical to those in the guard room, except that they do not have crossbows, bolts, or lanterns.



THE LIBER MUTANDIS

This sacred text of Tzeentch is written in Classical. A character with Read/Write *and* Speak Language (Classical) will take three hours to read it fully, if they make a successful **Challenging (-10%) Intelligence Test**.

At the end of reading the book, the character must make a second **Intelligence Test**, this time unmodified. If the test is failed, nothing happens; the character has not been able to grasp the concepts contained in the tome, but may try again by re-reading it and repeating both tests. If the test is passed, the reader is allowed to spend 100 xp anytime thereafter to gain the Academic Knowledge (Magic) skill (or take advantage of the rules for Skill Mastery if the skill is already known), regardless of the character's current career and skill choice options. However, the character must then make a successful **Will Power Test** or gain an Insanity Point from the disturbing ideas and arguments put forth in the book.

The *Liber Mutandis* is banned throughout the Empire, and any character found in possession of a copy immediately becomes suspected of being a Chaos cultist.

FRANZ HELLER, PURPLE HAND CULT LEADER

Franz Heller is a second generation member of the Purple Hand. He was inducted into the cult by his aunt Brunhilde, who disappeared over ten years ago. With the cult splintered into many small cells, Heller has been unable to ascertain the fate of his aunt and mentor.

Franz Heller

Career: Journeyman Wizard (ex-Apprentice Wizard, ex-Burgher)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	33%	30%	43%	40%	51%	56%	49%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	4	2	5	0

Skills: Academic Knowledge (Magic +10%, Theology), Channelling +10%, Charm, Common Knowledge (the Empire) +10%, Drive, Evaluate, Gossip, Magical Sense, Haggle, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Classical, Dark Tongue, Reikspiel)

Talents: Aethyric Attunement, Dark Lore (Chaos), Dealmaker, Lesser Magic (Aethyric Armour), Petty Magic (Arcane), Savvy, Suave, Warrior Born, Very Resilient

Armour: None

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

Weapons: Hand Weapon (Mace)

Trappings: Liber Mutandis (see sidebar), Purse with 3 gc

3. STORE ROOM

This small chamber is used as a store room. In addition to a small barrel of powdered Warpstone, the Skaven left behind three short swords and a spear, all of them clearly identifiable

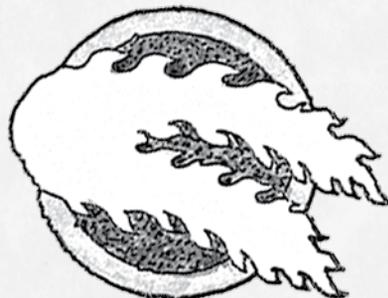
as being of Skaven manufacture. (See p. 61 for the effects of exposure to powdered Warpstone.)

ENDING THIS CHAPTER

This chapter ends when the PCs have found and destroyed the Purple Hand cult base and reported back to the Temple of Ulric on what they found there. Carrying a barrel of Warpstone dust through the streets of Middenheim is a dangerous proposition, and you are encouraged to improvise suitable encounters and complications if the PCs insist on such a course. If they simply seal off the cult base and report back, a group of wizards and priests will be sent out from the Collegium Theologica to secure the Warpstone and convey it to a safe place.

REMEMBER THE PURPLE HAND?

If the players are veterans of first edition *WFRP* and have played *The Enemy Within* campaign, they may well have encountered the Purple Hand before. Some may fear that their characters have made a powerful enemy, while others may want to hunt down and destroy any further cells of Purple Hand cultists that may be hiding in Middenheim. As noted earlier, though, the Purple Hand has been severely weakened since the events of *The Enemy Within*, and this particular cell has no contact with, or knowledge of, any other surviving cells in the city. No matter how expertly any survivors are questioned, they will be able to provide no leads.





CHAPTER V: PANIC IN THE STREETS

The adventurers have no time to bask in the success of their mission against the Purple Hand. As soon as they return, they find that one of the Sigmarite witch hunters of the Ordo Fidelis has been arrested under suspicion of heresy. The other two have taken refuge in the Temple of Sigmar, which is now surrounded by an angry mob, while the City Watch tries to keep order.

The PCs may have to answer some searching questions themselves as they try to prevent a religious and social crisis from tearing the war-weary city apart. If the situation is not resolved quickly and peacefully, religious strife could spread throughout the Empire, and might even culminate in outright civil war. The forces of Chaos are on the run but by no means defeated, and any weakening of the Empire's unity could lead to disaster.

— THE EVIL PLAN —

When the PCs last heard of the Ordo Fidelis, Hoffer and his companions were searching the north of the city for saboteurs threatening to poison the wells with Warpstone. As we saw in the previous chapter, it fell to the PCs to uncover the source of the plot and destroy the nest of cultists responsible.

Meanwhile, the witch hunter Jakob Bauer stumbled upon a secret temple to Khorne, maintained by the cult of the Crimson Skull. According to Ordo Fidelis protocol, Bauer collected their ritual equipment, which included a copy of the banned and blasphemous *Liber Chaotis*. On his way to the Temple of Sigmar with his spoils, he was stopped by a watch patrol, whose leader recognised some of the items as the regalia of a Chaos worshipper. As a result, Bauer was arrested and is now imprisoned awaiting trial.

Claus Liebnitz, the Deputy High Priest of Ulric (and, unknown to anyone else, a follower of Khorne and the secret

Master of the cult of the Crimson Skull) quickly heard of the arrest. The news could not have come at a better time. Here was a golden opportunity to discredit the cult of Sigmar by painting it as tainted by Chaos.

With Middenheim torn apart by a religious schism, the Emperor will have to send some Imperial forces to restore order—forces that are currently occupied hunting down and destroying the remains of Archaon's army and other followers of Chaos across the Empire. By fomenting religious strife between the cults of Ulric and Sigmar (and thus between the cities of Middenheim and Altdorf), Liebnitz hopes to spark a civil war that will lead to the collapse of authority and allow Archaon and his hordes to regroup and conquer.

Even if the Empire does not fall, there will at least be bloodshed on a scale unknown for centuries, which cannot fail to please the Blood God...

— ARRESTED! —

The chapter begins with the adventurers' triumphant return from the Purple Hand cult base, having thwarted the Warpstone plot to poison the city's water supply. More than likely, they will have with them the copy of the banned *Liber Mutandis* that they found there, along with other loot that bears the mark of Tzeentch. They may decide to turn the book over to the authorities, either at the Watch headquarters or at one of the temples—but they will not have the chance.

As they make their way through the streets of Middenheim, they notice that a large number of Watch patrols are on the streets. There is an indefinable tension in the air. If the PCs ask what has happened, they will learn that Mutants have been found in a few parts of the city, and are being hunted down. These are more victims of the Warpstone plot, affected before the PCs thwarted it; the people of Middenheim do not know this, though, because of the secrecy that Liebnitz insisted upon.

THE PRICE OF COMPASSION

As the PCs make their way across the city, they may see the occasional Mutant being chased down by watch patrols, or by armed mobs. The Warpstone created only a few Mutants, but this has been enough to spark a general panic.

OLD SCORES

The PCs pass one house that is in the process of being burnt down by an angry mob. In front of it, several burly individuals hold a bound prisoner, his face almost unrecognisable from the swollen bruises and caked blood of what must have been a severe beating. Around his neck is a crudely painted sign reading "Beastman," but on a successful **Perception Test** the PCs notice that the horns on his head are held there with string, partially concealed by blood and grime.

The man is a moneylender, and several of his debtors have taken this opportunity to get rid of him. Burning his house will destroy all records of the loans he has issued, and having him killed as a Beastman ensures that he can never reclaim what he is owed.

The PCs can react to this situation however they want. If they decide to intervene, the two guards are local toughs (use the Footpad stats on p. 234 of the *WFRP* core rulebook), and will attempt to flee if they are reduced to 3 Wounds or less. Handing the moneylender over to the Watch will ensure his safety, and the mob will disperse if a Watch patrol appears.

THE BLAMELESS

Shortly after this encounter, the PCs see a four-man Watch patrol chasing a terrified ten-year-old girl through the streets. One of her arms has sprouted an extra hand, but she bears no other signs of mutation. They corner her in a dead-end alley, and she backs against the wall, her eyes flicking desperately back and forth as she searches for a way out. The watchmen advance toward her, drawing their swords.

This encounter is a blatant attempt to engage the players' sympathy and lead them into trouble. If they are reluctant to become involved, you should feel free to use emotional blackmail or any other means to draw the PCs into the situation. Perhaps the little girl reminds one character of a younger sister, perhaps one who died in childhood. Perhaps the watchmen are using greater than necessary force to apprehend this Mutant.

If the players are too hard-hearted wary to come to the child's aid, then you have to take a more direct hand. A mob gathers as the watchmen take the little girl into custody, and from the back of the crowd a voice rings out: "*They were with her!*"

Immediately, all eyes are on the PCs. Deny it as they might, they are arrested and searched, and something is found that convinces both the mob and the Watch patrol that they are tainted by Chaos.

The exact nature of this "proof" depends on the circumstances. If the PCs picked up the *Liber Mutandis* from the Purple Hand cult base, that alone is sufficient to see them dragged off down to Watch headquarters to answer some questions. Even worse is if one or more of them picked up a mutation from the tainted water in **Chapter 4**.

Failing either of these, you might have to be creative. Just the fact that the PCs are obviously adventurers rather than ordinary townfolk is enough to make them suspicious. If they show the Watch patrol their warrant from Commander Schutzmann, he will take it from them and "invite" them—with force if necessary—to go to Watch headquarters to have their credentials checked. If any character has anything with them that is obviously not of Imperial manufacture, for example Skaven weapons, they will come under more suspicion. Any liquids that are not readily identifiable are confiscated just in case they are poisons. The watchmen will seize upon anything out of the ordinary as possible evidence of involvement with Chaos.

A Simple Misunderstanding

If the PCs resist arrest, they will just be making things worse for themselves. The NPCs take any resistance as proof of guilt, and redouble their efforts to take the PCs into custody. They use non-lethal means, such as stunning attacks and entangling weapons, where possible, but they will not be afraid to wound the PCs seriously if they try to escape.

More watchmen will come to the aid of the patrol in the alley, and some of the braver souls in the gathered mob may also take a hand in things, throwing stones or even wading into the fray to assist the Watch. Even if the mob does nothing but watch and shout insults, they are completely blocking the only exit from the alley.

The PCs should realise very quickly that their situation is hopeless, and their best course is to go along and trust Commander Schutzmann to iron everything out—and hope that a few heads will roll once the truth is established.

A FRIEND IN NEED

As the PCs are being escorted (or dragged, if necessary) to Watch headquarters, they and their captors bump into Deputy High Priest Claus Liebnitz. He is accompanied by a small detachment of Teutogen Guards, left behind to look after the Temple of Ulric when the bulk of Middenheim's forces left to pursue Archaon and his followers. There are two more Teutogens than there are PCs.

Teutogen Guards

Career: Knight (ex-Squire, ex-Initiate)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
56%	36%	46%	41%	42%	38%	44%	41%

Secondary Profile

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

Skills: Academic Knowledge (Genealogy/Heraldry, History, Theology), Animal Care, Animal Training, Charm, Dodge Blow +10%, Gossip, Heal Wounds, Perception +10%, Read/Write, Ride +10%, Secret Language (Battle Tongue), Speak Language (Breton, Classical, Reikspiel)

Talents: Etiquette, Public Speaking, Specialist Weapon Group (Cavalry), Specialist Weapon Group (Flail), Specialist Weapon Group (Two-handed), Very Strong, Warrior Born

Armour: Heavy Armour (Full Plate Armour)

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Great Weapon (Warhammer), Hand Weapon (Sword)

Trappings: Wolf's head pendant, wolfskin cloak.

Liebnitz asks the captain of the Watchmen what is going on. Any PC who tries to speak up is silenced by a swift sword-pommel to the pit of the stomach, and must make a successful **Toughness Test** or be winded for two minutes. Read or paraphrase the following to the players:

"Agents of Chaos, your Worship," says the captain proudly, in answer to the High Priest's query. "Caught 'em harbouring a mutant and attempting to evade justice." Liebnitz looks you up and down, and barely suppresses a smile.

"All right, Captain," he says. "I'll take it from here." He waves a dismissive hand as the watchmen start to protest. "Don't worry," he says, "I'll make sure that you are credited with the arrest and receive any associated reward."

He gestures to his Teutogen Guards, and they fall in smartly around you. The watchmen relinquish their charge, somewhat reluctantly.

"Good hunting!" cries Liebnitz, with a cheery wave to the watchmen. "I'll speak to Commander Schutzmann personally, once I've questioned these suspects!" With a final wink at you, he orders his Teutogens to "escort the prisoners to the Temple."

OUT OF THE FRYING PAN

The PCs may think that Liebnitz has just rescued them from the Watch, but they are about to be cruelly disappointed. Hearing of their arrest, he has decided to do away with them once and for all. When they arrive at the Temple of Ulric, he has them stripped of all weapons and equipment, and thrown into a cell deep in the dungeons below the temple. Read or paraphrase the following to the players as they are dragged off:

"I'm sorry to disappoint you," Liebnitz says, with great insincerity, "but it seems to me that you have outlived your usefulness. There are a few things that demand my attention at present, but I'll return to deal with you shortly. In the meantime, please make the best of my simple hospitality." The cell door clangs shut, and Liebnitz and his Teutogens leave.

THE CELLS

The PCs' cell is carved from the solid rock of the Ulricsberg; the only way in or out is through the door, which is a solid iron grating. The door has T 6 and 25 damage points; the lock can be picked with a **Pick Locks Test**, if a skilled character can improvise a lock pick.

The cell door opens onto a short passage, with three identical cells on either side. There are no guards posted in the passage; the nearest guard is in the guard room (Perception Tests to hear the PCs are Hard).

The PCs have plenty of time to come up with an escape plan, and you should encourage them to do so. If they can get out of their cell, the single guard should be easy enough to overcome; their equipment is piled in a corner of the guard room, along with Hoffer's (see **An Old Acquaintance** on p.67).

Temple Jailer

Career: Jailer

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
41%	31%	40%	41%	31%	25%	33%	31%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	10	4	4	4	0	0	0

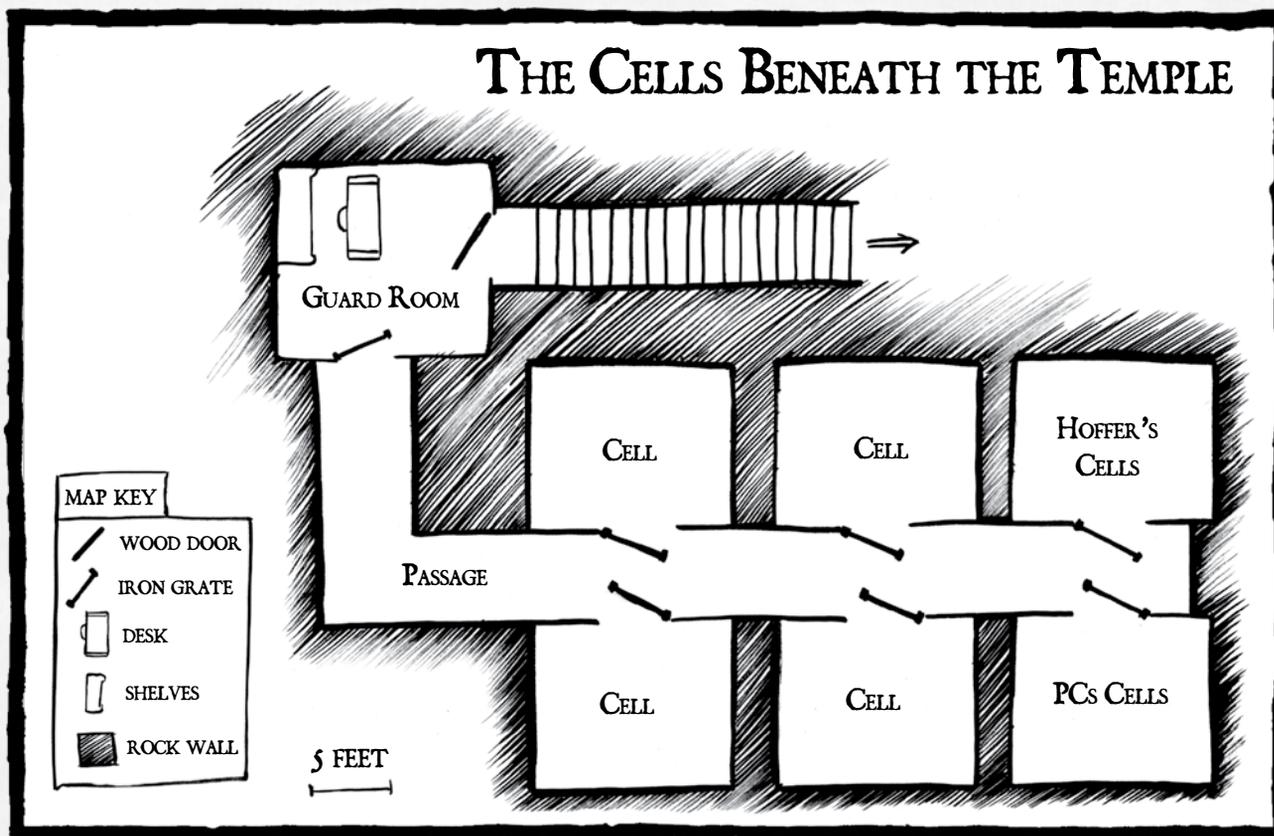
Skills: Command, Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Gossip, Slight of Hand, Intimidate, Perception, Search, Speak Language (Reikspiel)

Talents: Resistance to Disease, Resistance to Poison, Specialist Weapon Group (Entangling), Very Resilient, Very Strong, Wrestling

Armour: Light Armour (Leather Jerkin)

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

THE CELLS BENEATH THE TEMPLE



Weapons: Hand Weapon (Cudgel) and Lasso

Trappings: Wolf's head pendant, bottle of cheap wine, leather goblet

AN OLD ACQUAINTANCE

The PCs are not the only prisoners being held beneath the temple. In the cell directly across from theirs is Matthias Hoffer, the Witch Hunter. He has been extensively "questioned" by Liebnitz and his minions. He is severely wounded (Wounds 0), and caked with dried blood; his face is swollen almost beyond recognition. If the PCs do not recognise him, he will call out to them in a weak voice.

"You ... I know your voices. You brought the brass skull back from the tomb in the forest."

He can give the PCs the following information:

"They took Bauer... When we were looking for the poisoners ... he found a nest of cultists by the North Gate ... in the basement of a tavern called the Sword and Flail ... their emblem was a skull covered in blood ... the book was there ... the Watch picked him up."

The strain of speaking tells on him, and he passes out.

If the PCs can escape from their cell and free Hoffer, he will need to be healed at least to 1 W point before he can move or speak.

BREAKING OUT

Once they have escaped from their cell, freed Hoffer, and overcome the jailer, the PCs must decide how they are going to escape from the Temple of Ulric. You should encourage them to be as creative as possible, but at the end of the day, a few **Easy (+20%) Bluff** and **Silent Move Tests** should be sufficient. No one but Liebnitz and the jailer knew they were in the cells; Liebnitz is away from the temple (see **Sigmar Under Siege** on p. 68), and the jailer has already been dealt with.

As long as the PCs can come up with a sufficiently plausible explanation of why they are walking through the temple complex with a wounded, blood-caked man, then the curiosity of any bystanders will be satisfied and they will be able to get out of the temple. For example, they might say that he is a suspected heretic who has been questioned by the Deputy High Priest, and they are escorting him to the Watch headquarters for further interrogation.

If you want to make the escape more difficult, then it can be played out in full, but this will require a detailed map of the temple complex, together with profiles for any NPCs they might encounter along the way. For the purposes of this adventure, though, it is quite permissible to compress the escape process to a few dice rolls, in order to get on with the next scene.

Hoffer is anxious to get to the Temple of Sigmar, report Bauer's arrest, and make preparations for the trial that must inevitably follow.

— SIGMAR UNDER SIEGE —

When the PCs reach the Temple of Sigmar, they find it surrounded by an angry mob. The doors of the temple are closed, and the mob is hammering furiously on them. Just outside, a makeshift stake and pyre have been erected, and nearby shops and houses are being ransacked to provide more fuel for the fire. The air is filled with cries of “Burn the heretic!” and “Hand him over!” A few watchmen are trying to maintain order, but they are hopelessly outnumbered, and there is little they can do.

A successful **Gossip Test** reveals that a suspected minion of Chaos has taken refuge in the temple, and the temple authorities are refusing to hand him over. The mob is in a state of high excitement, and anyone who expresses sympathy with the cult of Sigmar or doubt as to the suspect’s guilt is instantly attacked by 3–4 burghers armed with chair legs and other improvised weapons.

It is quite possible that the PCs may have to kill (or at least, disable) a few members of the mob. If the PCs kill or disable three or more burghers, or if they make any use of magic, the crowd draws back from them a little. No one else tries to attack them, but the crowd still makes angry noises and from time to time someone throws a stone or other improvised missile.

Even with the mob at bay, it is difficult for the PCs to find a way into the temple. The main doors are barred from inside, and the priests inside refuse to open them for fear that the mob will try to force its way in. Hoffer can lead the PCs to a secret door at the end of a nondescript alley that runs behind the temple complex. The door is guarded, but once they see Hoffer, the guards will let him and the PCs into the temple.

THE BIG PICTURE

Once inside the Temple of Sigmar, the PCs can learn what has been happening. As Hoffer has already told them, the Watch arrested Jakob Bauer with a copy of the forbidden *Liber Chaotis* in his possession, and he is now imprisoned awaiting trial. The Deputy High Priest has lost no time in capitalising on the arrest, and his agents ambushed and captured Hoffer. Ulrich Fischer, the interrogator and physician who is the third member of Hoffer’s group, managed to escape and sought sanctuary at the Temple of Sigmar, which is why the mob has gathered outside.

Hoffer is glad to be reunited with Fischer, who brings the group up to date on what he knows. Bauer’s trial has been set for two days hence; it is to be a public affair, held in the Square of Martials outside the palace. Deputy High Priest Liebnitz will conduct the prosecution himself, and the judges are to include the Watch Commander (deputising for the Graf), the High Priestess of Verena, and the three Law Lords of Middenheim. High Capitular Werner Stolz of the Temple of Sigmar has been called to give evidence, since the suspect is a member of an organisation affiliated to the cult of Sigmar.

THE HIGH CAPITULAR

This is not the first time that Stolz finds himself in a delicate position. Because Middenheim is the seat of the cult of Ulric,

the high priest of the rival cult of Sigmar is effectively in enemy territory, and this post is only given to individuals who have proved themselves in lesser appointments. In some quarters, the High Priesthood of Sigmar at Middenheim is regarded as being second only to that of Grand Theogonist.

When he hears that Hoffer has arrived at the temple, Stolz summons him and Fischer, along with the PCs.

Werner Stolz is a vigorous-looking man in his early sixties, standing about 5’ 8” tall and of medium build. More than twenty years as High Capitular of Middenheim has made him a shrewd politician, as well as a devout follower of Sigmar. He speaks quietly, but with authority—it is clear that he is used to having people listen to him.

High Capitular Werner Stolz

Career: High Priest (ex-Anointed Priest, ex-Initiate, ex-Priest)
Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
51%	47%	41%	46%	42%	53%	60%	56%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	3	0	2

Skills: Academic Knowledge (History, Magic, Law +10%, Theology +20%), Channelling +20%, Charm +20%, Common Knowledge (Dwarfs, the Empire) +20%, Gossip +20%, Heal +10%, Intimidate, Magical Sense +10%, Read/Write, Ride +10%, Speak Arcane Language (Magick) +10%, Speak Language (Classical +10%, Dwarf +10%, Reikspiel)

Talents: Acute Hearing, Aethyric Attunement, Armoured Casting, Divine Lore (Sigmar), Etiquette, Lightning Reflexes, Master Orator, Meditation, Petty Magic (Divine), Public Speaker, Resistance to Poison, Seasoned Traveller, Strike to Stun, Strong-minded, Suave

Armour: Medium Armour (Leather Jack, Mail Shirt)

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

Weapons: Hand Weapon (Warhammer)

Trappings: Comet pendant, robes



“Hoffer. Fischer.” The High Capitular acknowledges the two witch hunters with a nod as they enter his chambers. He casts a searching glance over the PCs.

“So, you are the people who brought the icon to Middenheim, recovered the brass skull from the tomb of

the Chaos Warrior, wiped out the Skaven, and thwarted the plot to poison the city's wells? You have certainly been busy. Your names?"

Stolz listens attentively as the PCs introduce themselves. Although the High Capitular is not one to stand on ceremony, you can have each character make an **Easy (+20%) Gossip Test** to avoid some small but embarrassing *faux pas*. Stolz waves everyone to a row of chairs set out in front of his desk, and sends out for some wine.

"Well," Stolz continues, "things are about to get a good deal busier. The trial of a Sigmarite witch hunter accused of consorting with Chaos is a golden opportunity for the cult of Ulric to embarrass us, and if I know Liebnitz he'll make the most of it. In the current climate, with the panic caused by the mutant outbreak, the people are looking for someone to blame—someone they can lay hands on, not shadowy rumours of poisoners in the dark." Hoffer nods grimly.

"They'll burn Bauer for sure if we don't save him," he says. Stolz shoots him a sharp look.

"His is not the only life at stake, Matthias," he says, somewhat reprovingly. "So if you're thinking of doing something heroic to rescue him before the trial, you can put it out of your mind right now. That goes for the rest of you, as well." He sweeps the assembled company with a warning glance.

"No, they won't stop at Bauer," he goes on. "If he's guilty, then so is the whole of your Ordo Fidelis, and that mob out there will be joined by the Watch, demanding I hand you and Fischer over. And if I continued to give you sanctuary in defiance of an arrest warrant from Schutzmann—who wields the Graf's authority in his absence, don't forget—Liebnitz would be only too pleased to throw his remaining Teutogens into the fray, under the guise of upholding the law. They'd pull the temple down around our ears, and hang or burn us all." His eyes drop briefly at the thought.

"And that would only be the beginning. All over Middenland and across the north, the fall of this temple would be a signal for Ultricans to attack their Sigmarite neighbours, and paint them with the stain of Chaos. The Emperor and the Grand Theogonist would have to respond, and civil war would be inevitable. With Archaon's scattered forces still roaming the land, that would be a dangerous folly. They would be sure to take advantage of our conflict, and there would be little to stop the Empire going the way of Kislev. What hope, then, for the rest of the Old World?" He pauses to let the full import of his words sink in.

"So you see," he says at last, "the trial must go ahead, and Bauer must be acquitted. If he is not, then, with regret, I will have to hand you and Fischer over, Matthias, in order to prevent even graver consequences. The Grand Theogonist will then be faced with the choice of declaring the Ordo Fidelis heretics and joining in their destruction, or standing by them and risking civil war and worse. The situation could scarcely be more serious."



A PLAN OF ACTION

The High Capitular is keen to immediately put together a plan of action. He is certain that Bauer is innocent but certainty is not proof. Once the trial starts, Stolz must be able to prove that Bauer got the forbidden book from cultists he had killed and was on his way to turn it over to the proper authorities. According to Hoffer, the cultists were operating out of the Sword and the Flail, near the North Gate. While Hoffer is eager to go find evidence at the scene to clear his friend, the High Capitular won't allow it. At the moment the members of the Ordo Fidelis are too conspicuous. He turns instead to the PCs.

"You have proved to be very resourceful and you can move in the city without starting a riot. You must make your way to the Sword and Flail, and recover all the evidence you can of cult activity there. Bring it to me here, or, if the trial has started already, the Square of Martials."

"Go quickly now. And remember that on your success rides the lives of many, and perhaps the fate of the Empire."

Before they leave, the High Capitular uses the *healing hand* spell to cure any wounded PCs. They will need all their strength and resources to aid the church of Sigmar in this dark hour. Receiving the healing touch of a high priest of Sigmar is an honour and characters who are followers of the Heldenhammer should be suitably impressed.



CHAPTER VI: TRIAL OF FIRE

In this chapter, the PCs have to investigate the cult base at the Sword and Flail tavern, and bring back evidence that will help Bauer's case. While there, they will come across further traces of the cult of the Crimson Skull.

Then, they must hurry to the Square of Martials, where the trial is already in progress, and give their evidence to High Capitular Werner Stolz. They are called to give evidence in the trial, and witness a shocking revelation from Liebnitz, who claims that the cult of Sigmar has been corrupted by Chaos.

— THE CASE AGAINST BAUER —

The last time Hoffer and Fischer saw their colleague Jakob Bauer, he was on his way to investigate a tavern called the Sword and Flail, which is located near the North Gate. Although he found no trace of the cultists who were poisoning the city's wells with Warpstone, Bauer stumbled across a cult base of the Crimson Skull in the course of his investigations.

After a hard fight, he was forced to retreat, carrying with him a few pieces of evidence of cult activity—including a copy of the forbidden *Liber Chaotis*, used by the Crimson Skull in their unspeakable devotions.

A short distance away from the tavern, Bauer collapsed from his wounds, and was found lying in an alley by the City Watch. Seeing the blasphemous book in his possession, they immediately concluded that he was a cultist himself, and he was carried back to Watch headquarters. There, he was healed enough to undergo questioning, and arrangements were made for his trial.

Shortly afterward, Hoffer was arrested by agents of Deputy High Priest Liebnitz, and underwent a ruthless interrogation in the Temple of Ulric. Fischer, the third member of the group, managed to evade arrest, and sought sanctuary in the Temple of Sigmar.

Despite the best efforts of the Watch's interrogators, Bauer refuses to confess that he is a follower of Chaos. Liebnitz repeatedly requested Watch Commander Schutzmann to transfer the witch hunter into the custody of the Temple of Ulric, on the grounds that this was a religious case. He hoped to use less gentle means to extract a confession from Bauer, implicating not only himself but also the entire Ordo Fidelis, and suggesting that the whole cult of Sigmar is riddled with Chaos.

The trial is due to start soon; the PCs have very little time to find sufficient evidence to ensure that Bauer is acquitted and the cult of Sigmar is cleared of any Chaotic associations. Time to head for the Sword and Flail.

— THE SWORD AND FLAIL —

Hoffer and Fischer can give the PCs rough directions to the Sword and Flail, based on their conversations with Bauer before he set out to investigate it. Native Middenheimers can make a **Routine (+10%) Common Knowledge (the Empire) Test** to know where the tavern is, and also to remember that it is popular with visiting mercenaries and has a reputation for fights breaking out.

FINDING THE TAVERN

The Sword and Flail is situated in the Neumarkt district, down a narrow street off Schwanger Alley. This area contrasts sharply with its surroundings; the Neumarkt is a solidly middle-class district, home to one of the city's two great markets and numerous small shops and workshops. Although not as rough as some other parts of Middenheim, these few streets are definitely somewhat seedy.

The Neumarkt area suffered serious damage during the siege, despite the fact that the North Gate was not breached. The cause of this was a failed uprising led by Slaaneshi cultists of the Jade Sceptre cult, who met regularly at another back-alley tavern, the notorious Templar's Downfall. Jade Sceptre cultists summoned a pack of Daemonettes of Slaanesh, which ran riot through the streets and alleys of the Neumarkt before finally being destroyed by the Watch with help from wizards of the Collegium Theologica.

The Sword and Flail only suffered minor damage in this incident. It is less frequented than it was during the siege, when Middenheim was packed with troops from all over the Empire, but it still does a steady trade.

GERHARD HELLER

Heller is a heavy-set man in his late thirties, with greasy black hair plastered over his balding scalp. He accepts the fights that break out in his tavern as an occupational hazard, and devotes himself to making the best living he can. He is secretly a junior member of the Crimson Skull, and a successful **Perception Test** reveals that some of his scars look relatively fresh. Some were gained while breaking up fights, and others are the result of blood-sacrifices made upon his initiation into the cult.

Gerhard Heller

Career: Innkeeper (ex-Burgher, ex-Soldier)

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41%	36%	36%	40%	45%	36%	40%	31%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	3	4	4	0	5	0

Skills: Blather, Common Knowledge (the Empire), Consume Alcohol +10%, Dodge Blow, Drive, Evaluate +10%,

Gossip +10%, Haggle +10%, Intimidate, Perception +10%, Search, Sleight of Hand, Speak Language (Kislevan, Reikspiel)

Talents: Acute Hearing, Dealmaker, Disarm, Savvy, Street Fighting, Streetwise, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Strong

Armour: Light Armour (Leather Jerkin)

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

Weapons: Hand Weapon (Club) and Dagger

Trappings: Cheap clothing, purse with 15 s



INSIDE THE SWORD AND FLAIL GROUND FLOOR

The taproom takes up most of the ground floor. This is a large open space, with no tables, chairs, or furniture of any kind. This is because Gerhard Keller, the proprietor, simply stopped replacing furniture that was damaged in fights, until none was left. The only notable features are the solid wooden bar and the rack of barrels that stands behind it.

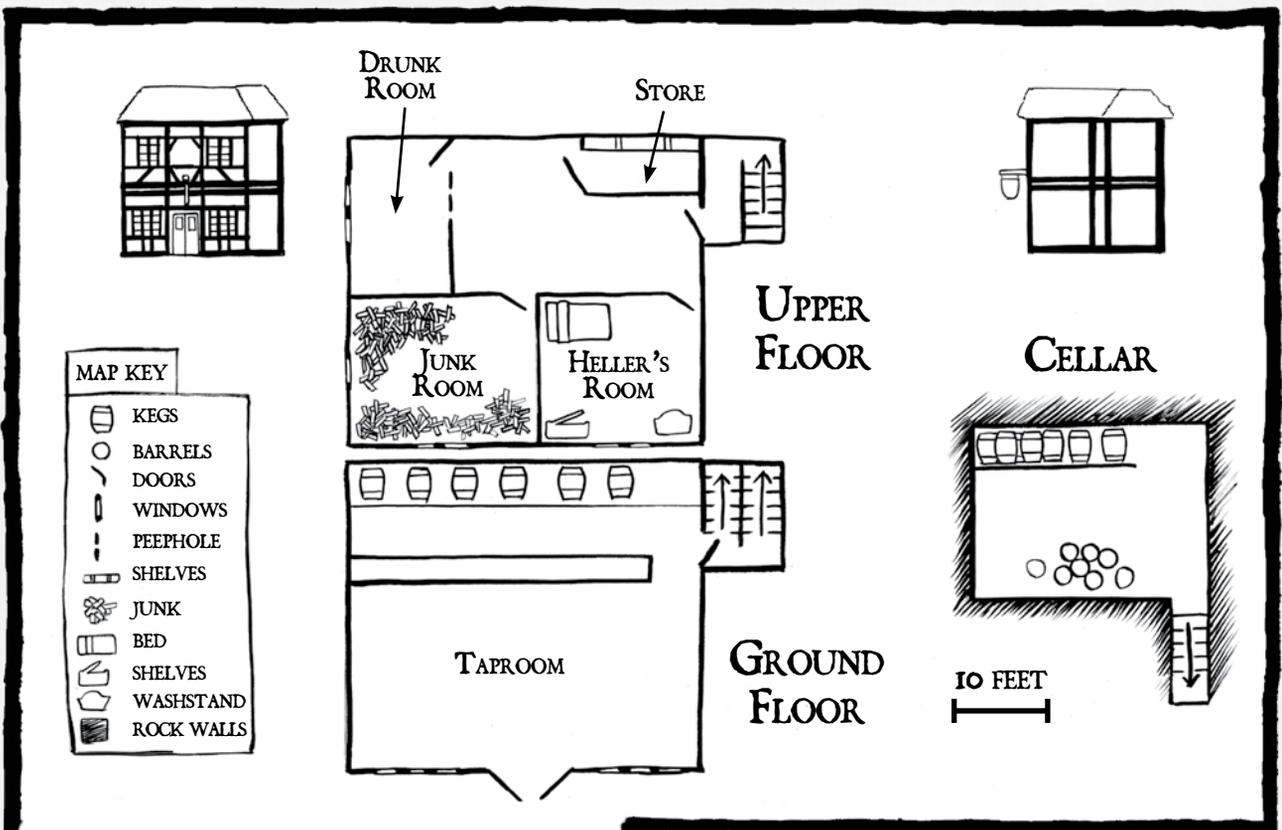
To one side of the bar, a door opens onto the external staircase leading to the upper floor, and the rock-hewn steps to the cellar.

The regulars at the Sword and Flail are a mixture of off-duty watchmen and gate guards, with a few mercenaries who are between jobs. Mercenaries are fewer these days, because the bulk of them followed the Imperial army in its pursuit of the surviving forces of Chaos.

The regulars will take exception to anyone throwing their weight around in the tavern, anyone giving Heller any trouble, and even anyone they don't like the look of. Brawls are a regular occurrence, and troublemakers are usually beaten unconscious and dumped in an alley. There is an unwritten rule that weapons are not to be used (although improvised weapons like metal tankards are an exception), but if anyone draws steel in the tavern, all bets are off.

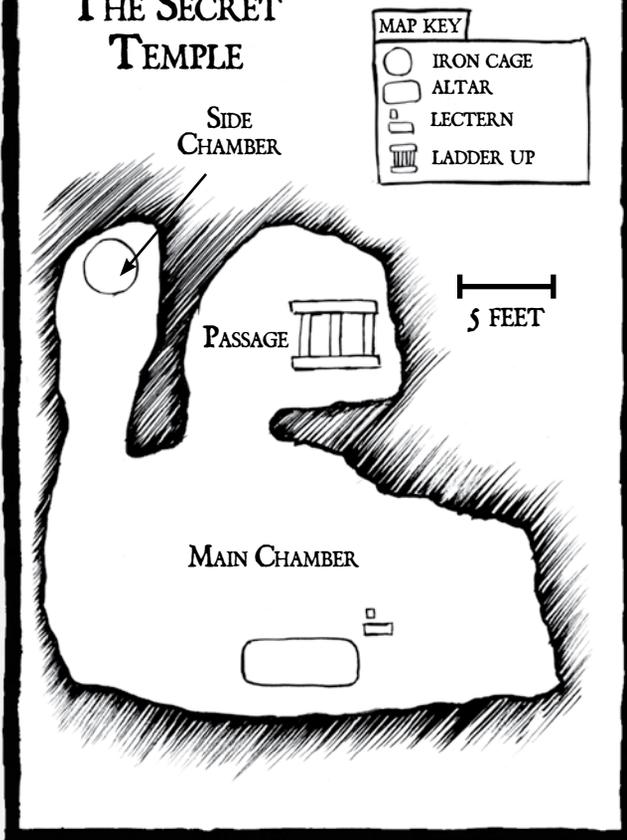
The regulars are not members of the Crimson Skull cult, and know nothing of Heller's cult affiliations. To them, he is just another retired soldier, running a tavern that caters to military personnel.

If the PCs get into trouble in the Sword and Flail, they will be attacked by an equal number of patrons. Others will join in until the PCs have disposed of twice their numbers; then, the remaining patrons will offer no further resistance, and grudgingly do whatever the PCs ask. The statistics for sell-



THE SWORD AND FLAIL

THE SECRET TEMPLE



swords and town guards on p. 235 of the *WRP* core rulebook are appropriate for the patrons of the Sword and Flail.

UPPER FLOOR

The upper floor is divided into four rooms, linked by a broad passage.

Store

This small, unlit room contains assorted linens and some of the more intact pieces of furniture that are not currently in use.

Drunk Room

Heller installed this room for the entertainment of his guests. It is entirely upside-down. The windowsill is on the top, a table, some chairs and a rug are nailed to the ceiling, lamp brackets are upside-down, and so on. The floor of the room has been plastered to look like a ceiling. Whenever a stranger drinks himself unconscious in the taproom, he is brought here. He wakes up to find himself apparently stuck on the ceiling of a strange room, and Heller and his friends use hidden peepholes in the wall (thee can be spotted with a successful **Perception Test**) to watch the drunk's frantic efforts to get back onto the "floor" of the room.

Junk Room

This room is piled high with broken furniture and other debris. Under the window stands a wooden workbench, where Heller hammers the dents out of metal tankards that have been used as improvised weapons in bar fights

downstairs. Several chairs and tables have been partly repaired, but none are useable.

Heller's Room

This room is where Heller sleeps. It contains a cheap but comfortable bed, a wooden wardrobe containing a few sets of cheap clothing, a wash-stand with a bowl and a pitcher of water, and a locked chest containing Heller's savings (153 gc, 2 s, 11 p) in a leather sack. Opening the chest requires a successful **Hard (-20%) Pick Locks Test or Strength Test**.

THE CELLAR

The cellar of the Sword and Flail is cut out of the rock of the Ulricsberg. Stone steps lead down from the ground floor, into a small room piled with barrels and other supplies.

A stack of empty barrels is piled up over a hole in the floor, with an iron-runged ladder leading down. A successful **Search or Perception Test** is required to notice that the floor around the barrels is cleaner than elsewhere in the cellar—a sign of frequent traffic.

THE SECRET TEMPLE

The hole in the cellar floor leads down to a narrow rock-hewn passage, which is the entrance to the hidden temple of the Crimson Skull cult. The walls are daubed with skulls and marks of Khorne in a brown stain that looks suspiciously like Human blood (which, indeed, most of it is).

Passage

The passage is only wide enough for two characters to stand abreast.

As soon as they hear the barrels being moved in the cellar above and anyone coming down the ladder, the two Mutants in the main chamber rush to the attack, standing shoulder-to-shoulder and blocking the passage until they are killed.

On a successful **Perception Test**, any character will notice that the floor of the passage, and the lower parts of the walls, are spotted with dried blood, as if a battle had taken place here within the last few days.

Main Chamber

This chamber is where the cult rituals of the Crimson Skull take place. It is dominated by a large altar made of stacked skulls. The skulls are coated with dried blood, and a large stain spreads out on the floor around the altar.

Beside the altar is the wreckage of a lectern, which previously held the copy of the *Liber Chaotis* that was found in Bauer's possession. An iron chain runs from a staple in the column of the lectern, ending in a broken link; Bauer cut the chain with a blow from his sword, and the rest of the chain is still attached to the book.

Also in the main chamber are two members of the Crimson Skull cult who have been blessed with mutations by the Blood God. Unable to move freely in the city above, they now live

here permanently. As noted previously, they attack anyone who trespasses in the temple, trying to block the entrance passage to negate any advantage of numbers.

Teeth and Claws, Chaos Mutants

Both mutants still look somewhat Human, although both of them the skull of Khorne, covering their faces like a tattoo. One has a bestial, doglike face, armed with long sabre teeth; the hands of the other are armed with wickedly sharp claws.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33%	28%	31%	32%	25%	27%	35%	24%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	5	0

Skills: Animal Care, Concealment, Outdoor Survival, Perception, Silent Move, Speak Language (Reikspiel)

Talents: Flee!, Frenzy, Resistance to Magic

Special Rules:

- **Chaos Mutations:** Teeth has Bestial Appearance and Fangs while Claws has (rather unsurprisingly) Claws, which grants him the Natural Weapons Talent.
- **Bleeding:** Claws bears a blessing from Khorne that enables his natural weapons to cause bleeding wounds. A character who has been wounded by the claws must make a **Toughness Test** each round until his wounds are treated, either medically or by healing magic. For every failed test, the character takes one additional



Wound from blood loss (regardless of armour or Toughness Bonus).

Armour: None

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

Weapons: Teeth attacks with his Fangs (SB-2 Damage; Precise Quality) or a Hand Weapon (Mace), while Claws uses his namesake (SB Damage)

Side Chamber

In a small side chamber, the PCs can find a bound and terrified young man named Johann Opfer in an iron cage. He can be freed with a successful **Pick Locks Test** or a **Very Hard (-30%) Strength Test**. He was kidnapped from the city above, and has been kept here for several days. He witnessed Bauer's raid on the temple, and was to have been sacrificed to rededicate the temple to Khorne after the "desecration" wrought by the witch hunter. When he is freed, Johann will tell the PCs his story. Stats for him shouldn't be necessary, but you can use

those of the Proprietors on p. 235 of the *WFRP* core rulebook if need be.

"Oh, thank Ulric and Sigmar you found me! They were going to sacrifice me! The other man must have sent you.

"I only caught a glimpse of him, but he was very big, dressed in armour, with fair hair. He had a pistol and a big axe. I don't think he saw me. He fought like a tiger—they eventually beat him back, but the last I saw of him, he had their holy book under his arm. Their leader was very upset about that—he said I would be sacrificed to purify the temple again."

Johann Opfer is the witness the PCs need to prove that Bauer is not a cultist, and took the *Liber Chaotis* from the temple. All they have to do is get Johann to the trial, have him identify Bauer and tell his story, and the witch hunter is certain to be acquitted.

— THE TRIAL —

The PCs will have little difficulty in retracing their steps out of the temple and making their way to the Temple of Sigmar. However, they will find no one there, as preparations for the trial are already under way in the Square of Martials.

FULL HOUSE

When they head to the square, they find that the Watch has sealed off all the surrounding streets. Two watchmen guard each barrier.

"Sorry, friends," they say as the PCs approach. *"The square's full. Everybody wants to see the burning."*

The PCs can try various means to get past the barriers and into the square. Here are some notes on a few of the more obvious courses of action; you can improvise if they try something wildly original.

- **Talking their way in:** The PCs can talk their way through the barriers on a successful **Charm Test**, opposed by the watchmen's Will Power of 31%. If the PCs still have the warrant that Commander Schutzmann gave them in **Chapter 1**, the test becomes Easy (+20%). You should also be prepared to modify the basic Test Difficulty, depending on how good a story the PCs come up with.
- **Sneaking past:** This requires a successful **Silent Move Test**, opposed by the watchmen's Perception (based on their Intelligence of 31%). Diversions can add a bonus to the PCs' chances. These might range from +10% for a character making a successful **Blather Test** (also opposed by the watchmen's Intelligence of 31%) to +30% for a truly spectacular diversion such as collapsing a nearby building.
- **Forcing their way in:** The PCs will have to fight the watchmen. Each round, there is a 50% chance that two more people (equal chance of burgher or watchman) will come to the beleaguered watchmen's aid.

- **Going another way:** All of the streets and alleys surrounding the Square of Martials are sealed off, but the PCs may think of using either the sewers or the rooftops to get around the barriers. As shown on the sewer map (p. 28), one minor sewer runs beneath the square, with a major sewer along the south side and another minor sewer at the western side. Refer to p. 39 for notes on the sewer system. Going over the rooftops will be easier on the sinuses, but more dangerous; note that Johann does not have the Climb skill.

THE SQUARE OF MARTIALS

By one means or another, the PCs should be able to get into the square. You should read or paraphrase the following to the players:

It seems like all of Middenheim has turned out for the trial. The outside of the square is packed tight with a heaving throng of people, and it is only with great difficulty that you make your way through the crowds to a position where you can see what is going on.

A rope-and-stake fence surrounds the inner part of the square, with watchmen standing every few yards to make sure nobody crosses it. At the north side, with the Graf's palace in the background, sit the judges, on a raised wooden dais with an awning over the top. You recognise Commander Schutzmann of the watch; to his left sits a regal-looking woman in a white robe, and to his right sit three men in judicial regalia. They are talking among themselves, waiting for the trial to get under way.

In front of the dais, you see Bauer, in chains and flanked by two burly-looking watchmen armed with swords and spears. His clothing is dirty and bloodstained, but despite his condition and the wounds that are still visible on his body, he holds his head high.

Some members of the crowd have taken to throwing fruit and other things, but only the strongest can reach him with their missiles. Behind Bauer, in the middle of the square, a stake and pyre has been raised, so that sentence can be carried out immediately if the witch hunter is found guilty.

A few yards from where Bauer is being held, a smaller dais has been built, equipped with a lectern and reached by a low flight of wooden steps. This must be where witnesses will stand when they give evidence. To the left is an open pavilion, where various formally-dressed people sit in rows of chairs. You recognise High Capitular Werner Stolz and Deputy High Priest Claus Liebnitz among them.

REACHING STOLZ

If the PCs try to cross the rope barrier, they will be forced back by the nearest watchman. If they persist in causing trouble, more watchmen will come to deal with them, until they are overpowered or until the fight is clearly out of control; in that case, Liebnitz will loudly denounce them as cult-inspired saboteurs and order six of his Teutogen Guards (p. 66) to

deal with them. Though his orders will not be specific, the Teutogens will try to kill any troublemakers.

Their best option is to make their way through the crowd until they are close to the pavilion, and somehow get a message to the High Capitular. In order to create a sense of urgency, you should have the PCs make relevant tests (Charm, Dodge, Intimidate, etc.) as they try to negotiate the solid mass of citizens. Each failed test means that a dispute breaks out with one or more townsfolk, requiring another successful test before the party can go on. There is no fixed number of tests before the PCs reach their objective; six to eight would be fine.

This portion of the adventure is mainly intended to force the PCs to come up with creative solutions to the problem of moving through the crowd. There are various skills and spells that can be used to accomplish this, and you should treat each case on its merits. Invisibility, for instance, might allow the PCs to sneak across the square undetected, but will not be of any use in forcing a way through the crowd, as the PCs still take up space. Any attempt to part the crowd using a spell like *dread aspect* runs the risk of starting a stampede, in which the PCs are just as likely to be trampled as anyone else. Not to mention the risk of being mistaken for daemons who have come to rescue the accused minion of Chaos.

MINOR ANNOYANCES

In addition to the problems of simply making one's way through the crowd, you can inflict further problems on the PCs at will. Here are a few examples; a creative GM will be able to come up with many more.

- **Pickpockets:** Wherever people are crowded together, there will be those who take advantage of the press and jostling to relieve them of their valuables. Pickpocket stats can be found on p. 234 of the *WFRP* core rulebook. If the targeted character is standing still in the crowd, there is no modifier to Perception in order to catch a pickpocket in the act. If the intended victim is moving through the crowd, though, all the pushing and jostling makes it a **Challenging (-10%) Perception Test**, as it is hard to tell exactly *which* push or jostle is caused by a pickpocket.
- **False Accusations:** If an NPC close to them has been robbed by a pickpocket, the PCs might find themselves accused of the crime, and surrounded by a press of hostile townsfolk. In this case, another **Charm or Intimidate Test** is required before they can move on.
- **Nice Doggy:** To a small dog, a crowd of people is nothing more or less than a forest of ankles to bite and lower legs to ... well, *inconvenience*. These small dogs can't seriously wound anyone but they are quite annoying. Detaching a biting (or otherwise attached) dog from one's leg is a full action, and requires a successful **Routine (+10%) Agility or Strength Test**.
- **Trip:** People in a crowd very seldom look at the ground, so it is important to keep one's feet. Anyone who trips or falls must make a successful **Agility Test** to rise before they are trampled for a single Damage 1 hit. Armour does not help here—only Toughness Bonus reduces the damage. The **Agility Test** may be repeated once per round until the character successfully regains his or her feet.
- **Lost Child:** A young child of 3-5 years old has become separated from her family in the crowd, and is forcing her way through, pushing, kicking shins, and howling for her mother. Although no damage is caused, a push or kick requires the victim to make a successful **Agility Test** or trip and fall, as above. Kind-hearted characters may feel obliged to reunite parent and child, leading to further delays.
- **Every Home Should Have One:** An enterprising tradesman is selling crudely-carved wooden mannikins with the word "witch" or "heretic" painted across the chest. Each one comes with a handful of straw and kindling in a small bag of coarse cloth. "Witches and heretics!" he cries, "Only a shilling each! Take a couple home for the kids! Witches and heretics!" He wanders through the crowd, and eager buyers shove their way towards him—possibly impeding the PCs as they try to make their own way through the crowd.

DELIVERING OFFER

The PCs can be as creative in reaching Stolz as they were in making their way through the crowds. Options include wrapping a note in a stone and throwing it at his feet (**Ballistic Skill Test** required; could be perceived as an attempted assault on the high priest by nearby watchmen), using stealth to creep up and whisper in his ear, or simply shouting and waving until he notices them. You should improvise suitable consequences for whatever the PCs do.

When he sees them, Stolz discreetly signals to a junior priest, who makes his way out of the back of the pavilion and walks along the rope barrier until he reaches them. Now, at last, the

PCs can let him know that they have the evidence he needs. The junior priest goes back to Stolz, and, leaning over, whispers something in his ear. Stolz nods, and whispers something back. After a minute or so, the junior priest returns, flanked by two watchmen, and escorts Johann and the PCs into the pavilion. Stolz has left his seat, and is waiting for them.

Stolz is most pleased at the news and looks visibly relieved. He tells Johann that he'll be his surprise witness and informs the PCs he plans on calling one or more of them to testify on behalf of Bauer. He tells them that he wants their testimony about the Crimson Skull temple, but they should refrain from talking about Opfer. Stolz wants to reveal that surprise himself.

There is time for little else before the trial begins.

— RUNNING THE TRIAL —

After the action-packed raid on the Crimson Skull's lair, the formalities of the trial itself—in which the PCs' role is limited—may be somewhat anticlimactic. However, it is a crucial turning point in the course of the adventure. During the trial, the players find out that Liebnitz was behind the theft of the icon, and he takes a decisive step in his plan to set the cults of Ulric and Sigmar against each other.

There are two ways you can deal with the trial. If you want to cut to the quick, you can handle it in narrative fashion, explaining the phases of the trial to the players, giving them a broad overview, and allowing them to take a few appropriate actions at key moments. If you think your players are up for a roleplaying challenge, however, you can play the trial out. Since the PCs have only a limited role in the trial, most of

the players will need to lay aside their characters for this part of the game. Instead of their normal PCs, they'll take on the roles of the various participants in the trial. **Handouts 4-7** provide writeups of the various characters, with notes on their roles, strategies, and arguments. You, as the GM, will control the pace of the trial by playing Commander Ulrich Schutzmann, who presides over the affair. You may also have to take on some other roles, depending on how many players are in your group.

TRIAL OVERVIEW

Whichever way you choose to run the trial, it consists of several different phases.

1. The Trial Begins

A herald announces the formal coming to order of the proceedings. Commander Schutzmann leads a panel who will sit in judgment. The other members of the panel are Evina Klug, High Priestess of the Temple of Verena at Middenheim; Eberhardt Richter, First Law Lord of Middenheim; Erich Kalzbad, Second Law Lord of Middenheim, and Hannes Brucker, Third Law Lord of Middenheim. Deputy High Priest Claus Liebnitz speaks for the prosecution and High Capitular Werner Stolz for the defence. If the PCs haven't yet gotten word to Stolz about Johann Opfer, they should have a chance to do it in this phase.

2. Opening Statements

Liebnitz begins by laying out the evidence against Bauer. Namely that he was found with a forbidden Chaos tome on his person, which the watchmen who found him can verify. The nature of the book can be sworn to by experts of the Collegium Theologica. Werner Stolz speaks for Bauer, noting his years of faithful service to Sigmar's church, his status as witch hunter, and his membership in the Ordo Fidelis.

3. Witnesses

At this stage various witnesses are interviewed by Liebnitz and Stolz. Bauer tells his side of the story and those who arrested him tell theirs. At least one representative from the



PCs is called by Stolz to testify on Bauer's behalf, perhaps telling the crowd how he helped save them from an attack by Beastmen. The PC can also testify as the truth of the Chaos cult operating beneath the Sword and Flail.

4. The First Surprise

At this point Stolz produces Johann Opfer, whose testimony backs up Bauer's story in every detail.

5. The Second Surprise

Liebnitz then calls High Capitular Stolz himself to the witness stand and asks him to verify that an icon of Sigmar was recently stolen from the temple. He then produces the icon, turns it around to show the crowd the symbol of Khorne on its back, and asserts the entire Church of Sigmar is infected by Chaos!

6. Pandemonium

The implication that the church of Sigmar may be a Chaos cult causes mass hysteria. The crowd goes berserk and the trial ends abruptly. Commander Schutzmann orders the troops in to restore order, while the dignitaries retreat to the place. The PCs may have to fight their way through the mob to safety. In the confusion, Johann Opfer disappears.

NARRATING THE TRIAL

If you are going to take the narrative route, examine **Handouts 4-7** to see the arguments of the two sides, so you can summarize this info for you players. The PCs can take several actions during the trial, as noted in the Trial Overview. Depending on the mood and nature of your players, you can breeze through this section and just keep the plot moving, or provide a more detailed explanation of the trail to them.

ROLEPLAYING THE TRIAL

If your players are willing to roleplay out the trial, you need to assign a role to each one. **Handouts 4-7** provide details on these characters. They are: Deputy High Priest Liebnitz, High Capitular Stolz, witch hunter Jakob Bauer, and surprise witness Johann Opfer. If you have more than four players, one or more of the players can represent the PCs in the trial, providing testimony on Bauer's behalf.

You yourself play Commander Ulrich Schutzmann and any other necessary NPCs. It's your job to keep the trial moving. If the players are dithering or going off on tangents, Schutzmann can keep the trial focused.

BEGINNING THE TRIAL

You can start the proceedings by reading this introduction. It should help the various players get a feeling for the style of the trial. From here, the trial proceeds as per the **Trial Overview**.

A shattering trumpet-blast rings out across the square and the crowd quiets as a herald speaks from the dais.

"Let all citizens and nobles of Middenheim take note!" the herald shouts. "Here begins the trial of one Jakob Bauer, of Altdorf, for the most heinous crimes of heresy, consorting with the forces of Chaos, and treason against our most high lord, Graf Boris Todbringer—may Ulric protect him! All the said crimes having been committed within the city of Middenheim, between one and two days since!" The herald turns to the watchmen guarding Bauer.

"Is the accused in the court?" he asks, rhetorically.

"Aye!" respond the watchmen in unison. Bauer says nothing, ignoring the sudden barrage of missiles. Raising his voice over the chants of "Burn him!", the herald continues:

"The accused will be judged by a wise and learned panel headed by the noble Ulrich Schutzmann, Commander of the Middenheim City Watch, wielding by special appointment the authority of the said Graf Boris Todbringer in his absence from the city. Also on the panel are her serene grace Evina Klug, High Priestess of the Temple of Verena at Middenheim, his excellency Eberhardt Richter, First Law Lord of Middenheim, his excellency Erich Kalzbad, Second Law Lord of Middenheim, and his excellency Hannes Brucker, Third Law Lord of Middenheim." The herald turns to face the panel.

"Are the judges in the court?" he asks.

"Aye!" they respond. The crowd cheers loyally.

"Then let the court now be in session!"

THE TRIAL ENDS

Once Liebnitz accuses the church of Sigmar of infection by Chaos, pandemonium breaks out. The Watch struggles to contain the crowd as it surges forward with a roar, apparently intent on tearing apart Bauer, Stolz, and any other followers of Sigmar they can lay hands on. Fights break out between followers of Sigmar and followers of Ulric. Shouts echo across the Square:

- "Liebnitz is mad! We're led by Madmen!"
- "It's a plot to start a riot!"
- "Riot!"
- "Heresy! More cultists in the city!"
- "Hang 'em high!"
- "I promised the kids there'd be a burnin'!"
- "Down with Sigmar!"
- "Middenheimers Forever!"
- "What did he say?"

In the end, Commander Schutzmann orders that the trial, and everyone associated with it, should withdraw to the safety of the palace. The PCs may have to fight their way through the crowd, but they should be able to reach safety after a few tense minutes.





CHAPTER VII: CORRUPTION'S JOURNEY

In this chapter, the PCs find themselves in possession of the brass skull once again. This time, they have to take it secretly to the Collegium Theologica, where an expert on Chaos artefacts is the only hope of destroying it once and for all. They will find themselves faced with many complications: the curfew imposed on the city after the near-riot at the trial; the difficulty of gaining admission to the Collegium at such a late hour; and—as they will discover—the fact that Liebnitz has anticipated events and taken the skull from the chest in which it was stored.

The trial of Jakob Bauer the witch hunter has erupted into mayhem as Claus Liebnitz, the Deputy High Priest of the Temple of Ulric, has accused Sigmar himself of being a minion of Chaos, and his entire religion of being founded on a lie. Rioting once more breaks out in Middenheim; the temple of Sigmar is surrounded by a mob, and suspected Sigmarites are lynched in the streets. Watch Commander Schutzmann declares martial law, and imposes a dusk-to-dawn curfew on the entire city. As night falls, a notice is posted on the palace gates, announcing that the trial will continue in private, within the palace, beginning the following morning.

The PCs will be admitted to the palace if they say that they are working for the High Capitar; otherwise, Stolz will summon them to the palace to confer with him.

— A FALSE TRADITION? —

Inside the palace, the judges and other principals in the trial are trying to absorb the bombshell that Liebnitz dropped. The icon is on open display, though closely guarded, and experts from the Collegium Theologica are summoned to verify its authenticity. The PCs have the opportunity to examine the icon themselves, so long as they do not get too close or try to touch it.

As Liebnitz claimed, the reverse of the icon bears the symbol of the Crimson Skull.

The atmosphere in the palace is tense.

"It can't be," Stolz asserts defiantly. He turns to the PCs. "Did you see that symbol when you brought the icon to Middenheim?"

"This is devastating," puts in the High Priestess of Verena. "Even if it is proved to be false, the Empire will tear itself apart once word spreads! Liebnitz, what were you thinking by making this public?" Liebnitz shoots her a look of mock reproach.

"My dear Evina," he scolds her jokingly, "do you counsel the suppression of truth? Whatever would your divine mistress say?"

"Truth, you call this?" Stolz explodes with frustration. "Abomination, that's what it is! Painted by some heretic—now gone to his just punishment, I fondly hope—to heap vile calumny on my lord Sigmar, and destroy the Empire!"

"Now, now, Stolz," Liebnitz lays a mock-affectionate hand on his shoulder. "The sons of the White Wolf will keep the Empire safe. The Knights, the Teutogen Guard, the Brotherhood of the Axe—they will lead the rest of you back to greatness, on the true path of Ulric. Of course, your temple will have to be investigated, and the corruption torn out by the roots. The Grand Theogonist will have to step down, of course, for allowing such heresy to flourish under his rule. He should be replaced by one of untainted Teutogen blood . . ."

"Is that it?" hisses Stolz. "You did all this out of ambition?" Liebnitz waves him to silence.

"A leader of heretics should be careful with his accusations," he says. "But never fear. I'm sure that the inquisitors will be sympathetic to your case. Why, I'll even put in a good word for you, and try to get you a temple job. Of course, you won't be allowed to preach, but I'm sure that the library, or the stables . . ."

He is unable to finish his sentence, because Stolz' fingers are suddenly locked around his throat. The bystanders pull the two men apart, and Schutzmann orders the two of them to the rooms that have been hurriedly prepared for them.

A RESTLESS NIGHT

After Stolz and Liebnitz have retired for the night, arrangements are made to accommodate everyone else. The PCs are part of the entourage of High Capitular Stolz, and are accommodated in a range of rooms that has been set aside for the Sigmarite faction. Noble characters will be given their own rooms; others are put up in the rooms normally used for the servants of visiting dignitaries. Stolz makes time to thank the characters for their actions to date. Without the testimony of Opfer, Bauer might have been burned already.

A SURPRISE VISIT

After a little while, there is a knock at the PCs' door. Father Ranulf of the Temple of Ulric stands at the door, holding something large wrapped in a cloth.

"Can I speak with you?" he asks, his voice low but urgent. "This is very important."

When the PCs let him in, he unwraps his burden to reveal a chest, which the PCs recognise. It is the same magical chest in which he put the brass skull for safekeeping, when the

PCs brought it back from the tomb of the Chaos Champion Kazron Gorespite in **Chapter 2**.

"This thing must be destroyed," he says. "It's too dangerous to keep it around. Since you brought it back, I know I can trust you. Take this box to the Collegium Theologica, and ask for Professor Albrecht Zweistein. Give him this note—it will explain everything. Hopefully he will know what to do."

THE HEAD IN THE BOX

The last time the PCs saw the brass skull, Father Ranulf had it placed into a magical chest that nullified its powers and rendered it inert. The chest was handed over to Deputy High Priest Claus Liebnitz, who was to decide on how to deal with it.

As the PCs have already seen, Liebnitz is a member of an extremist Teutogen faction within the cult of Ulric, called the Brotherhood of the Axe. As they have yet to find out, the Brotherhood has been subverted into the worship of Khorne the Blood God, and Liebnitz is the leader of a small but violent Khorne cult called the Crimson Skull. He is making plans that will come to fruition in the next chapter, and he needs the brass skull to complete his design. As soon as the box was in his possession, he took out the brass skull and hid it in his chambers at the Temple of Ulric, along with various other necessities for a blasphemous ritual of Chaos.

The box, however, did not stay empty for long. Angered by the sudden appearance of surprise witness (and intended sacrificial victim) Johann Opfer at the trial, Liebnitz ordered his death, which was easily accomplished in the confusion after the trial broke up. When the killers brought Opfer's head to him, he put it in the chest that had once held the brass skull. This was partly because he needed somewhere to conceal the grisly trophy in his temporary lodgings at the palace, and partly due to his macabre sense of the appropriate—the box was supposed to be holding a skull, after all. It is Opfer's head, not the brass skull of Chaos, that the PCs will unwittingly take to the Collegium Theologica.

The Deputy High Priest's interest in the brass skull has begun to worry Father Ranulf, who expected him to have it destroyed immediately. His inflammatory speech at the trial has made his once-faithful subordinate even more concerned. Having heard the PCs' tales of what the skull did while they were bringing it back to Middenheim, Father Ranulf is afraid that it has somehow taken control of Deputy High Priest Liebnitz, and is using him to spread religious strife in Middenheim. Father Ranulf has no idea of Liebnitz' links to the worship of Khorne. So he stole the chest—which, unknown to him, contains Opfer's severed head instead of the brass skull—and asks the PCs to consult a learned professor at the Collegium Theologica, and see to its destruction.

If the PCs ask Father Ranulf why he doesn't take the box to the Collegium himself, he will shift in his chair uncomfortably.

"I need to stay here," he says, "and do what I can to keep the peace. I knew that Liebnitz and the Brotherhood of the Axe were extremists, but I had no idea he would go this far. I need to keep an eye on things and do what I can to prevent this mess from turning into a full-blown religious war."

Father Ranulf insists that the box must be taken to Professor Zweistein immediately, even though the Watch Commander has placed the entire city under a curfew. He seems afraid that something terrible will happen if it is not destroyed immediately.

A MOONLIGHT FLIT

The process of taking the box to the Collegium Theologica can be as simple or as complex as you desire. The journey can be reduced to a couple of dice rolls to avoid Watch patrols, or it can be played out in full, using the map of the city and the notes in the first part of this book.

MIDDENHEIM BY NIGHT

Commander Schutzmann has been as good as his word, and imposed a dusk-to-dawn curfew across the entire city. The City Watch is patrolling the streets, keeping an eye out for trouble after the pandemonium that broke out in the Square



of Martials. But Watch patrols are not the only hazard that the PCs might have to face.

Watch Patrol

A standard patrol consists of six watchmen. At night, two members of the patrol will carry lanterns on poles. The others are armed with crossbows. If a patrol sees anyone out after curfew (apart from another Watch patrol), they will first shout a challenge, and if the suspects do not surrender immediately, they will open fire. The PCs must either avoid City Watch patrols, or convince them that they are exempt from the curfew. If they still have their signed warrant from Commander Schutzmann, this will help a great deal.

In addition to patrolling the streets, the Watch has set up a perimeter around the Temple of Sigmar, to protect it from another mob attack like the one that accompanied Bauer's original accusation. A similar perimeter has been set up around the palace, for the same reason; everyone in the city knows that the accused witch-hunter and the judges are inside. No one—not even PCs with warrants signed by the Watch Commander himself—is allowed to cross one of these perimeters, for any reason. The PCs' first challenge will be to sneak out of the palace without being spotted.

Just Business...

Middenheim's crime lords have long-standing arrangements with their local City Watch personnel, and regard their business as being more important than any curfew. It will be quite possible for the PCs to run across a group of three or four heavy-set individuals (enforcers, racketeers, or a mix of the two) going about their business after dark. They might be on their way to collect "insurance" payments from local business owners, or to express their displeasure at those who have been slow in paying. They could be engaged in any number of other nefarious errands.

For the most part, they will be content to ignore the PCs so long as they are left alone. However, if the PCs interfere with their business, or witness them committing a crime, the racketeers will attack. The PCs can make some very powerful and ruthless enemies in Middenheim's underworld, if they are not careful.

The Enemy Beneath

The PCs have already discovered that Skaven are still active beneath the City of the White Wolf, and there could be several isolated groups pursuing different ends. Their agents could be active on the surface under the cover of darkness, and the PCs could run into them.

Skaven encounters should be plotted with great care by you. Although the PCs don't know it, this adventure is building towards its climax, and things could go terribly wrong if the PCs are sidetracked into action against the Skaven under the city when the real threat is Liebnitz on the surface.

Street Justice

The accusations made by Deputy High Priest Liebnitz at the trial of Jakob Bauer have fanned the flames of Middenheim's

religious divide, setting neighbour against neighbour. Some of the city's more hotheaded inhabitants will do their best to dodge Watch patrols and engage in precisely the type of religious strife that the curfew is intended to prevent.

This activity can range from the comparatively harmless (such as daubing each other's houses with the word "Heretic" and other insults) to the potentially fatal (such as burning each other's houses down). In addition, some of the more warlike members of either faction may take it upon themselves to burn down the opposing side's temple, or at least to damage it as severely as possible. Commander Schutzmann has foreseen this possibility, and posted extra guards at the temples of Ulric and Sigmar to protect them from such attacks.

As they make their way through the city, the PCs may come across burning houses, lynched corpses, and other evidence of religious violence, or they may come across an incident in progress. If any of them are openly wearing religious insignia of Ulric or Sigmar, they could attract trouble to themselves, ranging from a brick thrown from a darkened alley to a full-scale lynch mob blocking their way.

— THE COLLEGIUM THEOLOGICA —

Once the PCs reach the Collegium Theologica, they must find some way of gaining entrance and reaching Professor Zweistein. The institution is closed for the night, and extra beadles (retired watchmen, dressed in leather armour and armed with heavy sticks that count as clubs) have been posted on all the entrances. Unless the PCs have credentials (such as the Watch warrants they received in **Chapter 1**) or contacts at the very highest level, they will have to sneak past the beadles, break in, or risk the displeasure of the Watch and wait until the doors are opened the following morning.

FINDING PROFESSOR ZWEISTEIN

Once inside the Collegium's walls, the PCs have several options for finding Professor Zweistein. Like their journey from the palace, this can be played out in detail (requiring you to improvise a map of the interior of the Collegium), or reduced to a series of dice rolls to avoid notice, depending on your whim and the group's preferred style of play. Here are a few of the more obvious things the PCs might try:

READ THE SIGNS

The entrance hall of the Collegium contains a large signboard for the benefit of the doorkeepers (who are heartily sick of giving directions to new students and visitors), showing the location of the main lecture-halls and the private chambers of the leading members of staff. The board shows Professor Zweistein's apartments on the third floor, and the PCs can find their way through the labyrinth of corridors and stairways on a successful **Navigation Test**.

If you want to make things more difficult, there are various options. The entrance hall might be some way from the point

No-Go Areas

In some parts of the city, local residents have sealed off their neighbourhoods with makeshift barricades for protection. The barricades are manned by local burghers (some of whom may have militia training), and no one is allowed in or out. Technically, this is in defiance of the curfew, but the Watch has more serious concerns than local people trying to protect their homes.

Most organised are the city's Dwarfs. Dwarfen homes and neighbourhoods have been hurriedly fortified, and Dwarfs with crossbows and guns are posted on rooftops, keeping an eye out for trouble.

If the PCs find a no-go area in their path to the Collegium, they will have to do some very fast talking in order to be allowed through. Otherwise, they will simply have to go around the sealed-off areas. Since the distance between the palace and the Collegium Theologica is short and the route comparatively direct, no-go areas can be used, if you desire, to force the PCs to take a more circuitous route, with more encounters along the way.

where the PCs enter the building—especially if they have to break in.

ASKING FOR DIRECTIONS

Like many similar institutions, the Collegium Theologica has its own internal police force, charged with the twin duties of suppressing student highjinks and maintaining the security of the buildings. These "beadles," as they are called, are often retired watchmen; they have appropriate statistics, leather armour (worn under Collegium robes), and heavy staves (hand weapons). Renowned for their complete lack of a sense of humour, the beadles have seen things that would drive a more imaginative mortal insane, and heard every plausible tale and glib excuse that Human ingenuity can produce. Blather, Charm, and similar tests are made at a -20% penalty when dealing with them. According to most students, their primary duty is to prevent anyone from having any fun at all.

The entrance hall, and other key areas in the Collegium, may be patrolled by beadles on the look-out for trouble. The PCs will need a very convincing story indeed to get past seasoned Collegium beadles and into the private apartments of a leading member of staff at this time of night. Their best bet is to look as little as possible like students, who are the beadles' natural enemy.

AN INSIDE JOB

Another possibility is to find someone who knows their way around the Collegium, to act as a guide. If any of the PCs has a past career that could represent time spent studying at the Collegium (for example, Apprentice Wizard, Initiate, Noble, Scribe, Student, or anything else that you deem appropriate), they will be able to find their way to Professor Zweistein's chambers on a successful **Navigation Test**. The same is true of

any current student or scholar the PCs may be able to persuade to help them. Alcohol is usually an effective bribe for students, and promises of access to obscure knowledge works well for scholars. Almost any scholar in the Collegium would be tempted by the offer of being first to study the forbidden tome that was found in Bauer's possession—but the PCs will have to make a convincing argument that they can actually deliver on this promise. Of course, convincing and true are not always the same thing...

MAKING DELIVERY

When the PCs finally reach Professor Zweistein's chambers, they will find him up (no matter how late it is) poring over an ancient manuscript.

In contrast to the common stereotype of the scholar, Professor Zweistein is in his early thirties, very well dressed, and very perceptive. He has a brisk, businesslike manner, with no time for those less intelligent and educated than himself. He stands about 5 ft. 7 in. tall, and is of medium build with mid-brown hair and piercing blue eyes.

Professor Albrecht Zweistein

Career: Scholar (ex-Student)

Race: Human

Main Profile

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
26%	30%	25%	30%	43%	50%	38%	36%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	2	3	4	0	2	0

Skills: Academic Knowledge (History +10%, Magic, Theology), Common Knowledge (Dwarfs, the Empire +10%), Consume Alcohol, Evaluate, Gossip, Perception +10%, Read/Write +10%, Search, Speak Language (Classical +10%, Dark Tongue, Reikspiel, Tilean)

Talents: Coolheaded, Excellent Vision, Linguistics, Savvy, Seasoned Traveller

Armour: None

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

Weapon: Dagger

Trappings: Academic robes, writing equipment, books



After reading Father Ranulf's note, the Professor clears the books off his desk and instructs the PCs to place the chest there. Before touching the chest, he examines it from every angle, nodding and muttering to himself. He consults a couple of books, and finally seems satisfied.

"Good," he says. "This looks fairly standard. I take it that the object itself is inside, and the purpose of this chest is to render it inactive? Yes. Very well, then—let's take a look inside."

He opens the chest carefully, then raises a quizzical eyebrow.

"You brought this straight from Father Ranulf?" he asks. "You are absolutely sure that no-one has had the opportunity to interfere with it?"

When the PCs answer in the affirmative, he waves them over.

"Then perhaps you can explain why there is a severed Human head in here instead of a carved brass skull?"

As the PCs look inside the chest, they see that the Professor is not mistaken. Worse still, they recognise the head—it is that of Johann Opfer, their star witness from the trial...

WHAT NOW?

The players may need a little time to realise the implications of this discovery, and you should feel free to use Professor Zweistein to help the process. His quick and logical mind put most of the pieces together as soon as he saw the head.

"I recognise this man," he says. "He gave evidence at the trial this afternoon. It wouldn't surprise me if the Deputy High Priest was pushed to his ridiculous accusations as a direct result. I would certainly like to see that icon he claims is proof of his ravings."

"Given that this chest was formerly in his possession, and he has ample reason to wish the unfortunate man dead, I think we can assume that he put the head in here—perhaps after it was brought to him by some hired assassin as proof that his orders had been carried out."

"Regardless of that, however, it is certain that the brass skull referred to in this note is not in the chest. Which means, of course, that it is somewhere else. Since the Deputy High Priest was the last person known to have charge of it, we must assume for now that it is still in his possession. Having taken it out of this protective chest, it seems likely that he intends to use it somehow—and sooner rather than later. Was he still in the palace when you left it?"

Suddenly, it seems as if a chat with Deputy High Priest Claus Liebnitz might be in order. And quickly.



CHAPTER 8: THE TRUTH WILL OUT

This chapter brings the adventure to a climax, as the PCs rush back to the palace to find that Deputy High Priest Liebnitz and the brass skull of Chaos are no longer there. He has gone to the Temple of Ulric, where he is preparing to carry out a hideous ritual that will free the Daemon trapped inside the skull. The PCs must make their way to the temple and stop the ritual before it can be completed.

— A GRISLY FIND —

This chapter begins where the last left off, with the PCs in Professor Zweistein's chambers at the Collegium Theologica, having just discovered that the brass skull was taken from its chest and replaced with the severed head of Johann Opfer. They have realised—perhaps with a little help from the Professor—that Liebnitz probably still has the skull, and intends to put it to some unspeakable use.

BACK TO THE PALACE

The PCs' first impulse will probably be to retrace their steps to the Palace. In doing so, they will face the same kind of hazards and encounters described in the previous chapter, when they made their way from the Palace to the Collegium. Now as then, you are free to handle the journey in whatever level of detail is preferred; if the PCs think of asking Professor Zweistein to come with them, his presence will avoid any trouble with beadles on the way out of the Collegium.

Upon reaching the Palace, the PCs can try to sneak back in, or go to the Watchmen at the gates and announce that they are on a mission for Father Ranulf of the Temple of Ulric.

RAISING THE ALARM

If the PCs ask, the Watchmen will be able to tell them that Deputy High Priest Liebnitz left the Palace about half an hour ago along with several lesser priests. When challenged by the Watchmen on the perimeter, he announced that he was returning to the Temple of Ulric to pray and meditate on what should be done in this time of crisis. The Watchmen dared not stop the city's leading priest (in the absence of Ar-Ulric), and no one saw fit to wake Commander Schutzmann with the news that he had left the Palace.

If, on the other hand, the PCs sneak back into the Palace unnoticed, they will not hear of Liebnitz' departure until they report back to Father Ranulf, and tell him about the missing skull and the severed head. All this is news to Father Ranulf himself; like several other high-ranking Ulrican priests, he was asleep when Liebnitz left the Palace. A few enquiries will establish that the only people who accompanied the Deputy High Priest back to the temple were members of the Brotherhood of the Axe, the Teutogen traditionalist sect to which Liebnitz himself belongs.

The PCs have a number of options once they arrive back at the Palace. They could wake Commander Schutzmann, and tell him that Liebnitz has gone. He will be surprised and angry to discover this—he gave orders that everyone to do with the trial should remain sequestered in the Palace until further notice.

If the PCs also tell Schutzmann about the brass skull and suggest that the Deputy High Priest of Ulric is secretly a follower of Chaos and about to do something unspeakable in the temple, he will splutter in disbelief.

“Liebnitz? A follower of Chaos? Ridiculous! How could he possibly maintain the position of Deputy High Priest of Ulric without anyone noticing anything? Or are you countering his accusation against the faith of Sigmar, and suggesting that all followers of Ulric are corrupt? Those are very dangerous words to use in this city.”

Regardless of any theological arguments, Schutzmann puts on a dressing gown and leaves his chambers. He orders the captain in charge of protecting the Palace to assemble as many Watchmen as he can spare, and make ready to go to the Temple of Ulric. Then he calls for his valet to dress and arm him. He intends to bring Liebnitz and his followers back to the Palace, by force if necessary. As the Graf’s deputy, he does not take the Deputy High Priest’s disregard for his orders lightly.

Meanwhile, Father Ranulf goes to the High Capitular’s chambers and demands to speak with him urgently. In terms of theology and court etiquette, this is an unprecedented step, and it takes him some time to convince the lesser priests of the Sigmarite faction to grant him entrance. The PCs may be able to help if they can find a priest who knows that they have been working for Stolz. Once he gains admission, Father Ranulf brings Stolz up to date on Liebnitz, including his suspicion that something terrible is afoot.

TO THE TEMPLE

All this activity at the palace takes some time, and it will be at least twenty minutes before Commander Schutzmann is ready to lead his Watchmen to the Temple of Ulric. To delay things further, both Father Ranulf and High Capitular Stolz ask his permission to go along, and arguments break out; the Commander has no intention of letting a gaggle of other priests wander around a city under curfew while he is trying to retrieve one who has already flown the coop.

By the time the official party reaches the Temple of Ulric, it will be too late, so you should encourage the PCs to go on ahead, rather than waiting. No doubt the players will find all the delays frustrating, and be reluctant to wait; but if there is any doubt, then you should have Father Ranulf or High Capitular Stolz (or both) urge them to go to the temple and find out what is going on. Both can see that precious time will be wasted while Commander Schutzmann assembles his

expedition and deals with the various parties who want to be part of it.

A FEW DELAYS

In addition to the potential hazards and encounters described in the previous chapter, the PCs will find that any Watch patrols they meet are inclined to shoot first and ask questions later. This is because the Deputy High Priest told every patrol he met that he was fleeing to the Temple of Ulric for safety after a Sigmarite assassin tried to murder him in his bed. These Watchmen are now convinced that all Sigmarites—and, quite possibly, anyone they don’t know personally—are potential Chaos cultists bent on destroying the city, and it will take direct orders from Commander Schutzmann to convince them otherwise.

OUTSIDE THE TEMPLE

You can read or paraphrase the following to the players as the PCs reach the temple.

Everything seems quiet around the Temple of Ulric. As you approach, you can see the roof of the great hall silhouetted against the night sky, and illuminated from within by an occasional flicker from the ever-burning Fire of Ulric. A group of three Watchmen patrols around the outside of the building, followed after a few moments by another group, and another. They look nervous, holding up their lanterns and peering out into the darkness as if they expect to be attacked.

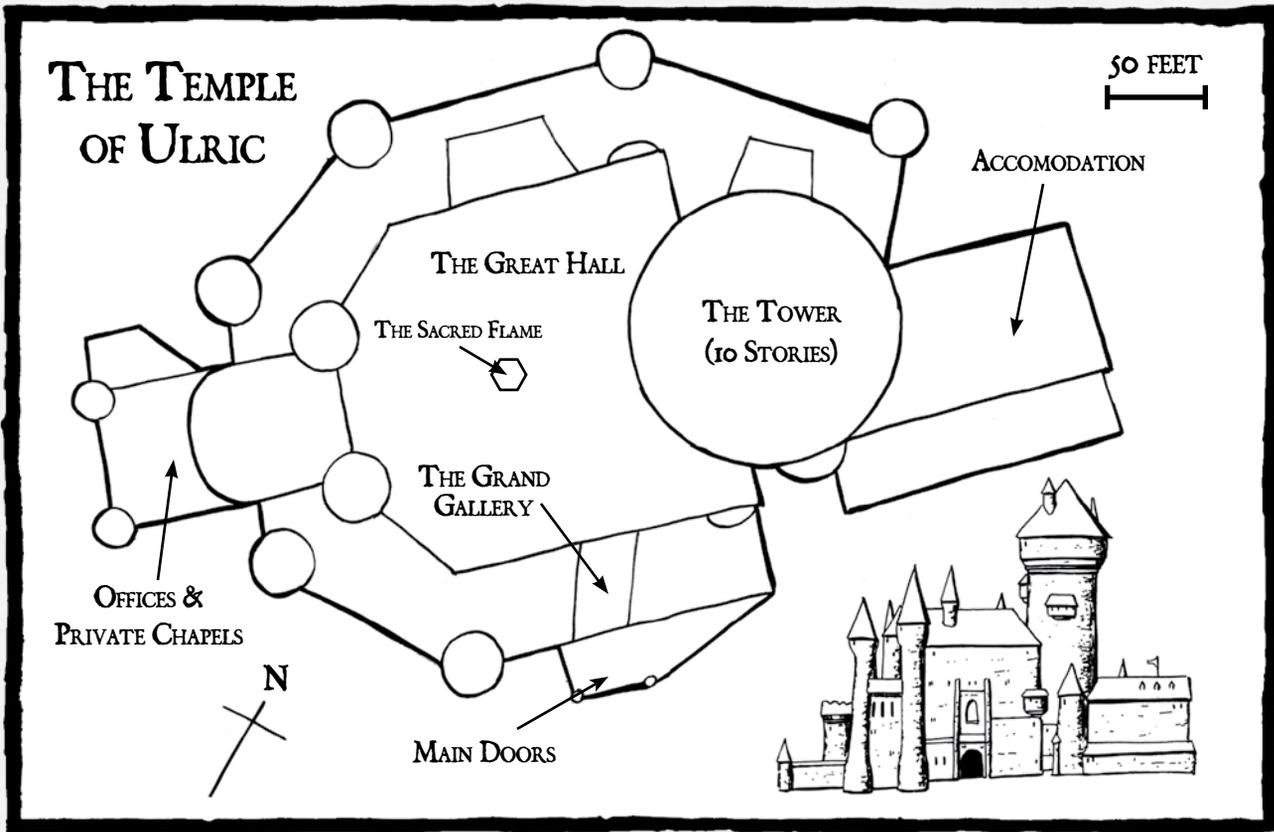
Suddenly the wind shifts a little, and your ears catch a fragment of chanting. It is too faint to make out at this distance, but it seems to be coming from inside the temple. Almost at the same moment, a brilliant red glare lights up the temple from the inside, pouring out through the windows.

Two full Watch patrols are guarding the temple complex after having heard Liebnitz’ story. They are making circuits of the temple in groups of three, and about 25 seconds elapses from the time that one group goes out of sight and the next appears.

GETTING INSIDE

If the PCs are careful and use good timing, they should be able to evade the Watchmen—or at worst, knock out one group quietly and with minimal injury. Commander Schutzmann will not look kindly on characters who attack his men, no matter what the circumstances.

Liebnitz and his followers—who are all Crimson Skull cultists in addition to being Brothers of the Axe—have barred the main doors of the temple from the inside, to ensure that their ritual is not interrupted. Needless to say, the patrolling Watchmen will interpret any attempt to break the doors down as an attack on the temple, and react accordingly. The PCs will need excellent timing and a battering ram or a very powerful spell to get in this way.



A successful **Perception Test** finds a low section of wall that can be climbed with a successful **Scale Sheer Surface Test**. This is the best way for the PCs to get in.

INSIDE THE TEMPLE

The interior of the temple is described in **After the Storm**, at the front of this book.

Once inside, the PCs can clearly hear the chanting coming from the great hall of the temple, where the sacred fire of Ulric is located. It is rising in pitch from the garbled wind-borne fragments the PCs heard outside the temple, as though a ritual is approaching its climax. A character with the Speak Language (Dark Tongue) skill can make a test to realize that the chanting is an invocation to Khorne, the Blood God of Chaos.

Two Brothers of the Axe are posted in the Grand Gallery (see the Temple map, above) leading to the great hall, and will attack any intruders.

BROTHERS OF THE AXE

These are elite Teutogen Guards, corrupted by Chaos. Unlike the rest of the Teutogen Guard, warriors of the Brotherhood of the Axe are traditionally armed with great two-handed axes instead of hammers. Like the rest of their fellows in the temple, these two have painted over the axe and wolf's-head insignia on their surcoats, with the design of a red skull. They spend one round working themselves up into a frenzy (see *WFRP*, p. 98) before attacking.

Brothers of the Axe

Career: Knight of the Inner Circle (ex-Knight, ex-Squire)
Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
62%	45%	52%	46%	51%	36%	48%	36%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	14	5	4	4	0	4	0

Skills: Common Knowledge (the Empire), Dodge Blow +10%, Gossip, Perception, Read/Write, Speak Language (Dark Tongue, Reikspiel)

Talents: Frenzy, Resistance to Poison, Specialist Weapon Group (Two-handed), Strike Mighty Blow, Swift Attack, Very Resilient

Armour: Heavy Armour (Full Plate Armour)

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Great Weapon (Two-handed Axe)

Trappings: Surcoat with red skull symbol

Beyond the two guards, the great hall can clearly be seen through a tall archway. Inside, five more Brothers of the Axe stand in a circle around the fire of Ulric; all of them have painted over their Brotherhood insignia with the same red skull design. Within the circle, clad in red and black robes that have nothing to do with the worship of Ulric, stands Deputy High Priest Claus Liebnitz. The brass skull hangs around his neck,



with a lurid red light pouring out of its eyes. The hood of his robe is thrown back, revealing a red skull design painted on his face.

The corrupt Brothers of the Axe in the passage should give the PCs a hard fight, but not an impossible one. However, they should be tough enough opponents to make the PCs wonder how they are going to deal with five more of these armoured psychopaths, not to mention Liebnitz himself. While they are fighting the guards, though, the PCs see the ritual begin to unfold, in a way that should give them comfort and concern in equal measure.

As the chanting continues, Liebnitz draws a large, jagged knife, its hilt set with a ruby carved into the shape of a skull. Slowly, he approaches one member of the chanting circle of cultists, and plunges the dagger into his throat. Blood cascades over Liebnitz as the cultist slowly collapses, soaking the brass skull and causing its eyes to glow with an ever-greater fire. Liebnitz then moves to the next figure in the circle, and the grisly scene is repeated again.

Each blood-sacrifice takes Liebnitz two rounds to complete. Depending on how long the PCs take to defeat (or evade) the corrupt Brotherhood of the Axe guards in the passage, they could be left facing four or fewer Brothers in the great hall. These individuals have the same profiles as the two guards (see their statistics on page 85). Statistics for Deputy High Priest Liebnitz follow. It should be noted that he no longer has access to any magic—Khorne disdains spells, and having turned to Chaos, Liebnitz has lost all the divine magic of Ulric that he used to wield.

However, if the PCs take too long to overcome the guards—or if they foolishly wait for the sacrifice to be complete—things take a decided turn for the worse. The light pouring forth from the eyes of the skull begins to coalesce, taking on a hideous shape—that of a Bloodletter, a Daemon of the Blood God. As it begins to solidify, Liebnitz falls to the ground with a strangled scream. Blood pours from his eyes and mouth, and the Daemon takes a moment to lap it up with a long, barbed tongue. Before the PCs' eyes, the creature becomes fully corporeal. Characters with appropriate Knowledge skills may make a skill test to realise that it is a particularly large and powerful-looking example of its kind.

If the PCs manage to defeat Liebnitz and his cultists before the ritual is completed, he slumps to the ground in the pool of blood that has been created by the sacrifices and the ensuing battle. The brass skull glows redder than ever, seeming to draw the blood into itself, and the Daemon manifests as if the sacrifice had been completed.

Deputy High Priest Claus Liebnitz

Career: Anointed Priest (ex-Initiate, ex-Priest)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
50%	44%	45%	41%	38%	46%	54%	48%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	2	6	0

Skills: Academic Knowledge (History, Magic, Theology +10%), Charm +20%, Common Knowledge (the Empire +10%, Norsca), Gossip +10%, Heal, Magical Sense, Perception, Read/Write, Ride, Speak Arcane Language (Magick), Speak Language (Classical, Dark Tongue, Reikspiel)



Talents: Fast Hands, Frenzy, Master Orator, Meditation, Public Speaking, Resistance to Magic, Strike Mighty Blow, Strike to Injure, Suave, Very Strong, Warrior Born

Armour: Heavy Armour (Full Plate Armour)

Armour Points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Hand Weapon (Battle Axe) and Shield

Trappings: Surcoat with red skull symbol, brass skull

The Daemon of the Skull

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
55%	45%	50%	50%	55%	45%	50%	15%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	17	5	5	4	0	0	0

Skills: Dodge Blow, Intimidate, Perception, Speak Arcane Language (Daemonic), Speak Language (Dark Tongue)

Talents: Ambidextrous, Fearless, Frenzy*, Frightening, Natural Weapons, Night Vision, Strike Mighty Blow

Special Rules:

- *Instant Frenzy:* The Daemon's Frenzy Talent is a gift from Khorne. It does not need to take a round to work itself up into a frenzy, but is automatically frenzied whenever it is in combat.

Armour: None

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

Weapons: Claws

The Daemon from the skull will fight until destroyed. If the fight is going against the PCs, you can have reinforcements arrive in the form of Commander Schutzmann with a dozen or so Watchmen. Father Ranulf and High Capitular Stolz might also be with them, having talked Schutzmann into letting them come along. This is for you to decide; the reinforcements should be sufficient to give the PCs a fighting chance, not to rescue them outright. You should make sure it is one of the PCs that makes the killing blow. This is their moment of triumph after all.

THE DAEMON DESTROYED

When the Daemon is destroyed, it lets out an ear-splitting shriek and dissolves into a red mist, which quickly disperses. The brass skull blackens and cracks, falling to pieces.

The PCs' moment of triumph is cut short as they realise that Liebnitz, though mortally wounded, is still alive. Coughing through a mouth full of blood, he gives a croaking, wheezing laugh.

THE PROPHECY

"Fools!" Liebnitz chuckles, as the life slowly drains out of him. "You cannot defeat the will of the Blood God! That which you destroyed was but a small part of the essence of my red master—and by destroying its material form, you have allowed that part of him to return to the heart of Chaos! There are two more relics, each holding another part of his essence, and when the three parts are brought together, Xathrodox the Red Flayer shall return to this world in his full strength, and drink the blood of the weak and the mortal! Blood for the Blood God! Blood..." At last, his eyes glaze over, and he slumps into a pool of his own bright red blood.

Claus Liebnitz, Deputy High Priest of the Temple of Ulric at Middenheim and secret Master of the Crimson Skull Cult, is dead, his blood mingling with that of his followers on the floor of the great temple.

THE CLEANSING

As the PCs stand over his lifeless body, the great fire of Ulric blossoms forth in a spray of silver-white flame, washing over everyone and everything. Ulric is cleansing his temple. The bodies of Liebnitz and his cultists are utterly consumed, leaving no trace behind—not a scrap of ash or a smear of blood.

The miraculous fire does not harm the PCs—a fact any onlookers with knowledge of Middenheim's history (see p. 5) will find particularly significant. However, each character feels a distinct thrill of power as the white flames lick harmlessly over them. Each character hears—or rather, feels—a great voice resounding in his or her head, even though onlookers hear nothing.

"You have protected my temple and my people. Let strife be put aside, as the true enemy is confronted. Let this mark be a sign to all."

Each character feels a brief, searing cold touch the back of their right hand. As they look, they see that each of them now bears a mark—a gift from Ulric himself. As white as a scar, and as sharply formed as a tattoo, the mark is a white wolf standing rampant—and bearing a great hammer in its forepaws. This is surely a sign that the followers of Ulric and those of Sigmar should unite against the common enemy.

This is a good time for you to tell the players that each surviving character has gained a Fate Point; experience point rewards are given in the following pages.



— ENDING THE ADVENTURE —

Although Liebnitz and his cult have been destroyed, there are still a number of loose ends that need to be tied up.

PROOF OF HERESY

The most significant matter still to be cleared up is Liebnitz' accusation—apparently backed up by the icon he produced at the trial—that the cult of Sigmar has been infiltrated by Chaos worshippers.

The PCs may think that, with Liebnitz exposed as a heretic and cultist himself, the force of his accusation will dissipate, and religious strife will evaporate. However, things are not that simple.

There is no doubt that Liebnitz' accusation would have been a terrible blow to the cult of Sigmar, if the PCs had not been able to discredit it. But similarly, the cult of Ulric would suffer great damage if it should become widely known that the Deputy High Priest of its most sacred temple was a secret minion of Chaos. Making this revelation public would increase the tension between the two cults rather than reducing it. High Capitular Stolz knows this, and so does Father Ranulf—who becomes acting Deputy High Priest upon Liebnitz' death.

All parties agree that the truth should be suppressed. If your gaming group is fond of political intrigue and intellectual problem-solving, the PCs might be asked by the two priests to help create a cover-up that somehow discredits Liebnitz and his accusation, while at the same time keeping secret his association with the Crimson Skull cult. There will need to be some explanation of the events in the temple and the death (or at least, the disappearance) of the Deputy High Priest. Resolving this situation could provide several sessions of play if the group's preferred gaming style is suitable.

If not, you can gloss over things fairly quickly. The PCs are sworn to silence, and the rumour is spread that Deputy High Priest Liebnitz suffered a mental breakdown and is now being treated in a remote convent hospital by the priestesses of Shallya. The icon is quietly deposited in the deepest vault of the treasury in the Temple of Sigmar, never to be heard of again.

Father Ranulf puts out a joint proclamation with High Capitular Stolz and Watch Commander Schutzmann, asserting that the whole controversy was part of a plot by the minions of Chaos to undermine the unity of the Empire and weaken it for further attacks by Archaon and his surviving allies. Religious tension in Middenheim subsides somewhat, aided by the highly visible presence of Watch patrols on the streets.

PROOF OF INNOCENCE

With the Crimson Skull cult destroyed, and its leader killed, the trial of Jakob Bauer the witch hunter is completed *in sequestratio* within the Palace walls. With the testimony of the unfortunate Johann Opfer already on record, backed up by the testimony of the PCs regarding what they found in the secret temple, Bauer is acquitted of all charges. After a private meeting with High Capitular Stolz, Bauer and his two comrades of the Ordo Fidelis leave Middenheim, to pursue the minions of Chaos elsewhere.

FORBIDDEN LORE

The book recovered from the Crimson Skull temple by Bauer is quietly donated to the Collegium Theologica, which adds it to the restricted collection of its great library. Among the few scholars permitted to study the unspeakable text is Professor Albrecht Zweistein.

AND LIFE GOES ON...

Uneasily at first, peace begins to return to Middenheim. Work begins to repair the great causeways, the walls, and the buildings that were damaged in the siege, and as the surrounding lands are cleared of Beastmen and other threats, the refugees start returning to their villages. This includes the people whom the PCs escorted to Middenheim at the start of this adventure. For the PCs themselves, though, a different fate lies in store. They have come too far, and seen too much, ever to return to their old lives. Chaos still threatens the Empire, and their part in the fight has become personal. Their adventures will continue in *Spires of Aldorf*, the second part of this epic campaign.

THE MARK OF UNITY

The divine mark given to the PCs in the temple of Ulric will give them a +10% bonus to Fellowship tests when dealing with priests and devout followers of both Ulric and Sigmar. This bonus rises to +30% when the PCs are making arguments in favour of religious harmony and co-operation against the enemies of the Empire.

The mark is permanent, although Ulric and Sigmar each have the ability to take it away from a character who incurs their displeasure. If this should happen, the mark blackens and smokes, causing the character excruciating pain and the permanent loss of 1 Wound and 1 Fate Point. All that is left of the mark is a formless black scar.



— EXPERIENCE POINT AWARDS —

The following experience points may be awarded at suitable points in the adventure—usually at the end of a chapter, or of a gaming session. These experience point values should be regarded as a maximum; if the players do badly in a certain task or encounter, you should feel free to reduce their experience point awards accordingly. Make sure you have handed out all appropriate xp before the beginning of the final chapter. The PCs will need every advantage if they are to survive.

Roleplaying

On average, players should be awarded 30 points each per session for good roleplaying, rising to 50 points for truly excellent roleplaying.

Chapter 1: Rats in the Walls

- **Finding out about the other murders:** 10 points each
- **Defeating the Skaven:** 50 points each

Chapter 2: The Shrine in the Forest

- **Gaining entrance to the shrine:** 15 points each
- **Defeating the shrine's occupants:** 50 points each
- **Returning the items from the trophy room:** 10 points each per item

Chapter 3: Deadly Cargo

- **Encounters and incidents along the way:** up to 10 points each per incident
- **Getting the brass skull back to Middenheim:** 50 points each

Chapter 4: The Unquiet Death

- **Defeating the Purple Hand cultists:** 40 points each

Chapter 5: Panic In the Streets

- **Dealing with mob violence:** up to 10 points each per incident
- **Escaping from the Temple of Ulric:** 25 points each

Chapter 6: Trial of Fire

- **Defeating the mutants in the Crimson Skull temple:** 20 points each
- **Getting Johann Opfer to the trial to give evidence:** 20 points each
- **Actions at the trial:** up to 10 points each
- **Roleplaying the trial (if played out):** 20-40 each

Chapter 7: Corruption's Journey

- **Reaching the Collegium Theologica:** 15 points each
- **Encounters along the way:** up to 10 points per encounter
- **Finding Professor Zweistein:** 15 points each

Chapter 8: Truth Will Out

- **Defeating Liebnitz and his tainted Teutogen Guards:** 50 points each
- **Defeating the Daemon of the skull:** 50 points each, plus 1 Fate Point

— PLAYER HANDOUTS —

Handout 1

— CITY WATCH OF MIDDENHEIM —

TO ALL BURGHERS AND OTHERS OF THE CITY OF MIDDENHEIM: Be it known that the Bearers of this document are acting upon the Business of the City Watch, specifically

In the case of the murder of Father Morten, priest, at the Temple of Sigmar

They are to be regarded as having the Authority of the City Watch, and accordingly to be shown Every Courtesy and rendered Every Assistance in the performance of their task. Given by My Hand this _____ day of _____, in the _____ Year of Empire.

Ulrich Schutzmann

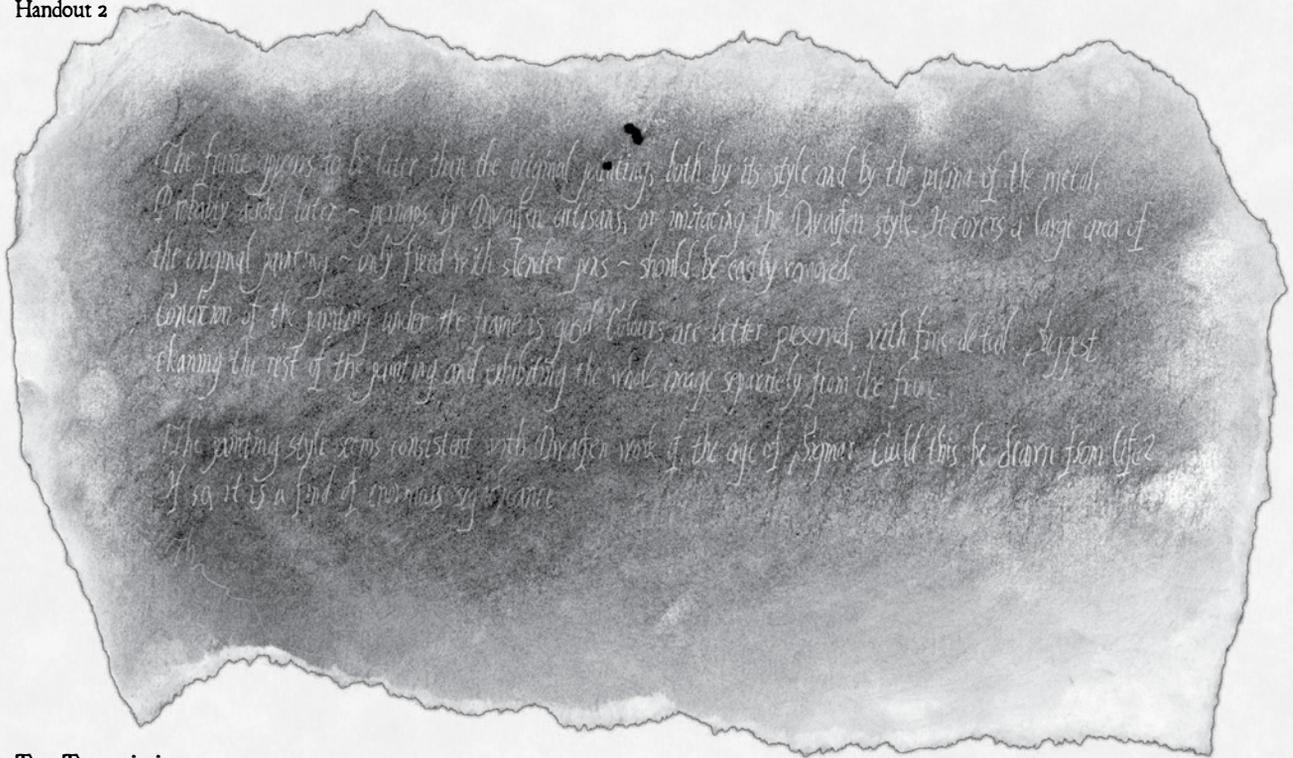
Ulrich Schutzmann, Watch Commander



— ALL HAIL THE WHITE WOLF —

Note: Insert the dates most appropriate to your campaign in the blanks above.

Handout 2



Text Transcription

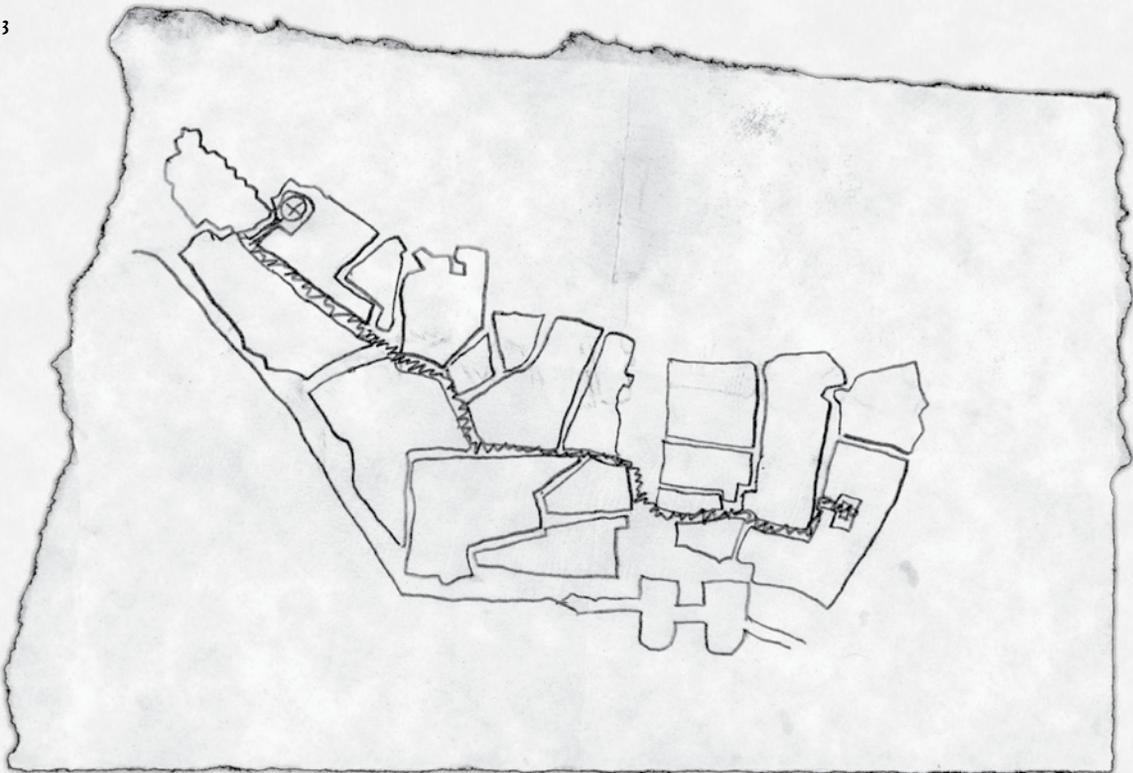
"The frame appears to be later than the original painting, both by its style and by the patina of the metal. Probably added later - perhaps by Dwarfen artisans, or imitating the Dwarfen style. It covers a large area of the original painting - only fixed with slender pins - should be easily removed.

Condition of the painting under the frame is good. Colours are better preserved, with fine detail. Suggest cleaning the rest of the painting and exhibiting the whole image separately from the frame.

The painting style seems consistent with Dwarfen work of the age of Sigmar. Could this be drawn from life? If so, it is a find of enormous significance.

Th..." [writing trails off into a blot - this is where the writer was killed]

Handout 3



Handout 4

TRIAL CHARACTER 1: DEPUTY HIGH PRIEST CLAUS LIEBNITZ

- **YOUR ROLE:** You are prosecuting this case and you want to see Bauer burn for his crimes. You are willing to go to any lengths to make this happen, as it will further your ambitions.
- **YOUR PERSONALITY:** You are tough and pushy. You revel in conflict and enjoy besting opponents on and off the battlefield.
- **YOUR ARGUMENTS:** Jakob Bauer is guilty of the crimes of heresy, treason, and consorting with Chaos. He was found by the Watch in possession of a forbidden Chaos tome, the *Liber Chaotis*. You have had experts from the Collegium Theologica confirm that the book found on Bauer was indeed the *Liber Chaotis* and that it is indeed a forbidden book. You may also argue that Bauer's position as a witch hunter was the perfect cover for him, since it allowed him to persecute others while secretly worshipping Chaos himself. The fact that he assaulted the supposed Chaos temple alone is further proof. Surely, he would have gathered more men before going into such a terrible place.
- **YOUR SECRET WEAPON:** No one else knows this, but you have on your person the icon so lately stolen from the temple of Sigmar. What's more, the reverse of the icon has the symbol of the red skull (a mark of the Chaos God Khorne) on it. If the trial is going against you and all seems lost, you plan to call the High Capitular himself as a witness. You can surely get Stolz to confirm the story of the icon—that it was a holy relic of Sigmar and stolen recently from his temple. You then plan to reveal the icon, show the bloody skull emblem, and submit that the corruption of Chaos runs rampant throughout the cult of Sigmar! That should be a real show stopper.



Handout 5

TRIAL CHARACTER 2: HIGH CAPITULAR WERNER STOLZ

- **YOUR ROLE:** You are defending a loyal servant of the church of Sigmar from baseless charges of heresy and treason.
- **YOUR PERSONALITY:** You have to be tough to represent the church of Sigmar in the City of the White Wolf. You are certainly no friend of heresy and fight against Chaos wherever you find it. You do not back down to bullies like Liebnitz, but stand your ground and use the truth to prove your cause.
- **YOUR ARGUMENTS:** Jakob Bauer has been a faithful servant of Sigmar for years. His companions in the Ordo Fidelis can vouch for that, as can the Player Characters. Since he is a witch hunter, it is entirely appropriate that he confiscated a forbidden book. That is his job after all. This case is based on nothing more than circumstantial evidence and politics. The Player Characters can also vouch for the existence of the Chaos temple under the Sword and Flail.
- **YOUR SECRET WEAPON:** You have Johann Opfer waiting in the wings. You plan to spring him as a surprise witness after the other witnesses have given their testimony. Since he saw the incident with Bauer and knows what the witch hunter says is true, Opfer's testimony should turn the trial for you.



Handout 6

TRIAL CHARACTER 3: WITCH HUNTER JAKOB BAUER

- **YOUR ROLE:** You serve the church of Sigmar as a witch hunter under the authority of the Grand Theogonist. You have now been accused of heresy and consorting with Chaos.
- **YOUR PERSONALITY:** You are loyal, brave, and resolute. You have seen things that would make other men soil themselves. You have put yourself on the line again and again in the service of the Empire and you are disgusted that you have fallen prey to the politics of vendetta.
- **YOUR TESTIMONY:** You and your companions were commanded to assist the authorities here in rooting out the last vestiges of Chaos, and cleansing the city of its corruption. You were investigating an outbreak of mutation which took place in the city a few days ago and you and your colleagues split up to cover more ground. Close to the North Gate, beneath a tavern called the Sword and Flail, you found a group of cultists, servants of Chaos whose symbol was a bloody skull. In the course of destroying them, you found the book. You were taking it to the temple for examination, but collapsed from your wounds. The next thing you remember is waking up in jail. Your possession of the book is evidence that you were doing your duty as a witch hunter. You are a loyal servant to both Sigmar and the Empire.



Handout 7

TRIAL CHARACTER 4: JOHANN OPFER

- **YOUR ROLE:** Surprise witness.
- **YOUR PERSONALITY:** You are afraid of many things—Beastmen, Mutants, dying—but deep down you want to do the right thing. You know testifying in this trial may be dangerous for you, but you feel you must.
- **YOUR TESTIMONY:** You are a simple burgher from Middenheim. You were snatched off the street and imprisoned in a horrific underground temple. Jakob Bauer fought his way in and killed many of your captors. He also seized a book (which you can identify) before retreating to the surface. It was chained to a lectern, but he cut the chain with his sword in one mighty blow and left with it under his arm. He was heavily wounded at this point. You wanted to call out to Bauer because he could not see your place of imprisonment. However, you were too weak and it all happened so fast. Your captors wore hoods, so you don't know their identities. Some, however, were Mutants and all wore the sign of the red skull. They told you that you were to be a sacrifice to what they called the Blood God. They even showed you the altar of skulls on which the sacrifice would take place. It could only be the sacred to one of the Ruinous Powers.



— PRE-GENERATED CHARACTERS —

The next two pages contain four pre-generated characters, which can be handed out to players and used immediately if desired. They include backgrounds, though these can be altered to suit taste. Each character has already taken his or her free advance (noted with a checkmark on the Advance Scheme). They can be used as is if starting (as recommended) with the *Through the Drakwald* adventure from the *WFRP* core rulebook. If you skip that adventure, let each player take two more advances before starting *Ashes of Middenheim* to represent previous experience. Should you need more than four characters for your group, four additional pre-generated characters can be found in the *WFRP Game Master's Pack*.

• OTWIN BESCHLAGER, HUMAN MILITIAMAN •

Career: Militiaman
Race: Human

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
35%	31%	38%	34%	25%	28%	31%	24%
Advance							
+10%	+5%	+5%	+5%	+10%	—	—	—
Current							
40%	31%	38%	34%	25%	28%	31%	24%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
Starting							
1	12	3	3	4	0	0	3
Advance							
—	+2	—	—	—	—	—	—
Current							
1	12	3	3	4	0	0	3

Skills: Animal Care, Common Knowledge (the Empire), Dodge Blow, Drive, Gamble, Gossip, Outdoor Survival, Perception, Search, Speak Language (Reikspiel), Trade (Smith)

Talents: Specialist Weapon Group (Two-handed), Strike Mighty Blow, Strong-minded, Very Strong

Armour: Light Armour (Leather Jack and Leather Skullcap)

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

Weapons: Great Weapon (Two-handed Sword), Hand Weapon (Hand Axe), Dagger

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



Background

You grew up in a small village in the province of Ostland, where you learned the smithing trade from your father. Due to your size and strength, you were recruited into the local militia. You used to enjoy it too. The marching, the weapon practice, the uniform—it was almost like a game. You can only shake your head at your naivety. When the Storm of Chaos broke, your militia unit was mustered and you learned the realities of war. You watched your childhood friends die before your eyes; you watched the villages and towns of the Empire burn. You were left for dead in Untergard, but somehow you survived, though the scars on your face make the price plain. With your village wiped off the map and your militia unit destroyed, you now have only your sword and a few friends to help you make your way in the world.

• THRUNBOR GIMRIGSON, DWARVEN SHIELDBREAKER •

Career: Shieldbreaker
Race: Human

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
39%	29%	32%	41%	19%	29%	34%	22%
Advance							
+10%	—	+5%	+5%	+10%	—	+5%	—
Current							
27%	32%	34%	36%	31%	27%	34%	28%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
Starting							
1	13	3	3	3	0	0	2
Advance							
+1	+2	—	—	—	—	—	—
Current							
2	13	3	3	3	0	0	2

Skills: Common Knowledge (Dwarfs), Dodge Blow, Navigation, Perception, Scale Sheer Surface, Shadowing, Speak Language (Khazalid, Reikspiel), Trade (Stoneworker)

Talents: Acute Hearing, Dwarfcraft, Grudge-born Fury, Night Vision, Resistance to Magic, Orientation, Stout-hearted, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy

Armour: Medium Armour (Helmet, Leather Jack, Leather Leggings, Mail Coat)

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

Weapons: Crossbow, Hand Weapon (Battle Axe), Shield, Dagger

Trappings: Blanket, 20 Bolts, Common Clothing, Grappling Hook, Slingbag, Water Skin, Wooden Tankard, Wooden Cutlery Set, 2 Weeks Rations, 10 Yards of Rope, Purse with 1 gc.



Background

You grew up in Nuln, where your father is still a respected craftsman. Having heard tales from the Longbeards of your clan, you decided to head to the World's Edge Mountains and see the cities of your ancestors for yourself. The Humans would not understand the grandeur of such places, but you found yourself inspired. You stayed there for many years, pledging your axe to help in their defence. You fought in the lightless depths beneath many Dwarfholds, proving your worth. The Empire, however, is also your home and when the Storm of Chaos was unleashed, you decided to return. The enemies here are not always as obvious as those in the mountains, but they are no less deadly.

• JOCELIN HERZOG, APPRENTICE WIZARD •

Career: Apprentice Wizard

Race: Human

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
—	—	—	—	+5%	+10%	+15%	+5%
Advance							
+5%	+10%	—	—	+10%	—	+5%	+10%
Current							
25%	30%	27%	35%	30%	41%	33%	34%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
Starting							
1	11	2	3	4	0	0	3
Advance							
—	+2	—	—	—	+1 ✓	—	—
Current							
1	12	3	2	4	0	0	3

Skills: Academic Knowledge (Magic), Channelling, Common Knowledge (the Empire), Gossip, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language

(Magick), Speak Language (Classical, Reikspiel)

Talents: Aethyric Attunement, Luck, Petty Magic (Arcane), Savvy, Suave

Armour: None

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

Weapons: Quarter Staff, Hand Weapon (Mace), Dagger

Trappings: Backpack, Best Clothing, Blanket, Common Clothing, Printed Book, Slingbag, Wooden Tankard, Wooden Cutlery Set, 2 Weeks Rations, Purse with 10 *gc*.



Background

You have spent the last five years studying at the Colleges of Magic in Altdorf, under the tutelage of Master Walbrecht of the Grey Order. While you feel that you are ready to become a Journeyman Wizard, your master does not see things as you do. He told you that the academic atmosphere of the colleges has shielded you from the currents and eddies of fate in the wider world. He banished you from his sight with a wave of his wizened hand, and said to return when you had learned something about “reality and unreality”. Walbrecht seems to believe your life has been too sheltered. You will prove to him that your eyes are wide open.

• CASAMIR ZUMWALD, HUMAN VAGABOND •

Career: Vagabond

Race: Human

MAIN PROFILE							
WS	BS	S	T	Ag	Int	WP	Fel
Starting							
28%	33%	31%	30%	29%	35%	30%	36%
Advance							
+5%	+10%	—	—	+10%	+5% ✓	—	+5%
Current							
28%	33%	31%	30%	29%	40%	30%	36%
SECONDARY PROFILE							
A	W	SB	TB	M	Mag	IP	FP
Starting							
1	12	3	3	5	0	0	3
Advance							
—	+2	—	—	—	—	—	—
Current							
1	12	3	3	5	0	0	3

Skills: Common Knowledge (the Empire, Kislev), Gossip, Haggle, Heal, Navigation, Outdoor Survival, Secret Language (Thieves' Tongue), Speak Language (Reikspiel), Secret Signs (Thief)

Talents: Fleet Footed, Orientation, Savvy, Seasoned Traveller, Suave

Armour: Light Armour (Leather Jerkin)

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

Weapons: Hand Weapon (Sword), Crossbow, Dagger

Trappings: Backpack, Blanket, 20 Bolts, Common Clothing, Slingbag, Wooden Tankard, Wooden Cutlery Set, 2 Weeks Rations, Purse with 2 *gc*.



Background

You were born into a life on the road. Your father was a caravan guard and your mother was a wandering minstrel from Kislev. You travelled back and forth between the Empire and Kislev throughout your youth and you consider yourself a son of both lands. Your parents eventually settled in the Kislevian city of Enrengard and that is where you were heading when the Storm of Chaos struck. Like thousands of others, you fled before the advancing armies of Archaon, Lord of the End Times. You managed to survive, but you fear your parents may have not. The forces of Chaos sacked Enrengard and you have heard horrific stories about the fate of the city's inhabitants. You can only pray that Ranald's luck was with them.

MIDDENHEIM

CITY OF THE WHITE WOLF



A New Epic Begins!

The ashes still cool and the wounds still heal after the onslaught of Archaon and the forces of Chaos Undivided—but Middenheim still stands! Perched atop the massive height of the Ulricsberg, the defenders of the Empire threw back the Chaos hordes.

But all is not well in Middenheim. Corruption eats at the very heart of the City of the White Wolf, and it's up to your heroes to help root it out. It all starts quietly enough, with the Player Characters charged with delivering an ancient icon to the Temple of Sigmar. But they are quickly plunged into an action-packed adventure involving heresy, murder, betrayal, and the scent of corruption most foul. Set after the events of the Storm of Chaos, *Ashes of Middenheim* proves that the followers of the Ruinous Powers are far from finished.

Ashes of Middenheim is part 1 of *Paths of the Damned*, the new epic adventure trilogy for *Warhammer Fantasy Roleplay*. In addition to the adventure itself, this book also contains a full description of Middenheim, including a detailed city map and descriptions of neighborhoods, key NPCs, and a host of important locations.

What dire plots fester in the City of the White Wolf and what can a group of unlikely heroes do to stop them? Find out in *Paths of the Damned: Ashes of Middenheim*.



Adventure Awaits!

© Copyright Games Workshop Ltd 2005. Games Workshop, the Games Workshop logo, Warhammer and the Warhammer logo, Warhammer Fantasy Roleplay and the Warhammer Fantasy Roleplay logo, Paths of the Damned: Ashes of Middenheim and the Paths of the Damned: Ashes of Middenheim logo, WFRP, Citadel and the Citadel Device, BL Publishing and the BL Publishing logo, Black Industries and the Black Industries logo, GW, Chaos and all associated marks, logos, devices, names, races and race insignia, vehicles, locations, units, characters, illustrations and images from the Warhammer World are either ®, TM and/or © Games Workshop Ltd 2000-2005, variably registered in the UK and other countries around the world. All Rights Reserved.

Green Ronin and the Green Ronin logo are Trademarks of Green Ronin Publishing, LLC and used with permission.



Printed in Canada



Black Industries



Black Industries World Wide Web site: www.blackindustries.com
Green Ronin World Wide Web site: www.greenronin.com

Product Code: 60040283006

ISBN 13: 978-1-84416-223-9
ISBN 10: 1-84416-223-0



9 781844 162239