

**WARHAMMER
FANTASY ROLE PLAY**

Empire in Flames



BY CARL SARGENT

**THE ENEMY
WITHIN
CAMPAIGN**

EMPIRE IN FLAMES

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CONTENTS

INTRODUCTION 3
Adventure Summary (6); Running this Adventure (3); Abbreviations (3)

STARTING THE ADVENTURE 4
SOMETHING ROTTEN IN KISLEV (4); POWER BEHIND THE THRONE; The Oath of the Knights Panther (5); A ONE-OFF ADVENTURE (5)

TO TALABHEIM AND ALTDORF 6
Fellowship Tests (6); THE ROAD TO TALABHEIM (7); A PASSAGE TO ALTDORF (7); RUMOURS AND ENCOUNTERS (8); Imperial News (8); Rumours (8); Portents (8); Encounters (10); Chaos Halfling Beasts (10); The Blood-Slayers (11); Theophilus Habermas, Witch Hunter (11); On the Border (11)

DEATH IN THE AFTERNOON 13
ARRIVAL IN ALTDORF (13); The Pickpocket (14); THE MEETING IN THE VOLKSHALLE (14); IMPERIAL POLITICS (15); The Imperial Electors (17); AT THE IMPERIAL (19); The Crossed Lancers (19); Returning to Altdorf (21); WORD ON THE STREETS (21); Places (21); People (22); Information (22); ENCOUNTERS IN ALTDORF (23); Altdorf Street Thugs (23); A Good Beating (23); A Little Surprise in the Night (24); ANOTHER SURPRISE (24)

A NEW EMPEROR? 25
At the Imperial (25); Staying at The Crossed Lancers (25); Going to the Volkshalle (26); Entering the Volkshalle (26); INSIDE THE VOLKSHALLE (26); The Mutant Attacks! (28); After Wolfgang's Death (28); Back at the Imperial (29)

A VERY IMPORTANT VISITOR 30
The Reason Why (30); In the Footsteps of Sigmar (30); After the Meeting (31)

TO THE WORLD'S EDGE 32
THE JOURNEY TO KARAK-KADAL (32); RIVER TRAVEL (32); The Comet (32); News on the River (33); Supplies (34); Medical Treatment (34); Shrines and Temples (34); A BRIEF TOURIST GUIDE TO THE SOUTHERN REIKLAND (34); Kemperbad (36); Griesenwald (36); Nuln (36); Pfeildorf (36); Wuppertal (36); Loningbruck (36); Argeiten (36); Hochsleben (36); EVENTS ON THE RIVER (37); The Cult of Twisting Serpent (37); The Jade Sceptre (38); Konrad and Niklaus (39); The Fanatics (39); HOCHSLEBEN (40); BLACK FIRE PASS AND BEYOND (41); The Path to Karak-Kadal (41); Journey Times in the Pass (41); Movement during Mountain Encounters (41); Shelter on the Journey (41); ENCOUNTERS IN THE MOUNTAINS (43); Ogres (43); Food on the Hoof (43); The Troll (43); The Goblinoids (43); He's from Barsellon (45); The Young Manticore (46)

KARAK-KADAL AND THE SHRINE OF SIGMAR 47
The Skeletons of Karak-Kadal (47); THE SHRINE OF SIGMAR (48); Blessings at the Shrine (49); Leaving the Shrine (49)

THE HIDDEN VALLEY 50
Crossing Rivers (50); NEARING THE VALLEY (51); Ambush! (51); THE MEETING WITH MELARIL ELMHELVEN (51); A Meeting after a Fight (53); The Cloud of Chaos (53); LEAVING THE VALLEY (53)

TOWARDS KADAR-KHALIZAD 54
A Dream of War (54); ENCOUNTERS BEFORE KADAR-KHALIZAD (54); Mountain Wolves (55); Dire Wolf (55); In Pursuit (55); Chaos Cats (55); THE STEPS (55)

TERRORS IN THE DARKNESS 57
The Cave (57); YODRI (57); Questions, Questions (59); Yodri's Tale (59); Yodri and Kadar-Khalizad (59); The Last Days of Sigmar (60); LEAVING YODRI'S CAVE (61); KADAR-KHALIZAD: THE GOBLIN WARREN (62); The Goblins (62); The Lair (62); KADAR-KHALIZAD: THE LICHE'S DEAD ZONE (67); Wandering Creatures (67); Instability in Kadar-Khalizad (69); The Dead Zone (69); KADAR-KHALIZAD: THE RESTING HAMMER (75); ESCAPING FROM KADAR-KHALIZAD (78)

BACK TO THE EMPIRE 80
YODRI SLAIN (80); THE AVATAR OF SIGMAR (80); THE RETURN JOURNEY (81); More Encounters in the Mountains (81); The Hidden Valley and the Pegasi (82); Flying on Pegasi (82)

THE EMPIRE AT WAR 83
CIVIL WAR (83); THE ROAD TO WOLFENBURG (84); Following the Hammer (84); A Rumour of War (84); ENCOUNTERS BEFORE THE BATTLE (85); Refugees (85); Fleeing Horses (86); The Patrol (86); The Wounded Beastman (87); THE BATTLE OF WOLFENBURG (87); 1. The Carts (89); 2. The Earthworks (89); 3. The Stragglers (90); 4. Prunkvoll's Last Ride (90); 5. The Heir of Sigmar (91); THE HAMMER DELIVERED (91); AFTER THE BATTLE (92); THE ELECTION OF HEINRICH (92); The Electoral Meeting (92); After the Meeting (93); Looters from the Dead (94); WOLFENBURG (94); Hunger! (95); Corpses (95); A Charming Companion (95)

THE FINAL EVIL 96
Conditions in Altdorf (96); Arrival in Altdorf (96); Accommodation in Altdorf (96); Wandering the Streets (98); AT THE TEMPLE OF SIGMAR (98); The Meeting with Yorri (98); DOINGS IN ALTDORF (99); Killers by Night (99); THE ENTRANCE OF EMPEROR HEINRICH (101); A Disturbance in the Street (101); Protocol, Protocol (102); THE CORONATION (102); The Hammer Thrown (104); Transformation! (104); The Daemon Fights! (104); Ghal-maraz Vanishes! (105); After the Daemon's Death (105)

HEROES OF THE EMPIRE 106
Protector of Talabecland (106); Chancellor of Nuln (106); Marshal of Ostermark (106); Arch Lector of the Cult of Sigmar (106); Midden Marshals (107); High Wizard of Middenheim (107); Hand of the Princess (107); Master of the Hunt (107); Knight Eternal of Middenheim (107); Ambassador (107); Free and Easy (107); The Grand Tour (107); Building The Empire Anew (107); AWARDING EXPERIENCE POINTS (108); To Talabheim and Altdorf (108); In Altdorf (108); To the World's Edge (108); Karak-Kadal and the Shrine of Sigmar (109); To the Hidden Valley (109); In the Hidden Valley (109); Towards Kadar-Khalizad (109); Terrors in the Darkness (109); Back to the Empire (110); The Empire at War (110); The Final Evil (110)

PROFILES 111

THE HAMMER OF SIGMAR 142
Special Abilities (142); Ghal-maraz in Play (142)

SHEERARAGETRU THE DAEMON 143
Sheerargtru's Chaos Changes Tables (143); Duration of Changes (144); Sheerargtru's Skeletons (144); AN IMPORTANT NOTE (144)

PLAYER HANDOUTS 146



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Welcome to what could be the last days of The Empire!

In this Warhammer Fantasy Roleplay adventure, The Empire's future hangs in the balance. The pressure of Chaos from without, and a division bordering on civil war within, threatens to destroy the fragile unity of The Empire. The adventurers will have to face dire perils to prevent the dissolution of The Empire and, of course, to become acclaimed heroes in their own right.

Empire in Flames is the culmination of the **Enemy Within** campaign. It can also be played as a one-off adventure for Player Characters in Advanced careers.

If you are going to run a Player Character in this adventure stop reading here! If you don't, you will spoil the adventure for yourself and the other players. The rest of this book is for the GM only!

Adventure Summary

The Empire is a troubled land, a country almost on the brink of civil war. The Emperor is weak, internal dissent is growing, and Chaos is an ever more powerful threat.

In the midst of all this, the Player characters are summoned to Altdorf, but arrive only to hear news of the Emperor's assassination! As subsequent events prove, the Emperor's nephew and heir is not an ideal candidate for the throne. He, too, is killed and, in the ensuing confusion, the PCs are given a momentous task: they must find the one artefact that can reunite The Empire. Their quest is nothing less than following in Sigmar Heldenhammer's footsteps – the founder of The Empire – and recovering his legendary hammer. It is a mission which will decide the fate of Sigmar's Empire!

The PCs must travel deep into perilous wastelands, pursued by religious bigots from The Empire and beset on all sides by the servants of Chaos. In the World Edge Mountains they must discover a way into the remains of the Dwarf stronghold of Kadar-Khalizad and drive out its new Goblin occupants. Beneath the hold the PCs must face the unquiet dead of the Dwarfs, and summon enough courage to take *Ghal-maraz*, Sigmar's Hammer, from its resting place.

Possession of the Hammer gives them the chance to prevent full-scale civil war and to unify The Empire under a new Emperor. But there is one last danger to be faced and defeated – one which could undo all that the PCs have done, even in their moment of victory!

Will the PCs become heroes, renewers of The Empire? Will they fail and be doomed to exile in Bretonnia, among garlic-guzzling, wine-sozzled drunks? Will they simply end up torn limb from limb by any one of their numerous and powerful enemies? **Empire in Flames** will decide their futures too...

Running this Adventure

Empire in Flames is not an adventure like **Power Behind the Throne**. In PBT the PCs could try any one of dozens of approaches to get at the information they needed. This is an adventure with a linear plotline. Here, there are clearly defined adventure episodes and clear goals. There are, of course, frustrating obstacles to be overcome, even when final victory seems certain.

Of course, some players dislike clear storylines and will,

if only out of contrariness, insist that their PCs perform odd, different and irrelevant actions. As GM, you will have to alter the adventure slightly to accommodate such players. At all costs avoid having the players feel that their characters are being forced into a single line of action. The quest to find Sigmar's Hammer is an epic, and like many such tales there should be an air of inevitability about it.

Creating choices which nevertheless lead the PCs further into the adventure is the best option. Maybe the PCs are fated, but they should be allowed to make choices. If they make the wrong choices they will not succeed in the quest, but in most cases, as with most epic quests, one clear course of action will present itself, and the players will probably choose it.

Detours away from the main line of the adventure can create a feeling of freedom for the players, providing such detours eventually bring them back to the next main adventure encounter. Time in Altdorf, for example, can be expanded: if a PC wants to go tile-crawling at night, fine! You can create one or two extra encounters, which can be informative, dangerous, or completely irrelevant.

Finally, be careful with attritional attacks on PCs during their long journeys in this adventure. An endless sequence of overly aggressive attacks can easily generate bad feelings amongst players.

Abbreviations

A	Number of attacks (melee)
AP	Armour Points
BS	Ballistic Skill
CI	Cool
CR	Complexity Rating (locks)
D	Damage
Dex	Dexterity
DOTR	Death on the Reik adventure
EPs	Experience Points
ES	Effective Strength (missile weapons)
Fel	Fellowship
GC	Gold Crown
GM	Gamesmaster
I	Initiative
Int	Intelligence
Ld	Leadership
M	Movement
MP	Magic Points
NPC	Non-player Character
P	Parry
PC	Player Character
R	Range (missile weapons)
RD	Restless Dead companion/rulebook
Rld	Reload time (missile weapons)
ROC-LD	Realm of Chaos – The Lost and Damned
ROC-SD	Realm of Chaos – Slaves to Darkness
S	Strength
SOB	Shadows over Bögenhafen adventure
SRK	Something Rotten in Kislev adventure
SS	Silver Shilling
T	Toughness
TEW	The Enemy Within sourcebook
W	Wounds
WC	Warhammer City sourcebook
WFRP	Warhammer Fantasy RolePlay rulebook
WP	Will Power
WS	Weapon Skill

STARTING THE ADVENTURE

Empire in Flames can start at one of three points: directly after the events in *Power Behind the Throne*, after the PCs have played through *Something Rotten in Kislev*, or as a one-off adventure.

In any event, the PCs are given the asked to escort a young noblewoman, Anastasia Schelepin, to Talabheim. During the journey to the city – and in a subsequent journey to Altdorf – they will learn much of the current state of The Empire.

SOMETHING ROTTEN IN KISLEV

If the PCs have been involved in the events described in SRK, this adventure begins as they leave Kislev and head back towards The Empire.

After the PCs have been in Kislev for some time, or as they are deciding to leave, they will be summoned to see Bogdanov. He will ask them to escort Anastasia to Talabheim. Once this is done, Bogdanov tells them, their service to Tsar will be at an end, and they should return to Graf Boris Todbringer as soon as possible. If Bogdanov isn't a likely agent for recruiting the PCs, choose or design another NPC to give them the job.

Clearly, the time has come to leave Kislev. Now see *To Talabheim and Altdorf*, below. You may wish to give the PCs some information about the state of The Empire before they leave Kislev. This can be done through a new arrival from The Empire. He will be able to give the PCs no more than two rumours or items of news, such as Talabecland's recruitment of mercenaries (again, see *To Talabheim and Altdorf*).

POWER BEHIND THE THRONE

If you have been using the Enemy Within campaign, the PCs are probably in Middenheim as the adventure in PBT comes to an end. This adventure can start almost immediately, or the PCs can first experience the delights of *Something Rotten in Kislev*.

The PCs may have been thrown in jail at the end of PBT if you used that optional ending to the adventure. All their equipment is taken from them (including concealed items) and no explanation is given. The guards are surly and suspicious, and are careful to watch the PCs at all times. Escape is obviously difficult, if not impossible. After two or three days of languishing in minor discomfort, the PCs are dragged out of their cells, bathed, given a change of clothes and taken to an audience with Graf Boris.

Alternatively, the PCs may still have their liberty and be

enjoying the good favour of the City-State's rulers. In this case they are summoned to attend Graf Boris some three or four days after the events described at the end of PBT.

In either case, the PCs are brought into Graf Boris' private audience chamber, well away from public view. The Graf, all his most important advisors and twenty Knights Panther in full ceremonial regalia are present. Several of the Graf's advisors, and the Graf himself, look slightly embarrassed (this is particularly true if the PCs have been detained at his pleasure).

Graf Boris makes a small gesture, and Law Lord Ehrlich steps forward with a small bow to his master. He also offers the PCs a small nod of recognition, then begins to explain:

"We regret the necessity for not honouring you in a more public fashion, but certain considerations have had to be borne in mind during the past few days. Your services to the City-State of Middenheim..."

Graf Boris coughs pointedly.

"...and, of course, to the esteemed person of Graf Boris Todbringer, have been invaluable."

The Graf nods in approval.

"We are, however, now faced with a problem. How do we reward those who have so nobly placed themselves between danger and the Graf's august person? What reward can be sufficient for such service? What –"

"Get on with it, you pompous fool," says Graf Boris, interrupting him in mid-rhetoric. Something is obviously Going On.

Ehrlich sighs. *"It has, until now, always fallen to the Knights Panther to protect the person of the Graf and his legitimate successors. In this case, however, you have amply demonstrated your abilities in this area."*

"Therefore, to both Graf Boris and to us, his humble advisors, it seemed only just that, in recognition of your singular service to his person and to the City, a service which, one might say, you had almost..."

"Ehrlich!" The Graf's voice is tinged with impatience.

"Humph. Anyway, you are to be invested as Knights Panther. And there will be a small – er, smallish – remunerative reward for you as well." Ehrlich's fine speech comes to a rather abrupt end. He bows and steps back. A round of polite applause breaks out.

"The other matter, Ehrlich," says Graf Boris.

"Ah. Yes." Ehrlich comes forward once more. *"There is one other small matter. The Graf also feels that, in view of your activities here recently, it may be somewhat safer for you to be elsewhere for a short while. He would hate to have such resourceful persons murdered on a street corner by some misguided fools."* Ehrlich almost smiles, as if to say

that such a fate would be impossible for adventurers of the PCs' quality. His face actually creases up in a vague smirk.

"Your considerable skills are to be put to use protecting an important visitor to the City-State on her journey to Talabheim. This serves all our interests. The young lady has you to keep her from harm. You are removed from Middenheim to stop any... erm... over-excitability."

Graf Boris leans over and prods Ehrlich with his finger. The Law Lord pauses and looks round the room, his gaze finally settling on an awesomely stupid-looking girl in lace and satin who has just been escorted in by a dozen Knights. *"May I present the Lady Anastasia Schelepin?"*

And with that, the PCs are allowed to make a polite acknowledgement of Anastasia before they are lead away to the headquarters of the Knights Panther. A further round of applause breaks out as they leave the audience chamber.

The PCs are taken directly to the Knights Panther headquarters. All of the equipment removed from them before their time in jail is returned to them. The PCs are then invited to take the oath of the Knights Panther in a quiet ceremony attended by the Midden Marshals. You should make it plain that to be inducted into the Knights Panther is an honour, and that the PCs will gain the respect, at the very least, of the upper classes.

The Oath of the Knights Panther

I swear before Sigmar and Ulric, and in the witness of this company here gathered, to serve the ancient and noble Order of the Knights Panther truly and faithfully unto death, observing the Laws of the Order:

- ✧ *to serve and protect Graf Boris Todbringer, his family, his legitimate successors and his appointed officers with my life;*
- ✧ *to render full and unquestioning service to my superiors in the Order and to those they appoint over me;*
- ✧ *never to suffer any person or thing bearing the mark of Chaos to live while there is breath in my body.*

The Order has my oath, which only death may break. Let all here present bear witness.

Although it would be ill-mannered to refuse to take the oath, it need not be sworn if a PC has a good reason, eg an existing allegiance which makes the vow difficult or impossible to honour. For example, a cleric of Shallya might find it unacceptable to swear an oath that is, in effect, a promise to kill Chaos-creatures on sight. Of course, such reasons would have to be explained to the Midden Marshals.

After each PC has taken the oath a medallion on a chain is hung around his neck. This is gold, and on one side depicts a rearing panther. The panther's spots and the background are filled with black enamel. Each medallion is worth 15GCs, and possibly much more to those who would make evil use of them. Any character selling a medallion to a someone other than a Knight has, of course, betrayed the Order. As the last line of the oath implies, such treachery is punishable by death.

Each PC (whether or not he swears the oath) is given the smallish remuneration mentioned by Ehrlich: 150GCs. Now see *To Talabheim and Altdorf*, below.



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A ONE-OFF ADVENTURE

Empire in Flames is only suitable for experienced PCs; each should have 1,500 EPs or more.

If your players do not have adventurers of this calibre available you will need to generate new characters. Each character should have 1200-2200 EPs. This should be generated randomly as 2D6x100 plus a further 1000 EPs. Each player should then be allowed to take a character from a starting basic career through a series of subsequent careers while spending these EPs. Each PC may have 1D3+1 magic items, generated using the tables in *WFRP*, or better yet, in the *Restless Dead*. You should feel free to 'tweak' these rolls a little. The PCs as a group should have at least two magical weapons, but anything overly powerful, such as a *Rune Weapon*, should be disallowed.

If the PCs are to become involved in the adventure in a credible manner they must also have some 'friends in high places'. Specially generated characters may be assumed to have friends or relatives who are influential in Middenheim. The PCs can therefore be known to Middenheim's nobility and rulers.

While not strictly necessary, each PC should be assumed to have sworn the oath of the Knights Panther (see above), unless a previous career makes this an unlikely or unbelievable occurrence. As noted above, for example, a cleric of Shallya might find the Panthers' vows difficult to obey. Making the PCs into Knights Panther means that this adventure will not need significant changes to be run as a one-off adventure.

If you do use this adventure as a one-off you may like to read through *The Warhammer Campaign* to get a feel for the adventure's background. The book contains information which is beyond the scope of *Empire in Flames*.

The adventure begins as the specially created PCs are summoned to the headquarters of the Knights Panther and told that they are required to escort a young noblewoman, Anastasia Schelepin, to Talabheim.

TO TALABHEIM AND ALTDORF

This part of the adventure requires the PCs to escort Anastasia Schelepin and her chaperone, Katarina Bukharin, to Talabheim. Once she is safely delivered, the adventurers are summoned to Altdorf by Graf Boris Todbringer. Both journeys will give you a chance to pass on news, gossip and rumours to the PCs, and to show them that the forces of Chaos are on the move within the boundaries of The Empire.

How you handle these journeys depends upon how long you wish this section of the adventure to last, and on whether extra EPs will be welcomed by the characters:

The Quick Trip: Assume that the PCs arrive at their destinations with the minimum of effort and trouble. The PCs stop at a couple of inns where they hear news and rumours. If you do choose to use this option it is difficult to create the proper atmosphere for the adventure: one of mounting tension and threat.

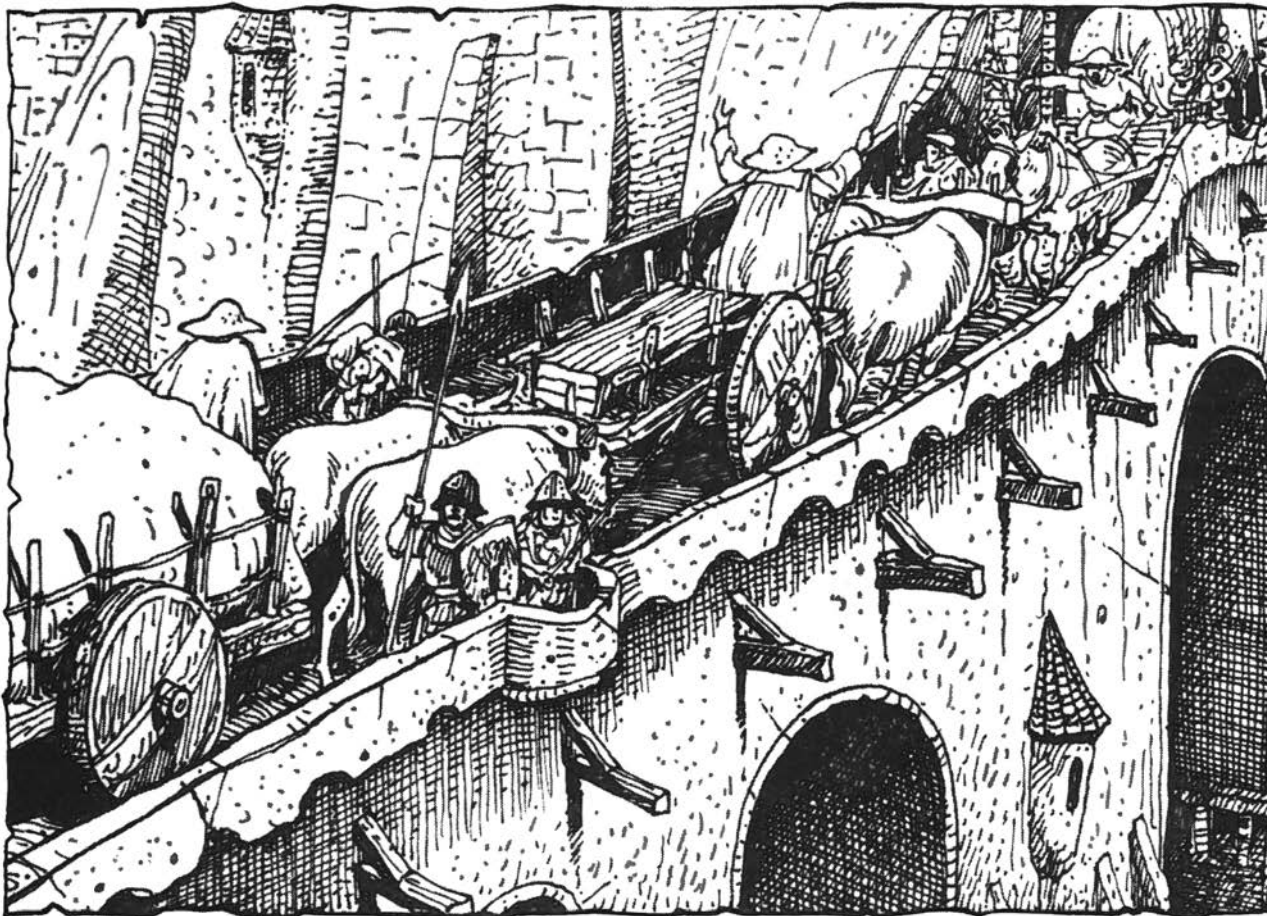
Episodic Travel: The scripted encounters given below may be used for either journey, but travel between events is easy and relatively uneventful. Detailed descriptions will, of course, alert the players to the fact

that something is about to happen, and this will, in turn, distort the characters' behaviour. It is best to give the impression that encounters are random, perhaps by rolling dice every now and then, as if determining random encounters. Once again, the PCs must be given the chance to hear news and gossip of The Empire during their travels.

Full Detail: The journeys become full adventures in their own right. You can use these encounters, plus others from scenarios in RD and/or White Dwarf, and use some of your own. This long version of each journey may be useful for a group which has one or more PCs who lack EPs: eg one or two characters are replacements for PCs who died earlier in the campaign. This is also the best option for players who like to devote a lot of time to gaming!

Fellowship Tests

At the start of the adventure the PCs almost certainly have membership of the Knights Panther or the Order of the White Wolf. With some NPCs the status thus gained will be of benefit. Of course, in some circumstances the PCs' apparent loyalties will not work



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in their favour. The lists below summarise the bonuses and penalties to any Fel tests made by the PCs.

Bonuses and penalties only apply when an NPC is aware of a character's status. Usually, this will mean that the PC is wearing some insignia indicating his allegiance, but an NPC will need to make an Int test to recognise the insignia of the Order of the White Wolf and the Knights Panther. *Heraldry* skill adds +20 to this test. It is possible that an NPC may already know that a PC is a Knight of one of the Orders, in which case his reactions will be modified without the need for a test.

The adjustments are as follows:

As a recognised Knight of the White Wolf:

- +30 when dealing with Kislevite Knights of the White Wolf
- +20 when dealing with Imperial Knights of the White Wolf
- +40 when dealing with non-military, non-noble followers of Ulric
- +10 when dealing with Knights of any Old World order
- +15 when dealing with the nobility of Kislev

As a recognised Knight Panther:

- +30 when dealing with other Knights Panther;
- +20 when dealing with Middenheim/Nordland nobility;
- +40 when dealing with non-noble, non-military followers of Ulric anywhere;
- +15 when dealing with any other Old World nobility;
- +10 when dealing with any members of another Order of Knights in The Empire.

As a recognised holder of the Silver Star of Kislev:

- +25 when dealing with members of the Kislevite military classes or Kislevite nobility

These modifiers are not cumulative; use the most advantageous in each case.

After the Emperor's assassination, (see *Death in the Afternoon*) the following modifier also applies to Fel tests:

As a recognised Knight of either order, or as a recognised follower of Ulric:

- 30 when dealing with any follower of Sigmar

Any further bonuses and penalties for specific encounters are covered in detail in the appropriate sections of the text.

THE ROAD TO TALABHEIM

After their brief introduction to Anastasia, the PCs will have a couple of days to organise themselves for the journey. During this time they will see little of Anastasia, other than in formal, supervised meetings under the watchful eye of Katarina Bukharin, Anastasia's chaperone. Upon her arrival in Talabheim, Anastasia is to be engaged to a young Baronet, Rolf Krieglitz-Untermensch. A subsequent (and politically advantageous) wedding is a foregone conclusion, and nothing is to be allowed to interfere with the marriage.

Anastasia has the last of her studies to complete: she has been studying Elven poetry and folklore with the Middenheim sages or at the University of Kislev (depending on where the PCs start out). This takes up

nearly all of her time, as she is a slow student at best. The PCs will, however, see quite a lot of Katarina Bukharin. She will make it clear that she wishes the journey to start as soon as possible. She also has little time for any of the adventurers, seeing them as a necessary inconvenience at best, difficult children at worst and dangers to her charge's purity at all times.

NPC details for Anastasia and Katarina can be found in the *Profiles* section.

If the journey is from Kislev to Talabheim Anastasia and Katarina will ride in a slow river barge. The PCs will be expected to ride (or walk) along the tow-path at the water's edge.

If the party start from Middenheim Anastasia and her chaperone will travel in a splendid coach. Any female PCs will be graciously invited to join them and travel in comfort. Male PCs will be expected to act as outriders – those who lack *Ride* skill will have to travel in a cart! Should the PCs lack suitable skills to handle any vehicles they will have no difficulty in hiring minor NPCs with the necessary skills.

The journeys to Talabheim will take around 10 days from Middenheim (240 miles) or around 20 days from Kislev (550 miles). Delays to these schedules can be easily introduced: the scripted encounters and the aftermath to each of them; bad weather and muddy roads; fallen trees; a broken axle on the coach; a lame horse or two; a leaking barge; food poisoning after eating at an inn; Katarina or Anastasia falling victim to a mild illness of some kind etc; all these can add days to the journey.

A PASSAGE TO ALTDORF

When the PCs and Anastasia arrive in Talabheim they will be expected to escort her to the gates of the Krieglitz-Untermensch town house. Here they are greeted by several liveried members of Rolf Krieglitz-Untermensch's household and the Baronet himself.

Krieglitz-Untermensch is a most unpleasant young man, around 20 years of age, and a real wimp. He is made no better by the fact that he is a distant cousin of Talabheim's ruler, and not above using his tenuous family connections to get exactly what he wants when he wants it. He thanks the PCs in a desultory sort of way, virtually grovels to Anastasia, then whisks both her and Katarina into the house. The PCs are left standing at the gate, unwanted and unwelcome.

Indeed, almost immediately Krieglitz-Untermensch gives orders that the PCs are not to be admitted to his home, and that neither he nor Anastasia wish to see them again. This turn of events leaves the PCs at a loose end. They will have no difficulty in finding a place to stay in Talabheim, but what should they do next?

Talabheim is buzzing with rumours that the Emperor is sick, that he has abdicated, that the Electors are choosing a new Emperor, that the Talabecland and Ostland leaders are in Altdorf and are recruiting mercenaries... The overall impression you should give is that Great Things are afoot in Altdorf.

A messenger from Law Lord Ehrlich of Middenheim arrives about a day later. Ehrlich's message is straightforward. Give the players *Handout 1*:

Good Knights

We trust that your task proved neither burdensome nor dangerous.

Graf Boris requests that you rejoin his retinue as soon as possible, as he feels that your services may once more be of use, both to his own person and to the City-State of Middenheim.

A meeting of Imperial Electors has been called in Altdorf. Join us there at your earliest convenience.

Yours, in haste

Ehrlich, Lord Lord of Middenheim

For Graf Boris Todbringer

PS – The Graf's agents have secured him lodgings at the Imperial. Report there upon your arrival.

The PCs can easily get berths on any one of several medium-sized passenger and cargo boats heading to Altdorf. Prices for the journey range from 7-17GC (2D6+5GC) each, depending on the quality of the vessel. Successful haggling by the PCs will lower the cost of each berth in 1GC increments, but never to below 7GC.

Once aboard the vessel the PCs should not make good time on their journey. They are at the mercy of the boat's master and crew, who are in no particular hurry to reach Altdorf. As the PCs get closer to Altdorf they will almost certainly hear that the Emperor's meeting with the Electors is to be held within the next few days. The boat's master will insist that, whenever the meeting is to be held, his vessel will be in Altdorf in plenty of time. He will even, for half a day or so, make better time down the Talabec to show willing.



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However, it is important that the PCs arrive after the Emperor's meeting has taken place. You may wish to delay them with one or more encounters, or by having the boat spring a minor leak, run aground for the morning or suffer some other minor misfortune. See the *River Life* section of DOTR for further information.

Should you need crew and boat profiles during this journey use those given for Adolph Rinner, his boat and crew (see the *Profiles* section) and change the names as required. The crew will be most reluctant to fight if you use a combat encounter, and will barricade themselves below decks until any 'unpleasantness' is over.

RUMOURS AND ENCOUNTERS

No maps for the journeys to Talabheim and Altdorf are really necessary. The encounters given in this section can be run at any point and in any order.

It is also a simple matter to determine a few names for hostelrys along each route: the Journeyman, the Merchants' Rest, the Flaming Hearth, the Hart and Hunter, the Coach and Horses, etc. In the unlikely event that you need floorplans for any of these locations use one of the building already published in WFRP or RD.

Inns are the most likely spots for the PCs to gather information. The *Imperial News* section below gives the facts as known to most people, while the *Rumours* section includes false, inaccurate and exaggerated tales. The NPCs the characters meet will certainly not have a complete idea of what is going on in The Empire. NPCs are just as opinionated and ignorant as player characters, and may even care very little about what is happening beyond their own lives. You should bear in mind that the PCs' informants, who pass on these snippets of news and gossip, must be in a position to know the information. For example, a travelling merchant is far more likely to know of current political affairs than is a peasant or a deckhand. As a rule of thumb, the lower the class of an NPC the more unreliable his information: a peasant may know juicy rumours about his betters, but few real facts.

Imperial News

1. Emperor Karl-Franz is still sick, but he is not expected to die. Indeed, he seems to have rallied slightly. This is not a Good Thing – the paralysis of power in Altdorf is prolonged.
2. Emperor Karl-Franz's edict against the out-of-hand slaying of mutants is still in force, although many oppose it. It is said that the Middenland militia allow mutant-killers to go free, with the implicit approval of Grand Duke Leopold von Bilthofen. In Nordland Baron Werner Nikse is also said to be furious about the new law, and his men are in no hurry to enforce it.
3. Talabecland and Ostland are in serious conflict. Many speak of a major skirmish in which scores died on both sides. A diplomatic mission from Talabecland to Grand Prince von Tasseninck was rudely treated, and Grand Duke Gustav von Krieglitz has been heard talking of old Talabecland claims to outlying areas of southern Ostland.

4. Parts of northern Ostland have been terrorized by Beastmen with the heads of wolves. Packs of these horrors have attacked farmsteads and small villages. Mercenaries are being recruited to hunt them down.
5. Witch Hunters and Priests of Ulric have inflamed many Middenlanders against Sigmar's followers, and are now also stirring up trouble within Talabecland. Gustav von Krieglitz is supposedly allowing this to happen, possibly paving the way for an alliance between Middenland and Talabecland; Leopold von Bilthofen is known as a strongly pro-Ulric ruler.
6. Relations between Middenland and Stirland are uneasy. Stirland is a centre of Sigmarite belief, and has made strong representations to Middenland over the persecution of Sigmarite priests there. Grand Duke Leopold von Bilthofen treats these complaints with barely disguised contempt. His public pronouncements are that he knows nothing of attacks on Sigmarites.
7. There has been a major mining accident at Ubersreik. Over 400 men were killed in a major collapse of a tunnel complex.
8. The harvest has not been good this year. Grain has not grown well, although fruit is sound. Merchants are rubbing their hands at the thought of higher prices and bigger profits.

Rumours

1. There is a strong Slaaneshi cult among the upper echelons of Stirland! A butler at the Ducal Court has seen it all! There were several courtesans and they were wearing nothing but body paint and then they all... *This kind of tale is semi-treasonous, and it will only be recounted – in lurid and largely imagined detail – by an NPC who takes a shine to one of the characters. Even then, the NPC will probably only launch into the story if drunk.*
2. They say that the Emperor is planning to call a meeting of the Provincial rulers. It must be something really important. *The PCs should hear this rumour before they reach Talabheim.*
3. The Crown Prince is a mutant, you know, with a tail and wings! That's why he hasn't been seen outside Castle Reikguard for ages, and it's why the Emperor has banned the killing of mutants. *The PCs will probably have heard this rumour or one like it before now.*
4. Deformed and mutated births are becoming common in Stirland. Why, the young Graf himself fathered an illegitimate child not long ago which had to be strangled. It had the head of lizard! *Again, this is a treasonous piece of gossip.*
5. Clerics of Sigmar have been denounced as heretics by petty rulers in Middenland and Nordland. There are bounties on their heads. *Things have not gone quite this far.*
6. Bad times are coming. When cows start lowing at the moon for no reason, and madmen run around the streets and folks talk of bad dreams... Them's all signs. Last time it happened, well, it was in my Da's time... *The PCs hear talk of this kind several*

times, along with mutterings about coming plagues, agues, crops failures, the death of the Emperor and the end of the world. A few NPCs try to laugh off their unease, putting such talk down to consuming too much cheese and strong ale before bedtime.

Portents

It is important, right at the start of the adventure, to introduce the idea of omens, portents and auguries. A time of great change is approaching, and mysteries such as these are a reflection of it. Of course, the players will probably dismiss such ideas as nonsense from the start. Nevertheless, portents, with a meaning and a purpose, should be introduced into the adventure, even if they are largely ignored.

The PCs may also decide to pray at a shrine for guidance, make use of the *Divining* skill, or consult some form of 'wise woman'. You may also feel inclined to visit one or more of the PCs with vague, troubling dreams as they travel towards Talabheim and Altdorf. Theophilus Habermas (see *Encounters*, below) can also be a victim of strange dreams.

Use no more than three of the following portents; the PCs will probably treat them as no more than utterly unreliable rumours. Notes on the presentation of each portent are also included.

1. Some form of fortune-telling, a reading of bones, cards or herbal tealeaves, does not produce its expected result. No-one present is going to meet a tall, dark stranger! Instead, someone, perhaps more than one, is marked as a person of true destiny, and will shortly be revealed as such. He or they will be marked by the heavens. *A gypsy fortune teller in an inn, perhaps doing a reading for Anastasia, is an ideal candidate for announcing this unexpected omen.*
2. A white wolf is seen running through a forest with something impossibly bright shining above its head. *This can be a rumour in many places, although no-one will ever actually have seen the beast, only heard of someone who has seen it. Alternatively, a PC may see the wolf in a dream or as an answer to prayer – this is particularly mysterious if the PC was praying at Sigmarite shrine.*
3. A blind beggar shambles towards the PCs, his hands held out for alms. Both his palms are marked with oddly shaped blisters. He wanders away before anyone can give him any money. *This can be presented as a real encounter, or presented in the form of a dream, which is then repeated as an encounter.*
4. The PC sees a star fall from the sky and strike a mountain top. *This can be used as the answer to a prayer.*
5. For an instant, one of the PCs loses his own shadow and in its place casts the shadow of an enormous wolf, or a man with a horned helmet and a warhammer. *Again, this can be in a dream. Alternatively, an NPC can claim to have seen it happen. This sort of claim starts a good deal of muttering behind the PCs' backs.*
6. For several nights around the new moon one of the PCs hears the constant howling of wolves. Only

one PC ever hears the noise, and in the morning no traces of a wolf pack can be found. *This should not be presented as a dream, and if the PCs travel at night, the sound of the wolves should move with them.*

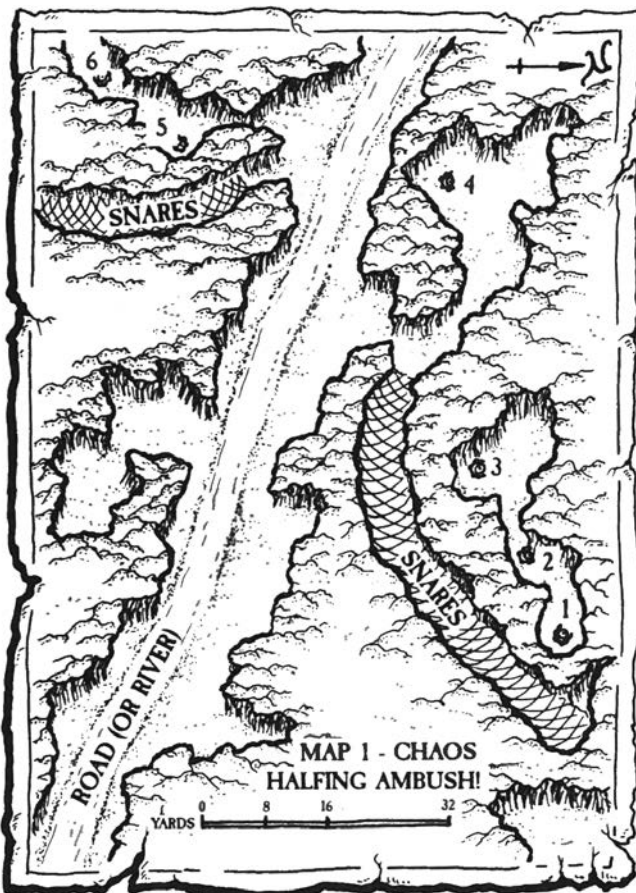
7. A black wolf cub is seen with dripping, bloody jaws. At first it is merely a wolf and then it changes. Its eyes sprout on stalks, its claws become long and razor-edged and it grows huge, distorted wings. *Again, this is a reported sighting from an NPC, or it can be seen in a dream, or used as a vision granted after a prayer or divination.*

Encounters

The encounters below should create the impression that Chaos is once more a growing force within The Empire. Its servants are now stronger, bolder and more savage than ever before. Even those normally resistant to Chaos are now ensnared by its power. These encounters do not occur at fixed points. They can be used before or after the PCs have escorted Anastasia to Talabheim. If you wish you do may add extra encounters of your own, but do not pit your PCs against an endless succession of over-powerful Chaos monsters.

If Anastasia is with the PCs during an encounter she will spend most of her time squealing in fear. Unless the PCs make a dreadful mess of defending her she should be perfectly safe, and you should not make a special effort to kill Anastasia. NPCs and creatures will only attack Anastasia if there are no dangerous PCs nearby.

All the details of the NPCs and creatures encountered can be found in the *Profiles* section.



Chaos Halfling Beasts

At some point during their journeyings the PCs are ambushed by a group of mutated Halflings. While the area is wooded, it is not so heavily covered in trees as to make missile fire impossible. Ground cover, although perfectly capable of hiding a Halfling, is not dense enough to provide cover.

The six Halflings were gamekeepers, but they were captured by a group of Beastmen loyal to Tzeentch. Rather than kill the Halflings, the Beastman Wizard locked them in a cage with plenty of warpstone. Weeks later, having been left to fester in such conditions, the Halflings were released. Tzeentch had worked his changes upon them.

Met only with hatred and fear when they returned home, the mutated Halflings became as bitter and twisted as their bodies. They took to a life of violence against the normal folk who had rejected them, much as the Wizard who had warped them had hoped. The Halfling Beasts, as they have become, make a living by ambushing travellers.

Map 1 shows the initial positions of the Halfling Beasts and their snares. Be sure to keep track of the PCs' positions, as they may get caught by the snare traps. If the PCs are travelling by barge or riverboat the road shown on the map is treated as the river. In this case, the majority of the Halflings are on the same bank as the tow path.

The Halflings all have the *Concealment Rural* skill, and may test to remain hidden as the PCs approach. The chance for them to do so is 51% minus the average *Initiative* of the PCs. Any Halfling which avoids detection gains surprise on the first round. The Halfling with *Invisibility* automatically gains surprise.

Initially the Halflings will fire their short bows at a range of 60 yards. The PCs count as being in soft cover, but this is offset by the Halflings' *Marksmanship*. The Halflings will continue to fire until the PCs close to hand-to-hand combat range, and will then attack with hand weapons and their appropriate mutations. The Halflings, who are armed with spears, will benefit from *Initiative* bonuses if a mounted PC tries to charge them. The Halflings will fight to the death - they hate themselves and what they have become.

The Halflings have set a number of snares in front of their initial positions. They have enough wood craft to avoid their own traps, even if they move into the snared area, but the PCs may not be so lucky. There are ten snares in each marked area; you need not keep track of the snares' exact locations, only their numbers.

A PC on foot who enters one of the marked zones has a 40% chance of being caught in a snare. This is reduced to 20% if the character has the *Spot Traps* skill. Once a snare is triggered, a rope tightens around the PC's leg and he is whipped 10+D10 feet into the air. The PC must make an I test to avoid dropping any hand-held items. Spells may only be cast by a trapped PC who makes a successful test against half his normal *Initiative*. A PC caught in a snare is treated as a prone target. The Halflings will always fire arrows at an ensnared target, if one is available. Finally, it is possible to escape from a snare by making a successful *Dex* test, but only one attempt may be made every two rounds. A PC who does escape will suffer standard falling damage.

A mounted PC has a 70% chance of being snared; *Spot Traps* reduces this to 60%. If a snare is triggered the horse's legs will be caught unless it makes an I test. If the horse is snared the PC is thrown, otherwise the PC must make an I test of his own or be thrown. *Ride* skill gives a +20 bonus to this test. Thrown PCs suffer D6 S 2 hits (S 4 if charging when the snare was triggered).

The Blood-Slaverers

The PCs are attacked by a small group of blood-crazed and powerful Beastmen of Khorne. Khornate Beastmen are not usually noted for their subtlety and these specimens are no exception. They also have precious little in the way of brains. The Beastmen were once part of the retinue of a Champion of Khorne, but since his death they have wandered aimlessly. The sum total of their ambition is to kill something or someone as often as possible in as bloody a fashion as possible.

The Beastmen will burst from a stand of trees some 20 yards ahead of the PCs and charge straight into the attack. They do not fight in a co-ordinated manner, but simply try to kill anyone who stands in their way. The Beastmen will not flee if the fight goes against them.

If the characters mention this encounter to any NPCs they meet afterwards (perhaps at inn or hostelry) they will be told that Beastmen are unusual in this area, at least until now. In the last few months, though, there have been several groups in the forests. More knowledgeable NPCs, such as roadwardens, coachmen and the like, also comment that the Beastmen which are about seem to be getting bolder...

Theophilus Habermas, Witch Hunter

This encounter may be set in any small village or at a single lonely cottage miles from anywhere.

The PCs see black smoke rising from some way ahead. When they arrive at the fire it is obvious that someone has just been burned at the stake. A charred body is still chained in the middle of the guttering fire. One man is watching the fire, apparently satisfied with his handiwork. This is Theophilus Habermas, Witch Hunter. He turns and greets the PCs when they arrive. He has just finished burning Birgit Bruckner, a village woman whom, he will claim, was communing with Daemons. It will take Theophilus several minutes to list all the sins that he feels should be blamed on Chaos and its servants.

His rantings on this specific subject – and on the rise of Chaos in general – are largely correct. Frau Bruckner was indeed a servant of Chaos. A few minutes after the PCs arrive, just as Theophilus is getting his second wind, her horribly burned corpse will collapse into the ashes of the fire. As it does so, it vomits forth a thin stream of white, evil-smelling liquid. This seethes and bubbles in the ashes for D3 rounds, and then coalesces into a particularly repulsive and lewd Daemonette of Slaanesh. Theophilus is half-ecstatic, half-horrified. The Daemonette's appearance is a complete vindication of his actions! If Anastasia is with the PCs she will squeak and faint as the Daemonette makes a spectacularly improper gesture at her.

The PCs should have no trouble in disposing of the Daemonette and if they cannot kill it, Theophilus certainly can. The intention is, however, not to kill them,



but to cause disquiet – Theophilus was right after all.

Theophilus will be happy to accompany the PCs for a day or two if he is asked to do so. Eventually, however, he will feel that he must get back to his 'true work'. If he does accompany the PCs you may wish to use him as a channel for omens and dreams, as described above in the Portents section.

On the Border

If the PCs are travelling from Kislev to Talabheim, they will be following the Talabecland-Ostland border. This encounter should convey to the PC just how tense relations between Talabecland and Ostland have become, and that the religious differences between Sigmarites and Ulricans are one cause of this tension.

At some point during their journey, the PCs meet an Ostlander infantry patrol. These men are from the 3rd Wolfenburg Battalion, the 'Dire Wolves'. They are as mean tempered as the name would suggest, and led by a rather rash and foolhardy young Templar, Andreas Blumentopf. The Ostlanders have found a gruesome sign of the times: a Sigmarite priest hung and burned, apparently by Ulrican fanatics who crossed the border from Talabecland. The attack happened upstream (or down the road the PCs are using), so the PCs could have been responsible.

The nature of this encounter depends on what the PCs' behaviour and what they are wearing. The encounter can happen just outside a village coaching inn if the PCs are travelling by road, or at a lock with an inn if the PCs are travelling by river boat or barge.

The PCs as followers of Ulric

If the PCs are openly wearing the insignia of the Knights Panther or the Order of the White Wolf, or openly wearing badges proclaiming their loyalty to Ulric, they could be in trouble. Blumentopf immediately suspects that the PCs are the 'Ulrican bandits' who killed the Sigmarite priest. He and his men draw their weapons and pass unsavoury comments about 'wolf-worshippers'.

True to form, Anastasia swoons as soon as violence is threatened. Katarina, however, looks all set to tell Blumentopf exactly what she thinks of "...ill-mannered boors who dare to cross her path – and put that stupid sword away, you silly little man..." Eventually, she resorts to Slavic, and passes several comments on Blumentopf's legitimacy, his possible antecedents, and his general prowess in all fields of human endeavour! Katarina is scared by this encounter, and her prim and proper facade slips for a moment. Anastasia, who comes round once she realises that Blumentopf is not unhandsome, swoons again on hearing such language from her chaperone!

The PCs will presumably try to talk their way out of this awkward situation. The PC who does most of the talking with Andreas may make a Fel test to avoid any hostilities. A +10 bonus is allowed for *Charm* or *Etiquette* skills, but there is a -10 penalty for any decoration or badge which betrays membership of any Ulrican organisation. This includes the symbol of Ulric worn by an Ulrican cleric. There is also a -10 penalty if the PCs allow Katarina to keep up her tirade in Slavic – and an additional -10 penalty if anybody who understands Slavic smirks at what she is saying! You can also allow a modifier of +15 or -15 for the content of what the PCs say to Blumentopf. There is no bonus, however, for telling the Templar that "We are guarding a lady, you cad!" Blumentopf's only reply is "I wasn't planning to hang her, Ulrican scum..."

If the Fel test is successful, Blumentopf orders the PCs to leave the area. His manner remains hostile and abusive: "We've had enough of you murdering wolf-lovers in these parts..." and, referring to any Ulrican badge, "Put that away unless you want your neck stretched by somebody less reasonable than me." If the PCs react angrily

to such language, Blumentopf and his men will attack.

If the Fel test is failed, the PCs will be attacked. The Ostlanders will not give up until half of them are unable to fight, or until Blumentopf is felled. He will then order a retreat (with his last breath if necessary) to the battalion.

If a real fight does break out and some of the Ostlanders escape, you may want to pursue the PCs with a larger force of Ostland infantry. This force will be roughly twice as large as Blumentopf's patrol and mounted on horses, although they will dismount before fighting. It will take the Ostlanders at least a day to organise any sort of pursuit.

The PCs as 'innocents'

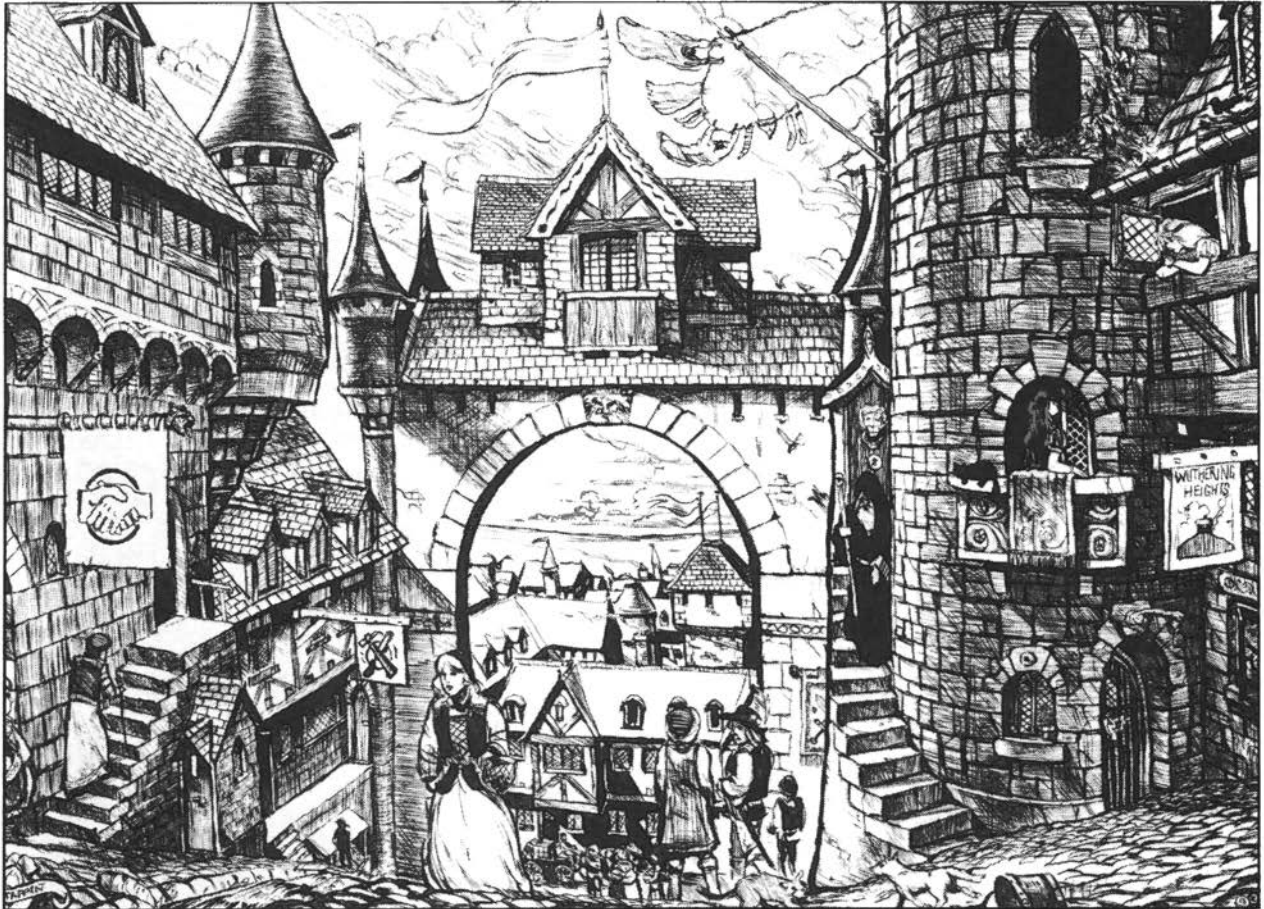
If the PCs aren't identifiable as followers of Ulric, Blumentopf asks them questions about their travels so far: where they have come from, where they are going, who they are escorting, and why. He repeats all of his questions a couple of times, trying to catch the PCs out in a lie. He is very, very suspicious of the PCs, and makes no secret of his feelings. If the PCs have covered up an Ulrican badge, Blumentopf may make an I test to spot these during the conversation. If he spots an Ulrican badge, he orders his men to draw their weapons. The encounter follows the course listed above, but there is an addition -10 penalty to any Fel tests.

If Blumentopf's questioning ends peacefully, the PC who does the talking with Andreas may make a Fel test. There is a +10 bonus to this test for *Charm* or *Etiquette*. If this test is failed, Blumentopf gives the PCs their marching orders. He can't think of any reason to arrest the PCs, but they had better watch themselves...

If the test is successful, Blumentopf tells the PCs about the slaughtered priest, and mentions that this is only the last piece of "Talabeclander troublemaking... They've burnt farms, stolen cattle, kidnapped and murdered good, honest folk in their beds – and they have even killed women and children! Now they've slaughtered a priest! Talabeclanders! Bandit scum is a better title for them! I'd keep a sharp eye out, if I were you, seeing as you have ladies with you..." Apparently cheered by the memory of so much Talabeclander wrong-doing, Blumentopf wishes the PCs good day, and leads his troops into the inn.



DEATH IN THE AFTERNOON



In this part of the adventure the PCs learn of the Emperor's death. They also have the opportunity to learn more about its ramifications. The PCs will undoubtedly encounter a number of minor NPCs on their travels around Altdorf. Some standard NPCs can be found in the *Profiles* section.

ARRIVAL IN ALTDORF

The PCs reach the Altdorf docks on the day of the Emperor's meeting. It is mid-afternoon by the time their boat finally reaches a vacant quay, the journey having been delayed by the boat master's lack of urgency, and by whatever incident you chose to ensure the PCs' late arrival. It is obvious that the PCs are too late to meet Graf Boris Todbringer before the Emperor's meeting with the Imperial Electors. The boat master is very apologetic; if any of the PCs have the *Haggle* skill, and think to use it during any argument with the master, he will give them a refund of 1GC each on the cost of the journey.

Altdorf is in turmoil. People are everywhere, pushing

up and down streets in droves, leaning out of windows, sitting on rooftops. Nobody seems very violent, although there is an air of tension. Traders seem torn as to whether to pack up their goods just in case there is a riot, or to stay and take advantage of crowds. A few are going home until things settle down; most seem to be working the crowds for every penny they can get. So, for that matter, are the pickpockets. Every once in a while a scuffle breaks out as somebody notices that somebody else has a hand in the wrong pocket.

Everybody – traders, townsmen, city watchmen, children and those who have just come to gawp – seems to be shouting and yelling. The streets are filled with noise: "The Emperor's dead!" "No, idiot, all the Electors are dead!" "I heard it was the Crown Prince!" "You're all wrong! Everybody's dead!" "There's a fiery dragon in the Palace!" "A dragon's eaten the Emperor!" "No, he was killed by a Moon-Man!" "Death to all Moon-Men!" and "Hot Pies! Meat Pies! They're lovely!"

The PCs should have little trouble in realising that something important has happened. They will find it easy to grab somebody out of the crowd and hear the basic news. The Emperor is dead! He has been assassi-

nated, killed not an hour ago in the Imperial Palace! That, however, is all that they can find out for sure. Nobody really knows anything else, although some fairly bizarre rumours are already beginning to circulate through the crowds, such as the 'fact' that the Emperor was killed by a man from the Moon.

In all probability the PCs will want to see Graf Boris Todbringer as soon as possible. He should know what really happened in the Imperial Palace, as he was supposed to be at the Elector's meeting. The PCs will have little difficulty in reaching the Imperial Hotel, where Graf Boris and his retainers are staying. The PCs will have to walk, as the crowds are too great to allow a coach or sedan chair journey.

As the PCs push their way through the crowds it will slowly become obvious that the Watch are clearing the streets, sending the citizenry back to their homes. The watchmen favour simple techniques of crowd control, along the lines of "*Gert yersel' indoors, or I'll smack yer one...*" The PCs, however, will have no trouble with the Watch if they mention their destination, the Imperial Hotel, and/or Graf Boris' name.

The Pickpocket

You may wish to run a short encounter with a pickpocket during the walk to the Imperial. Hans the pickpocket (use the standard profile given in the *Profiles* section) will choose the best dressed of the PCs and will try to take a small, easily concealed item, such as a handkerchief or, if it is in an accessible place, the PC's money.



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If the PCs notice that one of them has been robbed they will be able to grab Hans automatically (he is a fairly incompetent sort of pickpocket). If they bother to take Hans to the City Watch, however, they will be told in no uncertain terms, that the forces of law and order have better things to do than deal with pickpockets! Don't the PCs know what has happened? One helpful city watchman will even suggest that the PCs should beat Hans up, then dump him in a back alley somewhere!

THE MEETING IN THE VOLKSHALLE

But what has really happened in Altdorf?

Emperor Karl-Franz has been assassinated – struck down as he was speaking to the Electors! That much is well-known on the streets of Altdorf. The rest of the story on the streets is already somewhat confused, embroidered by rumours, half-truths and outright lies. The PCs will undoubtedly hear many versions of the Emperor's death, but this is how he died:

The meeting of the Electors began quietly enough, although there was a air of anticipation about the proceedings. Nearly everyone present – from the 14 Electors and their retinues to the guards and scribes in the hall – thought they knew what was going to happen: the Emperor was going to abdicate in favour of his nephew and named heir, Crown Prince Wolfgang. The morning session was one of unrelenting tedium, as the fourteen Electors were announced. After several hours of listening to formal proclamations of the Electors' titles and estates, most of the assembly secretly agreed that the afternoon session – when the Emperor would speak – could only be an improvement.

When the Emperor did appear, escorted by the Imperial Guard, he looked far older than his 35 years. In fact, he looked barely able to stand, let alone address a meeting of the most powerful nobles in The Empire. His left hand shook with an uncontrollable palsy, and he had to be helped up the few steps to his throne. Finally, he was installed and seated comfortably. One or two of the Electors exchanged glances: they had come to hear the words of this... *invalid?*

There was an awkward silence, then the Emperor rose unsteadily to his feet. A few sheets of paper slipped from his grasp and fluttered down the steps. They were hurriedly collected by a guard and placed onto a huge brass lectern. Then, clutching the lectern as if it were his only real friend, the Emperor began to speak.

"My friends," his voice was weak, "my dear, dear friends. I am indeed grateful to see so many of you here today. And I am also grateful for all the expressions of support that you have given during my recent illness. Your good wishes will not go unremembered.

"I am most pleased to be able to tell you that your prayers for my health have been answered. As you can see, I am once more hale and hearty in body and soul..."

In the hall there were many open mouths at this foolishness. The Emperor looked dreadful. He twitched under the weight of so many doubting eyes, but pressed on.

"...The expert attention of Doctor Ludwig von Ente

himself, has effected my remarkable, nay, *miraculous* recovery! It may astonish you to learn – as it astonished me, I can tell you – that Sigmar himself sent the good Doctor from Morrslieb to treat me with the medicines of the moon...”

An embarrassed shuffling and coughing broke out in several places. No one spoke, but there was one thought in every mind: the Emperor was mad. The inbreeding in the Imperial Family – the subject of much past gossip – had finally told. Even his guards were looking at each other, wondering if they should try to keep their master quiet, or let him ramble on.

The Emperor, however, seemed oblivious his audience. He was listing the virtues and preparations of his moon-quack. “...Teas made from the petals of moon-roses, balms and sweet compresses of star light... and the good Doctor’s own secret tonic! Ah, yes, he has worked wonders...”

“Your Imperial Majesty,” Graf Boris Todbringer climbed to his feet, “I am sure” – the Graf never finished. One of the Emperor’s guards took a step forward, and plunged his sword hilt-deep into the Emperor’s back. The Emperor stiffened and half-turned then, with painful slowness, he dropped to his knees and toppled sideways.

“The mutant-lover is dead! Hail the Wolf!” There was a second of utter, incredulous silence, then the other guards pounced on the assassin who had hidden in their midst. But they were too late. The killer raised a glass tube to his mouth and bit down. Blood trickled down his chin. Seconds later, he was doubled up by convulsions, slain by his own poison.

Before the assassin had stopped twitching, angry voices were raised in many parts of the hall as the various factions present exchanged accusations. The Nordlanders, Talabeclanders and Middenlanders came together in an impromptu alliance against the Ostlanders and the retinues of the Grand Theogonist and the Arch Lectors. Old insults were traded, and new ones added. Insults and accusations gave way to scuffles – at first just pushing and shoving in the aisles between seats. Then, in the confusion, two swords were drawn and a blow was struck. A young Talabecland knight staggered backwards, seriously wounded by a member of the Stirland militia.

At the sight of this new blood, the crowd seemed suddenly to realise what it was they were doing. This was almost civil war! An uneasy quiet settled across the hall, and Grand Marshal Werner Bock, the commanding officer of the Imperial Guard, had no trouble in separating the factions. Then, standing before the Imperial Throne, he ordered the Emperor’s body removed.

At the same time, urged on by the Yorri, the Grand Theogonist, and Ar-Ulric, the high priest of Ulric, the Electors gathered together in front of the Imperial throne.

Yorri was brief and to the point. “Sigmar save us! This is a pretty matter indeed. But let us agree to this: no-one – I say again no-one – is to raise his hand again today. The Emperor is dead, and we hold the fate of The Empire in our hands at this moment. Therefore, let us behave with some dignity, and no little thought. Sigmar will guide us. Marshal Bock?”

“Sir?” The soldier, once the fighting was over, was confused as to what to do next.

“You will send a detachment to Castle Reikguard to fetch Crown Prince Wolfgang here. He is, after all, the nominated heir. We, my fellow Electors, will return quietly to our lodgings and keep our people off the streets until their heads have had time to cool. Karl-Franz may be dead, but The Empire lives on. We shall meet again tomorrow and choose a new Emperor. Then, when we again have an Emperor, we can root out the men who ordered this killing!”

Ar-Ulric nodded, and so did Graf Boris Todbringer and Countess Emmanuelle von Liebewitz. After that, there were some mutters, but no-one cared to disagree. One by one, the Electors gathered their followers and left.

Outside, in the streets, the news of the Emperor’s death was spreading. Ar-Ulric and Yorri could hear the shouts. So far, that was all they could hear, but both knew that the sounds of battle could easily follow.

IMPERIAL POLITICS

At this point it is necessary to digress briefly and discuss the political state of The Empire.

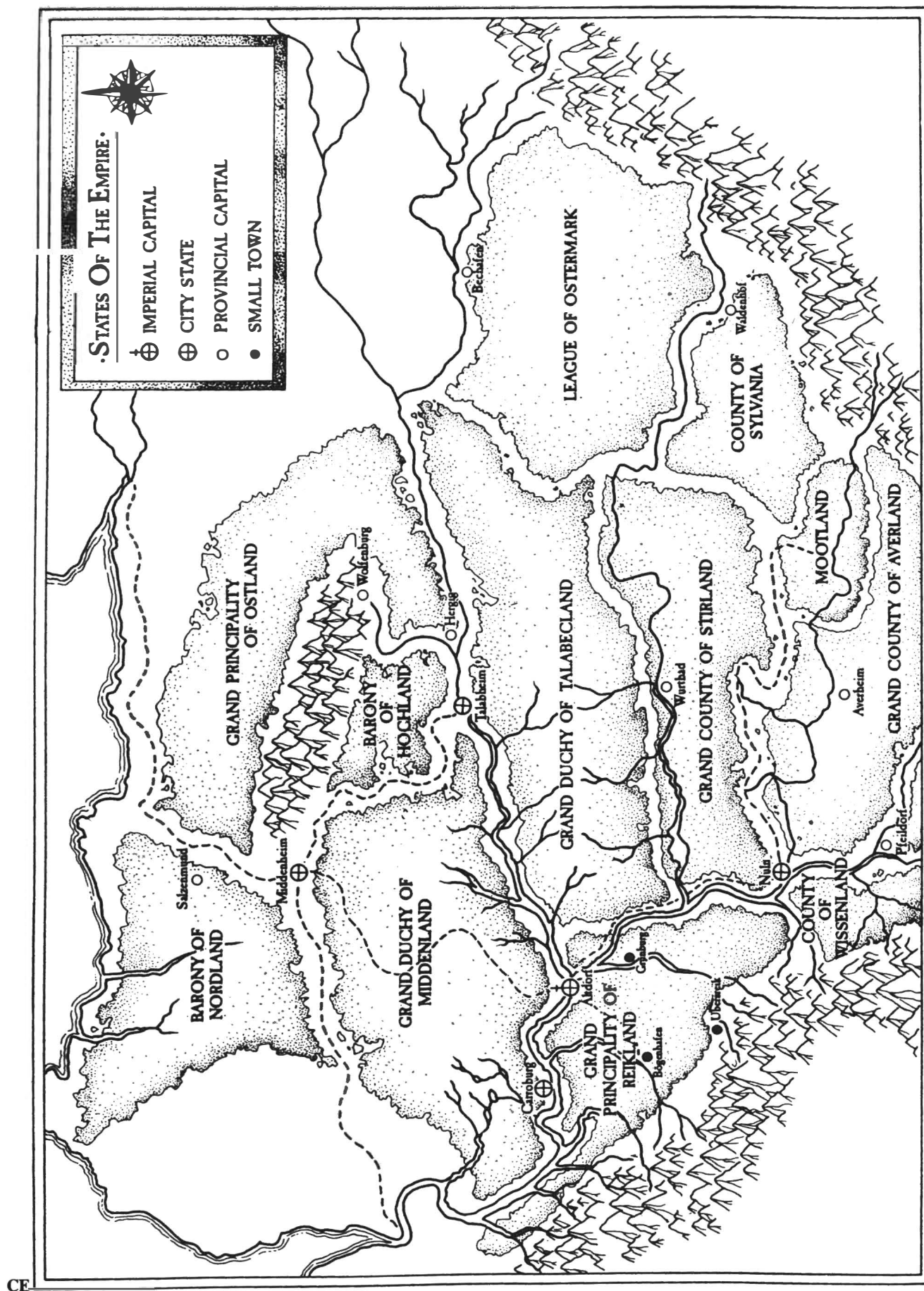
The Emperor’s death could not have come at a worse time. The political tensions of The Empire are a major force in the background to this adventure. Whether the PCs like it or not, the political infighting of The Empire cannot be ignored. The political crisis in The Empire is one of the root causes of their quest to find Sigmar’s hammer: no other talisman can hope to rekindle true loyalty and unity within The Empire.

Map 2 shows the States of The Empire. You should note that dates and ages in Empire in Flames are a year on from those in The Enemy Within. Some time has elapsed since the PCs first started adventuring! You can, of course, adjust dates to suit your own campaign.

There is now open disagreement in The Empire between Talabecland and Ostland. Grand Duke Gustav von Krieglitz of Talabecland has territorial designs on southern Ostland. Control of both territories would grant him considerable power. Duke Gustav is also a shrewd opportunist: to further his ends, he is exploiting other traditional rivalries between the supporters of Ulric and Sigmar. Popular feeling in Talabecland, his own domain, is strongly pro-Ulric, and followers of Sigmar always suffered some persecution by fanatics. Gustav, however, has chosen to ignore the grievances of the Sigmarites among his own people, although their only ‘crime’ is to worship Sigmar. In doing so, Gustav hopes to influence Middenland, a hot-bed of anti-Sigmarite feelings. With such an ally, his claims would have more support and he could launch a two-pronged attack against Ostland.

Other Imperial states are now being drawn into the matter. Gustav has started a land dispute, but the argument is taking on religious overtones and splitting The Empire.

Norland is strongly pro-Ulric, and Baron Werner Nikse is keen to support both Middenland and Talabecland. If nothing else, a third of Ostland is a tempting prize indeed, but Baron Werner would enjoy denouncing the Sigmar’s clerics as heretics and hunting them down.



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Middenheim, under the ailing Graf Boris Todbringer, is affiliated to Norland. Graf Boris, however, does not feel strongly enough to wholeheartedly ally with or authoritatively restrain Baron Werner.

Grand Duke Hals von Tasseninck of Ostland is trying to gain the support of both Averland and Stirland in an effort to maintain his position. The Grand Prince also believes that his son's death (as reported in *Death on the Reik*) is the result of a Talabecland plot. Chancellor Maximillian Dachs of Ostermark (who is theoretically a vassal of Gustav von Kreiglitz of Talabecland) has been very capable as the Grand Prince's secret emissary. Maximillian's meetings with Graf Alberich Haupt-Anderssen of Stirland have gone well, Graf Alberich's support for Ostland is now almost guaranteed, and Maximillian has been promised complete independence as his eventual reward. Stirland, of course, has Sigmarite sympathies and an ancient antipathy to Talabecland, a relic from the days of the Three Emperors (see TEW).

There is one final twist to this sorry tale. Among the Emperor's aides and advisors there is a strong Sigmarite group. This is hardly surprising when it is remembered that Altdorf is also the seat of the Grand Theogonist.

The Imperial Electors, of course, vote for the new Emperor. Even before Karl-Franz's death, it was assumed that a new Emperor would soon be needed.

The Sigmarites always intended to vote for Crown Prince Wolfgang, even though he is thought to be an idiot. In fact, their choice is dictated precisely because Wolfgang is thought to be an idiot: he will be a puppet in their hands, issuing edicts which will win the day against Ulric's supporters. The Sigmarites can muster a slim majority, and hope that they will be able to count on a number of neutral and uncommitted votes. The pro-Ulric Electors, not unnaturally, were not looking forward to the Emperor's death and a Sigmarite puppet on the throne.

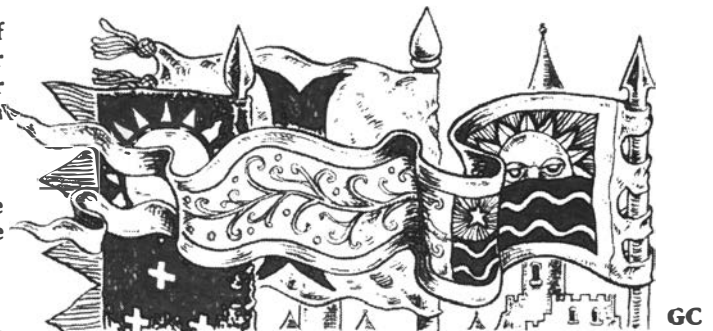
Thus the Imperial Electors are divided into two hostile factions, along largely religious lines. It will take little to bring this hostility into the open. The Empire is ready to tear itself to pieces.

The Imperial Electors

1. **Emperor Karl-Franz I**
The Emperor (now deceased) has already declared his support for the Crown Prince. This vote counts even after he is dead, so Wolfgang already has one vote in his favour!
2. **Grand Theogonist Yorri XV**
Yorri (aged 57) is based in Altdorf. As the leader of the Cult of Sigmar, obviously his vote as an Elector will be cast with the pro-Sigmar faction. Further details for the Grand Theogonist can be found in the *Profiles* section.
3. **Arch Lector Aglim**
Aged 71 and the Talabheim-based leader of the Cult of Sigmar; he is, of course, a member of the pro-Sigmar faction.
4. **Arch Lector Kaslain**
Based in Nuln, a leader of the Cult of Sigmar. Naturally, Kaslain (aged 63) is a member of the

pro-Sigmarite faction. See the *Profiles* section for more details of Kaslain.

5. **High Priest Ar-Ulric**
Leader of Cult of Ulric within The Empire and based in Middenheim. Ar-Ulric is 49 years old. Unsurprisingly, he is a member of the pro-Ulric faction.
6. **Grand Prince Hals von Tasseninck**
Aged 63 and from Wolfenburg in Ostland. His vote is with the pro-Sigmar faction, and against Grand Duke Gustav von Krieglitz.
7. **Grand Prince Leopold von Balthofen**
Leopold (aged 47) is based in Carroburg in Middenland. He is a supporter of the pro-Ulric faction.
8. **Grand Duke Gustav von Krieglitz**
A member of the pro-Ulric faction, Gustav (23) is based at Castle Schloss near Herzig in Talabecland. He can also be guaranteed to vote against Grand Duke Hals von Tasseninck.
9. **Grand Baroness Etelka Toppenheimer**
Based at Pfeildorf in Sudenland. She 52 years old and a member of neither Electoral faction.
10. **Graf Alberich Haupt-Anderssen**
From Wurtbad in Stirland. Alberich (age 16) is a member of the pro-Sigmar faction, and can be guaranteed to vote against Grand Duke Gustav von Krieglitz, as a matter of family honour.
11. **Grand Countess Ludmila von Alptraum**
Ludmila is 78 years old and from Averheim in Averland. She is neutral, preferring not to be involved in factional infighting.
12. **Graf Boris Todbringer**
A member of the pro-Ulric faction from Middenheim City-State. See the *Profiles* section for more details of Graf Boris.
13. **Duchess Elise Krieglitz-Untermensch**
Aged 32, from Talabheim City-State. She is generally neutral in her outlook.
14. **Countess Emmanuelle von Liebewitz**
Aged 28 and from Nuln City-State. Ostensibly neutral, she is secretly involved with Heinrich Todbringer (the son of Graf Boris Todbringer). As a result she supports the pro-Ulric faction.
15. **Elder Hisme Stoutheart**
From Mootland. As a Halfling of eleventy-one years, Hisme has a considered view of life and thus supports neither faction.

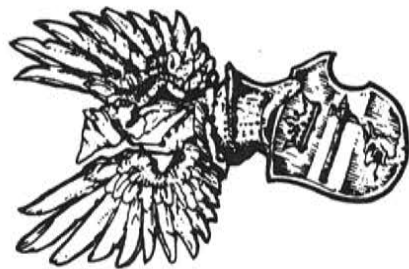


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ALTDORF

- 1 - Königplatz
- 2 - Emperor's Palace (including Volkshalle)
- 3 - Sigmar's Temple
- 4 - Low Class Area
- 5 - Merchantile Area
- 6 - Docks
- 7 - University of Altdorf
- 8 - The Imperial
- 9 - The Crossed Lancets



AT THE IMPERIAL

When the PCs arrive at the Imperial, the hotel is guarded by the Knights Panther. Not unnaturally, the Knights are cautious and not too keen on admitting adventurers who claim to know the Graf. If the PCs have the medallions that they were given when sworn in as Knights Panther, or the letter from Law Lord Ehrlich, they will have no difficulty in gaining admittance. If the PCs have nothing to prove that they are servants of Graf Boris, they are forced to wait until the Knights can confirm the PCs' identities. Eventually, one of the Knight vouches for them and they are shown into one of the public rooms.

Once inside, however, the PCs are faced with a wait of an hour or more. All around them, Knights are rushing backwards and forwards, carrying messages and papers to upstairs rooms. One Knight has the taken on the task of emergency food taster. At times meals and wine bottles are carried upstairs; the Knight carefully samples each and, with the mixture of rich foods that he has consumed, he is beginning to look rather green. If the PCs remind any of the Knights that they are waiting to see the Graf, they are rebuked and told that *"He knows that you are here, and he'll see you shortly. Now wait."*

Eventually Ar-Ulric appears and conducts the PCs upstairs. He explains that Graf Boris – at this, he gestures along a corridor – cannot see them today, as he has much to do before the new Elector's meeting. As they follow Ar-Ulric into the room, the PCs will be able to see along the corridor to the Graf's chambers. Someone is just leaving. A successful Int test (with a +10% bonus for *Heraldry* skill) allows one of the PCs to spot the Middenland coat-of-arms on the man's sleeve. This is Grand Duke Leopold von Bilthofen, who has been consulting with Graf Boris on the 'anti-Ulrican conspiracy of Sigmar worshippers' who killed the Emperor.

One of the Knights Panther follows Ar-Ulric and the PCs into the room and takes up a guard position by the door.

Ar-Ulric is pleased to see the PCs, although he can spare them little time at present. Once inside the room, he asks after everyone's health, although it's obvious that he isn't really interested in the answers. He also parries any questions with *"Give me a moment."* Finally, he settles down and sips at a glass of wine.

As if proof of Ar-Ulric's pressing duties were required, there is a knock on the door. A harried-looking Knight enters, bows, says *"Grand Duke Gustav is just arriving, Your Holiness,"* and immediately withdraws. Ar-Ulric groans, somewhat theatrically.

"You see?" says Ar-Ulric. *"It's madness. I assume you know that the Emperor is dead?"* He pauses. *"Dead as last week's mutton. Killed, murdered, assassinated by some fanatical idiot, Lord Ulric alone knows why."*

"What's worse than that is what the killer said before he died. He said the Emperor was a mutant-lover. That's as may be – some of his edicts were a bit strange. But the killer's last words also implied that he was a follower of Lord Ulric! The Sigmarites will love that, I can tell you! It wouldn't surprise me if they think some of Lord Ulric's servants did kill the Emperor! They didn't, of course." Ar-Ulric doesn't seem to realise that his off-hand denial sounds patently false.



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In the corridor outside there is a shout. *"His Highness, the Grand Duke Gustav Von Krieglitz!"*

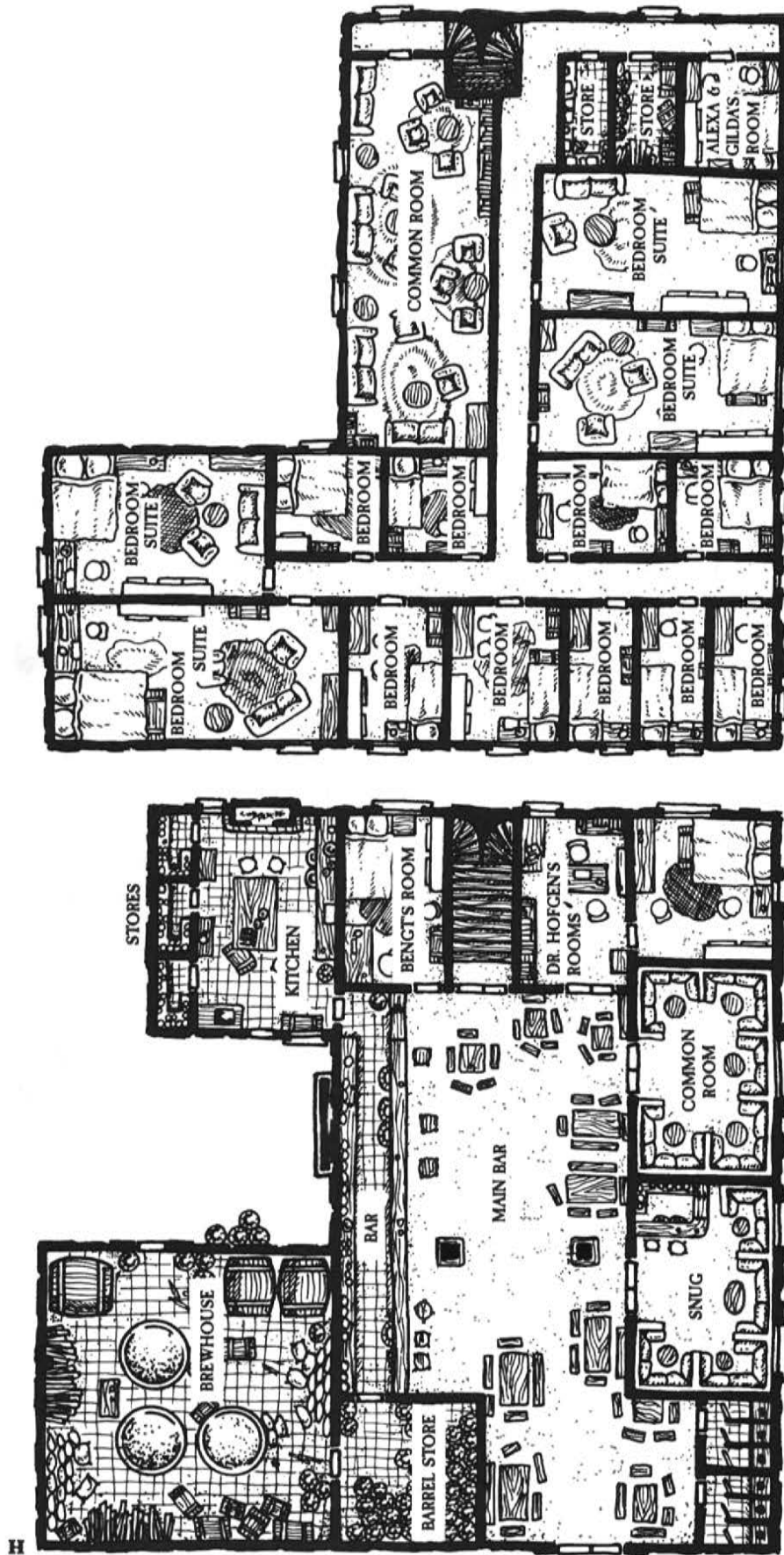
Ar-Ulric looks pained, and then continues. *"I haven't got much time. The Grand Theogonist's agreed with me that we had to appeal for calm. That seems to have cooled a few heads. But now that you are here, you you may prove very useful. There's another meeting of the Electors tomorrow. You'll be part of the Graf's retinue at the meeting."*

"Now, I really must go. The Knights will see to some accommodation for you, I'm sure. Until the morning, then..." And with that, Ar-Ulric stands and rushes off to another important audience.

The Knight then shows the PCs downstairs to the Imperial's entrance hall. It is still as confused as it was before. The Knight tells them that, although Ar-Ulric wants them to stay at the Imperial, there just isn't any room. He asks them to wait for a moment, disappears for about ten minutes, and then returns with a triumphant look on his face. He has found the PCs rooms at a small inn, the Crossed Lancets. The Knight grabs a passing squire and instructs the boy to take the PCs to the inn. With that, he bids them goodbye and goes back upstairs.

The Crossed Lancets

The location of the Crossed Lancets is shown on Map 3. Finding accommodation elsewhere in Altdorf will be difficult – the city has many visitors, and space in rooming houses is at a premium. Even though they have their connection with the Graf and the Knights Panther, the PCs will still only be given two large rooms.



MAP 4 - THE CROSSED LANCETS



The layout of the Crossed Lancets is shown in *Map 4*. It gets its unusual name from the previous profession of its owner. Gunnar Hofgen used to be a country physician; he spent many years treating the unpleasant complaints of yokels and peasants. When he came into an inheritance he bought the inn and gave it a new name, the Crossed Lancets, in memory of his old calling. The name is not a great selling point, but the place is clean and agreeable. Gunnar employs Bengt Liebermann as a barman-manager and two of his distant cousins, Alexa and Gilda Lindenthal, as cooks, waitresses and chambermaids. Details of all the NPCs at the Crossed Lancets are given in the Profiles section.

As the PCs are in the service of Graf Boris Todbringer, they need not pay for bed and breakfast at the Crossed Lancets. Bengt will settle up later with one of the Graf's retainers. Anything else that the PCs wish to purchase, such as drinks and meals, however, is at the standard prices given in WFRP. If the PCs do decide to look for their own accommodation, bed and breakfast will cost 8/- each per night, with other food and drink at standard prices.

Returning to Altdorf

PCs who have been through *Mistaken Identity* from *The Enemy Within* may want to stay at an old haunt, such as The Boatman Inn, or look up some old friends such as Josef Quartjin. If you have a copy of TEW to hand, this is perfectly acceptable. If you don't want the PCs to renew any old friendships, the Boatman can have burned down or been sold to new owners. There is, of course, no guarantee that Josef Quartjin will be in Altdorf. His life on the river means that he is often out of the city.

WORD ON THE STREETS

Once they are established at the Crossed Lancets, the PCs will almost certainly want to find out more than Ar-Ulric told them. How did the Emperor really die? What has been going on? The PCs will be dying to get around Altdorf and find out. Let them go around the inns and taverns trying to dig out information.

This, however, is not a city adventure like *Shadows over Bögenhafen* or *Power Behind the Throne*. The PCs do not need exact details of the locations they can visit, and they do not need to go spying to gain information. Truth, half-truth, rumour, speculation and just plain nonsense are rife in Altdorf, and the PCs will just need to talk to NPCs.

This section is all about where the PCs can go, who they can talk to and what they can learn. The *Encounters in Altdorf* section below also provides some specific incidents for the PCs as they wander around.

The PCs also have a limited amount of time in which to ask questions. You needn't keep a to-the-minute accounting of time, but you should limit the PCs to asking questions in no more than two or three places. The city watch have announced that Altdorf will be under curfew from dusk until dawn. Unless the PCs are prepared to face a watch patrol or two, they will have to return to the Crossed Lancets before dark. Once the curfew is in force, watchmen are more likely to beat first, ask questions later. City watchmen are, of course, always open to bribes, but everybody in a patrol (3D6 watchmen, on average) will want a consideration – at least 2GC each. Hagglng with a watch patrol over the size of a bribe will only result in the PCs being arrested; they have broken curfew *and* attempted to bribe city officers.

Places

You shouldn't need to use the street map, other than to keep a general track of where the PCs are in Altdorf.

By the time the PCs have seen Ar-Ulric and been to the Crossed Lancets, the crowds have gone home. Few people are out and about, and the streets are quiet, far quieter than is normal in the city. That said, the atmosphere is now calm, rather than tense. People seem to be waiting to see what happens next, rather than looking for trouble. Even the beggars, cutpurses and footpads seem to be staying off the streets. There are watchmen around, although the PCs will not be stopped or bothered by the watch before curfew time. An odd watchman, relieved to see that somebody – *anybody* – is out and about, will even give them a cheery



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greeting. After curfew, of course, watch patrols will take a dim view of the PCs being out on the streets.

The PCs will be able to go to any of the many inns and hostelries in Altdorf. Trade in most places is steady, rather than brisk, but everywhere seems to have customers, despite the fact the streets are so quiet. You can simply use some inn names when the PCs go into one of these establishments – the Basket of Eels, the Weary Scribe, the House of Liadrel, the Green Man, the Hope and Anchor, the Black Swan, the Pig and Parrot etc. Only a general description of any inn is necessary: how many customers there are; whether or not it is clean; how good is the booze and the like.

The only places in Altdorf that the PCs won't be able to get near are the Imperial Palace, the Volkshalle and the Temple of Sigmar. The entire area is roped off, and heavily guarded and patrolled. The PCs will be quite free to walk around, but not enter, the hotels and hostelries occupied by the other Electors. The PCs are, however, free to come and go as they please at the Imperial.

People

The PCs can hardly avoid finding out more about the killing in the Volkshalle. As might be expected, the main topic of conversation throughout Altdorf is the recent demise of the Emperor. At least the PCs do have some immediate sources of information. As the afternoon comes to an end, the fevered activity at the Imperial slows down, and one or two of the Knights Panther will be happy to stop and talk.

They can also ask the staff and customers of the Crossed Lancets about the day's events. The customers include a few minor functionaries and scribes, mostly Middenlanders and Talabeclanders. These are the lesser servants of the Ulrican Electors who have been seeing Graf Boris. While not actually in the Volkshalle when the Emperor was killed, they have heard first hand accounts and, for the price of a drink or two, will be quite happy to share their news and opinions. This may be the only chance the PCs will get to talk to people with some idea of what really happened.

Altdorf's citizens, to be found in the other inns and taverns, know the rough details of the Emperor's death. For the most part, their conversations are filled with speculations and trivia about the day's events. Again, for the price of a drink, most will be happy to talk to the PCs.

One point needs to be borne in mind while the PCs are out and about asking questions. If the PCs are walking around Altdorf with badges that mark them as Knights Panther (such as the medallions that they were given), insignia that mark them as followers of Ulric, they are liable to encounter some extreme reactions. The modifier to Fel tests for after the Emperor's death (given in the *Fellowship Tests* section) applies in full. You can assign religious loyalties to NPCs as you see fit, but don't make every NPC a fanatical Sigmarite!

Finally, the PCs are probably going to want talk with important people. However, these people are going to have better things to do. The PCs will not be able to see any of the following:

1. Graf Boris Todbringer and Ar-Ulric.

While they are the PCs' patrons, they are busy with the

other Imperial Electors. The PCs' wants are unimportant by comparison. The Knights Panther will be polite, but Graf Boris is just too important to interrupt.

2. The other Imperial Electors and their close retainers. They, too, are busily politicking in the wake of the Emperor's assassination. The PCs will be politely told to go away.

3. Clerics of Sigmar.

They are holding a vigil over the Emperor's body which is lying in state in their temple. The entire area is roped off and surrounded by Guards. You should make it clear that getting into the area is risky, and probably pointless: nothing of use will be learned.

4. Other clerics.

Throughout Altdorf, temples are closed for prayers and meditation. Those clerics not needed for immediate religious duties have been seconded by the city watch to help keep order. Their spells, such as *Sleep*, are of great use in controlling troublesome citizens.

Information

What you have read in *The Meeting in the Volkshalle* is exactly what happened when the Emperor died. However, the PCs are going to hear other versions of 'the truth' from various NPCs. All these tales have a common element of truth but, as always, different people have placed their own interpretation on events. Its important to remember that the NPCs who tell different stories to the PCs aren't necessarily lying: they are telling the truth as they see it.

Likewise, NPCs have their own opinions on the assassination and other, related matters. While not fact, NPCs will be just as willing to pass on their opinions and prejudices to the PCs. A good example of this is the Crown Prince. The PCs may be told that he is an idiot and will therefore be a Sigmarite puppet, or the only hope for the Empire. It all depends on who is talking at the time.

The information below can be given to the PCs as and when you think fit, and in any order. You should also feel free to tell them some things more than once.

1. The Emperor was struck down by an assassin. Before the guards could stop him, the assassin killed himself. As he died, the killer said that the mutant-lover was dead. *Absolutely true.*
2. The Emperor was mad! He thought he had been cured by a doctor from Morrslieb! *Absolutely true. Doctor Ludwig von Ente has no real existence. He was a figment of poor Karl Franz's diseased imagination.*
3. Even if the Emperor hadn't been assassinated, he would have been dead in under a year, poor man. He wasn't at all well. *Pure speculation, though with some basis in fact.*
4. I'm not sorry to see him dead. Life goes on, and we'll have a new Emperor soon enough! *Few people loved the Emperor very much. No Sigmarite would willingly admit to this – the Emperor was wonderful!*
5. Grand Duke Gustav von Krieglitz was the only one who didn't look surprised when the Emperor was killed! He hasn't lost out, after all. Without an Emperor, he can take Ostland for himself now.

Untrue, Gustav was as shocked as everyone else. But the comment about Ostland is accurate and perceptive.

6. Just before he died, the killer said "Long Live the Wolf!" If this doesn't prove it was those Ulric-lovers who killed the Emperor, what does? *True, but the conclusion is based on religious prejudice.*
7. There's more in this than meets the eye. I heard that the assassin had the look of an Stirlander! *Indeed. But then again, what's an Stirlander supposed to look like?*
8. There've been signs that matters are amiss. The sewers beneath the University were filled with malformed rats. I saw them myself, when the ratcatchers cleared them out. Some of the rats had signs – I've never seen the like – painted on their fur! *Absolutely true. This piece of information should be conveyed by a level-headed and reasonable NPC. The imminent curfew should dissuade the PCs from investigating this rumour in person.*
9. The killer's last breath was a black cloud, which formed itself into a wolf's head that drifted away. *False, but this is the kind of portentous elaboration that's common.*
10. Don't eat Frau Erwinia van der Loo's chicken pies. That's what killed the Emperor! *Utter rubbish.*
11. The Electors have sent for the Crown Prince. He'll find the real killers of the Emperor, you'll see. *The PCs should also hear the same rumour, but with a less charitable comment about the Crown Prince: "By all accounts, the man's an idiot!"*
12. Baron Stefan Todbringer is dead of a fever. Baron Heinrich has been proclaimed heir to Graf Boris. At least Middenheim now has a capable heir for the future. *True and rather sad, but at least this is one less matter for Graf Boris and Ar-Ulric to worry over. The PCs will be told this by one of Graf Boris' retainers.*
13. Tomorrow? I don't know why they're bothering to vote. The Crown Prince is bound to be elected as the new Emperor. *Accurate speculation.*
14. I heard there's a Vampire down at the docks!

Rivermen have been found floating in the docks, and they've been drained of all their blood... It's all just another sign that evil times have come to Altdorf! *Untrue, but as you come to appreciate in the next of the adventure, such rumours have their uses.*

ENCOUNTERS IN ALTDORF

These encounters should be used as the PCs wander through Altdorf in search of information.

Altdorf Street Thugs

The PCs may walk around the streets with the insignia of the Knights Panther on display or with badges marking them as followers of Ulric. In this case, they meet a group of violent, and rather drunk, thugs who believe that 'their Emperor' was killed by people just like the PCs. The thugs will take an almost instant dislike to the PCs as "Damned Ulric-lovers!"

Ten thugs will set upon the PCs. Details are given in the *Profiles* section. The thugs will run away if three or more of their number are disabled or killed. During the fight and immediately afterwards the PCs will see no sign of the city watch, but you should make it clear to the players that they will have some explaining to do if they hang around for too long.

A Good Beating

As they are walking along, the PCs hear the sounds of a fight coming from a side alley. If they investigate, they will see four street thugs (see *Profiles*) kicking a prone man in the alley. These thugs will turn and fight the PCs, although they will flee as soon as one of them is hurt.

The man lying on the ground is groaning in pain. Blood trickles from a head wound, and he is obviously going to be very bruised (if he lives). This is Pieter Grunnenthal. You should not need a profile for him, although currently he has only 1 *Wound*.

If the PCs do something about his mild concussion – a *Cure Light Injury* and a stiff brandy, for example – Pieter



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will be very grateful. After checking his pockets and finding that his money is still safe, he will invite the PCs to have a drink with him.

Pieter is a scribe in the service of Emmanuelle von Liebewitz of Nuln and a bit of a gossip. He can give the PCs a fairly accurate account of the Emperor's death; he repeats all the accurate gossip from the *Information* section, but without any of the comments that go with it. If questioned about other matters (such as the speculative rumours about the assassin) he will be unable to help. In the scuffles after the Emperor's death he was knocked off his feet and saw little.

He does, however, hold forth about the hostility between the Sigmarites and the Ulricans. He just hopes that sense will prevail in the end. He is, however, impressed with Arch Lector Kaslain, who he heard speak several times: "The only cleric with any common sense..." Pieter doesn't really know why the religious groups are so set against each other, but he is glad that Nuln doesn't seem to be involved so far. At this, though he winks, and nods at the PCs: "But the less said about that, the better, eh? Especially when, oh, it's so romantic..."

After this, he shuts up and won't be drawn further on his cryptic remarks. These refer to the secret liaison between Baron Heinrich Todbringer, the son of Graf Boris, and Countess Emmanuelle von Liebewitz of Nuln. Pieter, like several of the Countess' servants, thinks she has found true love and nothing should be allowed to spoil it.

Eventually the PCs can take their leave of Pieter, either by seeing him back to his lodging house or by leaving

him with a large drink. He won't mind either way, as he is ite glad to be alive, if a little batter and bruised.

A Little Surprise in the Night

Eventually the PCs will return to their rooms to discuss the day's events and to sleep.

At around 2 o'clock in the morning they will be visited by a mutant (see *Profiles*). Randomly determine which of the PCs' rooms the mutant will enter. It easily climbs to the first floor, and needs one round to open the window shutters. This will wake one sleeping PC on a roll of 1 on a D10.

If one or more PCs are awake (perhaps acting as guards), they will automatically hear the shutter opening. If no-one is awake the mutant gets a free attack at a randomly selected prone PC. The victim of the mutant's attack will wake up immediately and can shout for help. Sleeping PCs will take one more round to wake up properly and react to the mutant's presence.

The mutant will fight to the death. As it dies, it performs one last bizarre and horrible act. From its mouth comes a high pitched squeak, which repeats over and over again, "*The mutant-lover is dead! Hail the Wolf! The mutant-lover is dead! Hail the Wolf!*" This will obviously be of more significance if the PCs heard the relevant rumour (see rumour number 6, above). Once dead, the mutant's body quickly dissolves into a foul slime and melts away. Within 10 minutes there is nothing to mark its existence.

The mutant is neither especially dangerous nor tricky, but an attack by such a creature in Altdorf should be distinctly alarming. It's last words should also give the PCs something to think about.

None of the staff at the Crossed Lancets will take kindly to being woken up in the middle of the night. They will like it even less if the PCs claim to have been attacked by a mutant: where's the body, for a start? Should the city watch, or anybody else, be called they will take a similarly jaundiced view of the PCs story. Obviously, any wounded PC fell out of bed and cut himself on careless stored weapon...

ANOTHER SURPRISE

After all the excitement, the PCs should feel in need of some rest before what promises to be a big day.

During what remains of the night, one of the PCs is visited by a strange dream. This should be a cleric if Ulric or Sigmar or at least a fervent follower of one or other god if possible. In the dream the PC is cast into a deep, dark pit and then feels himself being pulled apart. At the moment he is sure that he is going to die, a brilliant light shines forth in the pit. The PC is holding something hard and heavy, and the palms of his hands tingle and feel moist. With that sensation, the PC is jolted awake.

When the PC wakes up he has marks on the palms of both hands. Show the player in question *Handout 2*. On a successful Int test (+40% for a cleric of Sigmar, +20% for a follower of Sigmar or a cleric of another faith) the PC will recognise the mark as a twin-tailed comet, one of the signs of Sigmar. The marks vanish completely after about five minutes or so.



A NEW EMPEROR?

Breakfast for the PCs is laid out in the main bar of the Crossed Lancets. Nobody mentions the mutant and, if asked, Gunnar and his staff will be honestly baffled by the entire business. They are, however, worried that anyone broke into the inn. This has never happened before and they would like to think that it will never happen again.

After breakfast the PCs are supposed to meet Graf Boris and Ar-Ulric, then accompany them to the meeting of the Imperial Electors at the Volkshalle. The street are quiet, and few shops seem to have been opened for business. Despite the curfew, printers and bill stickers have been busy in Altdorf. Crudely printed posters, all bearing much the same message, have been stuck to blank walls, on shutters, outside inns and on statues. Even the Crossed Lancets and the Imperial have their quota. Here and there the posters have been torn down and defaced. Give the players *Handout 3*.

The other posters are much the same; one calls for revenge against the killers of the Emperor. It does not name the 'killers', but the unmistakable impression is that the followers of Ulric are responsible.

At the Imperial

If the PCs go to the Imperial the Knights Panther will ask them to wait downstairs. The Graf is not quite ready to leave, as is shown by the prodigious number of breakfast trays being carried upstairs. A different Knight is being employed as a food taster today.

After about an hour or so, a cloaked and hooded man, flanked by two attendants, comes downstairs and leaves by a side entrance. Allow each PC to make an Int test (+40 for clerics of Sigmar, +20 for other followers of Sigmar) to recognise this as Arch Lector Kaslain, who has been having a secret meeting with the Graf and Ar-Ulric.

The PCs are then summoned to see Graf Boris and Ar-Ulric. The Graf is still eating breakfast. The Graf seems lively, even slightly jovial – the prospect of political infighting obviously agrees with him! Ar-Ulric is grim and quiet. Both, however, are outwardly courteous and polite. Graf Boris explains that he wants the PCs to accompany him to the Volkshalle and that they are to keep their wits about them. After the meeting, he and Ar-Ulric will want to see them again, about a matter of some importance. After that, the Graf lapses into pleasantries once more.

If the PCs ask about Kaslain or about a 'hooded man', they will be asked to hold their tongues, at least for the moment. Graf Boris will grin and tap the side of his nose in a conspiratorial fashion. If the PCs mention the attack by the mutant Graf Boris will pooh-pooh the idea, unless the PCs have proof, such as a wound. Even then, he will joke that the wounded PC had too much to drink and fell out of bed. Ar-Ulric, on the other hand, will be quite convinced that the PCs are telling him the truth. He will ask for precise details. If told of the mutant's dying words he will turn pale, and even Graf Boris will stop trying to turn the whole event into a joke. If the PC who had the dream and awoke with the

To the People of Altdorf

CAST OUT ALL
TRAITORS AND HERETICS
that have lately proven their DISLOYALTY

in the murderous ASSASSINATION of our EMPEROR.

in GRIEVOUS ACTS of TREACHERY and WICKEDNESSE

and by their UNNATURAL PRACTICES
in WORSHIPPING ANIMALS



Handout 3

markings (see *Another Surprise*) mentions these, Ar-Ulric will look sceptical about both. He is actually very interested, especially in the marks, as any PC who makes a successful Fel test will realise.

By the time the PCs have finished talking with Graf Boris and Ar-Ulric it is time to leave for the Volkshalle. The PCs are given the choice of riding with a detachment of the Knights Panther or riding in comfort in one of the Graf's coaches.

Staying at the Crossed Lancets

The PCs may decide to hole up in the Crossed Lancets and wait. If they do this nothing will happen for nearly two hours. By this time Graf Boris will have entirely lost his temper. He will send a mounted squad of eight Knights Panther to the Crossed Lancets to fetch the PCs.

With insultingly studied politeness, the Knights will ask the PCs to accompany them to the Volkshalle. The PCs will not be offered the chance to ride. They will have to walk, escorted by the mounted Knights. If you wish, several scruffy children on the streets shout insults at the PCs, in the mistaken belief that the PCs are under arrest. To make matters worse, the Knights smile at the children's remarks.

When the PCs arrive Graf Boris will still be very angry, but he will have regained his composure. He is not interested in any excuses or apologies.

Going to the Volkshalle

If the PCs go straight to the Volkshalle they will be able to see that there are Knights Panther on the steps of the Volkshalle. As they watch, the last of the Knights will turn and go inside.

However, the PCs will not be able to get past the cordon established by the Altdorf city watch and the Imperial Guard. Protestations to the guards that the PCs are part of Graf Boris' entourage will be met with, at best, doubtful looks and, at worst, outright derision. The PCs will be treated as sightseers, and pushy ones at that. If the PCs ask that the watchmen fetch one of the Knights they will be ignored.

If the PCs persist the watchmen will start to lose their tempers. However, before any real trouble can start the watchmen will be approached by a junior cleric of Sigmar. Even though the PCs have never seen him before, he will vouch for them. The watchmen will then let the PCs through their lines and into the Volkshalle. His good deed done, the cleric wishes the PCs well, then returns to his place in the retinue of Arch Lector Kaslain! As the Arch Lector sweeps into the hall he nods at the PCs – this should be something of a surprise to them, as they have had no previous dealings with the man.

When the PCs find their seats, Graf Boris pointedly ignores them.

Entering the Volkshalle

Everyone, including the PCs, who enters the Volkshalle is searched for concealed weapons. The search is

perfunctory and less than thorough. There is only a 30% chance that any small, concealed weapon (such as a dagger) will be found.

Regardless of the search, everyone is allowed to keep one hand weapon, such as a sword. To completely disarm everyone would be a slur on their honour. Other weapons, such as firearms and missile weapons are removed by the guards. The PCs are told that they can reclaim their weaponry after the meeting.

INSIDE THE VOLKSHALLE

Inside the Volkshalle, the Electors are seated around a large, circular table in the centre of the hall. Immediately behind each Elector sit his or her most trusted retainers in a wedge-shaped block of pew-like seats. The PCs are directed to seats in the front row of the block behind Graf Boris. There are grumbles from one or two of the Knights Panther about this favouritism. Map 5 shows the seating plan in the Volkshalle.

The hall has an air of expectation about it. Scribes are passing notes between the Electors, and there are many hushed conversations going on. Pieter Grunnenthal is in the seats behind Countess Emmanuelle von Liebewitz. If the PCs rescued him, he will wave cheerfully at them.

The chamber falls silent as the Grand Theogonist emerges from the Sigmarite shrine attached to the side of the Volkshalle. He walks slowly to the lectern by the throne.

"Imperial Electors... We are gathered here to consider two matters. Firstly, the urgent election of a new Emperor. Secondly, we are here to discover the true killers of our late, lamented Emperor, Karl-Franz." Yorri looks round the hall, allowing his gaze to rest for an instant on the Ulrican Electors. It is obvious where he places the blame.

There is a roar of trumpets from outside, and a herald steps forward and announces *"His Imperial Highness, Crown Prince Wolfgang of Holswig-Schliestein, nominated heir of our late, lamented Emperor, Karl-Franz I, may he rest in peace."* Before the herald has had chance to finish, Crown Prince Wolfgang strides into the hall. At his back are ten Imperial Guardsmen, resplendent in their finest uniforms. Yorri bows deeply, and then moves aside to allow the Prince to climb the two steps to the throne. The Prince seats himself, then gradually slumps down in the chair, resting his chin on one fist. He looks utterly bored, and this is before the ceremony is even underway. He waves a hand at Yorri.

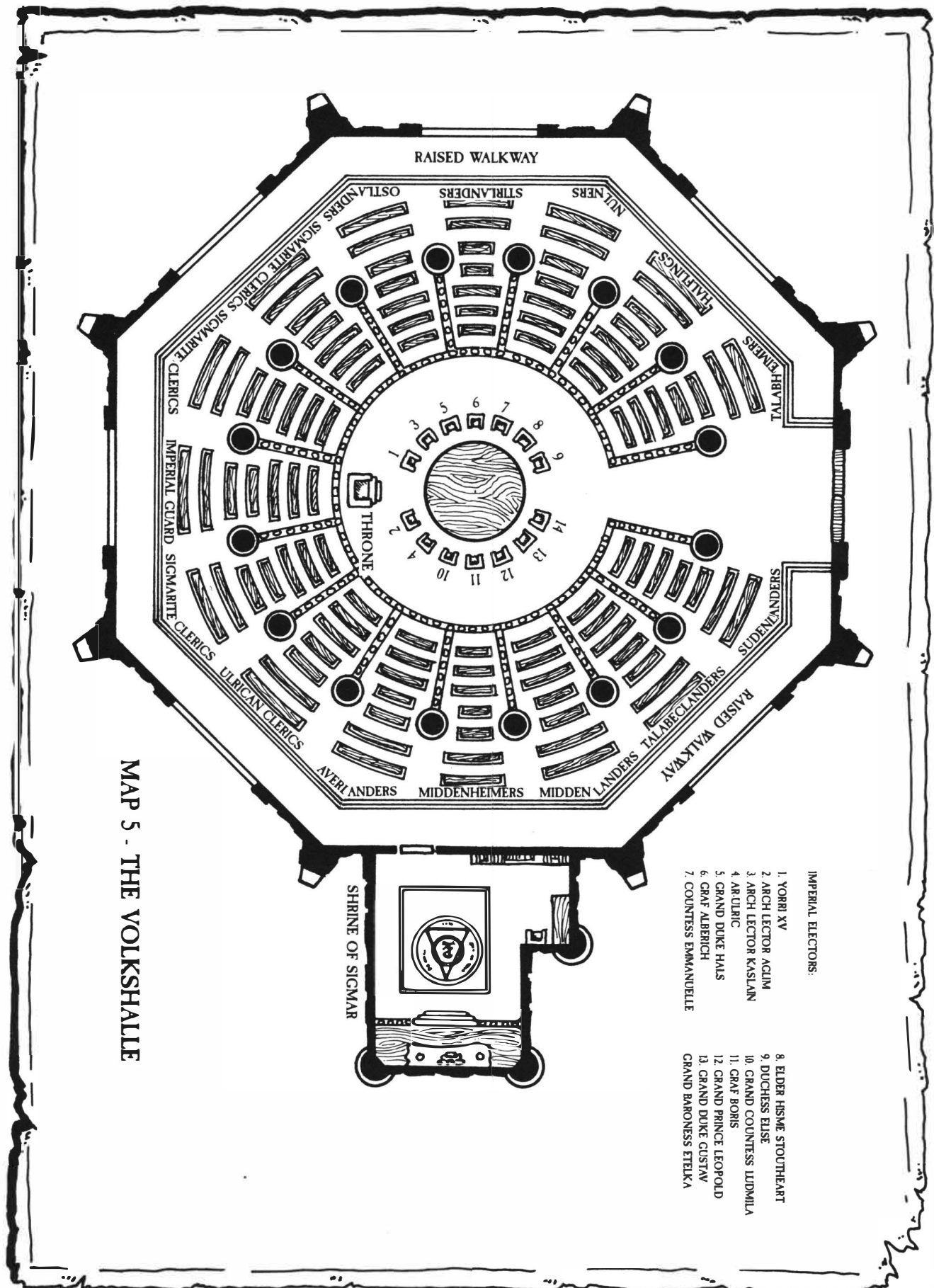
"By the authority entrusted to me, I hereby request that each Elector declare his vote in the matter of the Imperial succession." Yorri's voice booms out across the hall. *"Let all present witness that the election of the Emperor is fair and free, a choice of his people."*

Yorri pauses, and holds up a scroll. *"I hold the last will of Karl-Franz I, Emperor. One vote for Wolfgang Holswig-Schliestein, Crown Prince, cast in his favour by the late Emperor Karl-Franz and here set down in this document."* He passes the scroll to a clerk. *"No other nominations having been declared, how say the Electors? Do you consent to Wolfgang Holswig-Schliestein as your Emperor?"*

Again Yorri pauses, and then he says *"For Yorri, Grand Theogonist of Sigmar, an 'Aye.' Long Live Emperor*



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MAP 5 - THE VOLKSHALLE

Wolfgang, the second of that name!" Wolfgang has two votes. "How say you, Aglim, Arch Lector of Sigmar?"

Aglim stands and bows to Wolfgang. "Aye!" Three votes for Wolfgang.

"How say you, Kaslain, Arch Lector of Sigmar?"

"Aye!" Kaslain's vote is predictable. Four votes in favour. Wolfgang grins and shifts in his seat.

Ar-Ulric rises to cast his vote, but Yorri does not call him. "How say you, Hals von Tasseninck, Grand Prince of Ostland?" Ar-Ulric sits down heavily, and looks at Graf Boris, his face shocked. Will the Ulrican Electors be allowed to vote?

"Aye!" There are murmurs as Grand Prince Hals casts the fifth vote for Wolfgang. Yorri takes one step forwards, and the noise subsides. He looks towards Alberich Haupt-Anderssen and then turns away. His next choice of Elector also comes as a surprise.

"How say you, Boris Todbringer, Graf of Middenheim?"

Graf Boris slowly rises to his feet and looks round at his fellow Electors. He leans on the table, his hands flat on its ancient surface. His voice is quiet. "No."

"I ask again, how say you?" Yorri doesn't like the answer.

"No." Graf Boris straightens up. Whispered comments fill the hall. "No. I will not cast my vote in his favour."

Yorri seems appalled at the breach with accepted protocol. This Imperial Election was supposed to be a formality, a necessary formality, but no more. Yorri starts to flounder, unsure of what to do next, and the Crown Prince rises to his feet. Graf Boris is unrepentant, and repeats his vote. "No."

"NO!" The Crown Prince's scream cuts through the whispers and murmurs. He steps down from the throne and walks towards Graf Boris. There are tears on his face "But you all promised..." His voice is almost whining.

Graf Boris looks at the Crown Prince with pity and contempt and shakes his head again. "No."

"Please..." Wolfgang falls to his knees in front of Graf Boris and grabs his hand. The hall is absolutely silent. "I want to be Emperor! You're all supposed to say that I can be Emperor! Yorri promised me that everyone would say yes..."

It is obvious that Graf Boris Todbringer has heard enough. He pulls his hand out of Wolfgang's grasp and, by accident, slaps the Crown Prince in the face. It is hardly a blow in anger, but before Graf Boris can apologise, Wolfgang's face contorts in rage. The entire audience gasps and shrieks, partly in horror at the blow, but mostly in horror at what is happening to the Crown Prince.

Wolfgang pounds the floor with his fists, locked into a temper tantrum. As he does so, his entire body erupts in a terrible transformation. His eyes sprout stalks and leap a foot from his head. His fingers become twisted and clawed, and wings sprout from his back. As Wolfgang shrieks in anger, a long tongue darts from his mouth, testing the air like that of a huge snake. The Crown Prince is transformed, in the wink of an eye, into a hideous mutant!

In the same instant, Wolfgang strikes at Graf Boris. His

claws rip into the old man's torso. His tongue lashes out, and the Graf falls backwards, his face and neck a bloody ruin. Graf Boris' body gives a final, spastic twitch as Wolfgang lashes at him again. Then, standing over the corpse, Wolfgang looks for fresh victims.

The Mutant Attacks!

There is nothing that the PCs can do to save Graf Boris. If they make any move to leave their seats before Wolfgang reveals his true colours, they will be told to sit down by Knights Panther in Graf Boris' retinue. How dare they interfere! Who do the PCs think they are? Don't they realise that this is a meeting of the Imperial Electors?

Once Wolfgang is transformed, proper respect for protocol is the last thing on anyone's mind. All around the hall, the various Electors are scrambling for what safety they can find. Everyone is shouting, though to little purpose. No-one seems keen on attacking Wolfgang, who is still standing over the corpse of Graf Boris. Yorri, Aglim and Kaslain are too stunned by what has happened to be of any use. Yorri collapses onto the steps, and puts his head in his hands. The Imperial Guard gather round him, obviously unwilling to attack the Crown Prince, even though he is a mutant.

This state of affairs lasts for no more than a moment, then Wolfgang takes matters into his own claws. He launches himself into the air, directly towards the nearest targets. These are the members of Graf Boris' entourage and, of course, the PCs, who were sitting in the front row of seats.

Each PC may make an I test before the mutant reaches its decision to attack. If the test is successful, that PC may perform one action before the mutant reaches them; for example, casting a spell such as *Zone of Steadfastness*. Spells such as *Fire Ball* and *Lightning Bolt* cannot be used in the Volkshalle without causing unacceptable casualties among the Electors and their followers. You may need to remind the PCs that killing the most important aristocracy in The Empire is not a course of action that is open to them. The mutant Wolfgang attacks after the PCs have had their chance to perform one action. He lands in the middle of the PCs, and lashes out at random until he wounds one of the PCs. Wolfgang will then concentrate all his attacks on the wounded character, reverting to lashing about himself in berserk fury if he kills a victim.

After D3+3 rounds the PCs will be joined in their fight by the Knights Panther. No more than six people can fight Wolfgang in hand-to-hand combat, so the number of Knights who can take an active part in the battle is limited. If necessary, there are 25 Knights who can be fed into the fight. The Knights Panther are, once they are sure that the Graf is dead, not subject to *fear*. They are deeply angry that the Graf is dead.

After Wolfgang's Death

As Wolfgang is slain, an awful silence descends upon the Volkshalle. The only sound is the manly weeping of one of the Knights Panther, who is cradling the body of Graf Boris in his arms.

Then, as the PCs and the Knights Panther stand over Wolfgang's body, the shouting starts. Every voice in the

Volkshalle is raised in anger. Most of the Ulricans – many of his clerics, the Middenland, Talabeclanders and Nordlanders – are openly accusing the Sigmarites of all kinds of plotting: *"The Sigmarites wanted a mutant Emperor!" "Murdering mutant lovers!" "Sigmarite mutant lovers!" "The Sigmarites murdered Todbringer!"* The Grand Theogonist and the Arch Lectors have sensibly disappeared, whisked to safety by their own guards, and this alone is hailed as 'proof' of their guilt. The exact nature of their guilt is unclear, but somebody is to blame for yesterday's killing of the Emperor and today's near-election of a mutant!

The Knights Panther gather around the PCs and Ar-Ulric. One of them is carrying the Graf's body. Then, forming a wedge, the Knights push their way towards the door. The PCs have little choice but to go with the Knights. Any PC who does not accompany the Knights should make a *Strength* test or be knocked over, taking 2D6 S 2 hits from trampling feet. As the Knights push towards the door, several people are knocked over trampled underfoot.

Inside the hall, behind the Knights, people are dying. An open battle has developed between the Stirlanders and the Talabecland delegation. One of the Knights Panther falls wounded, having thrown himself into the path of a dagger which had been hurled at Ar-Ulric.

Eventually, the Knights, Ar-Ulric and the PCs force their way out of the Volkshalle. Ar-Ulric asks the PCs if they can see any alternative to returning to the Imperial. He will ignore any other suggestions from the PCs as too stupid to be worthy of consideration.

Back at the Imperial

The Knights hurry Ar-Ulric and the PCs through the streets back to the Imperial. Several townspeople who get in the way are bashed aside by the Knights without warning or apology. The news of the fight in the Volkshalle is also spreading through the streets and cries of *"Sigmarite mutant lovers!" "War!"* and *"Death to mutant worshippers!"* can be heard.

Back at the Imperial the Graf is laid out on a table in the entrance hall. One of the Knights tries washing what's left of the Graf's face to make the body look more presentable – it's a largely wasted effort. Ar-Ulric vanishes upstairs with two of the Knights Panther for what looks suspiciously like a council of war. The other Knights start closing the window shutters and bolting doors; healthy PCs are asked to help by the Knights. If any of the PCs are wounded, one of the Knights comes over and tends to their wounds. This stops any bleeding, but does nothing more.

As the Knights are closing the doors, couriers arrive from Grand Duke Gustav von Krieglitz of Talabecland. Before they are shown upstairs to see Ar-Ulric, the two men pass on two pieces of information: Graf Alberich Haupt-Anderssen of Stirland has been seriously wounded, and may even be dead. He was struck down by one of 'our' Knights (ie a Talabeclander). Chancellor Maximillian Dachs of Ostermark – who was with the Ostlanders – has been slain by the Grand Duke himself (Gustav von Krieglitz of Talabecland). The couriers are not bothered by the deaths, and one even describes Gustav's killing of 'the traitor' Maximillian as a *"masterful piece of swordsmanship"*.



A VERY IMPORTANT VISITOR



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About half an hour after their arrival, the couriers leave the Imperial, their messages delivered. The PCs are then asked to go up and see Ar-Ulric, and are escorted to his audience room by a Knight. Ar-Ulric is alone. He asks the Knight to leave and motions the PCs to sit down. He then opens another door, leading into another room.

A cowed figure stands in the doorway. The man throws back his hood: it is Kaslain, the Arch Lector of the Cult of Sigmar. If the PCs are surprised by this turn of events, Ar-Ulric enjoys his brief moment of drama. "May I present Kaslain, Arch Lector of the Cult of Sigmar?" PC clerics and followers of Sigmar should, of course, be suitably respectful to one of their most important spiritual leaders.

Ar-Ulric begins the meeting. "You know, of course, that all this means war. They will all fight – the first blows have already been struck. Graf Boris is dead. Graf Alberich may also be dead. And The Empire without an Emperor... Ah, Boris was right. He could see no good coming of Karl-Franz's meeting, and Wolfgang... a mutant!"

"But not one of Sigmar's making," says Kaslain.

"Of course not. He was no more a Sigmarite than any other

Chaos-spawned foulness. But there are many who will believe otherwise, and will blame the cult of Sigmar. I have already had a message which does just that! And now the Electors are already leaving the city. They are going home to raise their armies. And we can do nothing! If I speak out, I may lose what control I have over Ulric's followers. Yorri and Aglim will turn against Kaslain if he speaks. But if we keep silent, many will die in a needless war." Ar-Ulric's horror at this dilemma is plain. "I cannot believe that Lord Ulric and Sigmar want war..."

Kaslain interrupts him. "Wolfgang was a servant of Chaos. It is there we must put the blame. At least he is dead, but to think he – it – was nearly elected Emperor! But time is pressing. Graf Boris, Ar-Ulric and myself have talked for many hours. We planned and thought, but in the end, we realised that desperate times need desperate measures." He looks round at the PCs and says, in a quiet voice, "we want you to find Sigmar's Hammer."

The Reason Why

The two clerics look at the PCs, calmly waiting for a response to this astonishing request. The PCs are, after all, being asked to seek out a weapon used by a legend! One question is certain to be 'why us?' Kaslain and Ar-Ulric have several arguments ready to persuade the players that they must find *Ghal-maraz*, the Hammer of Sigmar.

"You have sworn an oath as Knights Panther," says Ar-Ulric. "We could order you to take this quest, but I don't think we need to do that. More than any orders and oaths, the Graf was your friend. He wanted you to undertake this quest. Can you not honour his memory?"

"And there have been signs that you are the ones we need. Wolfgang attacked you in the hall, nobody else. Wolfgang singled you out. He had to have some reason for doing that!" Kaslain's tone is almost pleading.

If Ar-Ulric has been told about the mutant at the Crossed Lancets, or any dreams, portents or omens (especially the dream in *Another Surprise*), he will add "And what of the mutant at the Crossed Lancets? And there's your dreams. You" – Ar-Ulric points at the appropriate PC – "had the mark of Sigmar on your hands when you awoke!"

If the PCs decide to leave The Empire to fall to pieces, Ar-Ulric and Kaslain will make a last attempt to embarrass them into taking on the quest. "We *hadn't* realised that we were dealing with cowards..." If this fails as well, you can take away all the PCs' Fate Points. They have, after all, spurned the representatives of Ulric and Sigmar.

In the Footsteps of Sigmar

The PCs' next question may well be 'Where do we look?'

Kaslain takes up the story. "The last place Sigmar walked the earth was in the Black Mountains, at a place called Karak-Kadal." He reaches into his robes and brings out a scrap of paper. "I made this copy of one of the oldest maps in Yorri's library. I had to hurry, but it is accurate in most particulars. The Grand Theogonist was away only for moment." Give the players Handout 4 at this point.

"Much concerning Sigmar is legend, of course," continues Ar-Ulric. Kaslain frowns at the implied criticism, but Ar-Ulric presses on. "But I have my own reasons for believing that this is where to start looking. There is a sign, or maybe a servant, of Sigmar's in that place. This I know. Find it or him, and you will eventually find the Sigmar's Hammer."

The PCs may well ask why Kaslain and Ar-Ulric are so sure of this information. Ar-Ulric sighs and looks unhappy, then he says "I have had visions, dreams. I saw Karak-Kadal and Sigmar's Hammer in my vision. It was a true seeing, and very disturbing. Why should I, a cleric – the cleric – of Ulric have a dream about a relic of Sigmar?"

"And why would the head of Ulric's cult want to help Sigmar?" Kaslain asks, with just a hint of mischief.

"True. Thoughts of present troubles weighed heavily in my mind."

"I, too, have had visions," says Kaslain. "A white wolf came to me, a war hammer in its jaws. I bent to take it, and the wolf willingly gave up its burden into my hands. I did not trust my dream, either, until I talked with Ar-Ulric. But now I understand my dream and Ar-Ulric's as well. Sigmar's Hammer, Ghal-maraz, is to be found with the help of Ulric, and brought to me as Sigmar's representative. And if Wolf and Hammer work together, The Empire can be made whole once more!" Kaslain's voice is filled with optimism. Then he comes down to earth. "We can give you some hope and help for your search. Firstly, only we in this room know what you are to do. Secrecy and stealth must be the weapons if peace is to triumph. There are those, good Sigmarites as well as Ultricans, who would regard what we are doing as heresy."

"And perhaps they are right," says Ar-Ulric, in a semi-serious tone.

Kaslain pooh-poohs the suggestion. "It is not heretical to use Sigmar's Hammer to save Sigmar's Empire. But this is not a debate." He turns back to the PCs. "You also have time, but not much. The journey to Karak-Kadal is long, but it also takes time to gather armies. The first blows of a civil war may have already been struck, but its first battles are many weeks away. With luck, you will have returned before there has been major bloodshed."

"And there is my boat, the Comet, at the docks. It is being made ready even as we speak. The master, Adolph Rinner, is a good man, but does not know of your true purpose. It may be better if he never knows. Rinner and the Comet will take you up the Upper Reik to Hochsleben for the first part of your journey."

And what of Kaslain and Ar-Ulric?

"I will remain in Altdorf, and await the return of Ghal-maraz!" says Kaslain. "I must hear Yorri's thoughts on what has happened. Then I can hope to restrain his worst excesses. Aglim will follow him in all things, I'm afraid."

Ar-Ulric has no intention of staying in the city. "I cannot bring myself to remain here for a moment longer than I must. Graf Boris must be returned to Middenheim and

properly buried. Then I shall offer my services as an advisor to Baron Heinrich. But I too shall await the return of Sigmar's Hammer..."

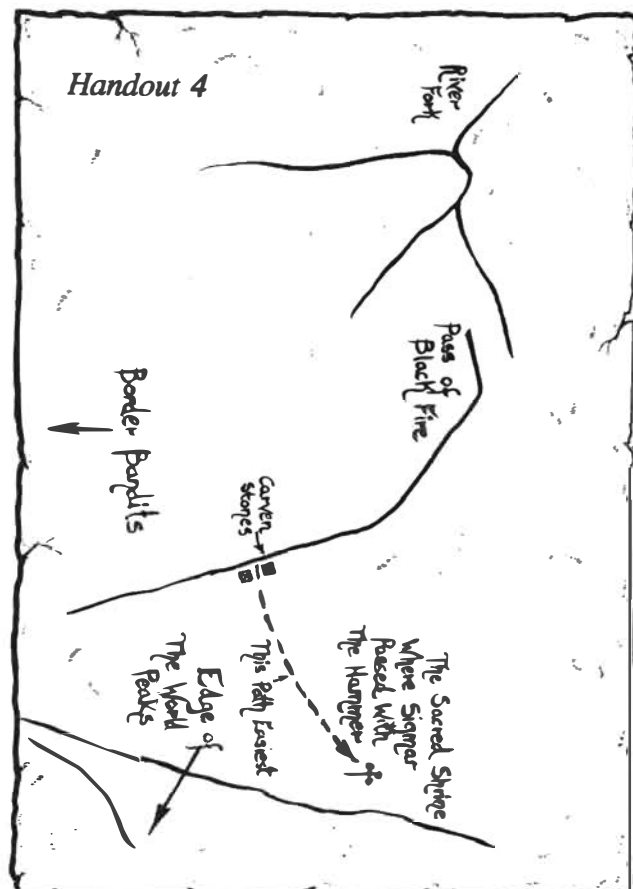
After the Meeting

The meeting with Kaslain and Ar-Ulric comes to an end when there is a respectful knock on the door. Kaslain immediately disappears into Ar-Ulric inner rooms. One of the Knights Panther comes inside and whispers to Ar-Ulric.

Ar-Ulric turns to the PCs and says "No time like the present. It's time for you to leave. Your things have been collected, and are already aboard." Ar-Ulric raises his hands. "Ulric's blessings on this venture!"

The Knight ushers the PCs out of Ar-Ulric rooms and down into the Imperial's public rooms. A coach (one of the Knights Panther, wearing an old cloak, is the driver) is standing outside the hotel, and the PCs are hurriedly bundled aboard. As the coach pulls away, one or two of the Knights offer the PCs a hesitant salute.

The ride down to the docks is bumpy and rather stop-and-start. The driver has to make several detours and side journeys to avoid street fights and shouting mobs. Here and there, however, groups of soldiers are keeping order in parts of the town. In other places, people are already starting to board up their homes and shops. Altdorf seems to have divided itself, almost by accident, into a number of small states. The Altdorf city watch, unsure of its duty and loyalties, has largely remained in its barracks.



TO THE WORLD'S EDGE

This part of the adventure takes the PCs along the Upper Reik by barge from Altdorf to Hochsleben. Leaving the river, they must head into the foothills of the Black Mountains in search of Karak-Kadal, the deserted shrine of Sigmar. A clue within the shrine will lead the PCs further into the wilderness, where a secretive clan of Elves is in dire peril. In return for the PCs' help, the Elves give further directions to the last resting place of Sigmar's Hammer...

THE JOURNEY TO KARAK-KADAL

The journey to Karak-Kadal can be divided into two major parts: the river journey to Hochsleben; and a cross-country march through the Black Fire Pass to find Karak-Kadal itself. The *River Travel* section below covers the first part of the journey, while *Hochsleben, Black Fire Pass and Beyond* and *Karak-Kadal and the Shrine of Sigmar* cover the land journey to Karak-Kadal. Maps 6 and 7 show the area that the PCs must cross.

The *Events on the River* section gives information on the

Chaos cultists and religious fanatics who have somehow managed to get wind of the PCs' intentions. These groups of NPCs can be used at any point during the river journey or the trip through the Black Mountains. They are people who, for reasons of their own, want to see the quest to find Sigmar's Hammer fail. You need not use each group, but any of the NPC parties can be used to provide a long-term and persistent threat to the PCs' chances of success.

The cultists and fanatics will give up the chase once the PCs reach Karak-Kadal. All the NPC groups will assume (wrongly, as it happens) that the quest has been a success, despite their best efforts. No further attacks by these NPCs should be launched after the PCs have reached, and gone beyond, Karak-Kadal.

The PCs will probably want to do other things than sit quietly aboard the Comet during their river journey. They may well want to stop in one or two towns along the way to hear any news that is doing the rounds, look up old friends (possibly the Dwarfs of Kazad-Slumbol at Grissenwald) and buy supplies. This will give you opportunities for the NPCs to mount considered and sensible attacks on the vessel. If you have a copy of DOTR, you may also want to add extra encounters to the river journey.

RIVER TRAVEL

The Comet

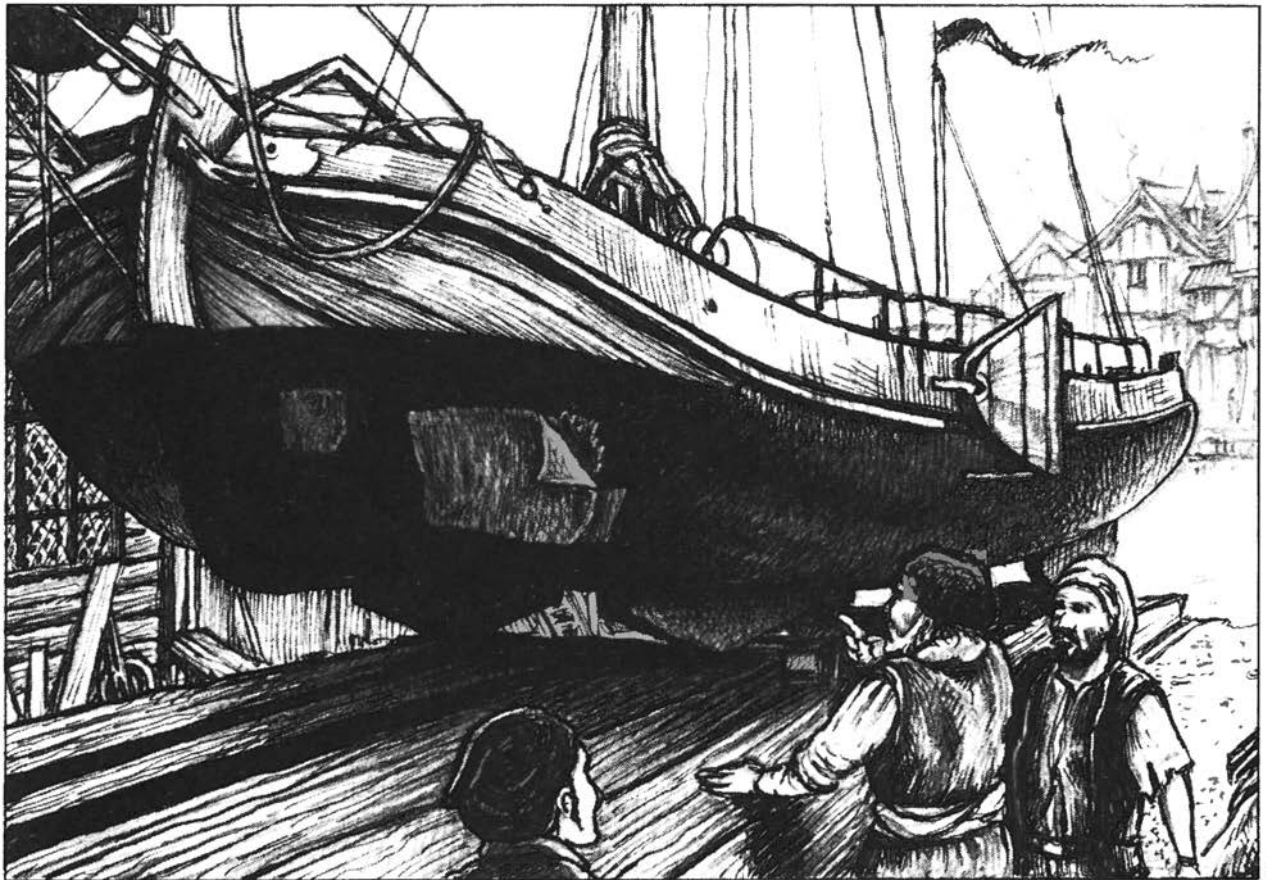
Outwardly the Comet is an ordinary Reik river barge. There is little to distinguish her from the dozens of other vessels which ply their trade up and down the river. As might be expected of Kaslain's personal river barge, the Comet is well-appointed and comfortable on the inside. It also has a well-stocked larder and 'cellar'.

But what makes the barge really special are the enchantments that Kaslain has cast upon it. These have given the Comet some remarkable qualities. Firstly, the barge will never run aground or strike the river bank. Even in the shallowest water, the Comet is capable of finding her own channel. Secondly, the Comet will always maintain a constant speed, regardless of the river current. Whether it is going up or downstream, the Comet always sails along at a steady walking pace (around 3 miles per hour), by day and night. This ability also makes the Comet surprisingly easy on the tiller. A helmsman need have no fear about turning across a current as the boat cannot be swept away by a sudden surge. However, the enchantments do not protect the boat from running into other vessels, so during the night (or in bad weather) the Comet is tied up like any other boat.

The Comet also has a crew, who are under orders to carry the PCs to Hochsleben. Adolph Rinner is the



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master, assisted by his crew of four: Bruno Furst, Olaf Gross, Werner Sonnabend, and Klaus Fassbinder. Rinner and his crew also ready-made sources of information about the Upper Reik. If the PCs think to ask, the crew of the Comet can supply them with much of the information in *A Brief Tourist Guide to the Southern Reikland*. Details for these NPCs can be found in the *Profiles* section.

The Comet is usually on the move for anything between 12 and 16 hours a day, depending on the light and Rinner's sense of urgency. Given the Comet's speed, this daily travel time means that the distance from Altdorf to Hochsleben (around 435 miles) can be covered in 9-10 days. The PCs could not manage to match this time on horseback; a sufficient supply of remounts could never be guaranteed.

Any equipment that the PCs left in the Crossed Lancets has been placed on board the Comet. Any weapons which were confiscated at the Volkshalle have also been retrieved by the Knights Panther and placed aboard.

News on the River

News travels fast in The Empire thanks to the semaphore machines of the late Karl-Franz I. The PCs will see the windmill-like signal towers signalling to each other every day as they travel along the Upper Reik. The semaphore towers mean that the PCs can always hear news of events in The Empire until they are past Nuln. The city marks the end of the line for the towers; news is then carried by despatch rider and river boat. After Nuln, the PCs will be moving at least as fast as any news, and they will hear little that is new about

vents. DOTR includes more information on The Empire's semaphore system.

News can be heard from barge crews going downstream, or whenever the Comet stops at a town. If the PCs make it known that they have come from Altdorf they will be questioned by the locals. Not surprisingly, people want to know what has happened, especially from people who were actually in the city! If the PCs are silly enough to admit that they were present when Wolfgang was killed they will be expected to tell the whole tale, often several times over to the same audience. Reaction to events in the Volkshalle obviously depends on local sympathies (see *A Brief Tourist Guide to the Southern Reikland*.)

Most people already know that the Emperor, the Crown Prince and Graf Boris are dead, although few really believe or understand that Wolfgang was a mutant. The following additional rumours and items of news are also generally known along the Upper Reik. Rumours have comments attached to them.

1. The Knights Talabec, an order that no-one has heard of before now, has claimed the credit for the deaths of several Ostland and Ostermark nobles. Grand Duke Gustav von Kreiglitz is said to have disclaimed all knowledge of playing for time before Talabecland's army is gathered.
2. Grand Marshal Bock has put Altdorf under martial law but no-one, least of all Bock, seems to know what to do next. The Electors have withdrawn to their own lands without choosing a new Emperor.
3. Duchess Emmanuelle von Liebewitz of Nuln

- seems to have stayed in Altdorf. She is well known to be non-partisan, and may have considerable influence on Grand Marshal Bock.
4. No-one has heard anything of what Nordland, Middenland and Middenheim intend to do. It is widely believed that these provinces and Middenheim will declare their support for Talabecland.
 5. Graf Alberich Haupt-Anderssen is young and foolish enough to believe that war is a glorious adventure. Stirland's ancient grudge against Talabecland is enough for him! It is rumoured that he has received Ostlanders with every sign of warmth and affection.
 6. Sigmarite witch hunters are active in Stirland. However, they are not just hunting down wrongdoers. These demagogues are also raising money from their followers to aid their cause in Averland – and they are making no secret of the business. While many Averlanders follow the Old Faith, the activities of Sigmar's more militant followers are causing concern.
 7. There's a few folk going about saying that they have funny marks on their hands, given to them by Sigmar. Some of Sigmar's witch hunters are looking for heretics who say such things. Best to keep away from them witch hunters, they're not men to cross! *Largely true, and the PCs will do well to keep their mouths shut about their own business in travelling along the Reik.*
 8. "My mother's cousin" – or uncle, or distant nephew – "works up at the castle. He says the nobles have orgies and that they worship" – *the speaker has a shifty look around* – "Slaanesh! There! What do you think of that?" *This is a common and treasonous rumour repeated only after several strong drinks have been poured down the speaker's throat.*
 9. This war is one thing, but there's bad times coming, just mark my words. Before the Emperor died my cows stopped milking, and now my wife's been having funny dreams. She only does that when something's up. Keeps talking about strange lights in the sky, but I can't say that I've seen them myself... *Conversations like this, and variations on it, can be heard in many inns and taverns along the river. Many people in The Empire are troubled by strange dreams.*
 10. I heard that there's a vampire down at the docks! Only last week poor young Mathilde was found with her throat ripped out! She was as white as a sheet, not a drop of blood left in her... *This is a great rumour to pass on to the PCs in every town where they stop. All you need to do is change the name of the victim each time. Just when the PCs reach the 'Oh-No-It's-The-Vampire-Rumour' stage, you can make sure that they are attacked by a vampire when they next tie up for the night. The statistics given for Graf Orlok, the Vampire from River Life of the Empire in DOTR would do nicely for a Vampire attacker.*

Supplies

The Comet is well-stocked with food and drink for the journey up-river. However, the PCs will almost certainly want to purchase supplies for the journey beyond Hochsleben. Simple equipment and weaponry

can be bought at standard prices in any of the towns that the Comet passes through. Rinner will be unhappy about stopping to let the PCs go on 'shopping expeditions', but he will allow them to go ashore in any of the towns in *A Brief Tourist Guide to the Southern Reikland*.

The PCs will not be able to discover much about conditions in the Black Mountains until they get to Hochsleben. After all, the locals in other towns don't need to know about such matters. Persistent questions about the mountains and, perhaps, Black Fire Pass, will almost certainly draw unwelcome attention to the PCs.

If you wish, the PCs can run into Old Gunther, a trapper (no profile should be necessary). Between drinks he will be able to tell them about conditions in the mountains: ie, that they will need stout clothing and plenty of blankets or furs. He will also recommend Stefan Flaschmann's store in Hochsleben as the place to outfit for a trip into the mountains. Old Gunther is rather well-disposed towards Stefan, as he was given a free bottle of brandy during his last visit to the store.

Medical Treatment

At some point during the journey up the Reik the PCs may need to seek out a physician or surgeon. This is quite likely if the PCs have been attacked by either the Chaos Cultists or the religious fanatics who are on their trail (see *Events on the River*, below).

If you have a copy of DOTR, Dr Maximillian Schnippmesser of Kemperbad will be available to treat any wounds that the PCs may have suffered. Hochsleben has a doctor (of sorts) who can help the PCs. Dr Johann Schiller, known to all his surviving customers as 'Schiller the Killer', can be located in Hochsleben or in a town down stream if the PCs need urgent assistance. Details of Schiller can be found in the Profiles section.

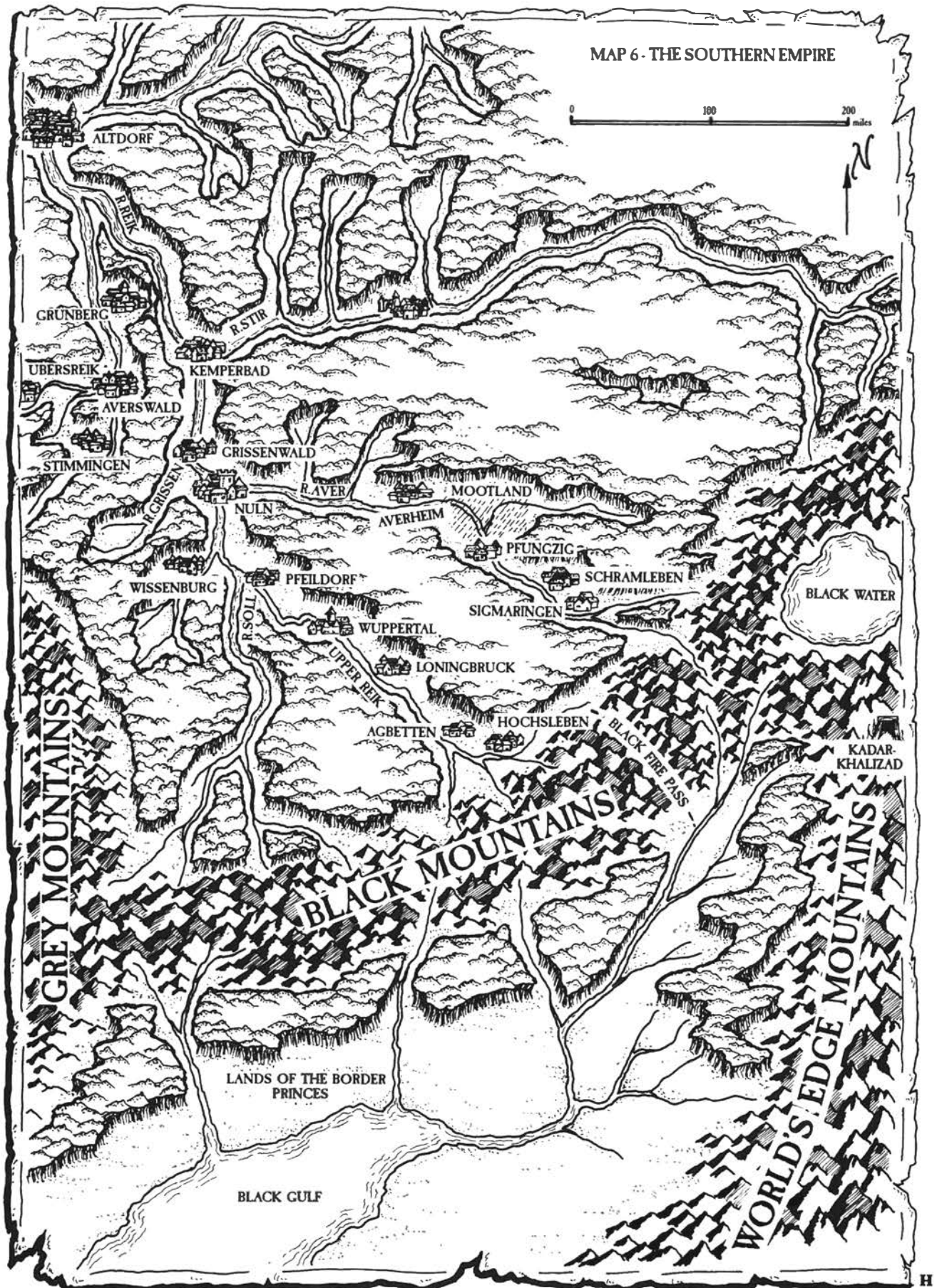
Shrines and Temples

The PCs may wish to visit a shrine or temple of Sigmar or Ulric during the journey along the Upper Reik. Not all towns along the Reik have shrines to both gods; asking about an Ulrican shrine in Wuppertal, for example, is bound to cause trouble with the locals.

If a PC wants to locate a shrine, you should let him. At best, shrines and temples will only have a minor cleric in attendance. Prayers and appeals for blessings or guidance will only be answered in the most minimal fashion, if at all. The PC will be told to trust in his faith during a long and difficult journey. The favour of Sigmar (or Ulric, as applicable) will shine on those of resolute faith. Nothing further will be forthcoming.

A BRIEF TOURIST GUIDE TO THE SOUTHERN REIKLAND

This brief guide and the Reikland gazetteer in DOTR give you all the information you should need as the PCs travel up river. The PCs have a definite objective to reach, and they should see that side adventures in towns along the way do not advance them in their quest. If they do stop, invent a couple of riverside taverns, such as the Happy Perch, the Vulgar Boatman (run by a Kislevite exile), the Fish and Hook, etc. At such places they will be able to hear any current news.





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The PCs can find out quite a lot about any town on the river by asking Rinner and his crew. Rinner will even warn them about the dangers of following the wrong faith in Wuppertal, providing that the PCs ask him about the town. The rivermen are almost certainly the best source of information available to the players, although each will put his own interpretation on a town. Klaus Fassbinder, for example, will certainly know where the best inns in each place, but little more than that.

Kemperbad

A prosperous town of nearly 4000 people. Kemperbad is where the borders of Stirland, Reikland and Talabecland meet, although the townsfolk try to avoid taking sides. It is a cosmopolitan place, and its busy docks are always thronged with people. Kemperbad also produces wonderful brandy. Further information can be found in DOTR.

Grissenwald

With a population of some 1500, Grissenwald is part of Wissenland (attached to Nuln). It is noted for its boat-builders and artisans. The town is fairly quiet, even at present, and the people have no strong Sigmarite or Ulrican sympathies.

If the PCs took part in DOTR, they may have befriended the Dwarfs of Kazid Slumbol, a shanty town near Grissenwald. They may want to ask the Dwarfs about Karak-Kadal. Kazid Slumbol, however, is deserted; the last of the Dwarfs left some months ago. The townspeople don't know where the Dwarfs went.

Indeed, they are quite happy to see the back of such clannish outsiders, especially considering all the trouble in The Empire at present...

Nuln

The free city of Nuln is the third largest in the Empire. The city is extremely rich and noted for its wines and metal deposits (in the lands around). It is also the home of the Imperial School of Gunnery and a large garrison of troops. At present Nuln's 12,500 citizens are living under martial law; a dusk-to-dawn curfew is rigidly enforced.

Pfeildorf

Pfeildorf is very dependent on passing trade to an from Nuln. Many of the 800 Averlanders who live there are desperately pretending that nothing is going to happen to ruin their livelihoods. The town has an air of strained normality, and any form of private or public dispute (even arguments which have nothing to do with the current crisis) are regarded by all as utterly dangerous. Bad news from the rest of The Empire is not discussed in Pfeildorf at present.

Wuppertal

Famous for its woodworkers, this picturesque town of 1100 Averlanders is also well known as a Sigmarite stronghold. Wuppertal's Sigmarite shrine is dedicated to Joseph the Reverent whose intercession with Sigmar is often requested by worshippers. The locals will interpret any news in the light of their Sigmarite fanaticism: the Ulricans killed the Emperor and the Crown Prince, struck the first blow, and Graf Boris deserved everything he got... All these are typical reactions from Wuppertal folk. Much more important, however, is the townsfolk's militant attitude to followers of Ulric. Anyone wearing the insignia of, or professing loyalty to, Ulric will have a hard time in Wuppertal. At best, an Ulrican can expect to be mobbed and thrown into the Reik. At worst, he will be stoned or lynched by an angry mob of Sigmarites. It is here that the Krumbachs will find their readiest allies.

Loningbruck

Loningbruck is right in the middle of Averland's vineyards and agricultural land. The town is not large, but it is wealthy. Few of the inhabitants are Sigmarite or Ulrican. The largest temple in the town is to Verena, and it includes a fine library with many books on the study of mankind and the history of law.

Agbeiten

Close to the Averland and Sudenland borders, Agbeiten is a small settlement of some 350 people. Its main business revolves around the farmers' markets and the shipment of produce down the Reik. Sigmar and Ulric are not worshipped by many of the locals, most of whom follow the Old Faith or Taal.

Hochsleben

Hochsleben is the end of the river as far as boat traffic is concerned. The 375 people in the town make their living from trading in ores, gems and precious metals and

furs. These are traded for brandy, wine, weapons, finished goods, booze, fuel oil, schnapps and strong drink. When prospectors and trappers come to town, they like to have some of life's comforts to hand.

More information on the town can be found in the *Hochsleben* section of the narrative.

EVENTS ON THE RIVER

The attacks by Chaos cultists and religious fanatics listed below can be used at any point during the PCs journey to Karak-Kadal. You do not have to use all the events and groups detailed in this section. Be flexible. If an encounter goes against the PCs, let them recover before launching another attack.

The Cult of the Twisting Serpent

With the uncovering of the plot against Middenheim in *Power Behind the Throne*, the Purple Hand's power has been broken. The cult has effectively ceased to exist. Some of the cult's members have gone into hiding or fled from their inevitable punishments, others have remained in place, their loyalty to Tzeentch still undiscovered.

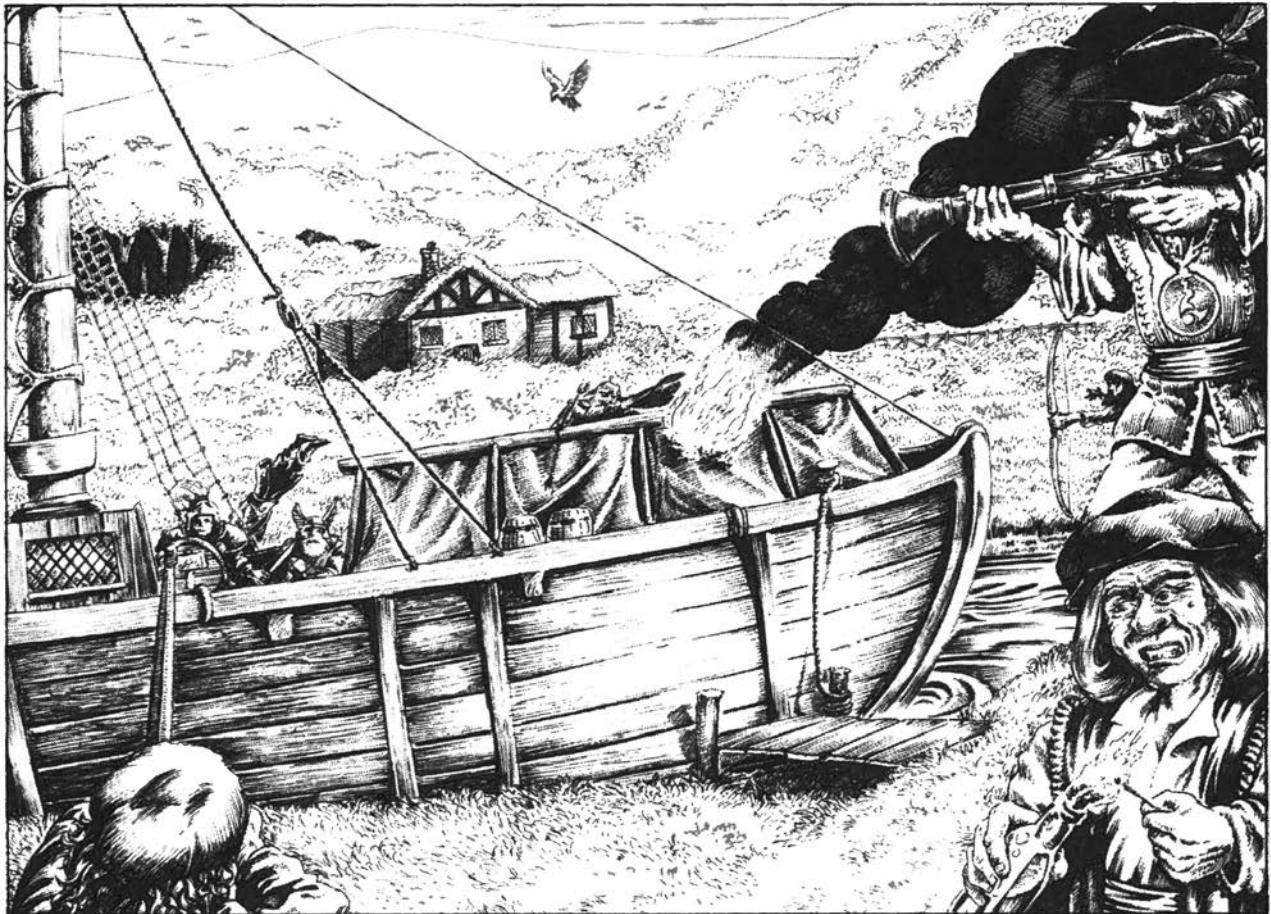
Others of the remaining Purple Hand cultists have split into several smaller groups. One of these is the Cult of The Twisting Serpent. Still others have left the Purple Hand and its successor groups altogether and have joined other Tzeentchian cults. The result of all these upheavals is that nobody in the Purple Hand, the Twisting Serpent or any other Tzeentchian cult trusts

anybody else. All believe that the Purple Hand was betrayed rather than uncovered.

The Twisting Serpent is very small in numbers, but it does have one advantage. One of the cult's members is Joachim Bonner, a minor servant in Kaslain's retinue. Adolph Rinner will recognise Joachim Bonner. He has seen the man on several previous occasions (but never to talk to) when Kaslain has travelled aboard the Comet.

Kaslain's meeting with the PCs and Ar-Ulric is not a secret to the Twisting Serpent. They have also realised the nature of the PCs' ultimate objective. The recovery of Sigmar's Hammer is something that the cultists must prevent. But the cultists of the Twisting Serpent do not trust anybody. The whole of their strength will be thrown against the PCs at some point during the trip to Karak-Kadal, but they would sooner attack the PCs alone – and risk failure – rather than involve any outsiders, whether Tzeentchian cultists or not. The cultists of the Twisting Serpent have a distinct advantage in that they know where the PCs are going. They are quite prepared to wait until they can attack the PCs in some lonely spot. If necessary, they will follow the PCs up into the hills above Hochsleben and track them through Black Fire Pass.

Given the chance, Martin Gladische, the leader of the Twisting Serpent cultists will order an attack while the Comet is tied up for the night in some lonely spot. He will use his spells to set fire to the Comet if possible, getting Franz Hilgenburg, his insane lieutenant, to hurl incendiaries onto the deck. Once the vessel is fired, Franz will use his blunderbuss on any visible defenders, while the other cultists fire their bows. If any PCs are





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hit, the cultists will charge into the attack, while Ulrike Kroger will try to sneak on board, if necessary swimming along under the bank to reach the ship.

If Martin waits until the PCs are going across country, the attack will take place shortly after the PCs have finished travelling for the day. The assault will be opened by a hail of arrow fire, and a barrage from Franz's blunderbuss. The cultists will remain under cover and snipe at the PCs camp site. Once the PCs are fully occupied with missile fire, Martin and Ulrike will approach from the other side of the PCs' camp. Martin will hang back, preferring to use his spells, but he will order Ulrike to attack the PCs.

Martin will never surrender to the PCs. He will order a general retreat if half his followers are injured in a single fight, or if he is injured at all. Unless the cultists are pursued and attacked, they will rest up, recover and then return to plague the PCs. Once more, their attacks will be brutal and direct.

The Jade Sceptre

The Jade Sceptre is a cult which has many adherents in The Empire. Many of the highest people in society enjoy the worship of Slaanesh; depravity is an amusing diversion for some bored nobles. Although the PCs may already have crossed swords with the Jade Sceptre, the cultists have no interest in them. Emmanuelle Fleischflascher, the leader of this group within the cult of the Jade Sceptre, has other plans, which don't involve the PCs in any way. She has long 'admired' the Arch-Lector Kaslain and intends to deprave him, take her pleasure of him and possibly kill him, although not

necessarily in that order. Such a scheme has too many benefits: she enjoys herself, and one of Sigmar's highest priests is ruined as a result.

Emmanuelle mistakenly believes that Kaslain is aboard the Comet, hence its sudden and unheralded departure from Altdorf. The Comet is, after all, heading towards Nuln. She has determined that she and her followers will board the Comet, kidnap Kaslain (if necessary) and then break the Arch Lector's mind and body with the pains and pleasures of Slaanesh.

By hard riding – and by spending a substantial amount of cash on remounts – Emmanuelle and her followers will overtake the PCs aboard the Comet. She will hire a river barge from one of the towns up river from the PCs. She, Anika, Axel and Joachim will board the craft, kill the crew, and head off down stream towards the PCs. Emmanuelle and Anika will then do their best to appear to be helpless (and attractive) young women in need of some assistance as their barge drifts downstream. Axel and Joachim will hide below decks.

The PCs will see a river barge drifting downstream towards them with two young women in obvious distress. They appear to have lost all control of their boat. They will ask the PCs to give them a tow to one of the river banks. You should use the standard small river vessel given in *River Life of The Empire* from DOTR. If the PCs stop to help, Emmanuelle and Anika will appear to be very grateful. Once the PCs are fully involved in the 'rescue', Anika and Emmanuelle will do their best to seem helpless. The 'rescue' will not be difficult – any scheme tried by the PCs will work. The two women will offer the PCs cups of wine as a reward;

these will be spiked with both Anika's herbal love philtre and Emmanuelle's narcotic.

If she can, Emmanuelle will try to board the Comet in search of Kaslain to make sure that he also has a drink. If she learns that Kaslain is not on board she will manage to hide her disappointment. Anika, however, will be slower to realise that something is wrong and will hiss *"If he's not here, then where is he?"* at Emmanuelle. One or more of the PCs will overhear this conversation.

If the PCs realise that Emmanuelle is not all she seems, she will call to Axel and Joachim, summon the Daemonette, and then cast her first spells. A general fight should then break out.

If Emmanuelle attacks after the Comet has passed Nuln, she will realise that she was mistaken in assuming that Kaslain was on board. She will simply try much the same sort of scheme, but as soon as one or two PCs are aboard her barge she will try to head off downstream, away from the Comet. She is unaware of the Comet's magical powers, and believes that this plan will allow her to escape with at least one prisoner.

If, by some chance, the PCs simply sail by, Emmanuelle and Anika will use all the powers at their command to attack the PCs directly. This is not a subtle scheme as Emmanuelle would wish to use, but she will resort to violence if she must.

Konrad and Niklaus

Emmanuelle has enemies of her own, and not just among the witch-hunters of The Empire, either. Chaos is not without its internal rivalries, and Emmanuelle's rival of the moment is Konrad Waldheim. Konrad has been hunting Emmanuelle, and he has chosen to fall upon his hated Slaaneshi enemy when she is occupied with the PCs.

Konrad and Niklaus Schwerin will burst from the undergrowth on the river bank and attack Emmanuelle and the other Jade Sceptre cultists. You may decide at what point this attack occurs, depending upon how the PCs have reacted to Emmanuelle's stratagems. Konrad and Niklaus will attempt to board Emmanuelle's vessel, but they will ignore the PCs unless the PCs attack them. Konrad will only use one of his Bloodstones to summon Khakkadshak the Bloodletter if Emmanuelle has already summoned her Daemonette ally. Emmanuelle will ignore the PCs and concentrate on this new enemy.

If the PCs decide to be prudent and sneak away from this encounter they will manage to do so without trouble. The followers of Khorne and Slaanesh hate each other too much to be bothered with a few PCs. As the PCs are carried up river by the Comet, they will be able to see the two groups fighting with intense savagery, until a bend in the river takes the scene out of view.

If the PCs attack Konrad or Niklaus and then escape, the attack will be remembered. You may decide whether or not Konrad survives the battle with Emmanuelle. If he does, however, he and Niklaus will bear a grudge against the PCs and pursue them along the river and into the mountains. Again, you may decide how long it takes for the pair to catch up with the PCs, but at some lonely spot either on the river or in the hills, the two will attack again. In effect, you can use the pair again at any point before the PCs reach Karak-Kadal

and the Shrine of Sigmar (see below). Niklaus will simply attack the PCs, but Konrad will hang back, summon his Bloodletter ally, and then attack.

The Fanatics

As well the interference of Chaos cultists, the PCs must face one other group who wish to destroy them: religious fanatics loyal to Sigmar.

Gotthard and Karin Krumbach are not just zealous in the service of Sigmar, they true fanatics. Everybody else, from the Grand Theogonist down to the lowliest acolyte, is a backslider.

Their interest in the PCs is, from their skewed perspective, only natural and proper. The PCs are already associated with Ar-Ulric, which for Gotthard and Karin is a crime in itself. Now they are travelling down the river in Kaslain's own barge. That something is going on will be obvious to Gotthard – Ulrican sympathisers aboard a good, honest Sigmarite river boat is not a 'natural' state of affairs.

Gotthard knows Olaf Gross, one of the Comet's crew, slightly. He will lose no time in asking the man what is happening, although he has already made up his mind that the answer is 'Nothing Good.' Likewise, if Olaf Gross discovers the true purpose of the PCs' mission, he will lose no time in telling the Krumbachs. This will merely confirm the Krumbachs in their determination to destroy the PCs – the PCs intend to find Sigmar's Hammer! This meddling in Sigmar's affairs is a heresy so terrible that it is almost inconceivable!

Gotthard and Karin will pursue the PCs without rest. They will use all the skills and powers at their command to hinder the PCs' efforts. If possible, of course, they would like to bring the PCs to the light of the True Sigmarite faith, but if that isn't possible... Death is the only legitimate punishment for heretics, and it may be the only way to stop the PCs from doing something that they will regret... The Krumbachs always try to do their dirty work for the direct 'benefit' of those that they have an interest in.

It is largely up to you how you use the Krumbachs. Initially, only Gotthard, Karin and Erwin Mecklenberg are following the PCs. However, after the first encounter they are joined by Frederik Munster, the Witch Hunter.

To begin with, the Krumbachs should simply be an annoyance for the PCs. Every time the PCs stop at a town on the Reik, there are the Krumbachs, Mecklenberg and Munster and leading a public meeting against 'the heresy that is rife within our beloved Empire.' Although no names are mentioned, Karin and Gotthard go out of their way to make it clear to the audience that the PCs are heretics and should not be tolerated. At the next town where the PCs stop, the Krumbachs are holding another meeting, but this time stones are thrown. At every stage, Gotthard raises the tension.

Wuppertal is Gotthard's best hope. The people of the town nearly match his standards of devotion. Unless the PCs have disposed of him by this point, the townsfolk will line the river bank and hurl insults and stones at the PCs. After Wuppertal, Gotthard will also be accompanied by D6+2 Wuppertal Militiamen. More directly violent confrontation is promised by their appearance.



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Gotthard will not put in an appearance in Hochsleben. However, he will hire a guide, Wolmar Neustadt, to take his party into the mountains in pursuit of the PCs. At a suitable time, decided by you, he leads them into an attack.

The above scheme assumes that the PCs largely ignore Gotthard and his followers. If, however, they should attack him at some point by any means, he will take this as 'proof' (although he needed none) of the PCs' heresies. The attack on the PCs will simply occur at an earlier time. If Gotthard is killed at any point, Karin and/or Erwin will continue the 'great work.'

HOCHSLEBEN

Beyond Hochsleben the Upper Reik is no longer navigable by barge; Rinner and the Comet can take the PCs no further. Hochsleben is also the last chance the PCs will have of preparing for the journey into the Black Mountains.

The town is something of a backwater. News of the troubles afflicting The Empire is largely ignored or treated as somebody else's problem. There are few strong supporters of Sigmar or Ulric in the town, and no clerics of either cult. The locals regard the latest metal and fur prices as far more important than any Imperial shenanigans. The locals will also show little interest in what the PCs are doing in the area; people keep themselves to themselves in Hochsleben.

The local trading post – the source for all the PCs' needs – is run by Stefan Flaschmann. Items from the WFRP

rule book, including rations, can be bought here at 150% of the listed price. Successful haggling will reduce this to 140% of the list price. Non-standard items are also available; if the PCs ask for anything it's probably somewhere in the Stefan's stock! If you decide to let them have an item, think of a price and then double it. No profile should be necessary for Stefan.

Food supplies for the next stage of the journey are not a problem. Cereals (for porridge and the like), dried fruit, salted and smoked fish and meat, and bottled foods are all available. The only catch with buying rations is carrying them. Hunting in the mountains may be possible, but it is hardly a certain source of food.

The PCs may buy dried, smoked and salted food. These should be treated as iron rations, with Stefan's usual 50% mark-up. Other, ordinary food is also available, but this will become spoiled after D6+2 days. The PCs will come to no harm if they eat slightly mouldy bread and the like – but don't tell the players that!

As Stefan and the other locals will point out, water is plentiful in the Black Mountains and along the Black Fire Pass. There are many natural springs and small streams. The PCs don't need to buy drinking water, although some may prefer something a little stronger.

The PCs will also be advised that furs and warm clothing will prove very useful if they are going into the mountains. It can get especially cold at night, so blankets and bedrolls will be needed. Each PC will need 4 blankets, including an under-blanket or two furs to be sure of keeping properly warm. Stefan charges 3GCs each for blankets, which have Enc 10 each; furs (usually wolf) each have the same encumbrance, but are more expensive at 25GCs apiece.

By the time the PCs have all their food, blankets and other gear, they will probably have too much to carry. At this point Stefan will casually mention that the PCs look like people who need a mule.

By a strange co-incidence, he just happens to have two available at the moment, the finest animals in The Empire! Stefan's asking price for Jose and Alberto the mules is 120GCs each. Successful Int tests while haggling with Stefan (+10 bonuses for Charm or Haggle and +10 bonus for a female character with Seduction) will get him to drop the price for his mules. Each successful test will reduce the price of one mule by 10GCs. Under no circumstances, however, will Stefan drop below 90GCs each. In addition to being a shrewd trader, Stefan has a number of excellent gambits when selling his mules: *"Their father was an Estalian bullfighting horse, honest!"* *"Wonderful animals, they can carry eight times their own weight!"* and *"Well trained, docile, even a child could control 'em..."* Jose and Alberto are actually, bad-tempered, sulky and lazy – in short, ordinary Estalian animals.

If the PCs ask about conditions in Black Fire Pass the locals will certainly point out that the place is very dangerous about halfway along its length. Orcs, Goblins and other creatures have been seen around there, even an Ogre! The land beyond the Pass is desolate, to say the least. Any questions about old dwarven settlements, marker stones, secret shrines or ruins will be met by blank stares. Apart from the fact that the PCs shouldn't be talking of such matters, the local inhabitants really don't know very much about that sort of thing.

BLACK FIRE PASS AND BEYOND

After leaving Hochsleben the PCs are faced with a two-stage cross-country journey. They must walk some 60 miles from Hochsleben to Black Fire Pass; secondly, they must travel another 140 miles or so through and beyond the Pass to Karak-Kadal. *Map 7* shows Black Fire Pass and the area beyond (of interest to the PCs) in greater detail.

The Path to Karak-Kadal

The PCs do not need to travel the whole length of Black Fire Pass. The side valley that they should follow is approximately two-thirds of the way along the north-western wall of the Pass.

The valley entrance used to be marked by two large obelisks, some 15 feet tall. Only one remains upright; the other has been pushed over and lies shattered by the side of the trail through the Pass. Both obelisks are made from the local stone. The standing one has a stylised hammer carved into each of its four faces. A concerted – but not very successful – attempt has been made to scratch out the carvings. The PCs will have no difficulty in spotting the obelisks, which are the ‘carved stones’ on Kaslain’s hurriedly-drawn map.

Journey Times in the Pass

The rates of progress for overland travel given here may seem rather slow. Your players may claim that their characters can do better than a miserly x miles per day. However, the trip to the Karak-Kadal is not an easy walk; it is a hard march across uncompromising, uncomfortable country. The land is rocky, uneven and usually slippery underfoot. Few paths are level for more than a couple of steps. After the first day’s slog, most of the PCs will wake up feeling like arthritic ironing boards.

For the first couple of days the PCs will pass farms and an occasional hamlet. Here they will be able to buy minor luxuries such as cheese, fresh bread, milk and vegetables. After the third morning they will be nearer the Pass, and they will see no more signs of human habitation.

The PCs should be able to manage a steady 3 miles per hour, providing that they are not burdened with everything except a kitchen sink! This, however, is not a pace that they will be able to maintain for long periods. The table below shows the distances that the PCs can expect to travel each day towards Black Fire Pass. This pacing of the journey will bring the PCs to the Pass in four days:

Day	‘Safe’ Distance Travelled
1	12 miles
2	14 miles
3	16 miles
4	18 miles

The PCs can try to force this pace, but this has risks of its own. If they do try to go further than the safe distance, each PC should make a T test at the end of each extra hour (ie after an additional 3 miles) spent on the move. A failed test indicates that the PC has pulled some muscles or tired himself. Reduce S by -1, and Dex

and I by -10 for 1D4 days. *Cure Light Injury* will heal such aches and pains.

Travel through Black Fire Pass and along the path to Karak-Kadal is a stiffer prospect. A PC can carry up to his S x100 Enc and manage 12 miles per day. For every 10 Enc points over this limit reduce his rate of progress by 1 mile per day. If a PC carries only his S x50 Enc he can go 15 miles per day. Again, this pace can be forced, with the same results as above.

Mules can carry 600 Enc. Before Black Fire Pass the mules can find sufficient grazing to keep plodding on. Once at the Pass each mule will require 10 Enc per day of feed (cereals and the like). For each day that a mule is not fed reduce its carrying ability by 100 Enc. Once feeding restarts, carrying capacity is regained at the same rate.

Movement during Mountain Encounters

In encounters where movement rates are important a PC must make a successful I test to exceed Standard speed. If the test succeeds, the PC can still move no faster than twice the Standard speed. If the test is failed the PC slips and falls to the ground. There is a 50% chance of suffering 1 *Wound* from the fall (armour offers no protection against this damage). The PC must spend the next round standing up.

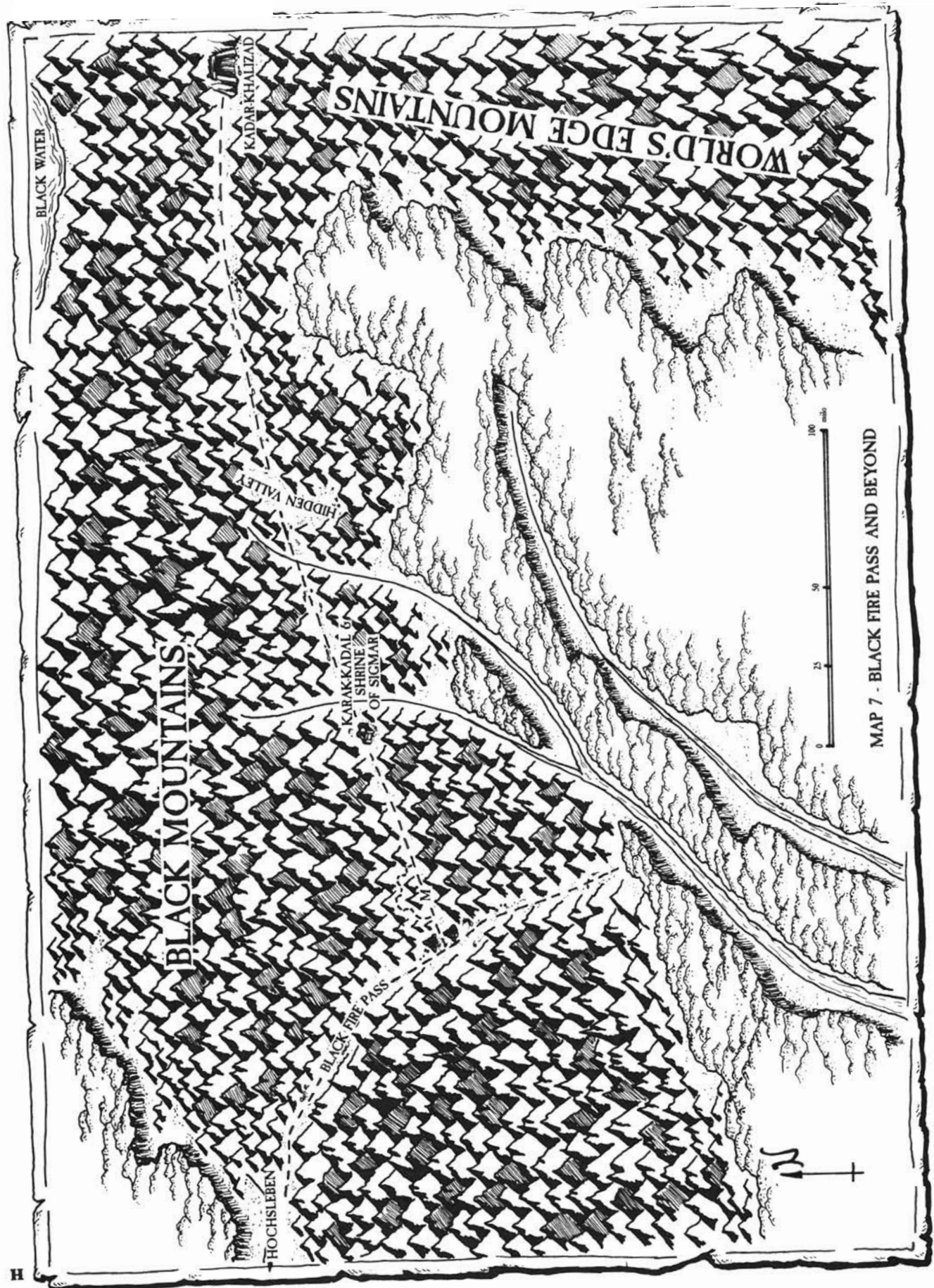
Shelter on the Journey

The PCs may not be overly keen on spending a night in the open, even if they have tents.

You may allow the PCs to look for small caves which



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can be used as a camp sites. There is a 25% chance per day of finding a suitable cave, but the PCs will lose 1D4 miles from a day's travel, due to the time spent looking for a camp site. This loss occurs whether the PCs find a cave or not. Of course, a cave that is good enough for the PCs may already be in use by something else...

ENCOUNTERS IN THE MOUNTAINS

You can use the following encounters as you see fit during the PCs' trek along the Pass and the path to Karak-Kadal. This part of the journey will probably take a period of 10-12 days.

Be careful not to weaken the PCs significantly by what are, after all, diversions from their main quest. One or two encounters, of course, can help the PCs by providing them with food and other help (and even a little comic relief). Nevertheless, you can always disregard any of these encounters, or use encounters of your own if you wish. You should also remember that some of the Chaos cultists and religious fanatics (from Events on the River) may still be after the PCs. They, too, can purchase mules and proper gear for the mountains.

Ogres!

Sitting on a hillside ahead of the PCs are two rather cocky Ogres. They will approach the PCs and boom out "Ello!" in a cheery and friendly (for an Ogre) fashion.

The Ogres will allow the PCs to pass without harm if they are given a 'snack.' This means a mule or a big PC! The Ogres will make it quite clear that a mouthful like a Halfling will just not do. If the PCs have already had other encounters the Ogres will settle for one captive Hobgoblin, two Goblins or three goats. Other provisions will be treated with the contempt they deserve – these Ogres want *meat!*

Surprisingly, the Ogres will keep their word not to harm the PCs if given an appropriate snack. However, if no meat is forthcoming, the Ogres will try to take the biggest PC as food. They will only run away if reduced to 2 Wounds or less. If one Ogre runs there is a 50% chance that the other one will flee as well, even if it is relatively unhurt.

Further details can be found in the *Profiles* section.

Food on the Hoof

The PCs see a group of 1D6+6 mountain goats some 6x10 yards away. The goats will immediately stop eating lichen and scrub plants and begin moving away from the PCs, though without any sense of urgency. The goats are only interested in keeping a good distance between themselves and the PCs.

The goats are an excellent source of fresh meat. PCs with *Hunting* skill may, if acting alone, creep up to within 3D6+12 yards of the goats. Missile weapons or spells such as a *Fire Ball* can then be used to kill the goats. Use the *Sudden Death Critical Hit System* for attacks on the goats. The goats will flee if the PCs try to engage them in hand-to-hand combat.

An average goat provides D6+14 portions of meat. A



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'portion' is enough for one person for one day. The meat is too tough to be eaten raw. By the way, a *Fire Ball* or similar will not cook a goat, only char it on the outside.

This encounter may be used more than once.

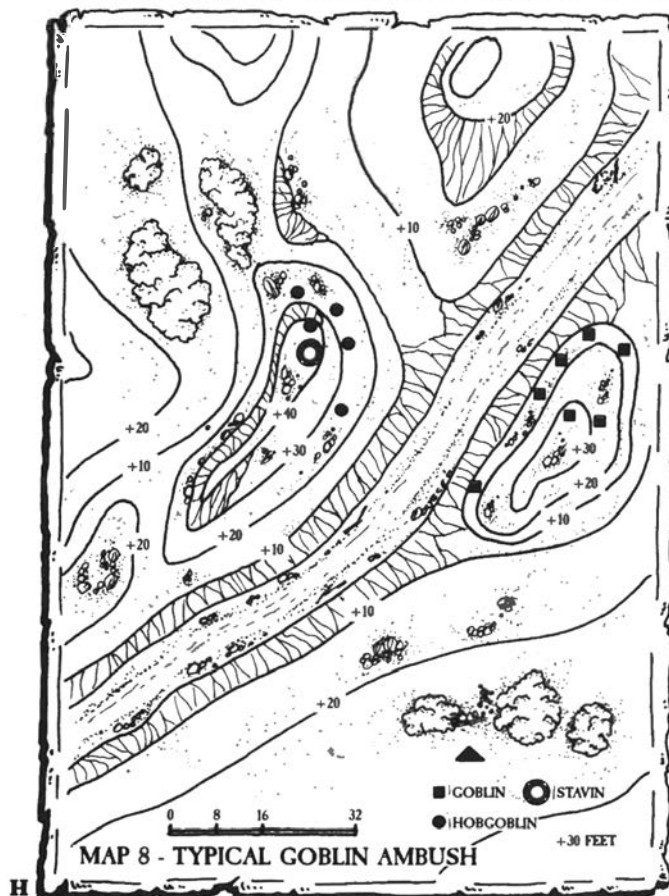
The Troll

This encounter has no subtlety whatsoever. The PCs simply come round a corner and end up face to face with a Troll. The Troll once had some human meat, and is delighted to see some more coming its way. It will drop its current meal (a squashed goat) and attack!

Cunning ploys such as pushing a convenient goat or a Goblin in front of the Troll will attract its attention. The PCs will have enough time to sneak away from, or past, the Troll. By the time it has eaten the diversionary meal, it will have forgotten all about the tasty-looking humans that it nearly had for dinner. Other food that is thrown at the Troll will be ignored. It can smell fresh human, and it's hungry...

The Goblinoids

Stavin Throatsmasher's small band of goblinoids is rather unusual: it is a mixed group of Hobgoblins and Goblins. In the normal course of events, Hobgoblins eat Goblins. Stavin, however, decided to keep a group of Goblin prisoners alive rather than consign them to the cooking fire. At first, the other Hobgoblins were very hungry and not happy, but two arguments persuaded them of Stavin's wisdom. Firstly, life was much easier with someone else to do the fetching and carrying. Secondly, Stavin killed anyone who disagreed with him.



The Goblins, who just knew that they were going to be eaten, were fairly happy about Stavin's idea as well.

Ambush

Stavin knows that his goblinoids would die in a stand-up fight against competent adventurers. He has therefore decided to weaken the PCs by ambushing them, and he will do this more than once if necessary. He will use his goblinoids to harass the PCs with arrow fire. They will fire off a few volleys, then melt back into the hills.

Map 8 shows a typical ambush position for Stavin's band. The contour lines show that the goblinoids are firing down at the PCs, not across at each other! The lines show the height in yards above the bottom of the Pass.

As noted in *Movement During Mountain Encounters*, the PCs may have difficulty in moving quickly during an ambush. The ground is slippery, rough and steep, and the PCs must make successful I tests to move faster than Standard speed. The goblinoids familiar with the country, and need not make any such tests.

The goblinoids will be some 80 yards from the PCs. If possible, the goblinoids will fire at group of PCs, gaining the usual BS bonuses for doing so. The goblinoids will be careful to remain behind rock cover unless they see one or more PC fall to their missile fire. In this case they will jump up and down and cheer.

Unless Stavin makes a successful Ld test during the second (or subsequent) ambush, the goblinoids will draw their hand weapons and charge into hand-to-hand combat as soon as they see a PC fall. Each time a PC goes down the goblinoids will want to launch a hand-to-hand attack, even if the PCs have only slipped and fallen. Stavin will have to make another Ld test to restrain his followers; he wants to see at least two PCs have been shot down before ordering his troops into a hand-to-hand battle.

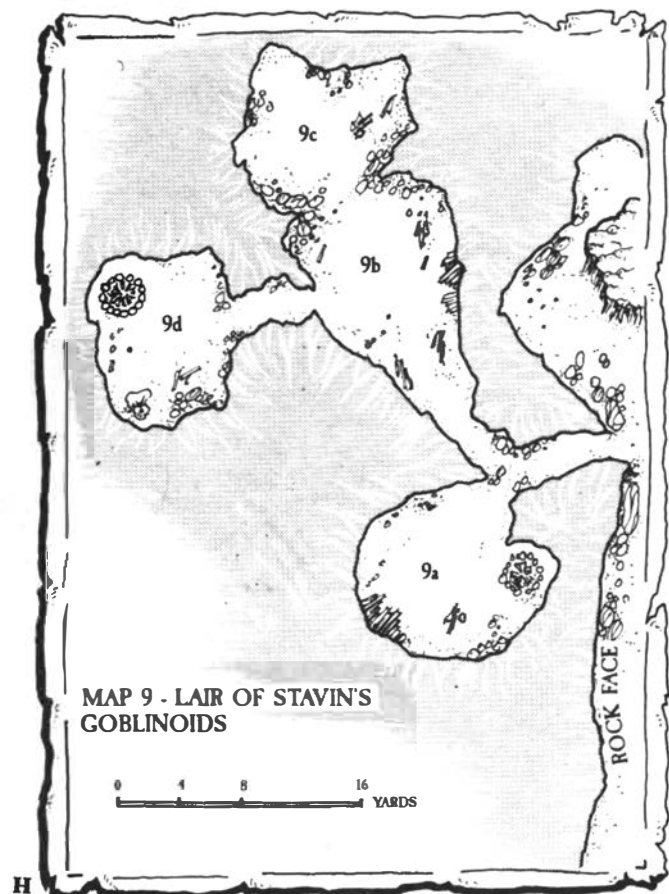
If Stavin is killed, the surviving goblinoids must make a successful Cool test or flee to their lair (see below). Captured goblinoids will plead for their lives, and they do have something to offer. They can be used as porters by the PCs, and they may come in useful when dealing with the Ogres or the Troll (providing the PCs have not already had these encounters). More importantly, the goblinoids know about the Manticore which lives near the Pass (see below). They also know the animal paths and tracks in the area very well, and these can take the PCs past the Manticore. Any goblinoid will offer to show the PCs a route through the hills past the Manticore if only they will let it live.

Of course, the PCs don't have to put up with repeated attacks by Stavin and his followers. There are two immediate courses of action open to them:

Parley

The PCs may try to buy off the goblinoids, by offering food, treasure, weapons or a mixture of all of these. Stavin will recognise peace overtures and be more than happy to go along with them - *cos beetin' up a buncha 'oomans iz fun, but makin' 'em riggul fer a bit iz 'eeps betta!*

Parleying will be seen as a sign of weakness. Stavin will want lots of money - two-thirds of the PCs' cash will do nicely, thank you - plus a couple of weapons. He will even demand the most impressive looking magical weapon from the PCs, regardless of its actual merits.



While negotiating Stavín and his lads will keep up a running commentary: "*Worra lorra yooslus scumbags 'oomans iz anyways... An' az fer yooz gert panzy stunties...*"

Once he has taken his tribute, Stavín will leave the PCs alone for a day or two, then the goblinoids will start their harassing attacks again.

Looking for the Goblinoid Lair

Map 7 does not show a fixed location for the goblinoids' lair. You can place it wherever you wish within the area of the Pass.

The PCs can try tracking the goblinoids back to their lair. After an attack, one PC can make an Int test to find and follow the goblinoids' trail. The *Follow Trail* skill gives a bonus of +20 to this test. No more than one PC can attempt this test after any attack; the trail will be destroyed if too many adventurers tramp over what is difficult ground. If the test is successful the PC has found the trail back to the goblinoids' cave lair. If the PCs attack, the goblinoids will make every effort to defend the place. However, should Stavín be killed the other goblinoids will plead for their lives as described under *Ambush*, above.

Map 9 shows the layout of the lair. There will always be 1D3 guards outside, armed with bows. The PCs can get to within 50 yards of the lair, using the cover provided by the many rocks in the area. To get closer, each PC must make a successful test against the average of his I and CI score minus the highest I score of the guards; *Concealment Rural* and *Shadowing* give a bonus of +10. Spells such as *Zone of Silence* or *Mist Cloud* may also prove useful when approaching the lair.

Inside, the lair is piled high with disgusting rubbish of all types. Chamber 9D is used by Stavín, and contains the only valuable items in the lair: a large sack bulging with 155GCs, 162SS and other, smaller items worth 60GCs – three rings, a gold bracelet and chain, and a pair of silver ear-rings, still attached to the shrunken head of their previous owner. Stavín's cave also contains 50 'man-days' of dried and salted food. This is edible, although the bags and small barrels into which it is packed are covered in filth.

He's from Barsellon

The PCs may be rather surprised by a dark shape which swoops down out of the clouds and zips along the pass just above their heads. As it hovers, the PCs will see that this a flying carpet with two people on board.

Providing the PCs don't do anything stupid, like firing on the carpet, its crew will do a low orbit around the PCs and their mules. They will then come to a dead halt and hover some five feet in the air, around ten yards away. By this point, the PCs can see that the flying carpet has two people – an Estalian and an Arab – and a chest aboard. The Estalian will jabber away with excitement and pleasure. You should use lots of fake Spanish in a cartoon Mexican accent; if the PCs say anything at all at this point, you should just say *¿Que?* repeatedly. Providing the PCs don't react in an aggressive fashion, the Arab, Ali Hand' el Bar ben ibn ben Khazi, eventually climbs off the carpet and walks over to the PCs. In cultured tones, he introduces Don Roberto y Monterrey and says "*Don't mind him, he's from Barsellon.*"



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If the PCs are aggressive, the flying carpet will immediately climb away from them and disappear into the clouds. In the unlikely event that the PCs manage to kill Don Roberto and Ali, the flying carpet will be useless to them. The PCs do not know its control words, and have no method of discovering the correct phrases.

Don Roberto is an expert Herbalist from Barsellon, who has come to these wretched mountains – Ali etc sniffs pointedly at this point – in search of a number of rare herbs and flowers. Don Roberto is absolutely delighted because he has just found an example of the Black Peak Yodelweiss, an important ingredient in many poison antidotes. Ali delivers all this information in a weary ‘I-wish-I-wasn’t-here-but-somewhere-warmer-instead’ tone of voice. Don Roberto listens to all of Ali’s speech without understanding a word, and then jabbers some more at the PCs. Don Roberto wants to know if the players have seen any interesting looking plants on their travels.

If any of the PCs admit to being Herbalists (now or in the past), Don Roberto will be delighted. He will insist that Ali gives the PCs his address in Barsellon and an open invitation to visit him should they ever be in the city. Who knows, if the PCs’ quest is a failure, such an invitation will at least give them somewhere to go...

In answer to polite enquiries, made through Ali, Don Roberto will be happy to talk about his herbal preparations. He will even sell some of them to the PCs – at this point, Don Roberto pats the wooden chest on his flying carpet. The potions and mixtures that he is prepared to sell are as follows:

Anti-venom (1): Useful against all poisons; allows the

victim a second T test to avoid the effects of the poison; 2 doses available at 10GCs each.

Anti-venom (2): Useful against all ‘natural’ poisons, but not against venoms from monsters (Manticores and the like); allows the victim a second T test at +30 to neutralize the effects of the poison; 1 dose at 8GCs.

To be effective, both of these anti-venom potions must be administered within 4 rounds of the poison being ingested or injected.

Healing: this garlic-flavoured herbal tea allows the drinker to regain 1 *Wound*; 5 doses at 5GCs each.

Disinfectant: this gooey pink liquid negates the effects of *infected wounds* if applied with 1 hour. If it is applied, an *infected wound* is cleansed and all subsequent effects of infection can be ignored. No *Wounds* are restored! Don Roberto has 2 doses at 10GCs each.

Good Fellowship: Adds +10 to Fel for 1 hour after drinking; +20 for dealings with members of the opposite sex. Ali will point out that this preparation is slightly poisonous, containing some belladonna. When the potion is swallowed roll a D100; on a result of 95-00 the drinker is incapacitated for 1 hour with violent stomach cramps. Don Roberto has 1 dose at 12GCs.

Elf Oil: Don Roberto’s proudest achievement! Before he even shows the vial to the PCs, Ali tells them that the Oil is a secret recipe made from foxgloves, harvested at dawn by Wood Elves and slowly mixed with the oil of sacred olives...

When the mixture is poured over somebody they are rendered invisible for 1 hour. An invisible attacker has a +20 bonus to his WS in hand-to-hand combat, and can ignore any shield(s) carried by an opponent. When attacking an invisible opponent, attackers suffer a -40 penalty to WS, and missile fire is impossible. However, if the oiled person gets wet during the hour of invisibility the effects of the *Elf Oil* wear off in D4 rounds. One dose is available at 20GCs.

After concluding any business with the PCs, Don Roberto and Ali will climb back aboard their flying carpet and head off down the Pass towards The Empire.

The Young Manticore

The area marked M on *Map 7* is the hunting range of a Manticore. As the PCs come past this point, they may well be swooped upon by the creature.

The PCs will not automatically encounter the Manticore as they pass this point. Roll a D10; on a roll of 1-3, the Manticore is absent, flying over some other part of its hunting range.

If the PCs have a Goblin or Hobgoblin with them it will offer its services as a guide. The goblinoid will show the PCs along a series of secret paths and animal tracks which will take them safely past the Manticore. This route is, at around eight miles in length, longer than the direct path but much safer. None of the goblinoids wishes to be eaten, and they will not try any trickery on the path. However, even though this route is relatively safe, there is still a small chance that the PCs will meet the Manticore. Roll a D20; on a result of 20 the Manticore attacks them.

The Manticore is aggressive, but it is not stupid. It will try to escape if reduced to 4 or fewer *Wounds*.

Karak-Kadal is set at the centre of the bowl, a litter of ruined buildings, large stone blocks and collapsed columns. Any Dwarf viewing these ruins will detect a



Even from a distance, it is obvious that Karak-Kadal is a place of bones. Bleached white by the sun and weather, bones cover the ground. They stick up out of the earth and dust and are piled against shattered walls. As the PCs move down the slope towards the ruins bones and dust crunch underfoot but, although footing is a little uncertain, the going is relatively easy. Every once in a while, a PC (or one of the mules) stumbles as a little pile of bones gives way under the unaccustomed weight. The PCs cannot move at more than Standard speed without making a successful I test as described in *Movement During Mountain Encounters*.

Each time a Skeleton is destroyed enough space is



created for the PCs to push 'forwards' over its remains. The PCs can move 1 yard towards the Shrine or 2 yards in any other direction for each Skeleton that is destroyed. Therefore, the PCs at the front of the party will need to destroy 10 Skeletons to reach the Shrine. A *Fire Ball* spell or similar will blow a 'hole' in the phalanx of Skeletons which will allow the PCs to advance by 2 yards. Spells such as *Annihilate Undead* will destroy enough Skeletons to allow the PCs to move D6 yards in any direction. Skeletons which are destroyed by PCs at the back or sides of the party do not help the PCs to advance. However, a destroyed Skeleton cannot attack, so attacking all the Skeletons within reach can prevent injuries among the PCs.

Unless the PCs declare that they are heading for the Shrine door at all times, they will be pushed 'off course' during the fight with the Skeletons. This means that they must destroy an extra D3 Skeletons to reach the door.

Should the PCs move more than 15 yards from the Shrine, the Skeletons will stop their attacks and return to their formation in front of the Shrine.

There is an infinite number of Skeletons in the phalanx. Replacements for destroyed Skeletons force their way into combat during the next combat round. Destroyed Skeletons collapse into a heap of bones, then rise once more from the dust after D6 rounds. This also applies to Skeletons destroyed by spells.

Finally, the PCs may use a *Zone of Sanctuary* to march through the Skeletons. If they do so, the PCs can reach the Shrine door in perfect safety. However, as soon as a PC touches the door the *Zone* will disappear. Attempts

to recast the spell will have no effect, but *Magic Points* will not be wasted.

THE SHRINE OF SIGMAR

The way into the Shrine is a heavy, plain, black wood door with a great brass knocker in the shape of a warhammer.

The door cannot be opened by magic spells, kicked or battered open, nor will hammering on the door knocker have any effect. There is only one way to open the door. If one of the PCs shouts "*Open in the name of Sigmar!*" or words to that effect the door will swing open; any call to Sigmar to allow the PCs into the Shrine will open the door. Once the door is open, the PCs will have no difficulty in rushing inside and slamming the door closed behind them. It also has a number of large bolts which can be shot. Only if they do this will the PCs be safe from the Skeletons' attacks. If they do not bolt the door, the Skeletons will force their way into the Shrine and attack the PCs.

Map 10 shows the layout of the Shrine. The building is dark and dusty, but not dirty. Light filters in around the edge of the door and, very faintly, through the ceiling, although this is no brighter than dim candlelight. Years of neglect do not seem to have really marked the place, and the wooden pews are still stout enough to bear a person's weight. The water in the font is clean and pure, not in the least bit polluted or stagnant. The ceiling is made of a glassy, slightly greasy, black substance which looks a little like quartz.

The statue is of Sigmar sitting on a throne with a pile of goblin heads at his feet. A carved warhammer is lying in the statue's lap. At first sight there appears to be nothing to mark this Shrine to Sigmar from scores of others within The Empire.

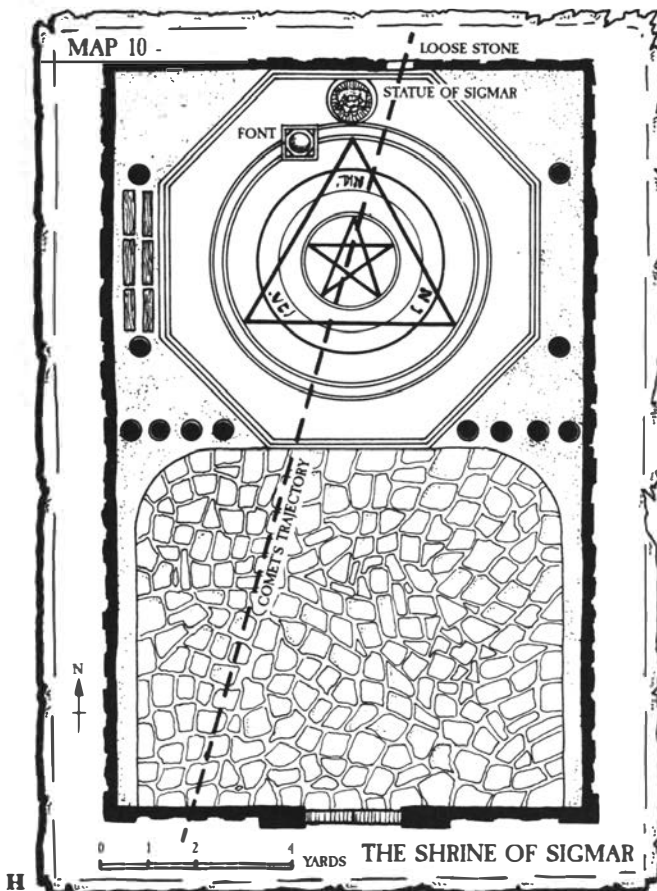
However, a successful Int test (+10 bonus for *Observe* skill) by a PC will reveal that some faint letters are etched above the entrance door. Although in an archaic style, the words can be read by anyone with *Read/Write - Classical* skill:

*In time of peril,
let wise hands work where the eyes have followed.*

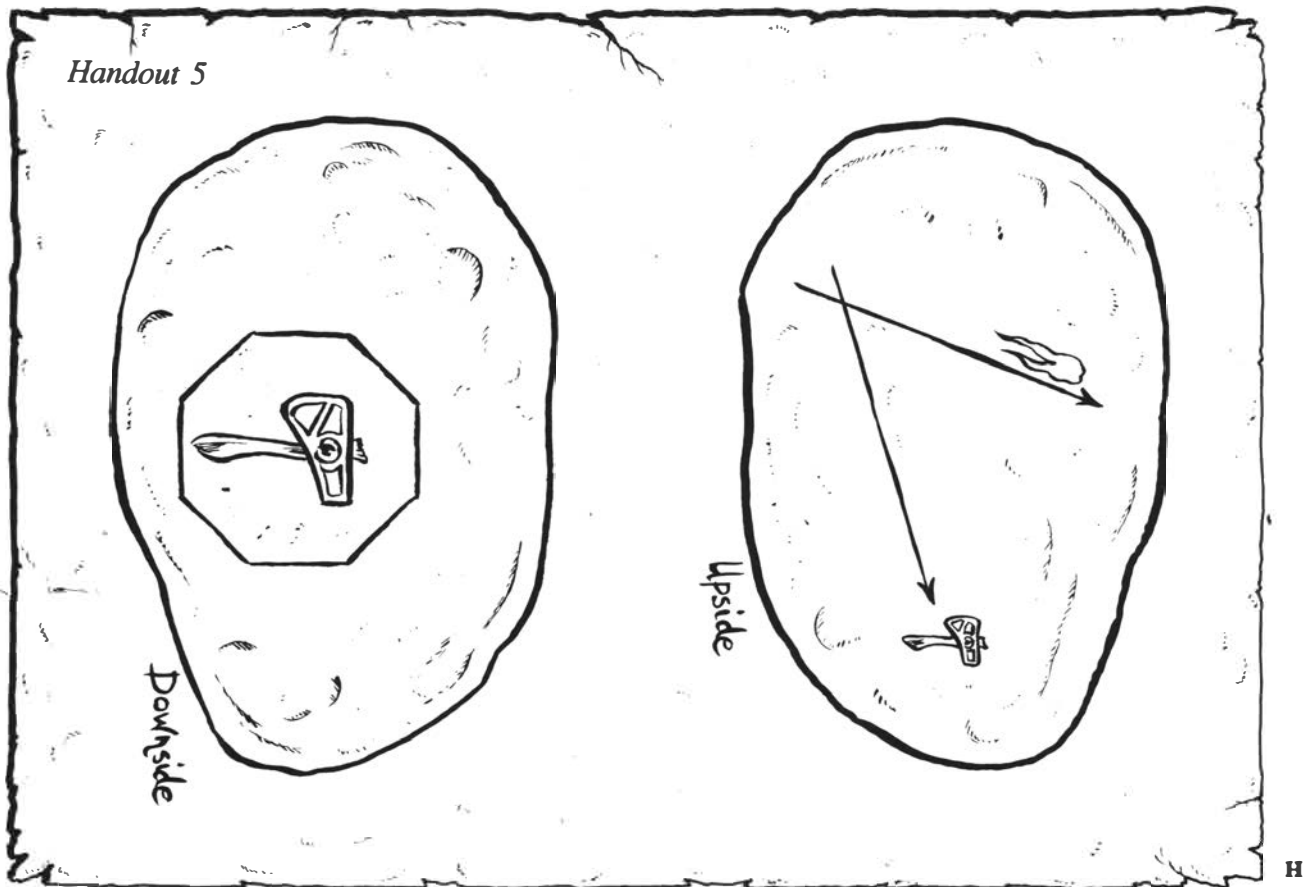
The meaning of this message will become clearer at midnight. No other unusual or hidden features of the Shrine can be found by searching. It is not possible to find the loose stone and the map hidden behind it until after midnight, when the comet has been seen on the ceiling.

At midnight, and without warning, the entire ceiling of the Shrine suddenly glows with a pure, white light. This is more than bright enough to wake any sleeping PCs. The light slowly fades away until the ceiling a deep blue-black - and it is speckled with stars! One by one the stars fade, and then a twin-tailed comet streaks across the 'sky' of the ceiling, leaving a glowing trail in its wake. This fades after a couple of minutes, but it is visible for long enough to allow the PCs to mark its course. The comet's path is marked on Map 10. This strange occurrence shows that the PCs are on the right track and, properly interpreted, it is a sign for them to follow.

The wrong way of following this sign is to follow the



Handout 5



line of the comet's flight into the wilderness. If nothing else, this takes the PCs back towards The Empire, and they should have more sense. If the PCs persist in this course of action, let them. They will end up going round in circles in the middle of a mountainous waste, attacked by Ogres, Trolls and a host of other monsters. You can repeat some of the *Encounters in the Mountains* given above, or use some of the encounters given for the journey to the Hidden Valley.

Eventually the PCs will realise that they have come the wrong way and that they should return to the Shrine at Karak-Kadal and try again. Once again, they will have to fight their way through the Skeletons.

The right way of interpreting the comet's passing is to follow the advice in the carved message. The PCs' eyes should follow the comet to the northern wall of the Shrine. If hands work there (ie if the wall is manually searched), a loose stone will be found. Behind this stone is polished flat lump of stone, about the size of a dinner plate. Etched into its surface are two diagrams. Give the players *Handout 5* at this point.

Your players ought to realise that the uppermost arrow shows the path of the comet across the ceiling. The other arrow, pointing to a warhammer, shows the direction in which they should travel. If they do follow this path, they will come to the Hidden Valley.

Blessings at the Shrine

Once inside, one or more of the PCs may wish to offer thanks to Sigmar for their progress so far. In this case a blessing is likely to be granted (+50 to the normal chance of a blessing). However, sudden conversions to

the faith of Sigmar will not be blessed, neither will greedy or selfish requests for help. Polite thanks to Sigmar for having safely reached the Shrine are acceptable, as are combined thanks and requests for the future. Demands for help, no matter how they are phrased, will be ignored.

A blessed PC follower of Sigmar receives the ability to make one S 10 hit. The decision to make this mighty blow must be made before any to hit roll is made. If the blow is missed, the blessing is wasted. In any case, after 48 hours the blessing loses its potency.

A special gift is granted if the PC receiving the blessing is a cleric of Sigmar. Firstly, a scroll of three *Strength of Combat* spells will be found lying in the statue's lap. Secondly, the cleric may, if he wishes, immediately take one characteristic advance.

Leaving the Shrine

After the PCs enter the Shrine the Skeletons will scabble at the door, and the wind will blow at near gale force. These noises continue until sunset and throughout the night then, at sunrise, they die away. If the PCs open the door when the noise has subsided, they will see that the Skeletons have dissolved back into the dust. Only if a PC attempts to re-enter the Shrine will the Skeletons animate once more.

If the PCs leave the Shrine while the Skeletons are active, they will have to fight their way out, using the system described above. Again, once the PCs are more than 15 yards away from the Shrine, the Skeletons will leave them alone.

THE HIDDEN VALLEY



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The Hidden Valley is some 70 miles away from the Shrine of Sigmar. Travel to the Hidden Valley is much harder than what has gone before. This is a hard trek over hilly and semi-mountainous terrain.

A PC can carry up to his S x100 Enc and manage 10 miles per day. For every 10 Enc points over this limit reduce this by 1 mile per day. If a PC carries only his S x50 Enc he can go 12 miles per day. If the PCs try to go further than the manageable distance, each PC should make a *Toughness* test at the end of each extra mile. A failed test indicates that the PC has pulled some muscles or tired himself. Reduce the PC's S by -1, and Dex and I by -10 for 1D4 days. A *Cure Light Injury* spell will heal such aches and pains.

The mules can still carry 600 Enc, but they will require 10 Enc of fodder per day. The sparse, tough grass in this area will not give mules enough nourishment to carry any sort of burden.

Sudden mountain mists and rainstorms can slow down the PCs. It will take them at least a week to reach Hidden Valley. During this time, you can use the encounters given below as you see fit. These are generally not as dangerous as those that have gone before, and the PCs may like to feel that Sigmar is looking down on them and keeping away monsters – at least for a while. Further details of encountered creatures can be found in the *Profiles* section.

Mountain Goats

Use the *Food on the Hoof* encounter given in *Encounters in the Mountains* as you see fit. This allows the PCs the chance to obtain some fresh food.

Black Orcs

Under their leader, Rippet Eyeslash, these six tough creatures will initially ambush the PCs with missile fire. However, they are so violent that each round they must make a CI test; if this is failed they will charge into hand-to-hand combat with the PCs.

Negotiations with this group are impossible. They are too bloody minded and violent to waste time on talk when there's killing to be done.

Mountain Bear

This bear is simply hungry, and shambles into the PCs' camp in search of food.

The bear will stop and eat any food that is thrown at it, taking 1 Turn to eat a man-day of food (of any type). If the bear is attacked with missile weapons it will flee 75% of the time, otherwise it will attack. It will always attack if fought in hand-to-hand combat.

If the PCs do give the bear food you may wish to have it follow them, begging for more. The bear can be used as a real pest. If it isn't driven off, it will become bolder, even going so far as to sit in the PCs' camp and nose through sacks and backpacks in a search for food.

Giant Spider

A Giant Spider, exactly the slate grey colour of the rocks, leaps out at the PCs. This creature has a 90% chance of surprising the PCs (-10 if a PC has *Acute Hearing* or *Excellent Vision*).

A successful Int test (+20 if a PC has the *Follow Trail* skill) will allow the PCs to find the Spider's lair. Within is the half-eaten corpse of a Dwarf. The body's leather armour is ripped and useless, but there are 18GCs 22/- in a belt pouch. A pack lies nearby, and this contains a hand axe, waterskin, a 15 yard length of rope, and small cooking and eating utensils. Most interesting, however, is a small green vial which has been wrapped in a piece of rabbit fur. This holds a thick, peach-flavoured liquid: two doses of a *Potion of Healing*.

Crossing Rivers

As Map 7 shows, there are two rivers between Karak-Kadal and the Hidden Valley. Neither of these are particularly wide or deep, although both are fairly fast flowing. The PCs will have no difficulty in crossing them using the many large rocks in the river beds. The mules will be able to splash across the rivers quite happily.

Of course, if you have subjected the PCs to rainstorms on their journey, the water in the rivers will be higher. Each PC who crosses must make an I test to avoid falling off the slippery rocks. Anyone who does slip takes D3 S 2 hits as he is swept 4D6 yards downstream. PCs wearing armour take D3+1 hits, as they will have difficulty in reaching the surface.

NEARING THE VALLEY

The PCs journey across the wastes will be broken by minor the encounters given above. On the morning before the PCs reach the Hidden Valley allow each PC to make an I test (+10 bonus for PCs with *Excellent Vision*). If the test is successful, the PC will see a number of creatures flying in the sky ahead.

In the unlikely event that one of the PCs has a telescope he will be able to identify these creatures as Pegasi. While a sighting of these beasts is unusual, the truly remarkable thing is that they appear to vanish in mid air. One second, the creatures are flying along, the next second, they are gone. The disappearance of the creatures can be seen without the aid of a telescope.

As the PCs approach the Valley, they will find a well-marked – and regularly used – path, leading in exactly the direction they want to go. Walking along the path is considerably easier than scrambling across country, and the PCs can easily maintain a steady 3 miles per hour. As the PCs follow the path, mists gather in the folds of the mountains and hills. This is not a particularly unusual thing to happen, but the mists quickly become so thick that visibility is reduced to less than 10 yards. It is, however, still easy to follow the path, which slowly rises over the hills.

After about an hour walking through mist, the path turns sharply downwards, and the Hidden Valley comes into view. The whole of its three mile length is bathed in sunshine. The plants in the valley are lush and green, a mixture of wild flowers and rich grass, woodland and carefully cultivated meadows. About half a mile away from where the PCs stand on the path, there are some wooden huts and tree houses, many of them covered in ivy. There are, however, no signs of life. The place seems to be deserted.

Ambush!

The path leads towards the houses through a heavily wooded part of the valley. When the PCs have gone around a quarter of a mile a score of Wood Elves, all clad in greys and browns, step out of the trees all around the PCs. They seem almost to solidify out of the air. All the Elves are armed with bows and have arrows nocked. Every weapon is pointed at the PCs. Their leader steps forward and, in slightly accented Old Worlder, demands that the PCs surrender to him.

If the PCs surrender, their weapons are taken but they are not searched for hidden weaponry. Most of the Wood Elves keep a steady aim on the PCs while this is being done. Further conversations with the Wood Elf leader are largely ignored. He will not tell the PCs his name, nor where they are. He answers all the PCs' questions by telling them that they must talk to Melaril Elmhelven. Once all the PCs weapons have been collected, they are forced to march down the path to the Elven settlement at arrow point.

If the PCs are stupid enough to start a fight, the Wood Elves immediately fire a volley of arrows at point blank range. The Elves then melt back into the trees, and start sniping at any PC who is still capable of fighting. The remaining 40 Wood Elves (all those who are capable of fighting in the Hidden Valley) will arrive D6+3 rounds later, led by Melaril Elmhelven. If Melaril does arrive, only immediate surrender by all the PCs will save them

from being killed. The Elves have their own reasons, as will be made clear, for being very suspicious of strangers.

THE MEETING WITH MELARIL ELMHELVEN

The PCs are led into the largest house in the Wood Elves' village. They are seated around a beautiful oak table in tall, exquisitely carved wooden chairs. The Wood Elves take up positions along the walls, and keep their bows pointed at the PCs.

After about five minutes of tense, silent waiting Melaril Elmhelven enters and sits at the head of the table. One by one, the Elves come forward and hand him the PCs' weapons. He inspects each one in turn, then hands them back to the Elves. The weapons aren't given to the PCs just yet. Melaril and the other Elves ignore all the PCs' questions.

Eventually, Melaril finishes with the weapons and turns his attention to the PCs. He begins by stating that few humans ever find their way into the Valley. Not unnaturally, Melaril wants to know who the PCs may be, what they are doing, and how they managed to find their way into the Valley. He is polite, but slightly worried by the appearance of the PCs; where some adventurers have found a way, more may follow.

Melaril is 137 years old, and he hasn't reached that age without being able to tell when someone is lying to him. He may make a Fel test each time a PC tells a lie. If this is successful, he will spot the untruth. He will not,



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however, confront the PC with the lie. He will ask other questions, perhaps forcing the PCs into additional lies, then gently reprove the PC for not telling him the truth. The simplest thing for the PCs to do is to tell Melaril the whole truth. Imperial machinations will mean little to him, but events at the Shrine, the fact that the PCs have the stone sketch map, and that the PCs found a way into the Valley, will interest him greatly.

Eventually, Melaril leans back in his chair. He signals to the Elves, and a meal of fresh bread, cheeses, fruit, spring water, milk and wine is set before the PCs. Melaril invites them to eat their fill. He takes only a small piece of fruit for himself and then signals again to his Wood Elves. As the PCs eat, their weapons are hung on the backs of their chairs by the Elves. The PCs have been found to be acceptable for the moment.

While the PCs are eating Melaril is willing to answer some basic questions about the Elves and the Hidden Valley. The PCs can learn the following:

1. The Wood Elves have lived in the Valley for "many years". *Melaril can't say how many because it doesn't matter to him or any other Elf, but it is actually over 3,500 years.*
2. Powerful magic created the Valley and maintains it to this day. *Melaril will say no more than this – he has no wish to give away secrets.*
3. Magical protections and illusions are the only protection that the Valley used to need. Few outsiders have ever seen this place, let alone visited the Elves.
4. Only Wood Elves and the creatures of the woodlands live in the Valley. *This is not true.*

If the PCs ask about the flying creatures that they may have seen, Melaril will look baffled and say that he has no idea what they are talking about. If a PC makes a successful test under half his Fel, he will realise that Melaril is lying about this matter. Apart from any discourtesy in pressing Melaril on this matter, he simply isn't going to say anything further.

After everyone has eaten Melaril sits quietly. A shadow comes over Melaril's face. He and his people have a problem. A *thing* – Melaril can find no better description – has somehow found its way into the Valley. It has slain a dozen of his people during the last two months. Their bodies were a terrible sight: drained of all moisture, the flesh hideously shrunken onto the dessicated bones. It was as if their lives had been sucked out. To make matters worse, the youngest Elves have always been killed – first the children died, and then two of the youngest and best warriors. Melaril does not know what to do for the best, but perhaps, now that the PCs have arrived, help is at hand.

Melaril pauses, and then makes a simple offer: if the PCs will destroy the horror that is killing the Wood Elves, he will help them with their quest. If the PCs look puzzled as to what help the Elves can offer, Melaril will tell simply say that Sigmar came to the Valley. Melaril's grandfather told him the tale – that Melaril's great-great-great-great-grandfather actually saw and talked with Sigmar! Again, though, Melaril is unwilling to say more than this... unless the PCs help his people.

The PCs are given one of the wooden houses in the village to use as their own. If any of the PCs are wounded, two Wood Elves with the *Heal Wounds* and

Cure Disease skills present themselves and offer to help the PCs. The PCs are treated to two days of good food, easy living and healing; the Elves are friendly but slightly shy and reserved. On the third morning Melaril comes to see the PCs. The time has come to destroy the monster which is haunting the Elves.

A Meeting after a Fight

If the PCs started a fight with the Wood Elves, Melaril is in no mood for games. He grills each PC in turn, and his righteous anger is not cooled by lies and deceptions. The PCs have attacked his people, and he means to have some retribution for their actions. He will demand that they destroy the horror that has been plaguing his people – only then will the way between the Elves and the PCs be cleansed. The PCs are then led outside and given one of the smaller huts for the night. The Wood Elves set up a careful watch on the hut. The PCs' weapons are only returned when they go hunting for the Cloud of Chaos (see below).

Only when the Cloud is destroyed does Melaril's attitude to the PCs improve. He then tells them the information given above in The Meeting with Melaril, and about Sigmar's visit to the Valley.

The Cloud of Chaos

Melaril has little extra information that he can offer about the creature, monster or something which has been killing the Elves. He will admit that, privately, he has no doubt that it is some warped creation of Chaos, but he did not wish to tell his people that for fear of frightening them.

This is all he can tell the PCs. The only person to have seen the creature and lived was killed in its next attack. Melaril questioned him about what he had seen. Apparently, the creature is most strange: a pearly, opalescent mist of writhing shapes within a larger form. More definitely, the bodies were first found at the far northern end of the Valley. Only when the Elves started avoiding that part of their lands did the killings start in other places. If the PCs don't think to start there, Melaril will suggest that they should search that end of the Valley. If the PCs patrol the northern end of the Valley they encounter the Cloud of Chaos after D3 days. If they patrol anywhere else they meet it after D6 days.

The Cloud slowly materializes and drifts towards the PCs, thickening as it comes. Initially, the PCs will spot the Cloud when it is some 16 yards away and heading straight for them. It will attack without regard to any consequences. You should study the profile, description and special powers of the Cloud of Chaos very carefully in order to use its abilities to the best effect. See the *Profiles* section for more information on the Cloud of Chaos.

LEAVING THE VALLEY

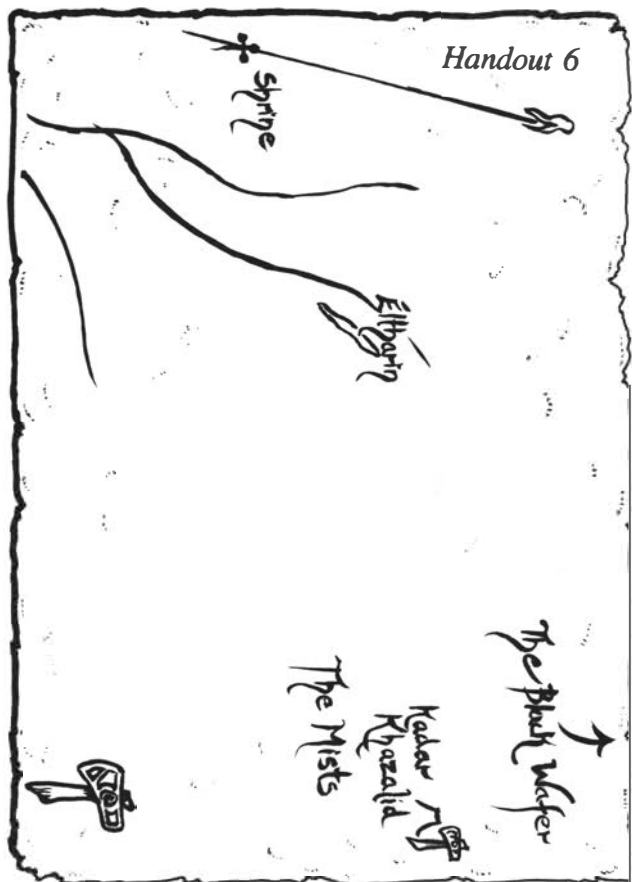
After the PCs have destroyed the Cloud of Chaos they are regarded as heroes by the Wood Elves. Any injuries that the PCs have suffered are treated with the greatest possible tenderness. As a token of friendship, Melaril gives each of the PCs a small wooden brooch in the shape of a lute, and a feast is prepared. The Wood Elves serve their finest foods and wines to the PCs, decorating

their woods with lanterns, and their houses with flowers and crystals. The music and recitations of Elven verse last many hours.

Melaril then honours his side of the bargain with the PCs. He brings out an ancient scrap of paper, which is carefully clipped inside two polished wood holders. Give the players *Handout 6*. If considered alongside *Handout 5*, the players should be able to work out that the track of the twin-tailed comet is the same on both maps. This is the key to combining the two. If they don't manage to work this out, you may care to have Melaril suggest this to them.

The PCs may ask Melaril why Sigmar came this way and left such clues. He can only offer them the following, from the tales he was told long ago by his grandfather: Sigmar hid his clues among the three great races – Human, Elf and Dwarf. The PCs started among humans, have found clues among Dwarven remains, and have now had help from the Elves. If the PCs don't say so, Melaril will point out that perhaps this is a hopeful sign that their quest is nearly at an end. He knows no more than that.

The PCs will probably want to leave the Valley as soon as they are fit and well. The Wood Elves will offer enough fresh food to last for a week (and this will keep, thanks to the Elves skill in preparing it) along with further week's dry food (cereals, dried fruit, and a small, sealed barrel of cheese). The Elves cannot give the PCs any dried or salted meats, since they do not eat meat themselves. Twenty Wood Elves escort the PCs to the borders of the Valley as an honour guard and point the PCs in the right direction.



TOWARDS KADAR-KHALIZAD

This trek is the last 130 miles of the PCs' journey. They are now close – or so they hope – to finding the resting place of Ghal-Maraz, Sigmar's Hammer.

There are no tracks for the PCs to follow that will take them towards their destination. There are animal paths and the like, but these wander along hillsides in an almost random fashion. Rather, the PCs should follow the easy routes up hillsides, along ridgelines, across hill tops and down valleys. If they do this, their route does not deviate very much from the direction shown on Melaril's map (*Handout 6*).

During this journey a PC can carry up to his S x 100 Enc and manage 13 miles per day. For every 10 Enc points over this limit reduce this distance by one mile per day. If a PC carries less than his S x 50 Enc he can go 16 miles per day.

The PCs now travel at a better rate because they have become fitter and more used to clambering up hillsides. Their toils to date have hardened up their muscles. The PCs can still try to push the pace: each PC should make a T test at the end of each extra mile (but this time with a +10 bonus). A failed test indicates that the PC has

pulled some muscles. Reduce S by -1 and Dex and I by -10 for D4 days. Once again, a *Cure Light Injury* will heal such minor aches and pains.

The land the PCs are crossing is bleak and forbidding. There is little plant life (and certainly not enough forage for a mule). Taller peaks can be seen in the distance to the north and east. The PCs will have little idea of how much further they have to travel to reach the end of the quest. Faith that they are on the right track and following in Sigmar's footsteps is probably all that will keep them going. You may, however, feel that an omen or presentment is not out of place during this journey.

A Dream of War

Randomly determine a PC to receive this dream.

On a plain beneath dark storm clouds, the PC sees a horde of people, all wearing simple robes, marching away from his viewpoint. All are carrying warhammers. In front of this army, and made tiny by the distance, is a vast force of white wolves. The men and the wolves fall upon each other. Men cut down wolves with swords and pikes, smash them with hammers, while the wolves tear the men limb from limb. Eventually, both men and wolves fall to the ground, exhausted by the struggles.

Then, out of a forbidding forest, which has grown up around the battlefield, comes a new host. Beastmen – and worse – charge from the trees, the ground splits and vomits forth skeletons, and the sky grows darker still with monstrous flapping wings. Even the rocks unbend themselves, showing their true colours as giants and trolls. All these monsters fall upon the exhausted armies and, in an orgy of killing, rip them to pieces. The PC's vision turns red and fades, and he is awake.

This nightmare is so vivid and forceful that the dreamer must make a *Cool* test or gain 1 Insanity Point. After this test, and regardless of its result, reduce the dreamer's S and T by -1 each and his Cl by -10. These reductions are in effect for D6 hours after waking.

ENCOUNTERS BEFORE KADAR-KHALIZAD

You may use some or all of these encounters as you see fit during the PCs' trek. You can also add encounters of your own or from other WFRP adventures if you wish. The only exception is a further sighting of the Pegasi; obviously, this should happen near the Hidden Valley, so this is given first. Game statistics can be found in the *Profiles* section at the end of the book.

Sky Fliers

This encounter should take place not long after the PCs have left the Hidden Valley.



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If a PC makes a successful I test (with a +10 bonus), he will see a group of flying creatures descend behind the hills toward the hidden Valley. Again, no detail can be made out without a telescope. With a telescope the flying creatures can be identified as Pegasi. If the PCs have seen the creatures before they arrived in the Hidden Valley they may realise that the animals live in, or near, the Valley.

Mountain Wolves

There are 14 Mountain Wolves in this pack. They will track the PCs over the course of several days. Each PC may make an I test (+10 bonus for *Acute Hearing* or *Exceptional Vision*). Success indicates that the PC has noticed the trailing Wolves.

The Wolves will attack at night. Four will attack in the first round of combat, followed by the others in waves of D3 wolves on each subsequent round. The Wolves are neither overly aggressive nor stupid. They will turn and flee if two of them are killed or seriously wounded in the first fight, or when three of their number have been killed in a subsequent encounter. They will continue to trail the PCs and will only give up when seven Wolves have been killed.

Dire Wolf

The night after the Mountain Wolves stop following the party, a Dire Wolf takes up their trail instead. It only uses its *fear*-inducing howl on the round before it attacks. This allows its prey the minimum amount of time to overcome any *fear* effects.

The Dire Wolf will only attack at night. It will flee if reduced to half its normal *Wounds* or less, howling as it runs off in the hope of shaking any pursuit.

In Pursuit!

As the PCs cross a small valley, a large humanoid figure appears on the hill top opposite. It is waving a club and running flat out at the PCs. The creature is a Rat-Ogre and, as it runs down the hill, the PCs will feel its *fear* effects. The Rat-Ogre takes only 1 round to reach the place where the PCs are standing.

When the Rat-Ogre reaches the PCs it swings its club at anyone who stands in its way, but its behaviour depends on the actions of the PCs. If it is unopposed, it will simply run past them. If the PCs put up a fight, it will flail about itself in desperation. As soon as it has wounded one PC it will try to run past the PCs once again. The PCs may realise that the Rat-Ogre is more interested in running away, rather than fighting them. This should cause them concern: anything that frightens a Rat-Ogre has got to be serious!

Two rounds later, the Rat-Ogre's haste becomes understandable. A Wyvern swoops over the valley and hovers over the PCs and the Rat-Ogre. The Wyvern is rather stupid, and spends a turn hovering in mid-air before landing in the middle of the PCs. If the Rat-Ogre is nearby it will concentrate its attacks on that creature, otherwise it attacks the PCs. The Wyvern has been wounded: it is angry and in pain, and wants to hurt something. It will only try to flee if reduced to zero *Wounds*.

On the hill top (where the Rat-Ogre first appeared) the

PCs will find the dead bodies of three Skaven. They have been clawed to death by the Wyvern. The Skaven's hand weapons are still usable, and one had a whip. They also had various items of ordinary equipment: rope, waterskins, daggers, etc. These items smell slightly rancid. There is also a torn leather bag which holds 17 GCs in mixed coins and a plain gold ring worth 4 GCs.

Chaos Cats

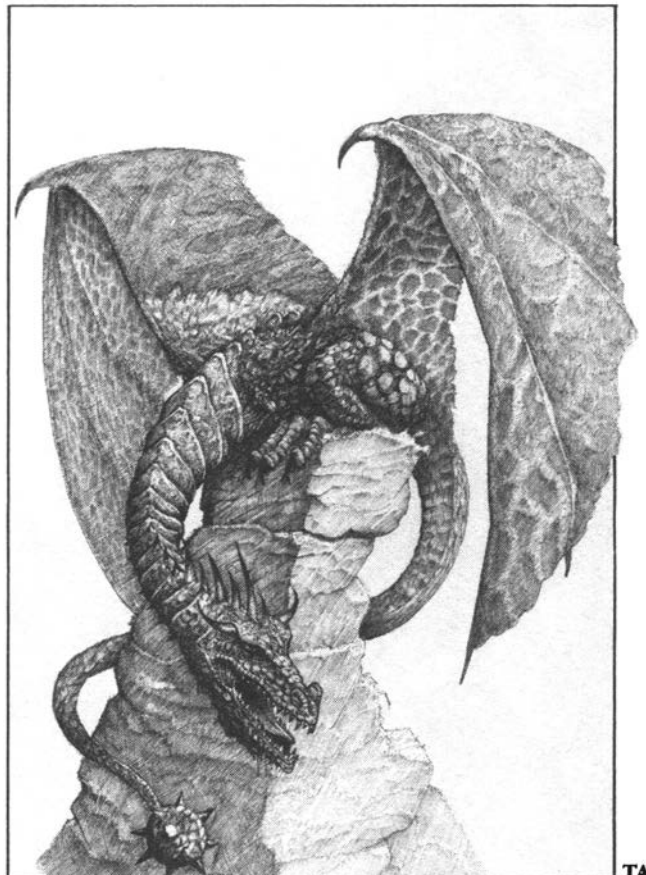
Like the Wolves, these mutated Cats will stalk the PCs for two or three days before they attack. Again, each PC may make an I test (+10 bonus for *Exceptional Vision*). Success indicates that the PC has noticed the Cats.

The Cats can attack at any time, but they will attempt to circle round the PCs and attack from three directions at once. One of the Cats will manage to get within 3D6 yards of the PCs before the attack, although a further test (as above) will allow the PCs to spot the Cat.

The Cats will not be distracted by any food that is thrown to them. After one PC has been wounded, the Cats will try to kill a mule, if possible. If two of the Cats are wounded they will flee. They will not attack again.

THE STEPS

Some six miles from the PCs' goal, the land becomes less ridged, but begins to slope every gently upwards. The going on this slightly-tilted plateau is easier than any ground the PCs have previously had to cross, and they can make good time. Every three miles on the



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Empire in Flames

plateau count as only two towards the limits on a day's travel. The PCs are also approaching a line of low mountains whose tops are wreathed in low clouds.

As the PCs get closer to the mountains, it becomes obvious that they are walking across ancient battlefields. All around are scattered bones and skulls, along with weapons and armour which are rusted to nothing. Here and there, a small piece of gold and silver, such as a buckle or a stud, shines from the earth. None of the pieces of precious metal are worth more than D6 SS.

The bones and the weaponry which are still recognisable obviously belonged to creatures which were far smaller than men, perhaps Dwarfs and Goblins. These fields of bones stretch for nearly two miles in front of the hills.

Beyond the dried bones a steep path ascends towards a mountain peak. The path has been cut into stone steps, although many of these are now crumbling and covered in moss and lichen. All 1500 steps are, however, perfectly sound. They climb a vertical distance some 900 feet up the mountainside and disappear into the low clouds. Climbing up these steps – even those the PCs can see from ground level – is obviously going to be very tiring. Climbing the steps counts as travelling two miles against the daily travel limits on the PCs.

At the top of the steps the PCs find absolutely nothing that looks interesting or significant. Beyond the cloud line the steps continue for a short distance and then open out onto a flat area of rock, a ledge on the side of the mountain. The air is damp and chilly and visibility is extremely limited – no more than 2D6 yards at any one time. Despite the limited visibility, it is possible to see that the ledge goes round the shoulder of the mountain, but it eventually becomes narrower and vanishes. The rock beneath the PCs' feet is unnaturally smooth, but there is nothing else to be seen.

As the PCs stand on the ledge, the mist clears and the PCs can look down into a valley on the other side of the hill. Its floor is hundreds of feet below, but they can see that the tiny figures moving about down there are neither Human nor Dwarf – they are greened skinned! The PCs should realise that continuing beyond this point has dangers all of its own! The mists then close in again, and hide the scene from the PCs.

The PCs will probably be wondering why they have come to this desolate spot. If any of them mentions Sigmar, a light shines in the rock face and the mists clear again. The once-solid rock face now has a cave mouth in it. After a moment, the light dims to a faint, silvery gleam. There is nothing else to do but enter...



TERRORS IN THE DARKNESS

This part of the adventure takes the PCs deep into the halls and tunnels of Kadar-Khalizad, a dwarven settlement abandoned an age ago. This is the last place that Sigmar walked the earth, and the last resting place of his Hammer.

However, before the PCs can reach Sigmar's Hammer they must meet and talk with Yodri, an ancient Dwarf mystic from Sigmar's time. With his help, they can fight their way past through the goblinoid-infested upper levels of Kadar-Khalizad into the lower passages, where the unquiet spirits of the Dwarven dead still lurk. Beyond them, the PCs must confront the ghost of a long-dead Dwarven Loremaster. Only then can they take the Hammer and begin the journey back to the Empire. But in this moment of triumph for the PCs, is all as it seems?

The Cave

As they stand at the top of the stone steps, the PCs have little choice but to enter the cave. As they pass through the entrance, the PCs feel a prickling sensation and a feeling of resistance in the air. It is almost as if the PCs are trying to walk through water. The sensation passes as soon as it begins.

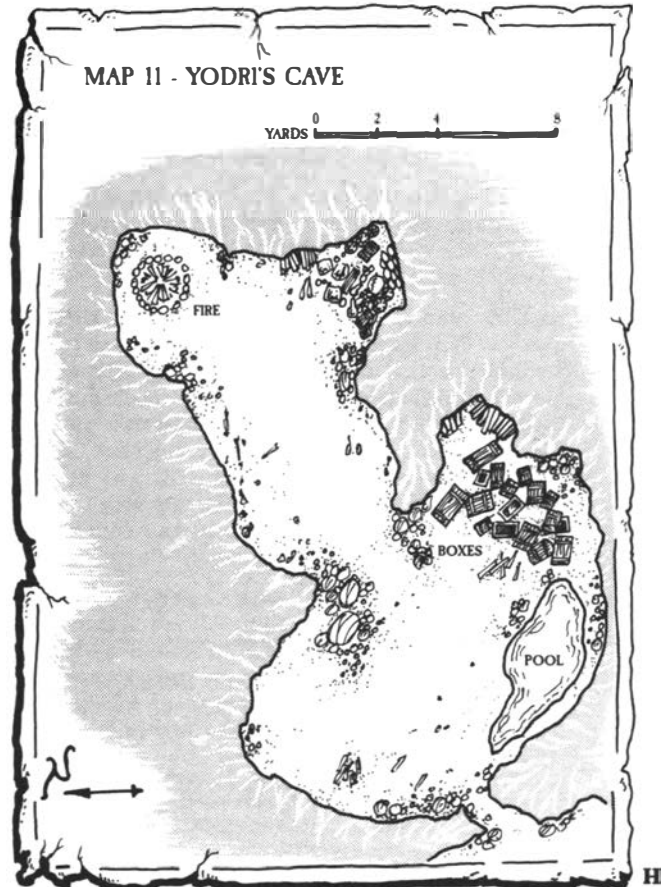
The PCs now find themselves standing in a large, dry cavern. See Map 11 for its general layout. The cavern is illuminated by an unnatural pearly glow which seems to hang on the air. The light is not very bright, and the cavern walls are mostly in shadow. The PCs, however, are able to see the basic features of the chamber: the boxes and crates, the fire pit, the food stores, and the spring and its pool. Oddly, the fire does not give out any smoke, nor does it seem to burn the wood in the fire pit.

However, the PCs will not notice Yodri, the cavern's inhabitant, during any inspection. He is sitting quietly on a rock ledge some 20 feet above the fire pit. Details on Yodri can be found in the Profiles section at the end of the book.

YODRI

Yodri will not say anything when the PCs enter his home. He will watch quietly for a turn or so, or speak as soon as the PCs start to show an interest in his collection of boxes. These are, incidentally, incredibly old and musty and they are all empty.

When he does speak, Yodri's voice is soft and timeless: "I am Yodri. Welcome to my home..." The words seem to be half sound and half thought. The PCs will not be able to tell if Yodri really spoke to them, or put his welcome directly into their minds. He then asks the PCs why they have come to his cave "...and from the beginning, please." For the moment, he simply ignores



any questions that the PCs put to him. Again, although the tone is kindly and polite, the PCs will not be sure if they actually heard Yodri's words.

While the PCs answer his question, Yodri carefully climbs down from his ledge. The PCs can now clearly see that he is an incredibly old Dwarf. Despite his great age, Yodri manages the climb without effort – he could levitate, of course, but he has no need or wish to use his powers. Once down, he sits on one of the stones near the fire and beams at the PCs. "Please carry on with your tale," he says. He indicates that the PCs should sit down as well.

At various points in the PCs' story, Yodri makes encouraging comments along the lines of "Yes, I thought that might be the case..." "Already... so soon, hmmm" and "Really, young Dwarfs these days!" The impression that you should create is that Yodri already knows much of what he is being told or, perhaps, that he only needs to be reminded of what has happened. Incidentally, Yodri refers to all the PCs as 'young Dwarfs' regardless of age, sex or actual race. As a result, the PCs may underestimate Yodri and his true powers.

Empire in Flames

Eventually, the PCs should finish their tale. Yodri sits back, his hands clasped on his stomach and his eyes closed, and says nothing. He stays like this until one of the PCs speaks or moves. Then he opens his eyes with a start, smiles slowly, and puts a pan of water over the fire to heat up.

The PCs will probably want to know if Yodri can help them in their quest. Have they found Sigmar's Hammer or not? In answer to such questions, Yodri will put a finger to his lips to hush the PCs, and then say "*Look into the flames, and we shall see...*" He reaches into his pouch and takes out a handful of herbs and some strips of bark. He throws these into the water. Sweet-smelling vapours begin to rise from the pan, and the cavern fills with the scents of menthol, mint and sandalwood.

If the PCs look into the flames, their sight clouds over. The flames dance around them and into the cavern, and then the PCs see visions. Roll a D6 to determine which vision each PC sees:

- 1 Ar-Ulric stands before a congregation of Ulrican clerics. All wear wolf-skin cloaks and carry swords, spears and other weapons. Ar-Ulric raises his fist, and the clerics give a great cheer. Beyond them stands a vast army, many thousands strong. The vision changes. Ar-Ulric turns his back on his followers and seems to look straight at the dreamer. He is sitting alone, and his face is torn with anguish. He bows his head and covers his face with his hands.
- 2 Kaslain stands in a hall with Grand Theogonist Yorri and Arch Lector Aglim. All are armed and armoured for battle. They are flanked by many lesser clerics of Sigmar; all carry brutal, practical looking warhammers – weapons made for use, not for show. The crowd turns and leaves the hall, save for Kaslain who seems to bow towards the watching dreamer, his expression full of despair.
- 3 The dreamer sees a patch of sand. Then a spear point sketches out an outline of a coastline, towns, roads and mountains – it is The Empire! A flame bursts from one mark in the middle, then a second. One flame sweeps north and east, the other southwards.

A successful Int test by the dreamer will enable him to recognise that the flames began in the spot marking Altdorf. One fire then spread to cover Middenland, Nordland, and Talabecland; the other marked the boundaries of Stirland, Averland, Sylvania, Ostermark, and Ostland.

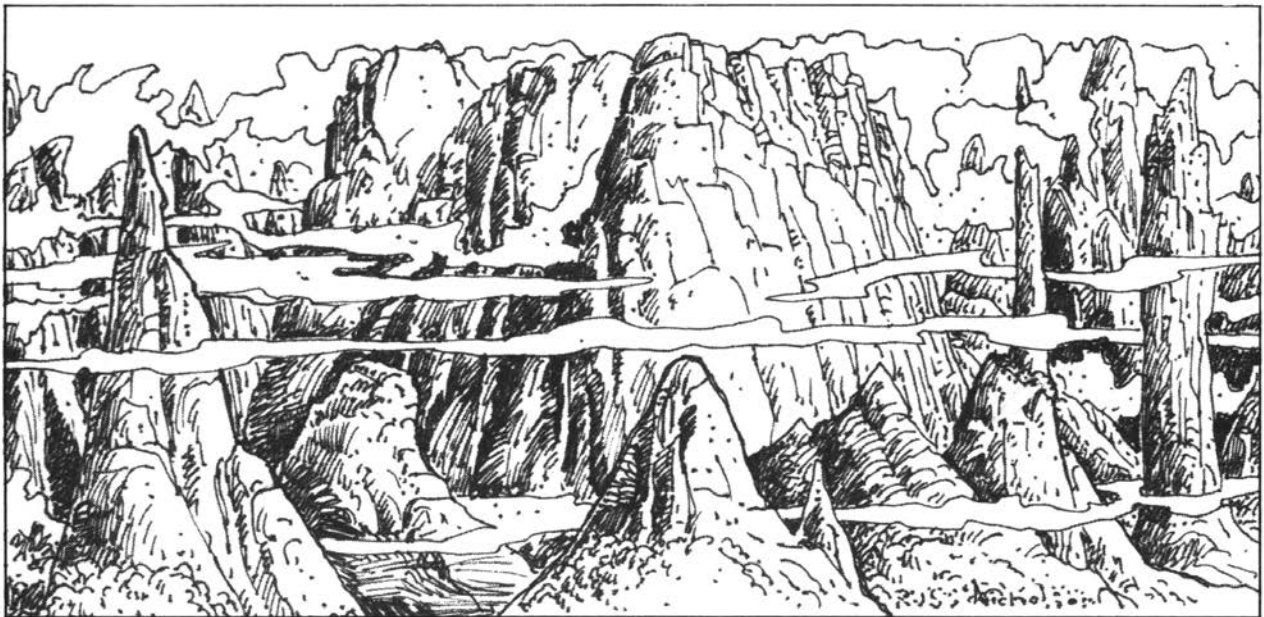
- 4 Two rag-tag armies of peasants marches into view. Some are armed with sickles and pitchforks; most have only axes and knives. One army follows a wolf-banner, the other a flag emblazoned with a warhammer. Both are filled with a grim purpose. They march towards a battlefield where countless of them will be horribly slain, dying to no purpose.
- 5 In a dark forest a Beastman lifts his head and sniffs the air. His breath is a drifting cloud on the cold breeze. He looks across a frozen landscape, towards his companions. All gaze southward and then, with a howl that freezes the dreamer's blood, the Beastmen lope away through snow-covered woodlands. They are heading south, towards the human lands and the heart of The Empire...
- 6 The dreamer sees thousands of dead bodies strewn across a battlefield. The only moving shapes are Beastmen and other Chaos abominations, which move from corpse to corpse, eating their fill.

This vision dissolves into a mist, and the dreamer knows that he is seeing an earlier time. A white wolf runs across a line of hills, following a twin-tailed comet which shines a darkened sky. The wolf turns aside, and stops outside a cave mouth. It wolf paws the ground, obviously waiting for something.

If the PC makes a successful Int test he will recognise the cave mouth as the one into Yodri's cavern.

Any PC who does not stare into the fire does not have a dream, but feels pleasantly mellow and rested.

The other PCs have an abrupt awakening from their visions. One moment they are drifting on Yodri's herbal smoke, the next they are back in his cavern. Without any of the PCs actually seeing him move, Yodri is standing



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in front of the fire, his arms upraised. When he sees that the PCs are awake again, he sits down without a word. This time, he lights a pipe of the finest aromatic halfling weed. He is ready to answer the PCs' questions.

Questions, Questions

The PCs will probably have two main questions for Yodri: "What happens now?" and "What is happening in The Empire?"

Yodri offers little information about the state of The Empire, and nothing about individuals such as Kaslain and Ar-Ulric. While he knows what the PCs saw in the flames, he does not choose to interpret such visions. His speech is simple and clear. "Armies are on the march, that much is true. The Hammer of Sigmar could do much to heal the wounds in Sigmar's Empire, that much is also true. And Chaos waxes in this world."

If the PCs press Yodri, he will suck on his pipe and say, "It is not my place to talk of dreams and visions. These are in a Dwarf's heart, not his words. The years have taught me only this: to see too much is as dangerous as seeing nothing. And to ask another to look for you is foolishness indeed. If you young Dwarfs look at the passing clouds and see a wolf or a dragon or a castle, do I see the same thing?"

If one of the PCs has the last vision listed above, they should be reasonably certain that they have come to the right place. Nevertheless, Yodri will not aid their speculations on this score; only the dreamer can interpret his own dream.

However, he has much more to say about Sigmar's Hammer.

Yodri's Tale

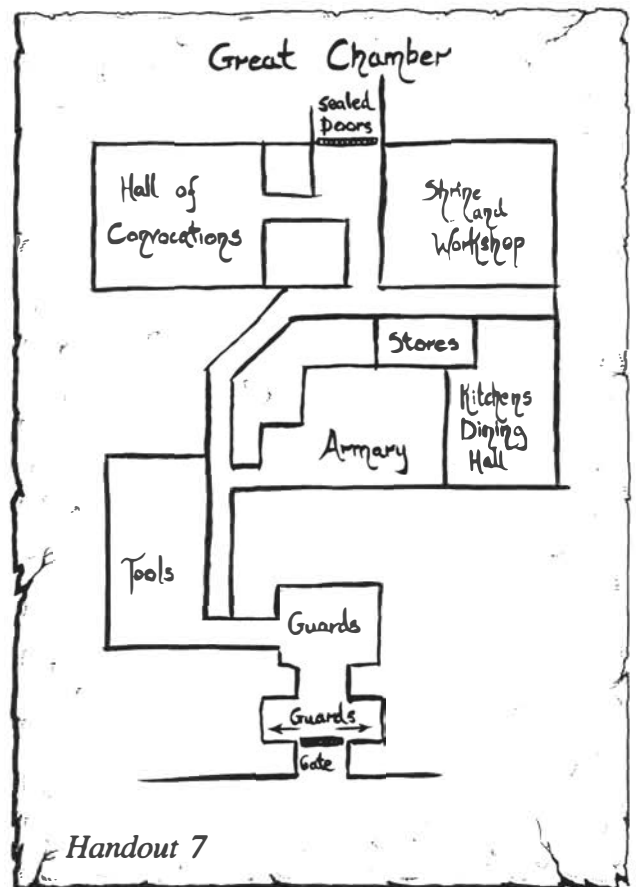
If the PCs ask about Sigmar's Hammer, Yodri will give them a contented smile, like a teacher whose difficult pupils have finally given a right answer. "This is Kadar-Khalizad, the resting place of Ghal-Maraz. Do you not feel its Force? The Hammer is deep below."

The PCs will probably want to know more about why and how the Hammer came to be here. Yodri begins his tale:

"I suppose that you impatient youngsters will want only the ale, and not the story of its brewing. Hmmm. Everything," Yodri waves a finger, "has a proper history. However... Sigmar came to the halls of Kadar-Khalizad. For a Human, he had a proper Dwarven feel about him, in his manner. In those days, Wulfan Merghlord lived in Kadar-Khalizad. He was the Loremaster, the weapon master, a cunning smith among all the craftmasters who lived here.

"Wulfan and Sigmar went into the lower halls, beneath Kadar-Khalizad. Perhaps they went to the Sanctum. Sigmar entered, but he never returned. Wulfan came back, but his thoughts had grown strange. He fled into the lowest levels, and was lost to all knowledge. His was not the only disappearance. Dargad Rockthrew and Mankir Fargazer vanished too. Perhaps it was unwise but, from then on, the lower chambers and passages were shunned.

"And now Kadar-Khalizad is no longer a place for Dwarfs. Six hundred years ago, the last Dwarfs were driven from this place or slain. Now the halls of Kadar-Khalizad are filled with Goblins and their kin. Perhaps the halls would never have fallen, if Wulfan had not vanished. Perhaps...



"But deep down, hidden, there is the Hammer. It is waiting."

The PCs may ask Yodri how he knows so much of what happened. "I was apprenticed to be a Loremaster when Sigmar came here. But," Yodri smiles, "at the time, I was only a young Dwarf myself. Only later, when it was too late, did I have an inkling of wisdom. I learned the limits of my knowledge and became a Loremaster. That takes time, you know."

The PCs may realise that this answer means that Yodri is more than 2,500 years old! If they ask about his duties as a Loremaster, Yodri will be rather testy. Neither will he answer direct questions about his age, or what he has done – or still does – in Kadar-Khalizad. "Do you have sixty years to spend in listening? If you do, we can make a good start. But Dwarfs these days, they want answers now! Very well! I do what is needful. I am as old as I need to be to have lived through the years. Young Dwarfs! No patience, no perspective. Always 'Why?' And 'How, where, when?' You never sit still and think."

Yodri and Kadar-Khalizad

The PCs will undoubtedly want to know more about Kadar-Khalizad from Yodri. He will shake his head and mutter "Such impatience..."

He will, however, take a crumbled piece of parchment and a small lead stylus from his pouch. Then, at surprising speed, he will draw a plan of the upper layer of Kadar-Khalizad. Give the players Handout 7.

"When I was young," says Yodri, "the upper level was like this... Now, I cannot be sure. The Goblins may have changed many things." Yodri taps the sealed doors that he has

drawn. "Here was the way into the lower levels. The Goblins have never had the wit or courage to open the doors, so they have certainly never been into the lower depths." Yodri refuses to say more about the Goblins, but just smiles gently.

If asked about the lower levels, Yodri says: "In my younger days, I went there under the strictest supervision. But I do remember that the lowest gates had two sets of keys. Unless I am much mistaken, these should be in the chambers once used by Dargad Rockthrew and Mankir Fargazer. They were the ones who locked the gates behind Wulfan..." Yodri's voice grows sad. "I do not know more." What Yodri doesn't admit is that he has forgotten much of what he once knew about the lower levels.

The Last Days of Sigmar

But what did happen to Sigmar Heldenhammer, his Hammer and the Dwarfs of Kadar-Khalizad? Although the PCs may never discover the truth, you want to know, don't you?

According to Imperial history, Sigmar's reign was the golden age when the foundations and traditions of The Empire were firmly established. Then, without warning, Sigmar abdicated. He took up his warhammer, Ghal-maraz and declared "The time has come to return Skull-splitter to its makers, and there is a road I must walk alone..." With that, he set out for Caraz-a-Carak. At Black Fire Pass he dismissed the last of his followers and journeyed on alone. Sigmar was never again seen in Human lands, and no word of his fate has ever come from the Dwarfs. Yet, the people believe that Sigmar will return in the hour of The Empire's greatest need,

and that his coming will be foretold by a twin-tailed comet. Thus runs the legend; the truth, as always, is slightly different.

Sigmar had always intended to return Ghal-maraz to the Dwarfs when the time was right. However, the arrival of Kargan Ironside, the son of King Kargan Ironbeard of the Dwarfs, persuaded Sigmar that the time had come for Ghal-maraz to return to its home.

Sigmar's abdication came as a great surprise to the peoples of his Empire. Most, however, knew better than to argue – and, besides, many firmly believed that he would return and take up his crown once more. In semi-secrecy and with an escort of a dozen knights, Sigmar and Kargan left Altdorf and headed for the Black Fire Pass. Despite what his people thought, Sigmar had decided not to return; his reign as Emperor was at an end. His life, however, took an unexpected turn on the journey to Black Fire Pass. In Pfeildorf – which was then a small village – Sigmar was much taken with a young noblewoman of the area, and broke his journey for several days and nights. Eventually, though, Sigmar's fated duty overcame his transitory passion, and he took his leave. He did not know that these few precious days were to result in the continuation of his line.

Sigmar climbed through the Mountains and reached the Hidden Valley, where the Elves were oppressed by a Chaos Giant who stalked their lands. Sigmar slew the foul creature, and was diverted from his course to Caraz-a-Carak. In the Hidden Valley he was found by a youthful Dwarf named Yodri, who bore grim news: the Dwarfs of Kadar-Khalizad needed Ghal-maraz!

Wulfan Merclord, their Loremaster, had meddled in



matters which he would have been better leaving alone. In the hope of creating a powerful magical weapon, he had foolishly summoned a Daemon to inhabit the blade. The creature proved to be beyond his control, and he had only managed to save Kadar-Khalizad by confining it in the lowest levels with magical wards. Several Dwarfs had been killed, and it was only a matter of time before Wulfan's magicks failed.

Sigmar left at once for Kadar-Khalizad. He entered the Loremaster's halls, and commanded that the doors be sealed behind him. Then he went forward alone to fight the Daemon. Within the halls his battles with the Daemon Sheerargetru were savage and terrible, but eventually the Daemon fled from the power of Ghal-maraz, back through the warpgate that the foolish Loremaster had created. In an act of unbelievable heroism, and knowing that his foe still lived, Sigmar followed the Daemon into the Warp. Ghal-maraz, however, would not pass through the gate; it sealed both Sheerargetru and Sigmar within the Warp. The Daemon has remained in the gate until the present. Sigmar began his metamorphosis from mortal status to a power beyond mortality.

When Sigmar did not return, the Dwarfs of Kadar-Khalizad assumed that he had been slain. They grew melancholy under the weight of their guilt. Kargan Ironside carried the news to Caraz-a-Carak. The loss of Sigmar was bad enough, but the loss of Ghal-maraz – which they presumed lost – was terrible. The Dwarfs of Kadar-Khalizad were shunned by their own kind. Wulfan sealed himself within his chambers. The rest of the clan did nothing to prevent him, and the halls of Kadar-Khalizad became a joyless place. The final destruction of the Dwarfs of Kadar-Khalizad was almost welcomed, when the halls later fell prey to a marauding Goblin warband.

Only Yodri survived, perhaps because his was the first loyalty to Sigmar. In time, and with Sigmar's help, he grew to wisdom as the watcher over Kadar-Khalizad. Now, he is the only living creature who knows the truth of Sigmar's passing, and of the things that lie confined in the lowest levels of the Dwarfhold.

But what of the woman – and child – that Sigmar left behind? Her outraged family insisted on a marriage beneath her station, and Sigmar's son grew up with another man as his father. Sigmar's blood lived on in relative obscurity, for generation after generation – until, that is, the arrival of Lady Elise Schwartzwalder-Kirschtorte in Middenheim. Like her distant ancestor, she was caught up in a youthful romance – and the result was Graf Boris Todbringer's illegitimate son, Baron Heinrich. In this child – now grown to manhood – Sigmar's heir is born.

The PCs will probably never learn most of this tale, but we thought you'd like to know. Yodri certainly won't tell the PCs of his real involvement with Sigmar. Even after the PCs have recovered Ghal-maraz from the gate, they will have other things on their minds...

LEAVING YODRI'S CAVE

Yodri will agree to show the PCs into the Goblin's lair after they have eaten and rested. He will feed them a broth from his own food stocks. None of the PCs will be able to identify what is in Yodri's soup, and he will only



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chuckle in a friendly fashion (and wave an admonishing finger) if they ask him.

Sleep in Yodri's cave is refreshing and irresistible. If a PC stays awake on watch in the cave, he will automatically fall asleep. However, one *Wound* is recovered by any injured PC who sleeps in the cave. Yodri will retire to his meditation ledge and keep watch on the PCs in any case.

When the PCs are ready to leave, Yodri takes them to the wall of his cave and strokes the stone. As his hands move across the rock face, it fades away into a grey mist. A passage stretches ahead of the PCs. This is Yodri's way into the lair of the Goblins and Kadar-Khalizad. As the last PC enters the passage, they will hear Yodri's voice in their minds: *"You cannot find your way back this way, but do not despair. What leads down can also lead up."* This statement is Yodri's way of helping the PCs – they should not try to return by looking for this route. If the PCs look back, they will no longer see a tunnel. That way back to Yodri's cave no longer exists.

KADAR-KHALIZAD: THE GOBLIN WARREN

The Goblins

The Goblins in Kadar-Khalizad belong to the Bloodied Nose tribe, a splinter group of the Broken Nose tribe. These Goblins arrived in Kadar-Khalizad some 300 years ago and drove out the previous Goblin occupants. As far as they are concerned, Kadar-Khalizad has always been *"'ome fer Gobboes, an' stunties allus go in da cookin' pot..."*

Ratscrote Boggobbler, the tribal Blood-Wizard (as he styles himself) has done his best to convert the tribe to the worship of Khakkekk, a fairly bloody Goblin deity who resembles Khorne, the Chaos Blood-God, in many particulars. Khakkekk accepts tributes of blood, but he does allow his servants to use some magic. Perhaps Ratscrote's prayers and rites have had some effect, because, depending on your point of view, the Bloodied Nose Goblins have suffered from mutation, or are marked out as the favoured of Khakkekk.

Map 12 shows the layout of the upper level of Kadar-Khalizad, which is the only part which has been overrun by Goblins. The ceilings on this level are only seven feet high, and all the stones have obviously been worked. A Dwarf will recognise the construction as Dwarven handiwork.

Rooms and chambers are not described below in any great detail unless this is important. You can add any details that you feel are appropriate to a homely Goblin lair: smelly piles of straw, brimming spittoons, unemptied chamber pots, small wooden boxes filled with toenail clippings, and similar items of disgusting decor. None of the passages are brightly illuminated. All have torches in brackets, but many of these have been allowed to go out by lazy Goblins. The rooms are slightly better: the Goblins use lamps and torches in them.

Initial positions are listed for the Goblins as the PCs arrive from Yodri's cave. Once the presence of the PCs is discovered, however, the Goblins will move around. The text gives some suggestions for the Goblins' actions, but you can redistribute the Goblins as you see fit. They will tend to concentrate in and around area 9 to prepare the War Boars, and around areas 18, 19 and 20, where they can protect Ratscrote Boggobbler, the Blood-Wizard, and Rendfist Gutslicer, their Chief.

Individual Goblins will surrender rather than die. In general – and if given the chance – most ordinary Goblins will surrender if reduced to 1 *Wound*. Goblins who surrender will promise to run away to the outside rather than stay in the lair. Of course, whether the PCs actually believe such promises is another matter... Most of the Goblins know their way around the upper level (but not beyond Yodri's sealed doors). They also know a little of the history of the tribe. Extracting information from the Goblins about their numbers may not be easy. Their counting system, for example, runs along the lines of *"Wun, too, free... er... a few, sum, lotz, mor', lotz 'n' lotz, mor'n'dat..."*

For the most part, the Bloodied Nose Goblins should not prove to be a serious (in any sense of the word) threat to the PCs. The exceptions are Rendfist and

Ratscrote, who are dangerous enemies and should be played as such. Details for the Goblins, including those with Chaos attributes, can be found in *Profiles*.

The Lair

1. Great Portcullis

Yodri's tunnel delivers the PCs to a point just inside the portcullis, then fades and disappears as if it had never been. The portcullis itself is a massive wooden construction (T 8, D 40). Beyond it, there is daylight, and a patch of bare earth. Any other view is obscured by a thick mist.

2. Guard Rooms

Each of these Chambers has a single Goblin as a guard. They are supposed to keep a constant look-out through the doors, but you should roll a D6 for each Goblin. On a roll of 1 or 2 the Goblin in question is having a nap.

The Goblin in 2a has a mutated eagle's face and superb vision, which is why he has his job. Room 2b holds the lever apparatus for raising and lowering the portcullis. It takes two creatures with a combined S 6 or better to operate. It takes 4 rounds to raise the portcullis. Should the PCs raise the portcullis and leave it will be closed soon after by one of the Goblins. Any attempt to force an entry back into the Goblins' lair will alert the Goblins.

Outside the lair the land is broken and hilly. The PCs will realise that they have never been here before. No matter how hard they search, they will find no other entrances to Kadar-Khalizad. They will have to re-enter the Goblin lair.

3. Guard Enclave

There are always two bored-looking Goblins in here. When the PCs arrive they will either run towards areas 6 and 9 in search of help (60%) or attack immediately (40%).

The chamber is littered with improvised furniture, old gnawed bones, empty bottles and a couple of dented shields.

4. Goblin Lieutenant

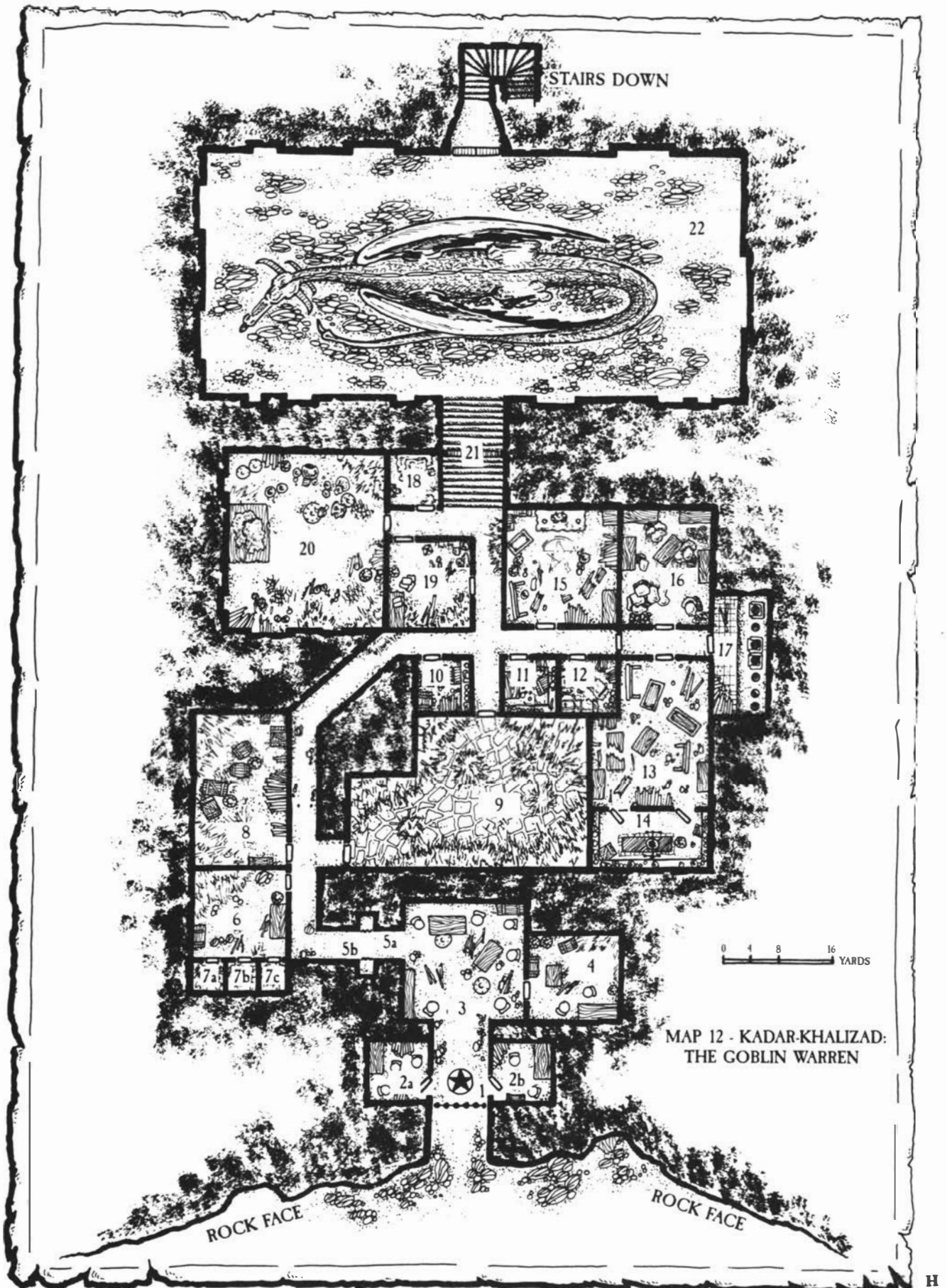
The door to this room is locked (T 3, D 12, CR 5); the Goblin lieutenant within has the key.

One of Rendfist's lieutenants has taken over this chamber, along with his latest paramour, Slimer, a strikingly unpleasant female half-orc. She has been tolerated so far only because she can fight reasonably well, and has taught Rendfist and his Goblins a trick or two. Apart from the attentions of her repulsive beau, she is treated as an equal member of the tribe. These two will investigate any sounds of combat from area 2 or 3. However, they will spend 4 rounds putting on their armour before they emerge. The lieutenant has *Bulging Eyes*, and does not wear a helmet as a result.

Their room is reasonably furnished, by normal Goblin standards, with a large pile of almost-clean bedding straw. Among the worthless tat that the pair have collected is a jewellery box holding a ring worth 12GCs.

5a-b. Guard Alcoves

The remains of curtains hang in front of these alcoves. Originally guards would hide here, then attack intruders in the flank. Such strategies are, sadly, beyond the Goblins. Instead, there is a 50% chance that a Goblin is sleeping in 5a, wrapped up in one of the curtains. It



will be awakened by any Goblins running for help from areas 3 or 6, or by the PCs moving at anything other than a cautious rate.

The alcoves are fairly dark, and PCs only will spot the Goblin if they bother to search the alcoves. If they do search, the Goblin will be automatically surprised and will be almost eager to surrender. It will tell the PCs what it knows about the lair, such as where Ratscrote, Rendfist and the War Boars live. It doesn't know how many Goblins there are in Kadar-Khalizad. If the Goblin wakes after the PCs have gone past, it will either attack them from behind (20%), or run through them to area 6 beyond in an attempt to raise the alarm.

6. Jailers

The two Goblin jailers are unusually hardy because of their Chaos attributes. Both love sharp instruments and playing with fire, which makes them excellent jailers and torturers for the tribe. The jailers are arrogant and unpleasant specimens, and will not surrender to the PCs under any circumstances. In combat each Goblin will take a branding iron from the brazier which they keep burning all the time. These are treated as ordinary hand weapons, except that they inflict an additional point of damage.

Goblin One has *Iron Hard Skin*. It never wears a helmet or carries a shield.

Goblin Two has a *Brightly Patterned Skin* of black and red swirls. This hide is also highly resistant to fire. It has the keys to the cells (7a-7c) on a ring on its belt.

Their room is typical of the lair, with only a few rocks, some filthy bedding furs and a few food scraps.

7a-c. Prison Cells

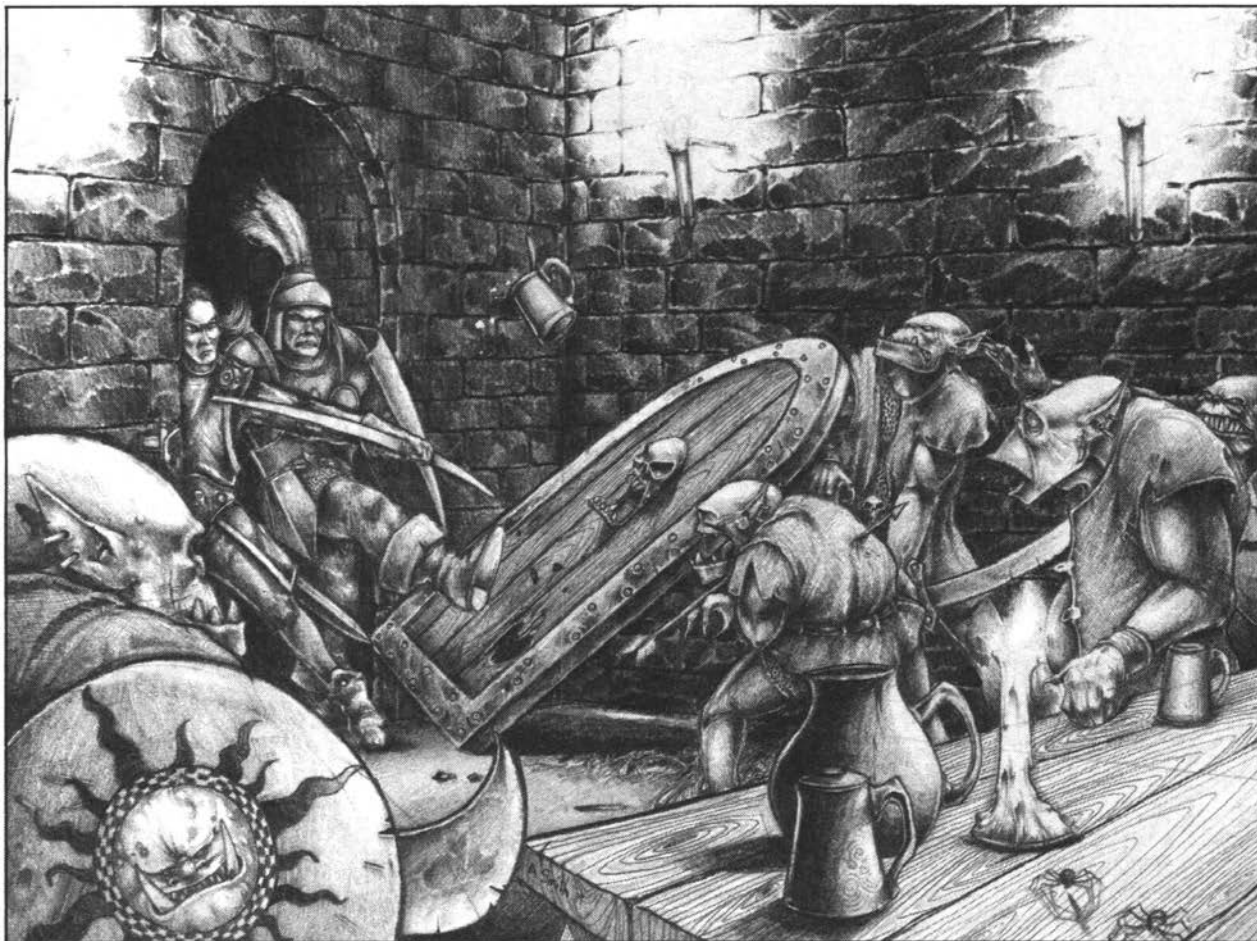
The cell doors are locked (T 3, D 9, CR 10). The second Goblin jailer in area 6 has the keys. Two of these ancient cells (7b and 7c) have only bones as prisoners. Some bones still dangle from the wall manacles. The prisoner in 7a, Bilious the Black Orc, is still alive, though only just. He is haggard from lack of sleep, as the Goblins have taken it in turns to wake him up and torment him.

If Bilious is freed he will not be hostile to the PCs. All he wants to know about is Slimer, his girl-friend. If he can't see her when rescued, his first question will be about her. If she is dead, he will fly into a rage and try to kill those responsible – with his bare hands if he lacks anything better!

If the PCs blame the Goblins for Slimer's death (although it is likely that they will have killed her), Bilious will ask them if he can have a weapon. He will beg for the opportunity to take revenge on the Goblins, weeping with impotent rage if necessary, and clutching at the PCs in a beseeching fashion. If the PCs give Bilious a weapon, he will collect any other weapons and armour he can, then go on a slaying binge, killing every Goblin he can reach before he is cut down. This, not unnaturally, will alert the Goblins in Kadar-Khalizad to the presence of outsiders in their midst. You should roleplay Bilious to the hilt and make the PCs feel really guilty if they slaughtered his lady-love. If the PCs claim to know nothing about Slimer, he will fall into a decline and crawl back into his cell.

8. Sprogs and YOBS

This is one of the lairs' communal areas – and it smells utterly repulsive! There are ten sprogs (Goblin children)



in here, who are being looked after in here by six yooslus ol' bu-persons or YOBs – old Goblins who through good luck (or plain meanness) have managed to stay alive. One of the sprogs has freckles, spots, and *Rotting Flesh*; she looks and smells worse than the room.

Unless the PCs slaughter the lot out of hand, none of these Goblins will fight. The younger ones will shout abuse at the PCs along the lines of "*My da's uglya than yore da'!*" and "*I 'opes yer danglies gets bashed flat!*" The YOBs just moan on and on: "*ol' Gobboes ain't gived no respect', no' like when I wuz a sprog mesel'...*"

Despite this general moaning, Good-aligned PCs should not institute a policy of general murder in here. If they do, the sprogs and YOBs will fight.

9. War Boars

It takes the two trainers and two riders in here 5 rounds to saddle up the tribe's magnificent War Boars. The trainers are normal Goblins, although the riders are somewhat unusual:

Rider One is a Goblin-Spider *Crossbreed*. Its head and front arms are those of a Goblin, while its four rear limbs are spider-like. It uses these to cling to the back of its War Boar.

Rider Two has the Chaos attribute of *Atrophy – Legs*, and is thus strapped onto his War Boar in a special harness. He also has noxious *Uncontrollable Flatulence*. Although his emissions do not affect his mount, the other Goblins are affected by his wind.

10. & 11. Storage Chambers

These two large storage chambers hold food, oil, torches, ropes, clothing (but only a Goblin would wear such stuff) and a stash weaponry: five hand weapons, three daggers and a selection of broken bottles and other improvised items. Other than the weapons, there is nothing of any real importance or value in the storage chambers.

12. Snotling Chamber

Crowded into this dark and filthy room are eight Snotlings, the menials and servants of the tribe. They will try to escape from the PCs if given a chance.

The place is filled with straw bedding and cleaning gear – brushes, shovels, buckets and the like.

13. Eating Hall

This chamber is filled with crude tables and benches, quite a few of which are overturned. The smell is vile and the whole place is disgusting. There is food everywhere – on the tables, benches, walls, floor and ceiling. Even the diners have gobbets of food hanging from them – Goblins just love a good bun fight.

At any given time there are D4 Goblins in here, eating some of the mess served up by the menial from the kitchen (14). These Goblins will fight the PCs and call to the kitchen staff for help. The latter, however, are too stupid or cowardly (or possibly just used to punch-ups in the dining hall) to come out and help.

14. Kitchen and Menials

The kitchens are primitive and as filthy as anywhere else in the Goblin's lair.

A heavy pan, filled with some sort of yellow-green stew (it's best not to ask), hangs above an open cooking pit. Around the walls are shelves with boxes and jars holding turnips, fungi, rats (mostly dead), rats (mostly

alive), beetles (assorted), grease (various flavours), mouldy flour (wholemeal), rice (brown) and numerous scummy green liquids. There are also two large copper urns filled with dirty water.

The cooks are two Goblins and four Snotlings. One of the Goblins has the Chaos attribute of *Hopper*; the Snotlings are less than happy when he carries anything that is hot – he tends to spill most of it on them as he hops about. The other Goblin has a *Pointed Head*, and follows whatever orders he is given. The Snotlings, like Snotlings everywhere, do exactly what they are told, which means that they do all the work. All kitchen staff will use cooking utensils if forced to fight (treat as improvised weapons).

15. Old Shrine and Workroom

This room is unlit and its door is locked (T 3, D 11, CR 15). Ratscrote Boggobbler has the key.

This is almost the only chamber on this level which betrays direct evidence of dwarven work. The stonework on the walls has been smashed to pieces, but a Dwarf PC will be able to tell that the original carvings were of Dwarven figures. Blood and ordure have been smeared over the walls in various crude symbols and runic marks.

16. Female Goblins

The female Goblins of the tribe live here. They will avoid fighting if possible at all possible, preferring to surrender instead.

They will be rather disparaging about their men-folk, and not too bothered to hear that some (or all) of the male Goblins are dead. This gives them the chance to go out and try to find some better Goblins. If you want, one of the female Goblins will feel a highly unlikely and unsavoury attraction for one of the male PCs. Female Goblins are not exactly sophisticated about matters of the, er, heart...

The chamber has its usual Goblin decor, along with small piles of cheap (valueless) jewellery, tatty and utterly horrible frocks and the like.

17. Latrines

The latrines are simply three chairs with holes knocked in the seats. These stand above three of seven pits, which have been drilled out of the rock. The pits are too small to fall or climb down. If anyone takes the trouble to listen, they will hear the faint sounds of running water. It is a common Goblin joke to saw part way through the legs of a latrine chair. All three of the chairs here have been doctored.

The latrine attendant has had his job almost since his birth, thanks to his Chaos attributes: *Horrible Stench* and *Cloud of Flies*. His only weapon is a huge mop, the handle of which has been sharpened to a point (treat as a spear). He has a disgusting temper, a perfect match his job, and he will not surrender to the PCs.

18. Bodyguards

The two bodyguards are tougher than average Goblins. One wears a silver ring with an aquamarine setting worth 8 GCs.

This is an unusual chamber: it is relatively tidy! Even the wolf-fur bedding is relatively clean, if a bit tatty. A pair of shields with crudely-painted red skulls hang above a stuffed boar's head on one wall, adding a touch of colour to the room. A shrivelled Dwarf's head hangs



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from a pole near the beds. The bodyguards have been trying to dry out the head and preserve it. The attempt has not gone well, and large strips of rotted flesh hang from the Dwarf's skull.

19. Boggobbler's Retreat

Ratscrote Boggobbler, a goblin of rare distinction, occupies this chamber. He will flee into The Chief's Lair, area 20, if he has advance warning of the PCs' approach.

Both the doors (T 6, D 10, CR 15) to his room are kept locked at all times, and have *Reinforce Door* and *Magic Lock* spells on them for good measure. Ratscrote keeps the keys about his unsavoury person.

Ratscrote's chamber is what he *knows* a wizard's room should look like. Unfortunately, even after years of collecting bits and pieces, he hasn't quite got it right. He has a hatstand, a few feather dusters, a ludicrous stuffed owl whose beak has been painted blue, and a stack of books taken from the few travellers the Goblins have managed to ambush. Ratscrote cannot read them, however, so he is unaware that his 'spelly bukz' are only worthless travelogues and natural histories about the wildflowers of The Empire. He has only one item of value: a crystal ball, stolen from his Necromancer tutor many years ago. It is worth 18 GCs. You can add any other details that you like.

20. The Chief's Lair

This, the courtroom and bedchamber of Rendfist Gutslicer, is the best room in the Goblin lair. Its almost clean, but not too clean, as Rendfist likes to be thought of as one of the lads. Most impressively, however, the chamber doesn't smell! The spittoons and chamber pots are, after all, emptied regularly!

Rendfist can usually be found in here with Griselda and a bodyguard. If an alarm has been raised Ratscrote will be here as well.

In a fight, Rendfist, his bodyguard(s) and Griselda will try to protect Ratscrote so that the Wizard can cast his spells. The other Goblins will just hack away at the PCs, not caring for such tactical niceties. As word of the Chief's death (and possibly that of Ratscrote) spreads to the Goblins and Snotlings they will run away, leaving the PCs in possession of this level of Kadar-Khalizad.

Rendfist's chamber is decorated with the spoils of war. His trophies include several suits of completely rusty armour (none of which have any value or utility), heaps of arrows (which are mouldy and rotten), and the mangled remains of a Dwarfven Lead Belcher! There are, however, no piles of gold or treasure. It is several years since the Bloodied Nose tribe actually managed to pull off a successful raid. Their ill-gotten gains, such as they were, have long since been traded for food and weapons.

21. The Great Gates

These large iron and brass-bound doors are covered in poorly-daubed and mis-spelled words: "DETH!" "DO NOT OPIN!" "DAYNGURUS - KEEP OWT!" The signs are Ratscrote's work.

While Ratscrote has the keys to the doors, he has not been able to open them. As a result, he has decided that whatever is on the other side must be really dangerous and deadly. He doesn't have a clue what this danger might be.

The doors (T 6, D 24) are bolted from the inside, so even if the PCs open the locks (CR 20), they will still have to batter the doors down. Realistically, this cannot be done before the Goblins have been defeated - neither Rendfist nor Ratscrote will take kindly to a bunch of adventurers making all that noise!

22. The Dragon in the Hall

When the PCs do open the doors, they can see faint daylight, filtering down from high above.

The doors open onto a large, rock-strewn hall. The middle of ceiling has a large, roughly oval shaft leading to the surface. This is the source of the light, and streamers of damp weed trail down towards the floor. Any Dwarf or Priest PC who makes a successful Int test (+20 for Theology skill) will recognise that the walls of the hall are carved with symbols of Grungni.

The most noticeable feature of the room is the large number of rocks appear to have fallen down the shaft at some point in the past. A long ridge, some 15 feet high, is stretched halfway across the room. If the PCs look at this, tell them that, for just a second, the ridge appeared to move. You should tell the PC with the highest I score that there was a huge eye in the mass of rock.

If any of the PCs move or make a sound, the chamber is filled by the sound of a truly awesome yawn. Very slowly, the ridge of rock trembles and shakes itself. A huge paw comes up and scratches behind an appropriately large ear - the 'ridge' is actually an Earth Dragon!

At the same time, the PCs will see that Yodri is standing before them. Oddly - to say the least - he is transparent. Yodri's voice is soft in the PCs' minds. "*I don't think you should disturb him. He only fell asleep 18 years ago.*" His image walks over and pats the Dragon on the nose. Its eyes close.

"*Your path lies that way...*" Yodri points to another pair of doors opposite where the PCs entered. If they tip-toe past the sleeping Dragon it will not attack them. If they are foolish enough to attack the Dragon, you will find its details in the *Profiles* section.

Beyond the doors indicated by Yodri are a set of stone steps leading down into pitch darkness. The air is cold, dry and very old. Nothing has disturbed this place for centuries...

KADAR-KHALIZAD: THE LICHE'S DEAD ZONE

Map 13 shows the layout of this level. It is much larger than the upper level, and was where most of the Dwarfs lived. This part of the Dwarfhold has a timeless quality of sadness and desolation about it. Most of its furnishings have, of course, vanished long ago, but there is something in the cold air of the place which suggests an emptiness that goes much deeper. There are echoes of echoes in the air, the lost and longing sobs of the dead. A malaise of the spirit can still be felt throughout the level, which brings its own coldness to the already joyless halls of Kadar-Khalizad. You should try and convey this aura of despondency and, perhaps, moral failure, during this part of the adventure.

Many of the rooms on this level, in particular areas 24a-h and 45a-j, were family quarters for the Dwarfs of Kadar-Khalizad. These rooms have simple furnishings which have been decayed by the passage of centuries. Only stone and metal ornamentation have survived in most cases. Other items, such as tables, beds and the like crumble to dust at a touch, if they have not already done so. However, you may wish to add unusual items in some of these rooms, such as small items of jewellery (worth no more than D3 GCs), silver eating utensils (worth D6 SS), daggers, hammers and other weapons and stone working tools etc.

The level is, of course, entirely unlit. The PCs will need some light sources, such as lanterns.

The 'lowest gates' mentioned by Yodri are at the foot of the spiral staircase in area 34. He is partially correct

about the keys to these gates. One set are in *The Audience Chamber*, area 28, behind the *Great Hall of the People* (25). The other, however, are in the possession of Mankir Fargazer, the once-Wizard of Kadar-Khalizad. He now wanders the halls as a Liche. Retrieving the keys from him will not be any easy task.

Wandering Creatures

Several creatures on this level are not tied to a specific location. The PCs shouldn't fall into an 'open-the-door, bash-the-monster, take-the-treasure, open-the-next-door' routine. After all, some of the inhabitants of this level will be looking for them.

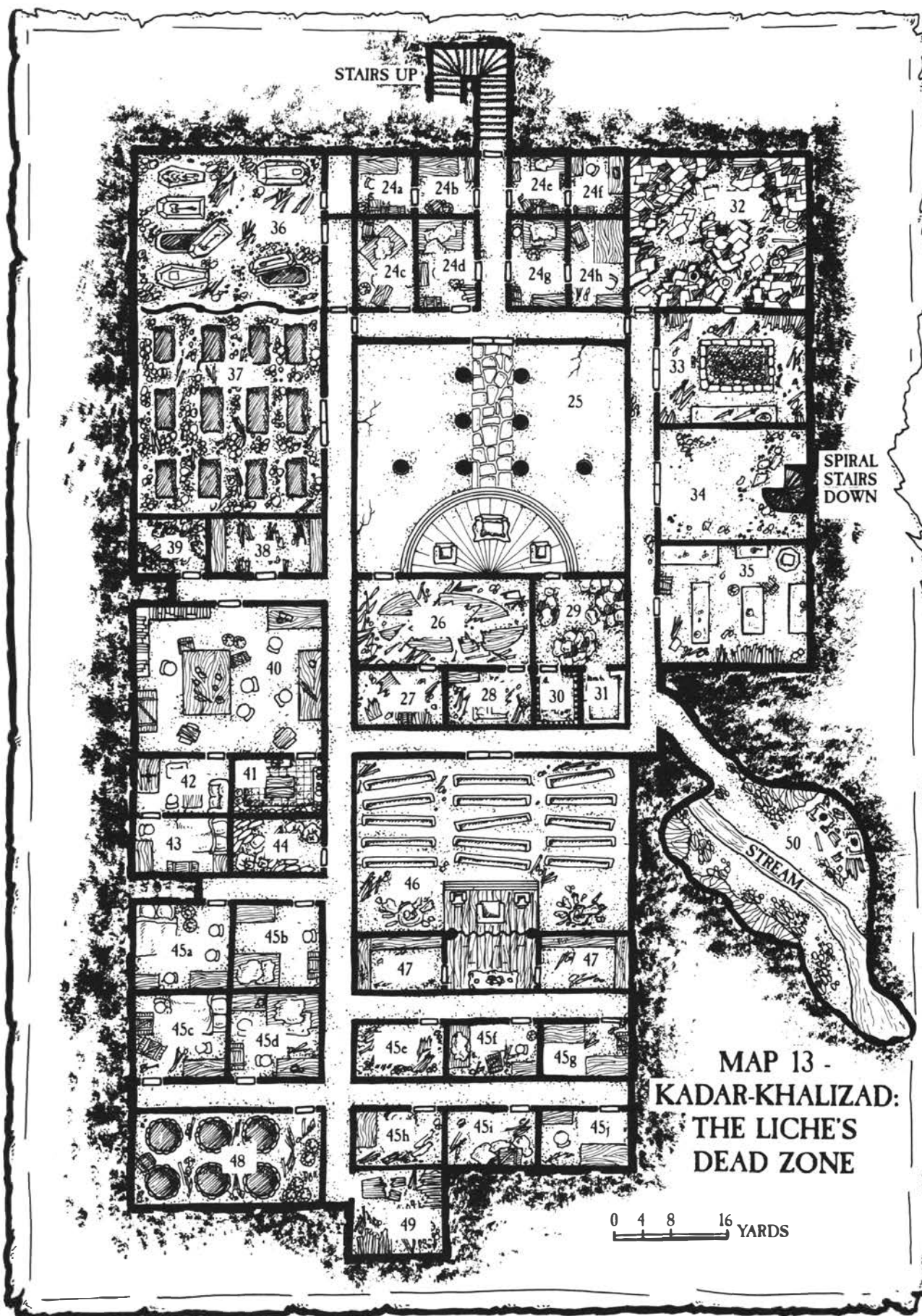
Mankir Fargazer the Necromancer

Mankir is not tied to any one place. He wanders around the level, taking refuge in any area he pleases. However, his possessions – other than those which he carries about with him – are hidden in 45i. This is his favourite haunt, and he returns there at regular intervals to check that he has not been robbed. He will also retreat to a quiet area whenever he needs to recover magical power after an encounter with the PCs. Mankir may be mostly dead, but he is far from stupid.

To begin with, Mankir will try to persuade the PCs to leave Kadar-Khalizad. He will even try to buy them off with offers of fabulous wealth (such as he has) and a minor magical item or two. If and when he realises that they will not go, or that they are seeking Ghal-maraz, he will gather the other Undead creatures of Kadar-Khalizad and stalk the PCs. He will not, however, favour a direct battle with the PCs; ambush is more to his taste.



AS



MAP 13 -
KADAR-KHALIZAD:
THE LICHE'S
DEAD ZONE

0 4 8 16 YARDS

Eventually, Mankir's patience will be exhausted, and he will mount a climactic attack on the PCs. He will gather all the surviving Undead on this level into a single force and simply mount an all-out attack. It is up to you to decide, based upon the PCs' conduct, exactly when and where this attack will happen.

Further details of this wicked and corrupt Dwarf can be found in the *Profiles* section at the end of the book.

Khanna Frosthands's Ghost

The spirit of Khanna, the ancient Priest of Grungni, wanders within 36 yards of The Great Shrine, area 46. He is desperate for someone to help him restore the Shrine, hence his wanderings beyond its confines. The character description of Khanna (see *Profiles*) contains more information on this sad shade.

The Wandering Dead

The Dwarven dead of Kadar-Khalizad are far from quiet in their graves. Mankir has animated some of the Dwarfs and disturbed many of the remainder. Every D4 turns, roll a D10 to determine what type of wandering spirit appears:

D10	Spirit type
1-5	Nothing
6-8	Dwarf Wight
9	2 Dwarf Wights
10	D2 Dwarf Wraiths

Other Denizens

Despite the air of desolation in Kadar-Khalizad, a number of mundane creatures have found their way down into its halls. You may, if you wish, use the table below every D6 turns, or whenever you feel it is appropriate during the PCs' explorations:

D4	Creature type
1	2D6 Normal Rats
2	D6 Giant Rats
3	D2 Rock Serpents
4	Giant Spider

Profiles for the animals are in the WFRP rulebook.

Instability in Kadar-Khalizad

When determining the instability of the Undead in Kadar-Khalizad, the whole of this level is treated as their tomb. The Undead have, after all, been here for many hundreds of years! Details of all the Undead in Kadar-Khalizad can be found in the *Profiles* section.

The Dead Zone

23. Entrance Doors

The PCs must climb down three flights of stairs from the Goblin Lair, dropping some 100 feet in the process, to reach these doors. They are made of black iron and are slightly ajar. The PCs will be able to squeeze through the doors one at a time, but the gap is too narrow to take a mule (if the PCs still have one).

Any two PCs can push the doors open. The doors move with a deep, ominous creak that echoes into the corridors of Kadar-Khalizad. Beyond lies the Liche's domain of sadness and dusty gloom.

24a-h. Living Chambers

These were once simple Dwarven living quarters with nothing unusual about them. They are filled with dust and a feeling of age-old decay.

25. The Great Hall of the People

This massive, vaulted chamber is in good condition. Its 18 foot ceiling has several cracks, but none of these are particularly large. Stone pillars form an aisle down the centre of the hall, and at the end is a raised podium with three carved stone thrones. The walls are richly carved, showing Dwarfs performing all the activities for which they are renowned: mining, metal-working, gem-cutting and brewing.

Even after all this time, the thrones are still guarded by three bound Earth Elementals. These are bound into the stones at the base of each throne. They will emerge if any non-Dwarf steps onto the podium without first saying a prayer to Grungni. Any Dwarf who steps onto the podium will be quite safe.

The Elementals will immediately attack, but will not pursue any target beyond the Hall. As soon as a PC who has violated the podium (and anyone who has helped such a person) has been driven from the room, they will return to their binding stones.

26. Council Chamber

This was where the ruling council of the hold used to meet. In the centre of the room, a huge, elliptical oak table has been smashed and its dried remains have been kicked about. Old and tattered tapestries hang on the walls, but if any of these are touched they will fall to pieces, throwing up clouds of dust in the process. The dust smells stale and repulsive, but is harmless.

The ceiling is carved with a fisheye view of a group of old and venerable Dwarfs sitting round a table. Their faces are all slightly stylised, and a Dwarf will recognise that each is an echo of Grungni's own visage: a stylised, helmeted face with a long, forked beard.

27. Refreshment Chamber

There is a mass of smashed pottery shards, broken glassware and old, dried sticks of furniture in here. A thorough search will take three turns and will reveal the chamber's only valuable object: a battered silver goblet with a pair of moonstones in the base. It is worth 20GCs, thanks to its great age.

28. Chieftain's Audience Room

Unlike many Dwarven chiefs, Dargad Rockthrew was a frugal person. The only notable feature of the room is a stone chair. It has been knocked onto its side and the back has cracked. Carved into the broken is a stylised pick and helmet (the symbols of Grungni), and a single rune. A Dwarf will recognise this as an ancient notation for leadership, or for an overlord. Any other PC must make a successful Int test to recognise the significance of the rune; there is a -30 penalty unless the PC has *Read - Khazalid* skill.

Beneath the chair is a loose stone tile in the floor. If the remains of chair are moved and one of the PCs makes a successful I test, they will spot the loose stone. A Dwarf PC gets a +10 bonus to this test. If a knife point is worked around the edges the tile, it can easily be levered up. Beneath is a small compartment holding a wooden box. This will fall to pieces as soon as it is touched. Inside, wrapped in a piece of rotted silk, are two black, iron keys with brass bands. There is nothing to indicate their purpose, but these are two of the keys needed to open the gates in area 51.

29. Room of Scribes

This chamber has unusually large quantities of decayed

and rotted cloth among its litter. Many of the wall hangings, tapestries, books and scrolls of Kadar-Khalizad were made in here, and these have rotted away over the years.

The room once had a thick growth of mould, which is now grey and lifeless. However, the dust is still full of mould spores. Any PC entering the chamber will be covered by dust and spores. Unless the PC makes a successful T test (with a -10 penalty for each turn spent in the room), he will contract Festering Ear Blight, an infection of the ear drum and inner ear.

An infected PC's balance is impaired, and his Dex and I are halved. He also loses any hearing-based skills, such as *Acute Hearing*. The infection is also very painful, and any blow which strikes the PC's head has a 10% chance of causing the PC to black out with agony. If cured by magical means, Festering Ear Blight has no permanent effects. If left to run its course, the infection will apparently vanish after D6+2 days, but it will have permanently damaged the PC's hearing. He will never be able to recover or gain any hearing-based skills. An infected PC who let his Festering Ear Blight run its course will only be able to learn to read and write additional languages; he will never be able to hear clearly enough to speak a foreign tongue properly.

30. Storage Chamber

This chamber has many small niches carved into its walls, each containing a small glass, stoppered jar. Other jars lie scattered across the floor, although many of these are broken and their powder contents are spilled out.

The jars held a variety of useful substances for the

Dwarven experimenters of years ago: pickled bits of Goblin, strangely coloured pebbles, oddly carved flints, powdered rocks and minerals, filings from all kinds of metals, dried herbs and animal preparations – in short, anything and everything that the Dwarfs found useful or interesting.

If a search of the room and its contents is made by a PC spellcaster, he will realise that many of the jars hold spell ingredients of one sort or another. A spellcaster will find enough material components for D4 castings of any first or second level spell. However, there are no fresh spell components or components for any druidic, daemonologist, necromantic or illusionist spells.

31. Old Archive

The door to this chamber has been smashed from its hinges, and lies in pieces in the room. Yodri removed the papers and scrolls from the archives centuries ago, and the carved stone shelves are bare.

32. Engineering Laboratory

This large chamber is piled high with rusted metal and rotted wood, the remains of the Dwarfs' many mechanical inventions. Rusted armour and helmets, metal tubes, brass rods, broken iron frames, brass bound casks, pipes, lengths of square piping, poles, hooks, cannon barrels, boilers, vats and glassware are piled high in almost impossible stacks. By the door to area 33, some of the stack has slipped. A crushed skeleton is caught beneath it, its legs completely covered in ironmongery. The skull is obviously not that of a Dwarf – these are the remains of an adventurous Goblin who came down here centuries ago.

Only a few of the wall decorations can still be made out,



but they show Dwarfs at work with machinery: war machines, mining tools and steam hammers can all be seen.

Moving around in this chamber is fairly hazardous. The piles of machinery are far from stable, and the PCs must make successful I tests to move through this area without disturbing the stacks. Dwarfs make this test with a +10 bonus. Any PC who fails this test has brought down a pile of machinery on top of himself. This causes D3 S 2 hits on him and any other PCs within D3 yards; armour provides its usual protection.

33. The Workshop

In the centre of the workshop is a large hearth ringed with stone. Above it is a soot-stained flue, leading up to a chimney that once carried the smoke out of the room. Over the years, water has dripped down the flue into the hearth, staining the entire area rust-red.

The floor is covered with rusty metal nuts, bolts, nails, old pieces of armour, and lumps of unworked iron. At one side of the hearth stands a stone bench, which is covered in partly-finished weapons: swords with no hilts, metal axe heads etc. Most are rusted beyond any use, but one small dagger shows few signs of age. This is a magical *Dagger of Halflings*. It is covered in rust from other items, but it is untarnished itself.

The workshop is decorated in a similar style to area 32, with wall carving showing Dwarfs operating all manner of complicated-looking machines.

Two Wraiths, the spirits of Dwarven smiths, will appear 2D6+3 rounds after the PCs enter the workshop. These two consumed by an age-old hatred, the cause of which has been long forgotten. The Dwarf Wraiths will attack immediately, unless one of the PCs is a Dwarf. A Dwarf PC may attempt to persuade the Wraiths to return to their rest rather than attack. This requires a successful Fel test by the Dwarf PC (with a -20 penalty if any of the PCs attempt to move any object in the workshop).

34. Wulfan's Upper Entrance Hall

The doors to this chamber are locked and, even after all this time, quite strong (T 6, D 20; CR 40 lock). At some point in the past, planks were nailed across the entrance, but these have dried out and fallen away, leaving only rusty bent nails to mark their old positions.

If either door is struck, a spasm of pain wracks the PC who is trying to break down the door. A PC who damages the doors suffers 1 *Wound* as he does so. Arrows and crossbow bolts do no significant damage to the doors; firearms do full damage and no ill-effects are suffered by the firer. Damage caused by spells is not reflected back on the spellcaster.

The simple spoken command "*Open in the name of Grungni!*" will cause the doors to swing open of their own accord. Within, the chamber is quite bare. A concerted and successful effort has been made to destroy the wall carvings. The spiral stairwell has been covered by a flat slab of stone, but this has cracked at some point in the past. Its pieces have tilted and are now jammed into the top of the stairs. A combined *Strength* of 8 or more is necessary to pull the pieces of the stone slab clear of the steps, so that the PCs can pass into the lower levels of Kadar-Khalizad. The spiral stairs lead down to area 51.

35. Gem Cutters' Workshop

This chamber has several stone work benches, each of

which is covered in fine instruments and tools which have long ago rusted away. On one bench are the remains of three magnifying glasses. The handles and lens-holders have corroded to dust, but the lens themselves are undamaged and still usable.

On a stone pedestal in one corner is a large, rust-red iron cube, some two feet tall, wide and deep. This was – and is – a safe, but it is locked with no fewer than four separate lock mechanisms. The safe has T 10 and D 60 so, short of explosives or magic, the PCs are going to find breaking it open a remarkably difficult task. The locks have become badly corroded over the years, and now have CR 30 each. All four must be picked before the safe door can be opened.

Inside the safe are a number of leather bags. These crumble away at the first touch, spilling their contents onto the floor. Each bag holds uncut and unpolished stones. There are fifty bags, each holding around stones worth 15 GCs – a total value of 750 GCs.

36. Burial Vaults & 37. Cemetery

These two chambers are separated only by a carved stone screen which has five archways in it.

The burial vaults, area 36, were originally intended only for the elders and nobles of the clan. It still contains the remains of several magnificent stone sarcophagi; these have been defaced. The wall carvings in here have also been systematically destroyed and the statues of the dead cast down. The bones once held by the sarcophagi have been scattered across the ground and mixed together – the whole room has been the target of persistent and considered vandalism. The cemetery (area 37) has also been disturbed. The dead have been dug out of their graves and their bones scattered. Their headstones have been defaced, broken and pushed over.

Mankir Fargazer used some of the bodies in here as test subjects for his necromantic experiments. Most of Mankir's meddling has produced Skeletons but, by some combination of chance magic and the chamber's chill air, two of the bodies were better preserved than the others. These two have risen from their graves as Zombies. In all, six Skeletons and two Zombies now rest in the open graves in area 37. This is the closest that they can achieve to true rest.

Another Undead creature, a Spectre, arose because of the burden of emotion that he carried. Once a Dwarf call Gludri Rockarne, the Spectre felt the melancholy of Kadar-Khalizad more than most. His dearest wish is to die, once and for all time, and he will attack the PCs in the hope that they can destroy him.

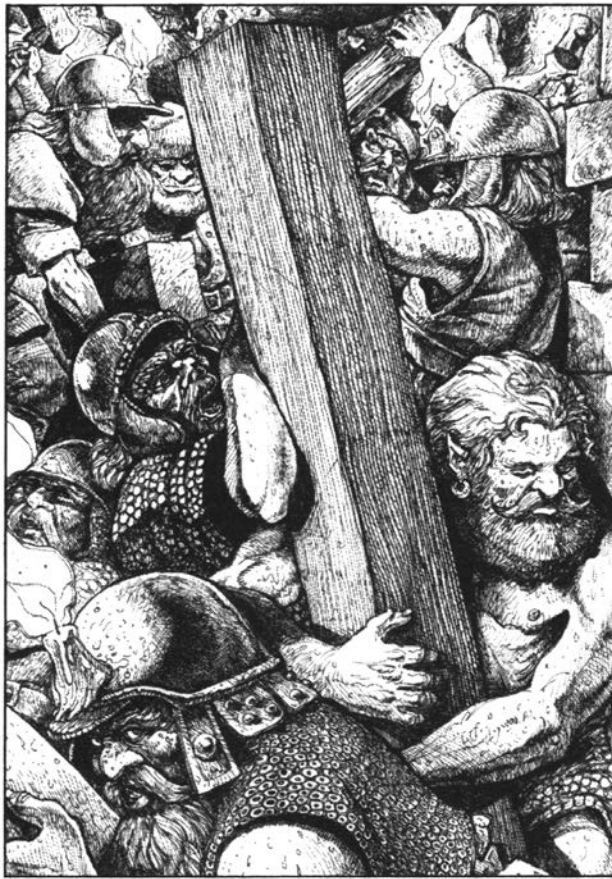
The nine Undead Dwarfs who stalk these rooms will only appear D6 rounds after the chambers have been entered. The Zombies and Skeletons will push aside the dust in their graves and climb out. The Spectre will appear in area 36, drifting from one of the sarcophagi D3 rounds after the Skeletons and Zombies climb from their graves.

38. Carpenter's Workroom

This chamber holds only the remains of a couple wall-mounted wooden work benches and rusty wood-working chisels and other tools. Nothing has any value, although three of the chisels are strong enough to be used as improvised weapons.

39. Junior Cleric's Room

The walls of this chamber have unusually fine carvings



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of Dwarfs working at smelting and mining. Grungni's pick symbol is endless repeated around the walls and in the floor tiles. The furniture perished to rags and dust long ago.

40. Wizard's Chamber

The door to this chamber has a Magic Lock and three Reinforce Door spell cast upon it, giving T 7, D 10. This is one of Mankir's ruses, an attempt to make any intruders believe that the room's contents are worth such protection.

Within, the furnishings – two desks, five chairs, a work table with dusty glassware and two high reading lecterns – are in surprisingly good condition. Oddly, this room doesn't smell musty; it smells slightly of vinegar and spices. The most tempting looking object of all, however, is a large chest.

The chest is one of Mankir's most clever experiments: an Undead Chameleoleech! This will only attack, with automatic surprise, if one of the PCs tries to open it. The Chameleoleech, by the way, is the source of the pickled smell.

41. Storage Room

This chamber is also in remarkably good condition, although very dusty. The walls are covered in shelves holding tiny bottles and jars. In the middle of the room stand a couple of chests of drawers, each with scores of small drawers.

Most of the bottles, jars and drawers are empty, but some still contain powders and dusts, spiders' webs and the residues of liquids and oils. If a spellcaster makes a careful search there is a 10% chance per turn

that he will find the material components of one of his known Battle Magic spells. Randomly determine one of the caster's spells when some material components are found. There will be enough for D3 castings of any particular spell. However, no fresh or living components will be found in here.

A PC Wizard who makes a successful Int test while examining the spell components will realise that some, such as a mummified hand, flaked skin and the like, are only of use to a Necromancer.

42. Living Chamber

This is a well furnished and comfortable-looking chamber. The tables and chairs are sturdy and will take the weight of any of the PCs. A large silver candlestick, worth 15 GCs, stands in the centre of the table. Unusually, none of the contents are damaged, nor have they rotted away!

43. Bedroom

This room is as well furnished as area 42, and equally unaffected by the passage of years. The dust on the floor is deep and undisturbed, and it's obvious that no one has been in here for many years – Liches do not need to sleep, after all!

44. Apprentice's Room

This room is full of sacks of old papers and clothes. Anyone opening the door will cause an avalanche of dusty sacks to tumble into the corridor. Anyone within D6 yards must make a successful T test or choke on the dust, reducing S by 1 for D6+20 turns.

45a-j. Living Chambers

These were once simple Dwarven living quarters with nothing unusual about them. They are filled with dust and a feeling of age-old decay.

Area 45i is, however, different from the other living chambers. It is here that Mankir has hidden some of his treasures. Beneath a pile of sacking – which is immediately noticeable because it is not rotted like the rest of the room's contents – is a large, rusty iron chest. While locked, the chest is not as strong as it once was, and it has T 3, D 6; the lock has CR 15. Smashing the chest open has a 15% chance of damaging the books and the scroll inside.

This chest holds Mankir's secret hoard. Inside the chest are his spell books, which include only details of the spells that he has memorized; a fragile scroll of the Druidic spells *Cure Disease*, *Drawing Down the Moon* and *Sunray*; two leather pouches, each containing a selection of gems worth 500 GCs; and a small box holding a gold ring inlaid with an iron hammer motif. The ring is magical, but its enchantments only work when it is worn by a cleric or devout follower of Sigmar. For such a person it confers T +1 and adds D +1 when using a warhammer. It has no additional damage effect when using another weapon.

46. The Great Temple of Grungni

The massive doors to this huge vaulted chamber are ajar. Stone pews are arranged in untidy rows in front of a dais. A single throne and two lecterns stand on the dais, in front of a rotten curtain of some red-purple material. The dais is flanked by the shattered remains of two statues: a Dwarven warrior and a Dwarven ironsmith. The walls are richly decorated, and show scenes of Grungni teaching the Dwarfs to live contentedly (and profitably!) underground.

This chamber is the haunting ground of Khanna Frosthand. His bones lie trapped beneath the ruins of the smith's statue. He will appear as soon as any PC enters the room. He will beg them to restore his temple as best they can.

The red-purple curtain is actually a Purple Mould (see WFRP for more details). Behind it is the indirect cause of Khanna's death, an Earth Elemental. When the creature was summoned, its arrival caused the statue to fall on poor Khanna, crushing the life out of him. The Elemental will remain hidden, unless the PCs move any of the chamber's contents.

The PCs will probably be unable to mend the shattered statues, but any two PCs with a combined S 5 will be able to move the pews back into position. If the PCs make some attempt to tidy up the mess, and collect Khanna's bones, the ghost will be content. Moving a pew, however, will disturb the Earth Elemental, and it will attack.

A *Zone of Sanctuary* spell will prevent the Elemental from attacking the PCs. It will simply turn its attentions to undoing their hard work by overturning the pews, for example. If the PCs wish to help Khanna they will have to deal with this dangerous and unpleasant creature. The PCs do have one small advantage: using the name of Grungni in any direct orders to the Elemental will cause it to freeze in terror for one round: for example, "*In the name of Grungni, begone!*" or "*By Grungni, stop!*" will make the Elemental pause. It will not move under any circumstances if held by Grungni's name; it will not even defend itself when attacked.

If the PCs repair the Temple, inter Khanna's bones and do their best to find and inter any other Dwarven bones, they may pray to Grungni in this Temple. There is a +10 bonus to the chance of receiving a blessing. You may choose the nature of this blessing: a Fate Point, a set of underground, sealed doors will open on command, a gemstone in the PC's possession has its value doubled, or the PC may strike an S 10 blow within the next 24 hours as long as he is underground.

47. Consecrational Chambers

Both these chambers were used as robing rooms, and for the smaller, more private, ceremonies of Grungni. The robes of the priests have long since rotted, leaving only a tracery of gold thread work. These fine gold threads hold together garments of dust. The thread is worth 10 GC, although Khanna's Ghost will not sanction its removal.

48. The Old Brewery

Huge stone vats are cut into the floor of this room. These are full of old, rather disgust slime. This slime is harmless, but anyone who touches it will smell terrible until they can have a wash in clean, fresh water (a -10 penalty to all Fel tests).

Two stone flaggons are still intact. They are marked with four tiny skull and crossbones each, and the legend "*Radmunder's Prime Old Particular*" in Khalizad runes. The liquid inside is as good as the day it was made, centuries ago – it's still pretty lethal stuff! Any PC who has a mouthful must make a successful T test or suffer the following penalties: WS -10, BS -10, S -1, T -1, for one hour. Anyone who has a second mouthful must make another successful T test, or suffer triple these penalties. However, no characteristic will ever be reduced below one by drinking Radmunder's Old Particular. Of course, it tastes *wonderful*...

49. Mining Equipment

The door to this chamber has been broken down. Rusty pickaxe heads, a couple of dented mining helmets and a stack of wooden (and useless) pickaxe handles are scattered across the floor.

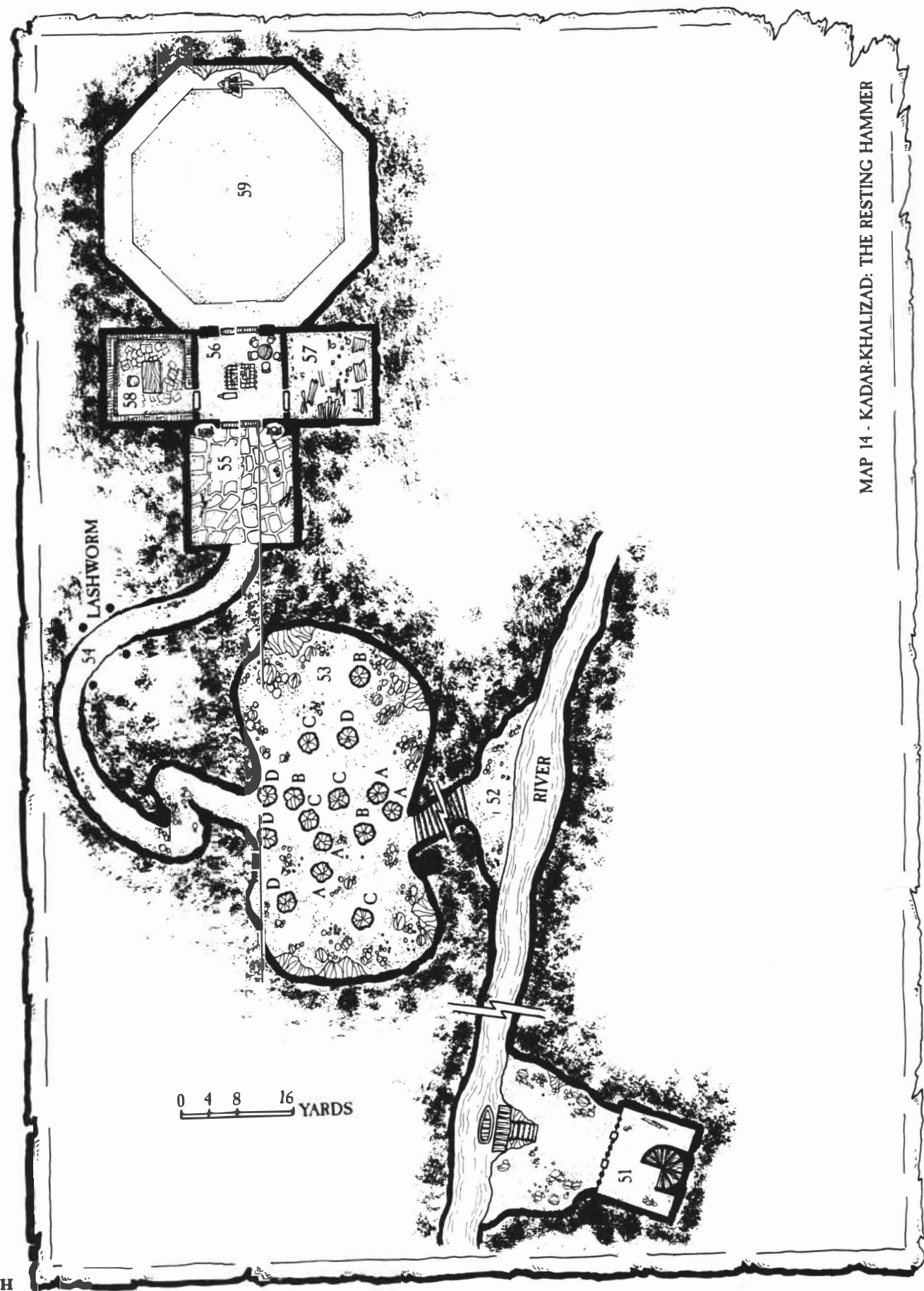
50. Pool Chamber

This cavernous chamber holds the fragmentary remains of wood and metal from a set of buckets, and the rotten remains of a set of privy cubicles. The small underground stream was once the Dwarfs' garderobe.

If the PCs do enter this chamber, they will be attacked by an Amoeba, which lives in the water. It will strike when a PC is within D6 yards of the water.



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MAP 14 - KADAR-KHALIZAD: THE RESTING HAMMER

KADAR-KHALIZAD: THE RESTING HAMMER

Map 14 shows the layout of this level of Kadar-Khalizad.

51. Entrance to the Depths

The spiral steps from Wulfan's entrance hall (area 34) wind downwards into the mountain for a distance of some 200 feet. The walls and steps are quite smooth, and seem almost to have been melted from the solid rock. As the PCs go down the stairs, the air becomes cooler and slightly damp.

At the bottom, the steps open out into a bare chamber. The walls are made of black marble, inlaid with runic symbols of white marble. Any PC with *Read - Khazalid* skill who makes an *Int* roll will be able to see that the runes tell the tale of Grungni teaching the Dwarfs the arts of smithing.

Opposite the spiral staircase are two massive gates made of black iron. An equally large iron bar on the gates holds them shut against whatever is on the other side. Four massive padlocks hold the bar in place. None of these show any signs of rust or decay.

A master cracksman could pick the locks (CR 50), or a very strong man could smash the gates down (T 7 D 30 each). The easiest way to open the gates is to use the four iron and brass keys. Two of these are carried by Mankir Fargazer, the other two are hidden in the Chieftain's Audience Chamber, area 28, above. If the PCs have an appropriate blessing from Grungni (see the description of The Great Temple of Grungni, area 46), they may also be able to command the gates to open.

The chamber beyond the gates has a river flowing through it. The water is deep, swift and very cold. A set of steps lead down to a small jetty. In the water at the bottom of the steps, although it is not tied up, is a stone boat.

The boat is made from a dark marble which is shot through with red veins. It has three benches carved into its keel, but no tiller, oars or any other obvious controls. The stone boat will hold up to eight people with ease. It seems to be unaffected by the river current; despite the speed of the water, the boat does not even bob up and down. If anyone boards the boat, nothing happens. However, when the word "*Grungni*" (the boat's command word) is spoken by someone aboard, its keel throbs and hums with power. The boat then slowly pulls away from the jetty and heads downstream. The water rushes past because the boat moves at a slower pace than the current.

The chamber and the jetty vanish astern as the boat enters the river's tunnel. *Map 14* not show the full length of the tunnel. The water grows rougher as the tunnel twists and turns, but the boat remains rock steady, and moves on at its stately pace. In places the clearance between the top of the boat and the tunnel roof is less than 3 feet. Any PC (other than a Dwarf or a Halfling) must make a successful *I* test to avoid hitting his head on the tunnel roof, unless he is lying in the bottom of the boat. Anyone who does hit the tunnel roof takes an S 3 hit; a helmet will provide protection.

52. The Far Shore

After about 15 minutes, the boat emerges into another



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cavern and drifts to a halt on a shoreline of gravel and pebbles. Ahead of the PCs a set of granite steps lead down into a gloomy darkness.

The steps go down for some fifty yards or more – their entire length is not shown on the map. Footsteps echo back from the rocks (making it impossible to hear any conversation), and take minutes to die away. Even the softest footfall can be heard quite clearly. Characters with appropriate movement skills are unable to climb down the steps without making some noise. Spells such as *Zone of Silence* have no effect on the steps. Wulfan the Loremaster liked to know when he had visitors.

53. Stalactite Chamber

This chamber has a profusion of stalactites hanging from the ceiling. Twisted dwarven faces with expressions of infinite sadness can be seen deep within many of the stalactites. Most have their mouths open in silent screams.

As well as holding these macabre images, some of the stalactites have achieved a kind of life, thanks to the energy of the warp gate nearby. Whenever a PC passes beneath one of the Chaos Stalactites, it will attack. There are four types of Chaos Stalactites in the chamber: As are Droppers, Bs Acid Drops, Cs Whiplash Claws, and Ds are Bubblers.

No more than 3 or 4 feet wide, the PCs will only be able to go down this passage in single file. Each PC may make a WP test as they walk along the passage. Dwarfs and PCs with *Magical Awareness* or *Magical Sense* get a +20 bonus to this test. Success indicates that the PCs can feel a presence in the air and stones around them. A

second successful WP test allows the PCs to realise that the presence has a distinctly dwarven character.

After the PCs have had this feeling (or not), they will pass the lairs of four Lashworms. These creatures will strike out as the PCs pass from their narrow, rock crevice homes. The Lashworms' rock crevices are very narrow, and only small weapons such as daggers and knives may be used against them. The Lashworms will continue their attacks – even after they have had a mouthful of fresh PC – if daggers and the like are prodded into their homes.

55. The Gates of the Loremaster

Even after centuries of neglect, these twin doors are impressive. Each is made of black iron and is covered in minutely-detailed carvings showing Dwarven warriors. The craftsmanship is staggering – the Dwarfs' carved warhammers have tiny runes upon them!

The doors are locked (T 6, D 40, CR 50 or 40 if someone oils them while they are being picked), and none of the keys which opened in the gates in the entrance to this level, area 51, will work here.

On each side of the doors is a carved statue of a Dwarven warrior. If the doors are opened (by any method) these Stone Dwarfs turn very slowly and intone *"Who has come that seeks rightful entry?"* Their voices are deep rumbles, like distant thunder. Unless they are given the right answer – which is *"Those serving Grungni seek an audience with the Loremaster"* – they will step away from the wall and block the way into the Loremaster's Hall, area 56. The rock behind them, and at their feet, flows like water at their touch, then settles back into solidity once they have passed.

If the PCs do give the right answer, the Stone Dwarfs will nod and rumble *"Pass, Servants of Grungni..."* They will not impeded the PCs' progress in any way. The Stone Dwarfs will not attack unless the PCs try to enter area 56 without giving the proper answer. They will also chase after any PCs who have entered the hall and try to drag them back outside the doors. However, as noted below, the Stone Dwarfs will be temporarily 'frozen' by the materialization of Wulfan's Ghost.

56. The Loremaster's Hall

This chamber is colder than the rest of Kadar-Khalizad. There is an unpleasantly frosty feel, and the PCs' breath will cloud the air. The room has an undisturbed stillness about it that is distinctly eerie – nothing actually looks wrong, but the entire place 'feels' unnatural. Any PC with either *Magical Sense* or *Daemon Lore* skill feels tense and begins to develop a headache in here.

The furnishings of the chamber are surprisingly unmarked by the passage of years. Nothing is dusty, rusty or mouldy. In centre of the room is a large hearth, an iron anvil and pair of iron braziers. To one side stands a circular stone table surrounded by a ring of five stone chairs. Metalworking tools – hammers, pliers, punches, etc – are scattered across the table.

The walls have carvings showing Dwarven life and crafts. Dwarfs are shown working in smithies, mines and weaponsshops. The symbols of Grungni – a pick and a helmeted face with a forked beard – are repeated in every scene. The workmanship is of an incredibly high standard but, as any Dwarf (or a PC with *History* skill) will be able to tell, done in a very archaic style.

Some D6 rounds after the PCs enter the Chamber a soft



whispering noise becomes audible. A Dwarf or a PC who can speak Khazalid will realise what tongue is being spoken, although no words can be made out. During the next two rounds, the noise rises in volume, although what is being said becomes no clearer. Spells such as *Gift of Tongues* and magic items with similar powers will not help to make the any sense of the sound. The noise reaches a crescendo, and then a single scream cuts through it all. The door from area 55 slams shut or, if the PCs smashed it down, is picked up by some uncanny force and jammed firmly into the open doorway. Any PC standing in the doorway must make a successful I test or take an S 4 hit from the slamming door; armour has its full protective value. The door once again has T 6 and D 40; it is being held shut by the prodigious will of Wulfan Merglord.

In the awful silence that follows, the insane Ghost of Wulfan Merglord the Loremaster slowly materializes in front of the PCs. The Ghost looks straight through the PCs, almost as if they weren't there, and then shrieks and gibbers: *"Begone! This place is cursed! I am cursed! Cursed! Ancient evil walks these halls! I will destroy thee for thine impertinence! Begone, lest the evil destroys thee for thy foolishness! Begone! I will curse you forever! I know you... Yessss... I know you all, servants of Mankir, and I will never let you pass! Never! The secret dies with me! The fault was mine! Flee, while you still have time... Oh, run, before my doom and my guilt falls upon you... I beg you, go now..."*

If the PCs make no threatening moves, Wulfan's Ghost repeats the same sort of message for 6+D6 rounds. The PCs can, however, cast protective spells or prepare offensive ones. Once the PCs do make an aggressive move – or at the end of his rant – the Ghost attacks.

Wulfan's Ghost is not the only opponent that the PCs must face. Some of his energy, memories, and abilities have leached into the room. These fragments of his personality have become bound into the fabric of the chamber and its furnishings. As well as Wulfan's Ghost which attacks in the usual fashion, the two iron Braziers, the Anvil and the six Tools attack the PCs!

On the second and every other round of combat there is a 50% chance that one of the Dwarf Carvings on the walls will step down from his scene and join the fight. These Dwarf Carvings are similar to the Stone Dwarfs, except that they are flatter and armed with a variety of weapons. Further details are given in *Profiles*.

The two Stone Dwarfs re-animate D6 rounds after Wulfan attacks the PCs. Again, these will attempt to drag the PCs from the chamber. They will not be successful, however, as the doors are still being held shut. The Stone Dwarfs will also be attacked by the Braziers, Anvil and Tools as they, too, are 'outsiders' who have no place being in the chamber! The Braziers, Anvil and Tools will make no distinction between the Stone Dwarfs and the PCs. Roll a D6: on an even result, the objects attack the PCs; on an odd result they attack the Stone Dwarfs.

Wulfan's Ghost is the centre of all the aggression locked up in this chamber. When the Ghost is defeated it gives a strangled sob, and the doors, which have been held fast all this time, fly open. The Braziers, Anvil and Tools fall to the floor and immediately rust away to nothing. The Dwarf Carvings and the Stone Dwarfs fight on for one extra round of combat. At the end of that time, and regardless of their condition, they begin to stagger

around in small circles. Dust runs from their eyes and ears and their bodies start to collapse inwards. This process continues for D3 rounds, with the movements of the Stone Dwarfs and Dwarf Carvings becoming more and more sluggish. Finally, they collapse into heaps of dust. The remaining carvings on the walls also crumble at the same time.

There is a last tremor, and thin curtains of stone and mortar dust drift down from the ceiling. Silence and stillness descend on the depths of Kadar-Khalizad.

57. The Loremaster's Workroom

This chamber was once Wulfan's workroom. The door is shut, but not locked. Inside, everything – stonework, earthenware, glasswork, books, papers, furniture – has been methodically smashed and torn to small pieces. Wulfan destroyed everything he could in here, and nothing of value remains.

58. The Chamber of Records

This room has a locked door (T 4, D 15, CR 15). Inside, the walls are lined with shelves and a writing desk stands in the middle of the room. Every flat surface (including the chair at the desk) is covered in books and scrolls. Over hundreds of years, however, many of these have decayed to the point of illegibility; mould has taken its toll on the paper and the inks have faded.

The only readable fragments on the desk are from Wulfan Merglord's diary. This is written in Classical Old Worlder, and can only be made out by someone who has the *Read/Write – Classical* skill. If one of the PCs has the necessary skill, give the players *Handout 8*:

... impossible to stay. I have so much guilt in my heart, and the burden is impossible. My own people... moods of despair at rejection, but how could it be otherwise?... last days here in meditation.

... the wretched day I sought to make the weapon and sum... the awful dread Daemon. It was such a small mistake, but... Although it has been bani... heavy cost... peror gone... pursuing the Daemon into the aether. I cannot see h... titanic struggle. Beyond mortal realms now... some aspect... ascension to...

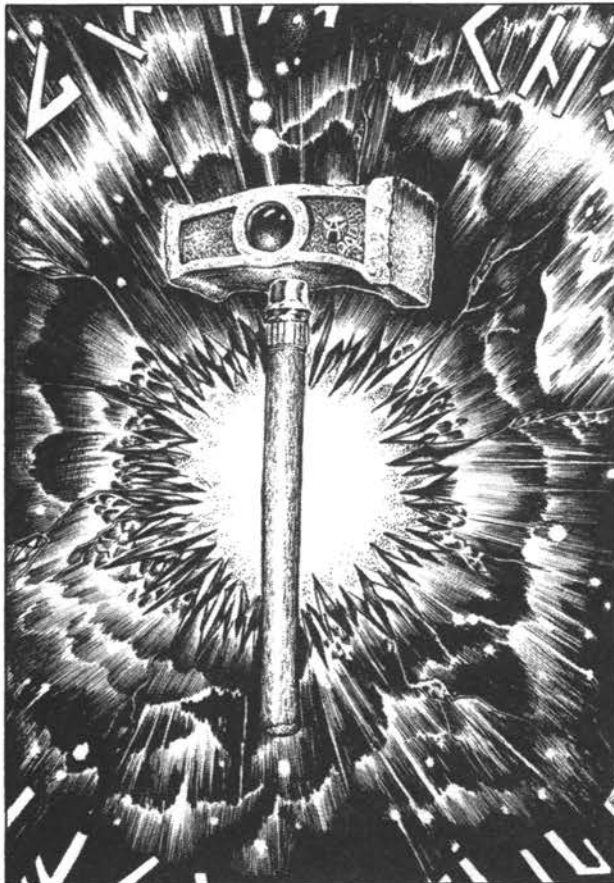
... Lore lost. I cannot interpret and see now... the gift has gone, I have been foresaken. Nothing left... vague prophecy from the young one ... far... far into the future...

A twin-tailed comet is proclaimed as the sign... beyond the times of our great-great-grandsons...

... for me... there is only...

Any PC who searches this chamber must make a successful Int test (+10 bonus for each of *Read/Write – Classical* or *Khazalid* or *History* skill or being a Dwarf) to recognise what they find as useful. One test may be made every 10 turns. You should roll a D4 and consult the table below to determine what the PC has found:

- 1 A grimoire containing D3 Battle Magic (a 30% chance) or Elemental spells (a 70% chance). Randomly determine each spell in the grimoire.
- 2 A short volume of Dwarven songs; this is of historical interest only, and a scholar interested in Dwarfs would pay 25 GCs for it.
- 3 A book on the tempering and crafting of metals. Anyone who reads this book (a task which takes a week in itself) can learn the Metallurgy skill at half the normal experience points cost and without



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bothering with an appropriate career. This assumes, of course, that the PC can find a teacher.

- 4 A book of truly awful poetry, which goes a long way to explain why Dwarfs are not renowned for their poetic souls. Most of the poems are epics which don't quite manage to rhyme properly... Worthless.

The other material in the chamber has decayed until it is entirely useless. You shouldn't encourage the PCs to spend hours searching this chamber. After 2D10 turns there will be a distant rumbling sound in the heart of the mountain, and some dust will drift down from the ceiling.

59. The Hammer of Sigmar

The doors to this chamber will swing open at the slightest touch. Beyond, the chamber is lit by a strange, shifting light which comes from every-where and nowhere.

The massive chamber is quite bare. Its walls, except one, have a seamless, black glassy appearance. Despite this, the PCs will not see their reflections. All they will see, deep within the stone of each wall, is a white stylized face of Grungni hanging in darkness.

Opposite the door, the wall has been shattered, as if by a huge hammer-blow from the other side. The wall looks like a huge black mirror, frozen in time at the instant when it cracked. The centre of impact is missing and the huge shards of the wall bulge into the room, forming a rough crater in the middle of the wall. An unhealthy light pulses within this crater.

And hanging in mid-air, some six feet off the ground,

directly in front of the crater is a two-handed warhammer. It is a plain, unadorned weapon, but – as any Dwarf will be able to spot instantly – made with all the skill of a true master. Non-Dwarf PCs must make a successful I test to observe this fact. This is the object of the PCs' quest: Ghal-maraz, Skull-splitter, the hammer of Sigmar Heldenhammer. *Magical Sense* skill and *Detect Magic* spells will confirm that the hammer is not just powerful, it throbs with magical energy.

A large circle of painted runes and other arcane symbols marks the outer limits of the damage to the wall. The cracks stop within the circle of runes, and beyond the stone is unmarked and smooth. Any Wizard or Dwarf PC who makes a successful Int test (+10 bonus for *Rune Lore* or *Theology* skill, +20 bonus for Daemonologists) will recognise that the symbols are part of at least one Daemonic magic spell. A second successful Int test (+20 bonus for Daemonologists) will allow the PC to recognise that the spell was not completed. The nature of the spell, however, will remain mysterious.

The PCs will undoubtedly consider all kinds of elaborate schemes to recover the Ghal-maraz, but all they need to do is reach up and pick the hammer out of the air. Complicated plans and detailed tactical routines will work automatically if they include this simple action at some point. Taking the hammer feels only like lifting it down from a hook. There are no horrible traps, magical backlashes or terrible curses visited on the PC who takes the hammer. However, taking Ghal-maraz from its resting place has its effects...

ESCAPING FROM KADAR-KHALIZAD

As a PC takes the Hammer, the light in the crater vanishes, as does the chamber's own mysterious light. The shards of stone on the wall bulge outwards with a dreadful creaking noise, as if straining to burst free. Then, in an instant, the entire area within the circle of white runes 'falls' into the wall, leaving what looks like a black, circular tunnel. From deep within the tunnel come patches of multi-coloured 'slow' light, which drift into the chamber and dissolve on the air. This display lasts no more than a few seconds. The warpgate, which Ghal-maraz has blocked for centuries, is now open...

Then, without warning, a howling gale blows out of the tunnel, carrying an oppressive stench of death and decay into the chamber. Almost as quickly as they come, the smell and the gale are gone, blown out of the chamber and into the rest of Kadar-Khalizad. As the smell vanishes, the PCs will hear a drawn out echo of laughter on the wind. And beneath the gale, a deep rumbling can be heard coming from the tunnel, although nothing can be seen.

Even if the PCs have 'destroyed' Wulfan's Ghost, it still has one last tragic part to play. A second gust of wind, carrying a cloud of dust, enters the chamber and swirls about for a moment. The breeze seems to pause and then it coalesces into the outline of Wulfan Merglord. He darts forward, directly into the tunnel, as though carried by a blast of dusty wind. As this dies away, the PCs will hear a faint, shocked cry in Khalizad: "*By Grungni! It's full of stars!*" The rumbling from the tunnel increases, and then a ring of multi-coloured light is blown into the chamber.

If the PCs look down the tunnel they will see a swirling, impossibly bright, light coming along the tunnel towards them. A foul noise of burbling screams, primal groaning and insane laughter breaks from the tunnel. The chamber shakes, and the doors rock on their hinges. In the Loremaster's Hall (area 56), a huge block of stone falls from the ceiling and cracks the stone table in two.

Unless the PCs leave now, they will probably be consumed by a mass of raw Chaos-stuff which is pulsing along the warpgate tunnel towards them. Anyone who looks into the tunnel must make a successful CI test or be rooted to the spot, horrified by what they have seen.

After 6+D6 rounds, the Chaos-stuff erupts from the tunnel. The very stone of the chamber melts into a mass of raw colour and formless fire. Any PC who is in the chamber at this time is killed automatically. Using Fate Points to remain in the chamber still results in death – standing next to an open warpgate is not a viable option at this point! Escape is all!

The PCs should realise that their only escape route is to return to the stone boat, which is currently in area 52. Providing the PCs keep ahead of the advancing Chaos-stuff, they should have no problems, but you shouldn't tell them that this is the case!

You needn't keep an exact record of where the raw Chaos-stuff has reached. If the PCs look back, they will see an odd shimmering in the air. The chambers and tunnels behind them will seem to be twisted out of shape, as if the very geometry of the world is being destroyed – which, indeed, is precisely what is happening. D3 rounds later, any PC who is looking

back will see the seething Chaos-stuff eating its way through the reality of Kadar-Khalizad! Again, such a PC must make a successful CI test or be rooted to the spot, unable to move.

Despite the PCs need for haste, the stone boat travels upstream towards area 51 at a steady, unhurried pace. Remember that, once again, tall PCs must make successful I tests to avoid hitting their heads on the tunnel roof! Paddling has no effect on the boat's speed. Behind the boat, the water seems to be boiling, and it is shot through with strange colours. The boat eventually drifts to a halt by the stone jetty, and a cloud of steam erupts from the river tunnel.

As the PCs climb the spiral staircase, the rumbling in the depths of Kadar-Khalizad reaches a new pitch. A blindingly hot wind rushes past the PCs, pushing over anyone who fails an S test. A gale of cold, rather stale air rushes the other way, down towards the Chaos-ruined remains of Wulfan's chambers. The warpgate has finally sealed itself, although whether this is due to a natural fluke of Chaos, Wulfan's sacrifice, or some act of Sigmar's, no-one can say.

If the PCs turn round and try to climb down the steps, they will find that the spiral steps dissolve into a strange mist. There is no way down.

If the PCs climb up the spiral staircase, they will not emerge back into Wulfan's Upper Entrance Hall (area 34). Instead, the steps climb onwards, higher and higher inside the mountain. Eventually, the PCs emerge into Yodri's cave. Behind them, the steps they have climbed shimmer and vanish. Ahead lies a greatly changed scene...



BACK TO THE EMPIRE

While the PCs were fleeing from Kadar-Khalizad, another creature was also making its escape. Sheerargetru, the Daemon summoned by Wulfan, was only trapped by the presence of Ghal-maraz. When the Hammer was removed, the Daemon could escape but, rather than escape into the warp where Sigmar waited, it has come into the world. The Daemon's entry was marked by the howling gale, the overpowering stench of decay and the echoing laughter from the warpgate after the Hammer was removed.

As the PCs ran from the warpgate, Sheerargetru possessed the sleeping Earth Dragon. Using this new form, the Daemon attacked and mortally wounded Yodri. Leaving the Dwarf for dead, the Daemon-Dragon has flown off, towards the heart of The Empire. There it can wreak its vengeance against the inheritors of Sigmar, driven by a hatred which has had centuries to fester and grow...

YODRI SLAIN

At the top of the spiral staircase the PCs find themselves back in Yodri's cave, but the place has changed greatly since they were last here. Huge gouges have been torn in the rock of the floor, walls and ceiling. The water from the spring is muddy and discoloured, Yodri's fire has gone out, and his crates and other meagre possessions have been tossed about like toys. Everything in the cave has been smashed to pieces.

Yodri lies in the mouth of his cave or, more accurately, the remains of Yodri lie in the cave mouth. It looks as if the ancient Dwarf has been torn in two. His body is twisted and his legs lie at an impossible angle. His bones are clearly visible through the oddly pale wounds in his stomach and chest. With such horrific injuries, Yodri must be dead. Yet, as the PCs approach, he moans slightly and opens his eyes. They are almost unseeing but, when he realises that the PCs have Ghal-maraz, something of their old light returns. A single croaking thought, half-heard, half-felt comes from Yodri: *"Not bad... for Humans."*

If the PCs try to move him or use any healing spells, he gasps in pain. *"No. No. I am beyond help, even that of Ghal-maraz... My time is done... Above this place, there is a cairn... There I can watch the stars for a few more years... Learn something new."* He pauses and coughs wetly. *"Few know of their deaths, but I... I did not expect... the dragon... he was my friend. Above, I have built my tomb. Please... it is my place. Lay me there and then... and then wait!"* The last word is a hissed order. *"If you young Dwarfs can... manage that much patience. Something's going to happen... Something wonderful!"* Yodri falls silent, and is truly dead.

As the PCs carry Yodri's body out of the cave, the mist is clearing. Regardless of the time when the PCs entered

Kadar-Khalizad, it is early morning when they return to Yodri's cave. Watery sunshine lights the valley below, and glints of dew on the long flight of steps down to the field of bones.

When the PCs arrived at the cave mouth, the mountain ledge was featureless, but now they will be able to see the mountain's peak. A set of steps are carved into the rock, leading upwards. Some 100 feet higher up is the true top of the mountain. A small, hollow cairn of stones is the spot where Yodri wishes to be buried. Once the last stone is in place over his corpse, there is nothing for the PCs at Kadar-Khalizad, except to obey Yodri's last instruction to wait...

THE AVATAR OF SIGMAR

Nothing happens for the rest of the day. The mountain top is quiet and still, with only a small breeze to disturb the PCs. If they search Yodri's cave, they will find little of interest. As the day goes on, Yodri's possessions seem to be petrifying and, if the PCs check on Yodri's corpse, they will find that it, too, is turning to stone.

As night falls, the air starts to feel very cold. As the sun drops below the mountains, the sky is filled with stars. Then, about an hour after darkness has properly fallen, a brilliant twin-tailed comet appears in the sky. Over the next few minutes it fills the north-western part of the sky, blotting out the stars. It seems to be heading directly towards the PCs on the mountain.

As the comet passes overhead, the entire mountain top is lit up, as if by bright moonlight. The light grows brighter and brighter, and even rocks on the ground seem to glow. Then, almost when the light becomes unbearable, it vanishes. Standing by Yodri's cairn is a radiant human figure bathed in soft glowing light.

The figure appears to be a strong man who is easily over 6 feet in height, and dressed in plate mail. His expression is stern, but tinged with kindness. This is the Avatar – an earthly manifestation – of Sigmar! A successful *I* test by a PC who has seen Baron Heinrich Todbringer will allow the PC to realise that he has seen the Avatar's face before. A successful *Int* test will allow the PC to put the Baron's name to the face. Of course, the PC has not recognised the Avatar – it is the Baron who resembles Sigmar surprisingly closely, and not the other way round!

The Avatar does not speak. It has no need to do so, but it does raise one hand and point to the north. Its communications are placed directly into the minds of the PCs, and are entirely one-way. Sigmar's Avatar will not react to anything the PCs say or think.

"Look to the lands of The Empire." The Avatar's mental voice is full of sorrow. The PCs' heads are filled with a shared vision. Armies march before them. Banners flap

in the wind. And behind the soldiers, the land is burnt and desolate.

All the soldiers seem to be converging on one place: a final battlefield where The Empire's fate will be decided. And, hidden in smoke and darkness, Beastmen and other, noisome creatures of Chaos skulk.

The vision is suddenly blotted out by a huge shadow. A Dragon swoops down, and flies low over Altdorf. Its powerful seem to grasp at the city's heart.

"Now – look to your own actions!" The Avatar's thoughts are stern, as though reproving children who have not behaved properly. *"Sigmar drove the Daemon before him. The Skull-splitter sealed the way."*

"You have freed Ghal-maraz, the Skull-splitter, the Hammer of Sigmar. Skull-splitter is needed once more, but the Daemon stalks the land. You have freed an old enemy. Yet what has been done cannot be undone. That lies in the future."

"Guard the Skull-splitter well, and use it wisely. Carry the Hammer far into The Empire, to the north. There is an heir of Sigmar Heldenhammer in the world! Carry the Hammer to him." The Avatar raises both its arms in a blessing. *"Seek Sigmar's son in Wolfenburg. And fly to him. The time draws near."*

The light fades, and the Avatar dissolves into nothingness. Overhead, the comet's track has changed, and now points directly back along the route the PCs took from the Hidden Valley to reach Kadar-Khalizad. The cairn of stones falls into a heap of dust; Yodri's body has vanished!

THE RETURN JOURNEY

The obvious course of action is for the PCs to retrace their steps, heading back towards the Hidden Valley and the Elves. The travel rates and encumbrance restrictions that applied to the journey to Kadar-Khalizad still apply on the return journey.

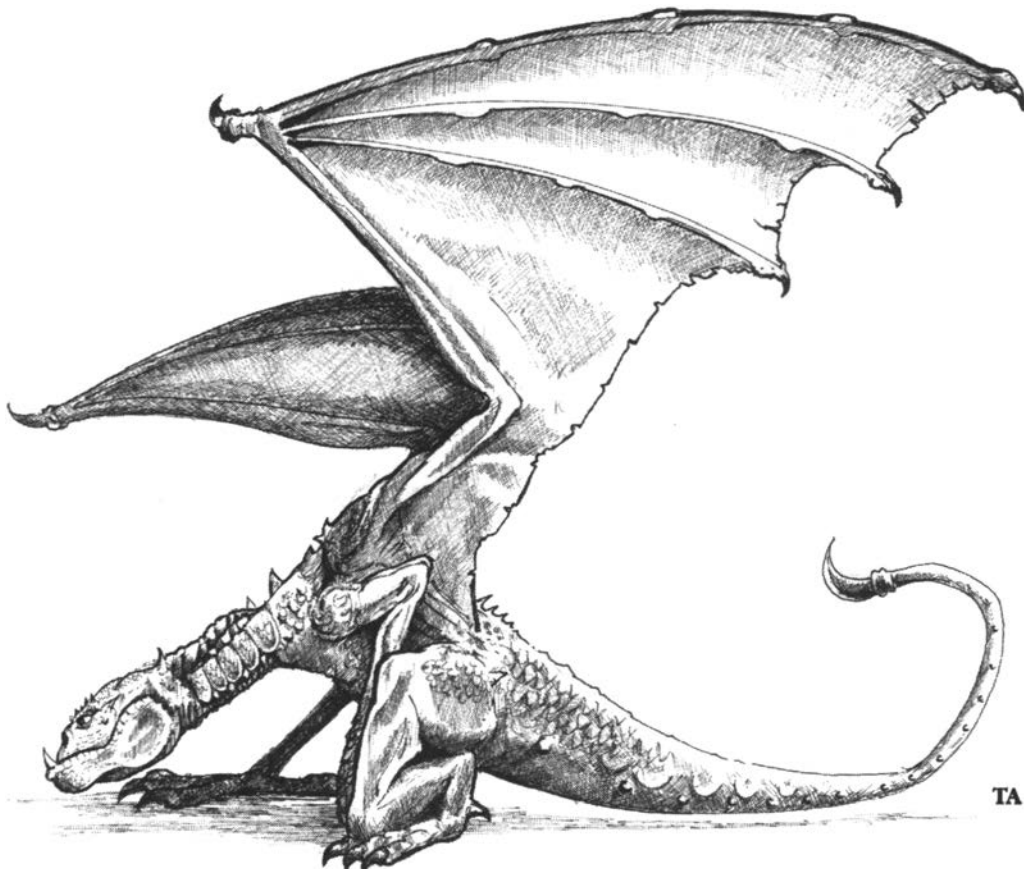
The PCs may feel that, by the time they have walked out of the mountains, The Empire will have torn itself to pieces. In this regard, however, they should not be too worried. Raising and equipping an army takes time and money and, while a civil war has started, the decisive battle is yet to come.

More Encounters in the Mountains

You may wish to use some encounters on the PCs return journey to the Hidden Valley. Remember that they now have Ghal-maraz, and thus encounters with a group of Goblins or Orcs (reusing the statistics of groups already encountered) will probably be tedious and one-sided.

The PCs will almost certainly need some food on the return journey, so the Mountain Goats encounter can be repeated as often as necessary. If the PCs get really hungry, they may consider eating either Jose or Alberto, if they still have the mules. If the PCs do slaughter one of their faithful mules, the carcass will provide 20+3D6 'portions' of meat. A 'portion' is enough to feed one person for one day. Mule is too tough to be eaten raw, and has bland flavour. Once butchered, the meat will keep for 5+D3 days.

Conrad and Adolph Blumentrit, the trappers, and Glumi and Stumpi the Dwarf Troll Slayers can also be



used as non-hostile encounters for the PCs. All these people will be quite happy to accompany the PCs. In the case of the Troll Slayers this may, if you wish, cause problems when the PCs reach the Hidden Valley. Although Melaril and his people are eternally grateful to the PCs for destroying the Cloud of Chaos, they will not be too pleased with the arrival of two strange Dwarfs! Details of mountain folk for the PCs can meet can be found in *Profiles* section.

The Hidden Valley and the Pegasi

The Elves will be delighted to see the PCs safely returned from their quest, although their joy may be tempered by the presence of outsiders with the PCs. They will willingly offer the PCs shelter and food for as long as required. The Elves will not be particularly awed by Ghal-maraz, although they will recognise it as an object of great power. A warhammer isn't really an Elven weapon, after all.

The PCs may already have seen the Pegasi flying in the general vicinity of the Hidden Valley. They may also realise that the Avatar's remark about 'flying' to Sigmar's aid was a direct reference to the Pegasi.

You may wish to add an extra encounter to establish the existence of the Pegasi. As the PCs approach the Hidden Valley they turn a corner and surprise an Elf. He is sitting on the ground feeding apples to a Pegasus. As soon as he sees the PCs, the Elf leaps bareback onto his mount and takes off, straight towards the Valley. With such evidence, the PCs can have no doubts that Melaril and the Elves know about the Pegasi.

However, if questioned about the Pegasi, Melaril will be evasive, although eventually he will admit that they do exist and live in the Valley. If he is asked whether or not the PCs can 'borrow' the Pegasi to reach the Empire he will look serious. *"The Pegasi are their own masters. But*

they goodly creatures, and will not aid those who have wicked or impure thoughts. Can you claim such status? If you can, I will speak on your behalf."

In all probability none of the PCs will be of Good Alignment. However, it is reasonable to point out that returning Ghal-maraz to the Empire as quickly as possible is a good act. Thousands of lives may be saved, needless suffering averted, and Chaos thwarted. Melaril will eventually agree with such reasoning.

Melaril asks the PCs to remain in his house. The other Elves discreetly 'get in the way' if the PCs try to follow him. Melaril stands quite still in the centre of the village and waits. After ten minutes or so, a magnificent Pegasus stallion lands in front of him. Melaril whispers into its ear, while the animal paws the ground. If it is possible for a horse (and a flying horse at that) to look doubtful, the stallion manages to do so as Melaril talks to him. After whinnying a reply the stallion takes off and flies away. Melaril returns to the PCs and smiles. The Pegasi will help, but they will only carry the PCs into The Empire. Fighting is out of the question.

Flying on Pegasi

The Pegasi arrive in the Elves village early on the following morning. The Elves carefully saddle them with lightweight training harnesses of the sort used to train young Elves. There is some good-natured laughter from the Elves – the idea of great strapping adventurers being tied to flying horses like children amuses them. However, the Elves also make sure that the saddlebags are packed with good food, enough for more around 10 days for each of the PCs.

Pegasi fly at a steady speed of 10-15 miles per hour; this varies depending upon whether or not the Pegasi are flying into the wind. They can, of course, manage faster speeds over short distances. Each animal can carry one PC and about 500 Encumbrance points of gear. As a rule of thumb, the Pegasi will cover 80+2D20 miles per day. This allows time for 8 hours sleep, short rest breaks, and searches for suitably juicy grazing – Pegasi are quite picky creatures about what they eat. It will therefore take around 9 days for the Pegasi to fly to Wolfenburg. The rest of the adventure assumes that the PCs take around 9 days to reach Wolfenburg.

The Pegasi will not travel close to the ground, nor will they sleep, graze or rest close to any human habitation. They are shy and reclusive animals, and do not wish to be seen. They do not converse with the PCs in any fashion, but their leader, Stargriff, has an uncanny knack of knowing what is going on. The Pegasi always seem to know what is expected of them.

The PCs should realise that they ought to follow the Avatar's instructions and fly to Wolfenburg – by any reasonable standards, Kaslain's instructions to return the Hammer to Altdorf have been superceded. The Pegasi will leave the PCs before they reach their destination. The animals will be reluctant to fly closer than six miles to Wolfenburg. There is something in the wind that they do not like.

Of course, if the PCs mistreat the Pegasi in any way they will all leave immediately, even if the PCs haven't reached a point near Wolfenburg. Mistreatment, for examples, includes such actions as hobbling the animals at night.



THE EMPIRE AT WAR

As the PCs leave the Wood Elves, they are heading back into a land at war with itself. The dislike of Ulrican for Sigmarite and vice versa, has spread throughout The Empire. Almost every town and village has its collection of gallows and gibbets, where the remains of Sigmarite or Ulrican 'traitors' dangle, depending upon the beliefs of the local majority.

CIVIL WAR

While the PCs have been away, the sides have been chosen. Formally, the Empire is split along almost completely religious lines. The Sigmarites, proclaiming themselves to be 'loyalists' and 'Imperial forces', face 'heretic' and 'rebel' Ulricans. For their part, the Ulricans name their enemies to be 'mutant-worshippers' and 'murderers'.

The rulers of Middenheim, Middenland, Talabecland and Nordland have formed a loose alliance of Ulrican states. In this – and much to everyone's surprise – they have been joined by Countess Emmanuelle von Liebewitz of Nuln. More importantly, she persuaded Gustavus Turmgever, the Master of the Imperial School of Artillery, to throw in his lot with the Ulricans.

The 'defection' of Nuln and its artillerymen came as a blow to Grand Marshal Bock. He had assumed that Imperial forces would remain loyal to the idea of an Emperor – and that meant to the idea of a Sigmarite Emperor! As soon as he heard the news, he moved south to secure Nuln and its guns. He was too late. The gunners of the Imperial School, supported by the Nuln garrison, were ready. Marshal Bock and his men died to a man in a well-planned ambush, betrayed by an Ulrican sympathiser in their midst. The first formal battle of the war had been fought and lost at Biberdorf.

While the Ulricans were celebrating their first victory, the Sigmarites gathered their forces. Stirland, Ostland, Sudenland, and Ostermark (under Gunther Dachs, the dead Maximillian's son) declared their loyalty to Sigmar's Empire. Their true common loyalty was, however, to Sigmar's Cult and, by judicious persuasion, the Grand Theogonist added Averland to his loyalist alliance. And in Sigmar's name he has commandeered those Imperial forces which he felt could be trusted...

For common men, the disputes of the high and mighty have always been confusing and confused. Many have sided with their overlord out of loyalty, regardless of religious beliefs. In the ostensibly Sigmarite Ostlander army, for example, there are many sincere Ulricans. It is also possible to find Sigmarites marching behind the Ulrican banners of Middenheim.

In other cases, rebellion and violence have been seen as the only proper way of dealing with 'heretic' rulers. And, of course, religious differences have only been an excuse to settle old, secular quarrels. Raiding and pillaging to settle old scores have had new justification.

And rulers have also turned against their own people. Baron Werner Nikse of Nordland was the first to issue edicts banning the worship of Sigmar. He has also taken



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the opportunity to cease the Cult's properties in Nordland. Only the influence of Ar-Ulric has stopped him from going further. Unlike Ar-Ulric, the Grand Theogonist has done nothing to restrain his own supporters. Stirland has become a place of horror for Ulricans. Graf Alberich Haupt-Anderssen of Stirland has equalled many of the brutalities practiced in Imperial history. He needed magical aid to recover from the wounds he had suffered in the Volkshalle, but this was not enough to save his left arm. Below his elbow, Albrecht has only a neat stump, and this has left him with a hatred for all things Ulrican. In payment for his lost limb, he has similarly mutilated every Ulrican cleric that he has captured.

After further minor skirmishes, the armies of The Empire in the field have come together at Wolfenburg, the county seat of Ostland. The Ulrican alliance has decided to settle the the Talabecland-Ostland conflict once and for all. Once Wolfenburg is in flames and the Ostlanders destroyed, the alliance can move on Altdorf – and victory!

The Sigmarites have, thanks to Yorri's poor grasp of strategy, have found the best of their armies trapped in Wolfenburg. After the death of Grand Marshal Bock, the Grand Theogonist would not listen to military experts. Using his spiritual authority, Yorri has interfered in military matters while remaining in Altdorf, far from the front line. After all, he feels that Bock was an

'expert', and he only managed to conquer six feet of earth. With Yorri's inadvertent aid, the Ulricans have made a Battle of Wolfenburg, which should decide the course of the war, a certainty.

Graf Heinrich Todbringer of Middenheim, the son of Graf Boris, is largely responsible for this state of affairs. Aided by von Genscher, he has manoeuvred his forces skillfully, and driven his enemies back without anything more than simple skirmishes. He is determined that Wolfenburg will be the only set piece battle of the civil war. As a result, the Ulrican forces have come to accept him as their supreme commander. It is a position that suits him: he has little wish to see his fellow citizens slaughter one another, just because they worship Sigmar and Ulric.

In only one matter has Graf Heinrich made himself unpopular with some of his supporters. He has issued instructions that no Sigmarites are to be slain out of hand. This has not proven popular among the forces of the other Ulrican Electors, but for the most part this edict has been obeyed. It has also had an unexpected benefit: Sigmarites have proven ready to surrender, safe in the knowledge that they will not be martyred.

THE ROAD TO WOLFENBURG

The morning of the ninth day the PCs' flight begins much as usual. The Pegasi awake before dawn and, by persistently nuzzling the PCs and generally thumping about, make sure the PCs are awake as well. Naturally, the Pegasi have refused to land close to any human habitation, and the PCs are miles from anywhere. However, once the Pegasi are fed, watered and saddled, another fine day of flying is in prospect.

This time, the flight is relatively short. An hour after dawn, the Pegasi spiral down to a small clearing in the middle of the forest. This time, however, the Pegasi have no interest in grazing or resting. They simply stand in the clearing, refusing to take to the air.

Eventually, the PCs should realise that the Pegasi will take them no further; they have arrived. As soon as the PCs have dismounted, the Pegasi show more signs of life. Within moments, the Pegasi's strong teeth have bitten through straps; saddles, saddlebags and other baggage are dumped on the ground. If the PCs get the message and remove their own gear, the Pegasi stand and wait patiently until everything is gone.

Then, at some whinnied command from Stargriff, the Pegasi take to the air and, after circling the clearing twice, fly slowly southwards. The PCs are alone in the middle of one of The Empire's forests, with a heap of their own gear and flying saddles.

The PCs are now faced with a six mile trek towards Wolfenburg, through a forest which is still wreathed in mist. The next problem is for the PCs is, of course, where to go...

Following the Hammer

The PCs have a ready-made direction finder in the shape of Ghal-maraz. It knows where Graf Heinrich Todbringer of Middenheim, its rightful bearer, can be found: on the battlefield to the south of Wolfenburg.

After the PCs have landed, anyone who is holding the Hammer will feel a definite urge from the Hammer to travel north towards Wolfenburg. The Hammer throbs slightly to the touch when it is pointing in the right direction. As the PCs get closer, the sensation from Ghal-maraz becomes clearer: it is getting near to its true bearer. The PCs should realise that the Hammer is leading them towards their goal.

If the PCs have stored Ghal-maraz away, they will hear a throbbing hum coming from the Hammer after they have landed. Once a PC is holding the Hammer, it will again point out the route they should take.

A Rumour of War

Hard information is hard to come by within The Empire. The semaphore system has broken down; only the Altdorf-Grunburg semaphore is still working. The stations to Nuln have been abandoned for the duration of hostilities, thanks to attacks by Ulricans, Sigmarites and mutant bands.

The only other source of information for people in The Empire is word of mouth from passing travellers, who have become rarer as the roads have become more dangerous. Added to this, of course, is the sad fact that not everyone tells the truth as they know it. Facts are embroidered, changed and ignored, depending upon the loyalty of the speaker. After a story has been repeated two or three times, it need have no relationship with reality at all.

The rumours listed below can be passed on to the PCs during any of the encounters listed below, both before and after they reach the battlefield. Obviously, not all the information here need be given to the PCs, and different NPCs will give very different emphasis to some rumours. The rumours can also be used when the PCs return to Altdorf (see *The Final Evil*).

1. A huge Dragon appeared over Altdorf! It even attacked the Temple of Sigmar! The Grand Theogonist himself killed the foul creature – he drowned it in the River Reik. *Partly true. The creature was actually Sheerargetru the Daemon in Dragon form. Although it flew over the city, it did no direct damage. It allowed its Dragon body to be destroyed, and now inhabits Yorri, the Grand obvious to the PCs in the last part of the adventure.*
2. Nuln has fallen to Imperial troops under Grand Marshal Bock. The gunners of the Imperial School of Artillery have been slaughtered to a man! *False, but passed on as 'great news' by any Sigmarite or Ostlander. Bock and his Imperial force were destroyed.*
3. The Ostlanders are winning the border war with Talabecland. Their raiders come and go at will. *Partly True. No Talabeclander would ever admit that this is true. On balance, the Ostlanders have burnt a slightly greater number of farms and stolen more cattle than the Talabeclanders. This is a victory of sorts.*
4. Graf Heinrich Todbringer was nearly assassinated by mutants! He was wounded. His Wizards and a hunter were killed instead. *Partly true. Heinrich was unharmed. Albrecht Helseher, the High Wizard of Middenheim, Allavandrel Fanmaris, the Master of the Hunt, and Ulrich Schutzmann, the Commander of the Middenheim Watch, were killed by the poisoned bite of a mutant.*

5. The Tsar of Kislev has declared war on The Empire. His third son, Prince Mikhail of the Gryphon Legion, has been killed, and the Tsar wants revenge. *Partly true. Misha Radiavich is indeed dead, killed in a skirmish but the Tsar doesn't know, nor has he declared war.*
6. Emperor Karl-Franz is alive! By the grace of Sigmar, he has returned to lead his finest troops to crush the Ulrican rebellion! *Utter rubbish. Karl-Franz remains as dead as ever.*
7. Better be careful travelling in these times. There are many Beastmen – and worse – in the forests. There's more than I can ever count... *Mostly true. Beastmen have been drawn to Wolfenburg, in the hope of easy pickings once the battle is over.*

ENCOUNTERS BEFORE THE BATTLE

Wolfenburg is a town under siege. It is held by an Imperial and Sigmarite army, made up of men from Averland, Ostland, Ostermark, Stirland and Sudenland, along with elements of the Imperial Guard, the Order of the Fiery Heart, the High Helms and the Gryphon Legion. While superficially impressive, this force is riven with disagreements – the Imperial forces, for example, have little confidence in their provincial allies.

Parts of the city close to the southern walls have already been damaged by fire and, in one or two places, its walls are starting to crumble. The Sigmarite defenders have concluded, quite correctly, that they cannot hold the town for long, even though they have a slightly larger number of troops. The town's defences are too old and in too poor a state of repair, and if a battle is fought in the streets the superior training and morale of the Ulrican 'rebels' will be telling factors. They have therefore decided to sally forth and give battle. In front of the city to the south is an area of open farmland and this, so it is hoped, will prove an ideal battlefield.

Outside the city, the Ulrican 'rebel' army is waiting. This is made up of forces from Talabecland, Middenland, Middenheim, Nordland and Nuln, including the members of Knights Panther and the Order of the White Wolf. While slightly outnumbered, the Ulrican army is a far more unified force. Its own rivalries are with the enemy: the Talabeclanders, for instance, are driven by their rivalry with Ostland, and by the desire to finish off their traditional enemies once and for all.

Although they do not know it, the PCs are marching straight into the middle of this battle. Before they get there, however, you may wish to use one or more of the encounters listed below. These will give the PCs some idea of the kind of trouble that they are facing.

Refugees

As the PCs march northwards, it becomes clearer that quite a few people have been travelling the same route, although not necessarily in the same direction.

As the PCs come over a small rise, they see an ox cart bogged down to its axles in a muddy patch of ground. A woman and three small children are pushing one of the wheels, but to no effect. The cart's driver is doing

his best to extricate his vehicle by flogging and cursing his oxen in equal measure. He is red in the face and very angry – with a little encouragement, he will end up flogging the people as well.

As soon as the PCs hail the cart (or as soon as one of the children spots the PCs and screams), the driver drops his whip and scrabbles around under his seat. After a couple of seconds, he pulls out a rusty-looking blunderbuss and aims, rather shakily, at the closest PC. He then orders the PCs surrender. He does not sound very sure of himself.

Bruno Helmutson, his wife, Gerta and his three children, Kaspar, Little Bruno and Little Gerta, are fleeing from the war in general – and specifically from the battle outside the walls of Wolfenburg.

Bruno is a Talabeclander and a peasant farmer, and loyal, in his way, to his liege lord. Or at least he was loyal until the soldiers came, then he had to get his family away as quickly as possible. Bruno knows enough to know that peasants get short shrift from everybody during a war. His is therefore deeply suspicious of the PCs.

If the PCs make any aggressive moves, Bruno will use his blunderbuss. He, more than anybody else, will be surprised when it works properly. His wife and children will scream in terror. Once he has fired (and probably missed), he will use the blunderbuss as a club on the nearest PCs. Bruno will fight with more desperation than skill, and the PCs should have no difficulty in overcoming him. However, as the PCs get the upper hand in any fight, Little Bruno will leap on a random PC and try to bite him! The other children and his wife



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will also leap to his defence with whatever pots, pans and rolling pins they can find.

If the PCs are open and friendly, Bruno will eventually lower the blunderbuss, although he will not put it down. He will make sure that his wife and family climb into the cart and stay there. Unless one of the PCs makes a successful *Fel* test, he will even refuse any offers of help. A second successful *Fel* test will talk him round.

Bruno has very good reasons for not wanting the PCs to help him. In addition to all his household goods and several sacks of grain, the cart also holds the bodies of two Talabeclander soldiers. Bruno shot them both – almost by mistake – when they tried to press him into the Talabecland army. After he had claimed down, Bruno realised that it was only a matter of time before someone came looking for the bodies. Stupidly, he decided not to hide them, but to carry them away and dump them somewhere far from his home. He feels that it is typical of his luck that his cart has become stuck.

If the PCs discover the bodies (eg if a PC looks in the back of the cart and makes a successful *I* test), the whole sorry tale will come tumbling out. Bruno will claim, with some truth, that it has all been a horrible accident.

If the PCs help Bruno (with or without discovering the bodies), he will be grateful, although the only payment he can offer is a freshly baked loaf. Under no circumstances will he be willing to accompany the PCs as they travel northwards. Bruno and his family can also be used to pass rumours to the PCs.



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Fleeing Horses!

This encounter can be used to give the PCs access to some horses, if you wish, so that they can ride to the battle providing that they can catch the animals!

In the distance the PCs hear hoofbeats approaching at speed. It sounds like a group of horsemen are coming straight at them. The PCs have just enough time to prepare weapons and spells or take cover behind trees, in the undergrowth or wherever.

A minute later eight horses gallop out of the trees and straight towards the PCs. The horses pull up as soon as they see and/or smell the PCs, and veer off to one side. Any PC who makes a successful *M* test or *I* test (with a +10 bonus for *Ride – Horse* or *Animal Training* skill) may attempt to grab the bridle of a passing horse. The player chooses which of his PC's characteristics is used for the test. Anyone who manages to stop one animal may repeat the test to stop a second horse.

All the animals are riding horses, and each has a saddle, saddlebags and weaponry on its back. One saddle still has an occupant, a dead rider in bloodstained livery. The man has collapsed forwards, and is pinned to his saddle by an arrow through his thigh. Any PC who makes a successful *Int* test (+10 bonus for *Heraldry* skill) will recognise the coat of arms on the man's livery as that of Ostland. The same coat of arms has been branded into the rump of each horse.

The Patrol

A group of seven horsemen break out of the undergrowth and advance towards the PCs. Their leader shouts "*Halt, scum, in the name of Ulric!*" as his six men level their crossbows. Another mail-clad staggers out of the undergrowth, leading a lame horse. He swears quietly to himself.

The PCs have three choices: they can surrender, they can run for cover, or they can attack. PCs who wish to either run or fight must make a successful *I* test (+10 bonus for *Ride – Horse* skill if mounted, +10 bonus for *Concealment Rural* skill if fleeing) to act before the horsemen can fire their crossbows.

If PCs have captured the fleeing Ostland horses and they try to surrender, the Talabeclanders may spot the Ostland coats of arms on the horses' rumps. If Sergeant Runstedt makes a successful *I* test, he will spot the Ostlander arms and raise the alarm. He will not listen to any explanation from the PCs. He and his men will attack, convinced that the PCs are Ostland raiders (at best) or spies (at worst).

If a fight does break out with the Talabecland patrol, the Roadwardens will surrender if three of them are killed or incapacitated, or as soon as Sergeant Runstedt is killed. The death or wounding of Klaus Marcher will not bother them in the least. If Runstedt has possession of Ghal-maraz when a fight starts (see below for reasons why this might be the case) he will drop the weapon and fight with his sword; he knows that he lacks the skill to use the warhammer.

If the PCs do manage to surrender, Roadwarden Sergeant Otto Runstedt of the Talabecland Army will order his men to disarm them. He will, however, forget to tell his men to search for concealed weapons. He will take Ghal-maraz, the Hammer of Sigmar, for his own,

despite the protests of Klaus Marcher, the man on foot, that he was promised choice of captured weapons.

Sergeant Runstedt will listen to whatever story the PCs care to tell him. He will nod enthusiastically at each new twist in the tale and smile as the PCs recount any triumph. He is a completely appreciative audience. Eventually, however, he turns round and demands "*Do you really expect me to believe that rubbish? Now, tell me the truth!!*" If the PCs tell him the truth – that the hammer is Ghal-maraz, the Hammer of Sigmar – he will double up in fits of giggles, then punch the PC who was talking as hard as he can. He will then invite the next PC to tell him something equally as amusing.

Eventually, he will tire of the PCs' "*lies and fabrications.*" He will order Klaus Marcher to find a strong tree. He will turn to the PCs and, with a kind smile, announce that he is going to hang them all.

By this point, the PCs ought to realise that the only way they are going to escape from Runstedt is by fighting. Reason just won't work with him. The use of skills such as *Hypnotism* (if it fails) or *Public Speaking* (no matter what the result) will simply make him angry.

The Wounded Beastman

The PCs hear a low groaning, punctuated by small, shrill cries of pain, from a patch of undergrowth, slightly to west of the route that they are taking. If they investigate this noise, Ghal-maraz will hum if anyone is holding it – a clear indication that something of Chaos is nearby.

A search is hardly necessary. Without any trouble, the PCs will find a wounded Chaos Beastman lying in a pool of blood. It has obviously been stabbed and left for dead. The Beastman will try and crawl away from the PCs as soon as it sees them. However, it only manages to move a couple of yards before it collapses in pain. If the Beastman is helped, he will attack the PCs who have come to his aid.

Any PC with *Follow Trail* skill will automatically spot a set of footprints leading to the west. A successful I test will allow the PC to realise that four creatures passed that way after a scuffle with the Chaos Beastman. The PC will not be able to identify the creatures; the prints are confused and vaguely unnatural.

If the PCs follow the footprints, they will catch up with a group of four Chaos Beastmen after about ten minutes if they move at cautious speed, and five minutes if they move at normal speed. The Beastmen will be 40+D10 yards ahead, moving noisily through the undergrowth.

As soon as the PCs see the Beastmen moving ahead of them, there is a chance that the Beastmen will see them. If the Beastman with the *Crown of Eyestalks* makes a successful I test (with a -10 penalty if the visible PCs have *Concealment Rural* skill), he will spot the PCs and alert its comrades. Should this happen, the Beastmen will turn round and attack. The Beastman may make an I test on every round that the PCs can see him.

If the PCs attack the Beastmen, the PCs may make two missile attacks before the Beastmen realise what is happening. On the third round, the Beastmen will charge into the attack. If the PCs enter hand-to-hand combat without shooting at the Beastmen, their free missile fire advantage is lost.

None of the Chaos Beastmen can be reasoned with. They will fight until they are all killed.

THE BATTLE OF WOLFENBURG

No definite timeline is needed for the PCs march towards Wolfenburg, or for the battle that they stumble into when they arrive. The impression that you should create is one of confusion on the part of both armies.

Map 15 shows the battlefield before Wolfenburg.

By the time the PCs land, the Ulrican forces have drawn themselves into a battleline in front of Wolfenburg. During the night – and shielded by magics – the Sigmarite forces have emerged from the city and formed their own battleline. Although the Sigmarite manoeuvre was implicitly aggressive, their army has so far shown no desire to advance further.

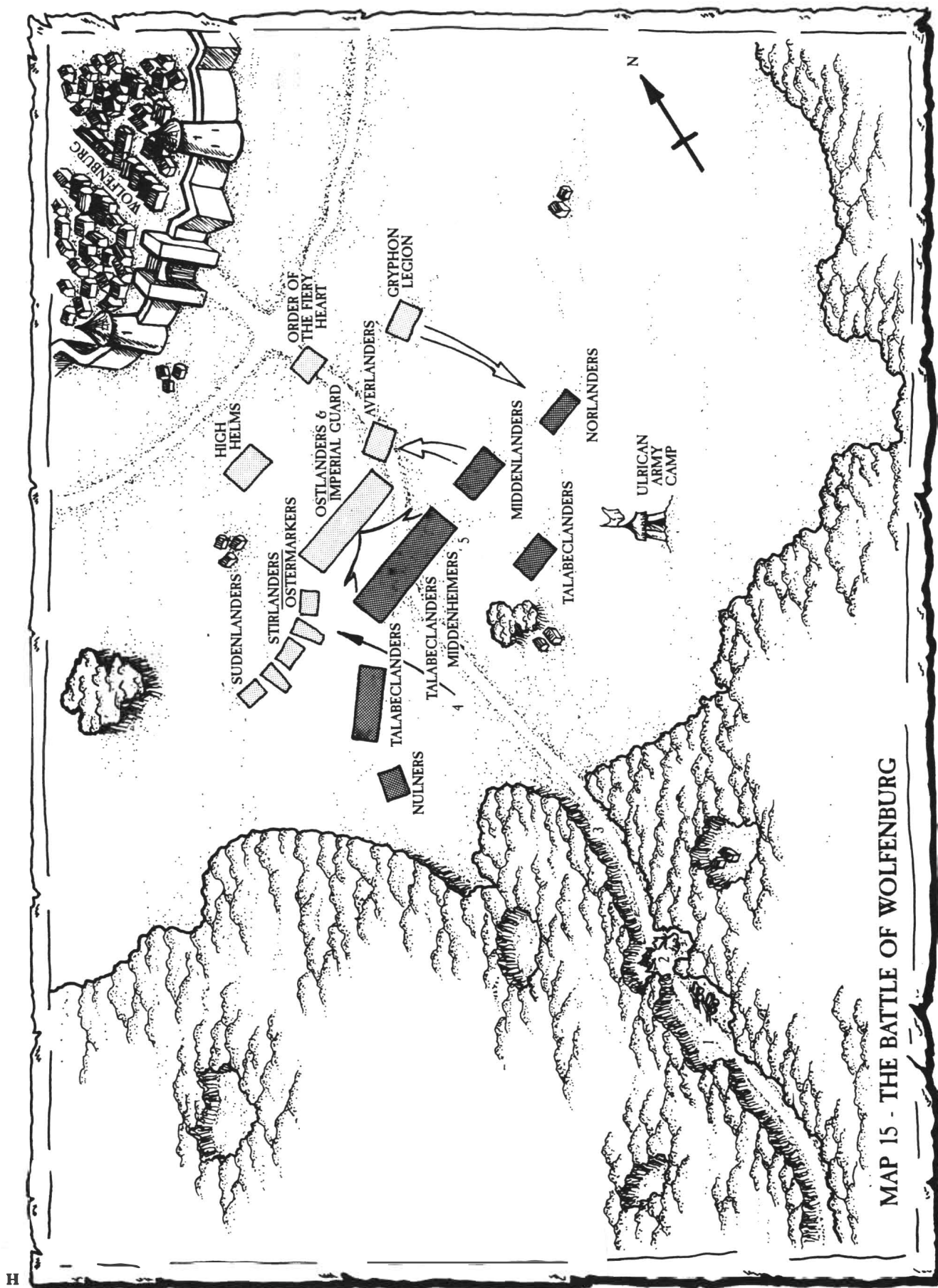
This state of affairs – two armies staring at each other across an expanse of farmland – lasts until about noon. Then, perhaps a trifle rashly, the centre of the Ulrican army advances and attacks. At about this point, the PCs should be arriving at the edge of the battlefield.

The Hammer of Sigmar, is of course, their guide across the battlefield. Its homing ability will guide them directly towards Graf Heinrich Todbringer of Middenheim who is, at the point the PCs arrive on the battlefield, in the centre of the main body of the Ulrican army. He is about to lead the Middenheimers and Talabeclanders into the attack against the Ostland and Imperial vanguard.

If the PCs ask which way the Hammer is pointing, tell them that it is towards this body of men. You should use the urgings of Ghal-maraz as the linking mechanism which keeps the PCs heading in the right direction.

As the PCs cross the battlefield, run the encounters given below. During each one, the feeling from Hammer is steady – the right direction is towards the main body of the Ulrican army. Every once in a while, the direction wavers slightly, as Graf Heinrich moves through his own ranks and the tide of the battle ebbs and flows. As the PCs get closer, the urgings of Ghal-maraz become more definite – its rightful bearer is certainly somewhere on the battlefield.

You should not allow the PCs to know too much of what is going on at the Battle of Wolfenburg. There are no definite facts and clear-cut incidents. Battles are only clear-cut for those who are not involved. Even for the generals on the field, the battle is a set of seemingly random events, not a grand sweep of charging men and horses. It is this atmosphere that you should attempt to convey during this part of the adventure. As one incident ends, the PCs are left strangely alone until the next one commences: perhaps a horseman gallops past; a wounded man staggers into the midst of PCs and collapses; spent arrows or shot thud into the ground around them; smoke blows across the battlefield from the front line, obscuring the PCs' view of what is happening; or – inexplicably – everything goes quiet for an instant, and birds can be heard singing. Any of these minor incidents can be used to make the battle an odd experience.



MAP 15 - THE BATTLE OF WOLFENBURG

1. The Carts

Strung out, in a small clearing, are three carts. Their six oxen have been unhitched, and are grazing on the grass by the trail. Two men, two women and two Halflings are sitting around a large flat rock, playing cards. Every once in a while, one of the Halflings gets up, goes over to one of the carts, and comes back with a bottle. All the card players are merry, although no-one is really drunk.

No-one is particularly bothered by the appearance of the PCs, or very interested in their business. If the PCs want to go off to the battle and get killed, that there's business. All the people round the carts are more interested in their own business. None of them are particularly keen to go any further towards Wolfenburg – at least until the battle is decided one way or another. If the Ulricans win, all well and good. There will be business enough for all; if the Sigmarites triumph, waiting here gives them all a good head start for the retreat.

The two Halflings Maximillian and Sigismund Greenberry are cooks, or 'professional caterers' as they prefer to term it. As they point out *"There's a powerful naed for vittles, after a good fight!"* as well as *"And there's a powerful lot of spare vittles to go round after a bloody one!"* Of all the NPCs, the Halflings are happiest to talk with the PCs, and even offer to point them in the right direction so that they can find the battle. The one thing they won't do is offer to share either their vittles, or any of the vast quantity of wine that they have in their cart.

Joachim (he admits to no other name) is a gambler. He knows that there is a good living to be made, separating looters from their rich pickings. So far, he has seen no need to cheat in the present company. He is only playing for pennies, just to keep in practice.

Dr Faustmann Faustmann – *"The name is my father's idea of a joke"* – is a Physician. He and his two Herbalist assistants, Gitta and Tilda, were making their way towards the Ulrican camp when they were diverted by the prospect of some pleasant company. He knows that his services will be welcomed by both sides, and can see no reason to rush off, at least while the wine is flowing.

If anyone checks the carts, they are full of food and drink. All three belong to the Halflings, and they have persuaded Joachim to drive one of them. Dr Faustmann and his assistants have merely hitched a ride.

2. The Earthworks

North of the clearing, and directly astride the forest road, are a set of earthworks. They have only been just dug; the earth is still damp. Four great bombards have been carefully positioned so that their wide mouths point northwards down the trail. Mounds of shot and shells, barrels of gunpowder, buckets of water, rammers, handspikes, sponges and packs are piled everywhere in organised heaps.

Sitting around in the firing positions are a troop of sixteen gunners, under the command of Captain Tobias Bildorf of the Imperial School of Gunnery. A dozen pioneers are working on the earth bank in front of the gun position, making it higher. The soldiers are watching them, and passing helpful comments, but making no effort to help. Tobias is sitting on a folding chair, studying a book of shot and powder weight tables.

When Tobias sees the PCs approaching he will put down his book and stand up. He is quite friendly, and doesn't seem bothered by the presence of the PCs. As he is happy to tell the PCs, he doesn't care about anybody going north: *"My orders are to discourage people coming south!"* At this, he laughs and slaps one of his bombards. In fact, Tobias finds the PCs are doubly welcome, because he is glad to see somebody new.

Tobias is quite happy to swap rumours and news with the PCs, although he won't discuss the disposition of the Ulrican army. If asked, he just grins and taps the side of his nose. Beyond being good company, however, Tobias is of no help to the PCs. He is genial, but he knows his duty. If the PCs tell him about Ghal-maraz, will assume (not unreasonably) that they are joking, which is perfectly acceptable; he doesn't mind a joke, now and then. He will point the PCs in the right direction. All they need to do is follow the trail: *"And when you get shot, you've found the battle!"*

About 30 yards in front of the earthworks – and partially hidden from the gun position by trees – is a small wayside shrine to Sigmar. It is no more than a simple wooden marker and, although it has not been defaced, it has been used a dump for broken bottles, damaged armour and weaponry, and old food scraps.

If the PCs are foolish enough to pray at the shrine, or clear away the rubbish, they will be seen automatically by the gunners. The gunners will not take kindly to the PCs' actions, and will hurl rocks and stones at the PCs for one round. Tobias will shout at his troops to move one of the bombards – and the PCs may realise that he is trying to aim it at them!



Unless the PCs run away or attack the earthworks, it will take the gunners D3 rounds to move one of their pieces to cover the Shrine. Whether the PCs are there or not, Tobias will fire the bombard. The shrine will dissolve into matchwood. Anyone standing within 5 yards of the Sigmarite shrine will take D6 S 6 hits; anyone who falls prone or is within 10 yards of the shrine, will only take D2 S 5 hits from shell fragments. A PC further from the shrine will not take any damage if he makes a successful I test.

The gunners will collapse into fits of good-natured laughter at the destruction of the shrine. They will set about the business of reloading their gun. They will not bother to help any of the PCs who are injured, and will let any surviving PCs escape.

If the PCs do attack the earthworks, all the gunners, the pioneers and Tobias will fight. If six or more of them are injured, they will flee back towards the baggage train in search of help.

3. The Stragglers

Ahead, some 40 yards away, the PCs will see a column of soldiers coming down the trail directly towards them. There are only 14 soldiers, and they have the air of beaten men: unhappy, cowed and discontent. Their feet are dragging in the dust, their heads bowed and their shoulders are slumped. Their shields and weapons are slung. The Talabecland coats of arms on their uniforms are covered by their cloaks.

If the PCs move off the trail, the soldiers will pass by without even noticing the PCs. The PCs will not even have to hide. If the PCs stand on the trail, the men again walk straight past and ignore them. Only if the PCs hail the men does their leader hold up his hand and order the group to stop.

The soldiers will simply stand and wait for the PCs to say something. Their leader, Sergeant Udo Topfer, does all the talking. He is aggressive and short-tempered and he claims that he and his Marines have been ordered back to patrol the woods. He is to look for stragglers and – Topfer tries to look fierce – enemy raiders. Any PC who makes a successful Fel will realise that Topfer is lying. He and his men have actually deserted; they have decided that a battlefield is no place for Marines. They should be on a boat somewhere, not going up against cavalymen!

If the PCs challenge Topfer's story, he will try to barge past. He and his Marines have no wish to return to the battle, and if any of the PCs suggest this course of action, fists will fly. The Marines will not draw any weapons until one of their number is wounded by the PCs. At this point, they will start fighting in earnest, but as soon as an individual Marine does not have an opponent, he will flee into the trees.

If Udo is wounded, he will collapse in tears by the side of trail. He has simply had enough and doesn't want to die. He will even agree to follow the PCs into the battle, just as long as they promise not to kill him, but as soon as he gets the chance he will run away. If the PCs decide to kill him on the spot he will give up and just sit there, waiting for it to happen. His Marines will watch in horrified fascination, then turn and run away down the trail towards the gunners.

If the PCs don't follow, they will hear two bombards

boom out after a couple of minutes. Tobias and his gunners have finished off the Marines. If the PCs do follow, the Marines will disperse into the trees. Tracking them down will obviously be a waste of time.

Once the Marines have been dealt with, the PCs can continue along the trail. Ghal-maraz still leads them in that direction. As the PCs come out of the trees, they can see the armies stretched out before them. In the distance are the walls of Wolfenburg. Banners flap in a breeze; here and there a blunderbuss booms out as a soldier gets carried away. Then, as the PCs watch, the central mass of the Ulrican army, the flags of Middenheim and Talabeclanders to the fore, charges forward. It is into this madness that the PCs must go.

4. Prunkvoll's Last Ride

As the PCs advance towards the main battle, an armoured horseman trots past. In his left hand he holds a huge banner which bears the Middenheim coat of arms. In his right hand, he holds a sword which he is waving in the air.

Any PC who took part in PBT and who makes an Int test will recognise this man as Seigfried Prunkvoll, the Knight Eternal of Middenheim. Anyone else who makes a successful Int test (+10 bonus for *Heraldry* skill) will recognise the Middenheim arms on the banner.

As soon as he realises that the PCs aren't part of the army, Prunkvoll turns round. If he has met any of the PCs before, he recognises them instantly. He is searching for someone to carry his banner while he rides against the enemy. Naturally, as a True Knight, he is seeking another True Knight to fight against. So far, he hasn't had much luck.

He will ask the PCs to help him by carrying his banner for him. If they agree, he passes it across, unslings his shield and slams down his visor. He then rides off towards the enemy, shouting "*A Challenge! A Challenge!*" He casts one look over his shoulder and, if the PC holding his standard isn't following him, turns back and waves his sword in a menacing fashion. It should be obvious that Prunkvoll expects the PCs to follow him.

If the PCs won't follow him, he hisses one word at them: "*Cowards!*" He then rides off.

As Prunkvoll charges forward, the Ulricans get out of his way. He charges straight towards the Ostermark contingent of the Sigmarite army, still shouting "*A Challenge! A Challenge!*" and waving his sword.

Ahead of Prunkvoll, the PCs will see around 200 Ostermark infantrymen, each armed with a blunderbuss. As Prunkvoll approaches, the Ostermarkers take aim. Any PC who wishes to do so may dive for cover or turn back. If they do not, they will take the full force of the Ostermarker blunderbuss volley.

Any PCs who do not turn back take 2D10+10 S 3 hits. Prunkvoll, being slightly closer to the Ostermarkers, takes 5D10+10 S 3 hits. Unless you wish to do so, there is no need to roll for this damage. Prunkvoll is splattered to the four winds by the volley.

If the PCs try to stop Prunkvoll at any point, he will attack them and then, as soon as the opportunity presents itself, charge into the enemy. He is determined to fight like a True Knight.

5. The Heir of Sigmar

After the encounter with Prunkvoll, the Hammer's signals that its true bearer is with the Ulrican main body are clearer than ever. As the PCs follow the Hammer's urgings, the Ostlanders suddenly surge forward and break through the Middenheim and Talabecland lines. An Ostland infantry captain, followed by D6 Ostland infantrymen, hurls himself at the PCs.

On the second round, the PCs are joined in their battle by D3 Talabecland Pikemen. A further D6 Ostlander Infantry and D3 Talabecland Pikemen join the fight each round thereafter.

This state of affairs lasts for D6 rounds, with the Ostlanders seemingly able to pour men into the fight, while the Talabeclanders dribble in fresh fighting men. However, after this, proper reinforcements arrive. On each subsequent round D4 Knights Panther join the fight against the Ostlanders; on the second round, D4 Knights and Graf Heinrich Todbringer and Maximillian von Genscher arrive. Thereafter no new Ostlanders appear. The living Ostlanders will fight on until they are dead or utterly incapacitated.

The main fighting moves away from the PCs and, once the Ostlanders are dead, there is a temporary respite in the battle. Von Genscher and Graf Heinrich will rest upon their weapons for a moment, enjoying the brief rest before the battle begins again. The Knights Panther and any surviving Talabeclanders will form a cordon between the Ostlanders and the Graf and the PCs. If von Genscher or Heinrich have met the PCs before, they will recognise the PCs if they make a successful I tests.

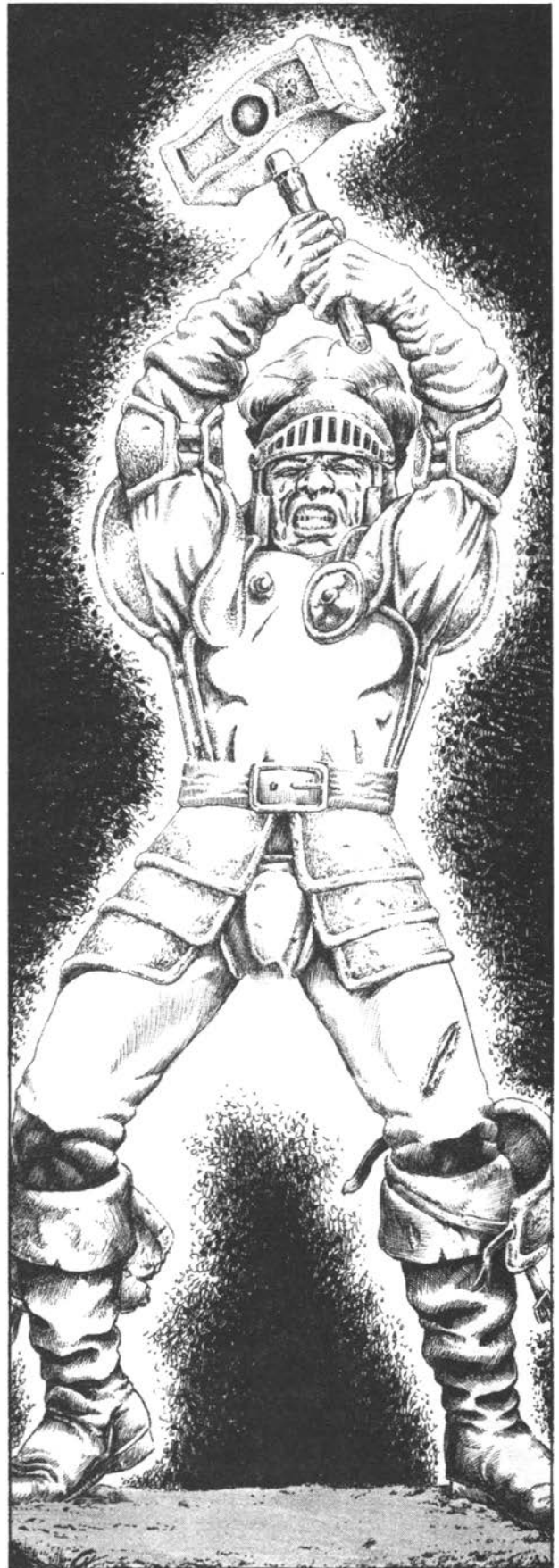
Any PC who makes a successful Int test will realise that he has seen the face of Graf Heinrich Todbringer before – the Graf looks like the Avatar of Sigmar! If this is not enough of a clue that Heinrich is the heir of Sigmar that they have been seeking, Ghal-maraz throbs with power, and any PC who is holding the weapon can feel it tugging him towards Heinrich.

THE HAMMER DELIVERED

As soon as the PCs give Ghal-maraz to Heinrich, an awesome change comes over the man. He lifts the Hammer over his head with both hands. His face contorts, and then he begins to glow with an inner light. This light increases until his armour seems to be transparent!

At the same time the battlefield grows dark. The sounds of fighting die away as the sky blackens. Horses whinny in fear, and men gasp in wonder. Within the space of a minute, the sky is midnight blue, and speckled with stars. The only light around Wolfenburg comes from the rigid frame of Graf Heinrich Todbringer.

Slowly, a light rises from the southern horizon and moves northwards until it is overhead. It is a twin-tailed comet, its head pointing directly towards Wolfenburg. It pauses overhead, and then there is a tremendous yelping from the forest. In the light from Heinrich and the comet, it is possible to see that thousands of white wolves are pouring out of the trees, their eyes red and their mouths, gaping. Everyone, except von Genscher, falls back as the wolves rush forward. If the PCs decide to stay where they are, they must make successful S



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tests or be bowled over by the tide of wolves. They will take no damage from falling down.

The wolves gather round Heinrich and then, as one, they lift up their heads and howl at the comet hanging in the sky overhead. The light from Graf Heinrich grows even brighter, until it seems as if he must explode from the white heat within him. Then, far more suddenly than it began, the light is gone. Darkness descends across the battlefield.

As soon as the PCs can see again (this takes a minute or so), they see that the sky has returned to its normal pale blue. All the wolves have vanished, but their paw prints mark the ground all round Graf Heinrich. He is still standing with the Hammer held aloft. He slowly lowers his arms and looks round, unsure of what he is doing.

Von Genscher drops to his knees. A Talabecland Pikeman drops to one knee and bows his head in honour of Heinrich, then another does the same. Here and there, in one and twos and then by the dozen and the score, fighting men of both sides are kneeling down. A whisper starts and grows to a single, repeated shout "*Sigmar! Sigmar! Sigmar!*"

A small knight pushes his way forwards, drops his sword, and throws up 'his' visor. The shout dies away. The knight is Grand Countess Ludmila von Alptraum of Averland, nearly 80 years old, but determined to fight her own battles. Tears streak her ancient face. "*The war is ended. We cannot fight against Ulric and Sigmar!*" She turns away, overcome by her emotions.

The Battle of Wolfenburg is over.

AFTER THE BATTLE

Heinrich is too stunned to speak. Von Genscher takes him gently by the elbow and orders the Knights Panther to help the Graf back to his tent. The Marshal then turns his attention to the wounded. He snaps out a series of orders to the soldiers of both sides. Within a couple of minutes, he has working parties organised. The wounded are being tended. Others set their men to work as well, helping the wounded.

Von Genscher then turns his attentions to the PCs. "Well," he says, "*the Graf said that Ar-Ulric had been planning something, but all this... And the Graf!*" He gestures at two Knights Panther, and orders them to take the PCs to Ar-Ulric. The Knights bow and, with every courtesy, indicate that the PCs should walk towards the Ulrican army camp, a collection of brightly coloured tents. As the PCs are led away, von Genscher looks them up and down. "*Well done,*" is all he says.

The camp is a scene of utter confusion. The wounded and dying are everywhere, being tended to by Ulrican clerics and physicians in every spare foot of ground. Talabeclanders, Ostlanders, Middenheimers and Imperial troops are all being treated as equals: wounded men who must be saved.

The PCs are led to Graf Heinrich's tent and, after a moment, Ar-Ulric emerges. He looks numbed but he manages to give the PCs a lop-sided smile. "*You did it then. You found Ghal-maraz!*" He pauses, and looks back over his shoulder into the tent. "*But Heinrich... I never expected... Come, I want to hear all your adventures!*"

Ar-Ulric leads the PCs to his own tent, which is

comfortably furnished. He seats them all, and then shouts for a page, who he orders to look for food and wine for his guests. If any of the PCs are wounded, he casts any healing spells that are required.

The food arrives, and while the PCs eat, Ar-Ulric asks dozens of questions: Where have they been? How did they find the Hammer, Where was it? Was it dangerous? What did they think of Yodri? Do they know how the cultists managed to find out what they were doing? He also brings the PCs up to date on events within The Empire since they departed on the quest. Ar-Ulric hasn't heard much of Kaslain; as far as he knows, the Arch Lector is still in Altdorf.

After half an hour, a Talabecland knight comes into Ar-Ulric's tent. He has the list of dead, but only four are of real consequence: Grand Prince Hals von Tasseninck, the Elector of Ostland; Grand Duke Gustav von Kreiglitz, the Elector of Talabecland; Olaf Sektliebe, the nominated heir to Grand Baroness Etelka Toppenheimer, Elector of Sudenland; and Gunther Dachs, the new Chancellor of Ostermark.

"*So Hergard is the Ostland Elector now. Quite a remarkable turn of events for a man who was dead,*" says Ar-Ulric. He stands up and follows the Knight out of the tent. "*Rest. I'll send for you when it's time.*" Ar-Ulric is gone before the PCs can ask "Time for what?"

THE ELECTION OF HEINRICH

While the PCs are resting, von Genscher and Ar-Ulric arrange a truce with the Sigmarite/Imperial army. In truth, neither side can see much point in fighting any more. Something strange has happened and, even allowing for religious differences, Heinrich's transformation, the comet and the Wolves can only be interpreted as signs of favour from Sigmar and Ulric.

The Electoral Meeting

One of the Knights Panther, himself wounded in the arm, comes bustling into Ar-Ulric's tent and wakes the PCs if necessary. The PCs are requested to attend a meeting with Graf Heinrich. The Knight leads them towards a circle of a camp chairs, arranged outside the Graf's tent. The PCs are seated and given wine.

Slowly, the other seats are filled. With a nod and a large, friendly grin Ar-Ulric takes one. He raises one finger to his lips to still any questions that the PCs may want to ask, then sips delicately at his own wine. Von Genscher seats himself next to Ar-Ulric, then rises almost immediately as Graf Alberich Haupt-Anderssen of Stirland, Grand Prince Leopold von Bilthofen of Middenland, Prince Hergard of Ostland, Countess Emmanuelle von Liebewitz of Nuln and Grand Countess Ludmila von Alptraum of Averland seat themselves. Finally, only the last seat remains to be filled. Graf Heinrich comes out of his tent and, laying the Hammer of Sigmar across his lap, he takes the last seat. He nods politely at Ar-Ulric.

Ar-Ulric stands up. "*It is now clear,*" he says, "*that there should be an end to strife in our Empire. The Hammer of Sigmar has returned and, as everyone must agree, Graf Heinrich Todbringer is of the line of Sigmar.*"



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"We have no quarrel with any of that, young man." Countess Ludmila nods her agreement, and the other Sigmarite Electors follow suit. "The Hammer has indeed returned."

"Then I say this: how does Emperor Heinrich sound?" Ar-Ulric looks round at his fellow Electors. "He is the ideal candidate to stop this stupid war once and for all. A man of Middenheim, a city loyal to Ulric, and yet a son of Sigmar. He alone can bring unity, because he is both Ulrican and Sigmarite. And, of course, we have Sigmar's Hammer, the proof – if needed – of Heinrich's lineage!"

Graf Alberich leans forward, cradling the stump of his left arm. "I have little enough reason to love anything that smacks of Ulric, but I say 'Aye' to Emperor Heinrich." He drops to one knee in front of Graf Heinrich and bows his head. "I will serve you, Son of Sigmar, as best I can."

"Aye," says Countess Ludmila. "But forgive me, I am too old to be kneeling on wet grass."

"Aye." Prince Leopold, Prince Hergard and Ar-Ulric kneel in front of Heinrich.

Countess Emmanuelle smiles at Heinrich, but she stays seated. "And you get my vote, too, dear."

Graf Heinrich signals the kneeling Electors to stand. "I'm not sure that such an Imperial Election is legally binding, but thank you all. And thank you" – he looks at the PCs – "for bringing Ghal-maraz back to Sigmar's Empire. There will be rewards aplenty in the days to come, for all those of loyalty and wisdom. And now, Ar-Ulric..."

"Sire. In the present circumstances, the Election is binding. A majority of the surviving Electors have just voted you the

Emperor, and would do so again under more, er, formal circumstances. You are the Emperor, and need only be crowned to be recognised as such." Ar-Ulric seems certain.

"Which must happen as soon as possible," says Graf Alberich, who perks up at the mention of rewards to come. "And that means a coronation in Altdorf."

Ar-Ulric looks to Emperor Heinrich for approval and says "Well, as far as that is concerned, the Grand Theogonist must be told what has happened here. We must send him word." Ar-Ulric gazes at the PCs. "You are the best people to carry the message. You brought the Sigmar's Hammer back, so Sigmar's cleric ought to listen to you. And Arch Lector Kaslain can vouch for you as well."

"Perfect!" Graf Alberich looks quite pleased at this. He seems almost a changed person, fired with a new enthusiasm. "The Heroes of the Hammer shall carry the news to Altdorf! They go with my blessing!"

"In that case, they should rest before they leave." Heinrich's remark is an obvious dismissal. "Now, shall we consider what kind of message we shall send to Yorri..."

After suitable pleasantries, the Knight Panther leads the PCs away, towards Prunkvoll's tent. As the Knight remarks, poor old Seigfried won't be needing it any more...

After the Meeting

The PCs are left alone for a couple of hours. The tent is large and quite comfortable, and well stocked with food and drink. One of the Knights Panther stands watch outside their tent and discourages casual visitors from disturbing them.

Ar-Ulric is the first visitor that the Knight allows inside. He greets the PCs and finishes casting any curative spells that are required. While he is doing this, he explains that Graf – sorry, Emperor – Heinrich is to remain in Wolfenburg for a day or so. He and the Electors have several matters to discuss, and Heinrich feels that the sight of a battlefield will remind everyone of what is at stake.

Once the spells are cast, Ar-Ulric hands the PCs two documents. The first is a letter to the Grand Theogonist from Heinrich and all the Electors. It bears all their seals and is an impressive looking object. Ar-Ulric carefully puts this away in a waterproof leather tube.

The second is a letter of authority, again signed and sealed by all the Electors. Give the players *Handout 9*:

To all Officers, Officials and Persons Loyal to the undersigned Electors:

Greetings.

The bearers of this warrant speak with Our Voices, act with Our Approval, and should be allowed to come and go about their and Our Business without Fear of Arrest or unjust Imprisonment and without Let or Hindrance.

Know that any Attempt to disobey the Letter and Spirit of this Warrant will incur Our joint and separate Displeasures.

Signed, for the Electors of The Empire

Graf Heinrich Todbringer of Middenheim; Ar-Ulric, High Priest of the Cult of Ulric; Graf Alberich Haupt-Anderssen of Stirland; Grand Prince Leopold von Bilthofen of Middenland; Grand Prince Hergard of Ostland; Countess Emmanuelle von Liebewitz of Nuln; Grand Countess Ludmila von Alptraum of Averland.

This document gives the PCs the right to travel to Altdorf without fear of arrest or imprisonment from the forces of commanded by the Electors or present at the battle: the Imperial Army and the armies of Averland, Stirland, Talabecland, Ostermark, Middenland, Middenheim, Nuln and Sudenland. Ar-Ulric grins and says "With an amnesty like that, don't to commit too many crimes!"

Ar-Ulric is eager for the PCs to leave as soon as possible. The easiest way for the PCs to reach Altdorf is to travel by river from Wolfenburg. Ar-Ulric tells the PCs that Prince Hergard has arranged a boat for them, and safe passage through Wolfenburg – just in case any of the locals are still feeling hostile. Before he leaves, he remarks that "This has all gone far better than we could ever have hoped. The Hammer found, the battle won, Heinrich to be the Emperor... and now, young Alberich seems a changed man. His injury was sad, but he honestly seems to have given Heinrich his loyalty. I think things are going to work out very well. Very well indeed. I'll see you all in Altdorf. Graf – no, Emperor – Heinrich needs one day at least to cement these new found loyalties! That done, we shall follow with all speed."

Outside, the PCs are offered horses and then directed towards Wolfenburg. There, they will be able to find a boat to take them to Altdorf.

Looters from the Dead

It's dusk as the PCs leave the Ulrican army camp and head towards Wolfenburg. As the PCs cross the battlefield, many small groups are moving around,

inspecting the dead bodies and helping the wounded. One group of Talabecland infantry are over a large number of bodies. A successful I test (with a +10 bonus for *Excellent Vision*) will allow a PC to realise that the infantry are not helping the wounded, but looting the dead. As the PCs watch, it becomes obvious that some of the 'dead' bodies are still alive – the Talabeclanders are actually killing wounded men! The PCs see at least one Talabeclander look round in a furtive manner, then stab a wounded man in the throat. As the PCs get closer, it becomes clear that the wounded (now dead) men were Talabeclanders – the infantry were looting their own dead!

The PCs can turn a blind eye to this behaviour or challenge the men. The Talabeclanders will deny that they were doing anything except help the wounded. If the PCs don't believe this story or act in an authoritative manner (perhaps by showing the men their letters of authority), the infantrymen will fight. Looting your own dead is a dreadful crime with severe penalties, so the Talabeclanders will fight fiercely. Make an Ld for the Talabeclanders each time one of them is cut down (with a +10 bonus for each man still able to fight). If the test is successful, they will fight on, otherwise they will surrender.

As the fight ends, Lieutenant Hans-Jurgen Gluten and a dozen more Talabeclanders arrive. Any surviving infantrymen immediately accuse the PCs of stealing from the dead! Gluten leaps to this conclusion anyway if all the infantrymen are dead.

A successful Fel test (+75 bonus for showing the letters of authority) must be made to persuade Gluten that the infantrymen are lying. If the test is a success, Gluten will grovel and promise to have the looters severely punished. In fact, he will be as good as his word, and will immediately order his own men to find a suitable tree to act as a gallows. Unless the PCs intervene and ask him to be merciful, he will hang all the surviving looters: "String 'em up, its the only language these scum understand..."

In the unlikely event that the test is failed, Gluten will demand the PCs' weapons and then tell them that they are to be executed on the spot. He will again send a man off to find a gallows tree. The PCs may make one more Fel test (without modification) to convince Gluten that he is wrong. If this test is a failure, another fight may well develop at this point.

WOLFENBURG

As the PCs arrive at the gates of Wolfenburg, they are met by a group of Ostland knights, who escort them through the city streets to the docks. The streets are silent and deserted. The knights take the PCs straight to the dock house of Gustav Fahrtripper. Details of Gustav and Diehl Fahrtripper, and their barge, the Hindenburg, can be found in the *Profiles* section.

Few barges remain in Wolfenburg, and even fewer people are willing to travel in these trouble times. Gustav's boat, the Hindenburg, is heavily laden with coal and wood, and sits low in the water. However, it is the first barge that can be readied to leave Wolfenburg. Gustav is less than thrilled that his barge has been commandeered by – as he sees it – the PCs. As the PCs clamber aboard and stow their gear Gustav spends

most of the time muttering to Diehl. Once the PCs are loaded, Gustav orders Diehl to cast off and, despite the late hour, the Hindenburg slides out of the dock and down the river.

As the night grows darker Diehl rigs lamps at the prow and stern and shows no signs of wanting to stop. In fact, he only drops anchor at midnight and, without a word, goes to find his bunk. By dawn he is up and about, getting the Hindenburg moving again.

Diehl does most of the work on the barge and is a hardy young man, needing less than 6 hours sleep per night. He and Gustav are quite willing to travel at night – the quicker they can get to Altdorf, the quicker they can get rid of the PCs and sell their current cargo.

The journey down river to Altdorf is a distance of some 500 miles. The Hindenburg, run by Diehl, can manage some 55-60 miles per day, so it takes 8-9 days to reach Altdorf. Gustav will grumble all the way about the PCs and the injustice of it all. Poor old Gustav, having to subsidize rich people out of his own pocket... If the PCs offer him some cash as a sweetener he will agree to shut up, but only if paid 40 GCs, just to cover him for the cost of the PCs' food. Successful *Fel* tests (with a +10 bonus for *Charm* or *Haggle* skills) will reduce this amount to 25 GCs (in 5 GC decrements).

You may also wish to use the encounters given below during the journey. These are presented in outline form; they are diversions from the main business of reaching Altdorf. You may add other encounters as you wish. Of course, most of the ordinary people that the PCs meet on their journey to Altdorf are cautious and rather nervous. Once the PCs make it clear that the war seems to be over, people will, for the most part, be pleased. Only the most hardline Ulricans and Sigmarites will look unhappy and mutter to themselves.

Hunger!

For the first part of the journey, food is in very short supply. Border raids by Ostlanders and Talabeclanders have killed many cattle, and food has also been taken by armies in need of supplies. In general, whenever the Hindenburg stops so that Gustav can look for food, prices are 2-5 (D4+1) times their normal level. Alcoholic beverages are 2-7 (D6+1) times their usual prices.

As the Hindenburg is tied up in one village, the PCs are approached by a scruffy-looking character with a large stew pot on a cart. He tries to sell some to the PCs for 6 Silver Shillings a helping, and has an excellent sales patter: *"That's best quality meat, and the vegetables are so fresh they try to chat you up!"*

If the PCs buy any stew, they will discover that it tastes excellent, although unless the PCs are cannibals they will be unable to identify the meat in it (it is actually human flesh). The stew, however, is also noteworthy for another reason. It has been laced with enough Manbane to give each person who eats some the equivalent of one dose. Any PCs who eat the stew suffer all the usual effects of Manbane poisoning.

If more than one PC ate some of the stew, six river thugs attack the Hindenburg some four hours later. The thugs are cowardly sorts, and will flee as soon as one of their number is killed. Gustav will hide below deck during any fight, but Diehl will take an active part.



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Corpses

As dusk is falling, the Hindenburg reaches a quiet stretch of the river. A large tree has been hit by lightning and now lies in the water. Steering round the tree is easy enough for a character with *River Lore*, but anyone else must make a successful I test.

Many corpses, dressed in a variety of liveries, are caught in the tree's branches and two are jammed between nearby rocks. The whole place has an unhealthy air about it, and flies buzz round the bodies.

A Marshlight (see the *Profiles* section) tries to lure the boat closer to the bodies. These are so horribly decomposed and puffed up after lying in the water that a PC seeing them must make a successful WP test each round or be filled with *fear*. If two successive WP tests are failed, the PC also gains D2 Insanity Points thanks to the horror of the scene. The Marshlight is simply vindictive and hateful. It hopes to drive men mad by its actions, and always stays well out of hand-to-hand combat range.

A Charming Companion

The barge is hailed by an attractive young woman standing on the bank. The woman, Heidi Reich, begs the PCs to take her to Altdorf, despite the war. Her Uncle Franz is dying of Spotted Green Brainpox, and she must see him before he dies. She was always Uncle Franz's favourite niece and it would be a pity if the rich old man died before she could see him again...

The PCs may well conclude that Heidi is more interested in her Uncle's last will and testament than in his health. In fact, her whole story is a lie. She is a flirtatious and dangerous thief.

She will try to have a quiet, private chat with one of the male PCs, then use her Hypnotism skill on him. If this is successful, the PC will have only a hazy recollection of his meetings with Heidi. When he gets to Altdorf, of course, he will find that much of his money and other portable valuables (such as jewellery etc) are missing...

THE FINAL EVIL

The PCs have finally arrived in Altdorf, the heart of The Empire. The war is over, a new Emperor – their Emperor – is on his way to Altdorf. The PCs, however, still have one last battle to fight – and a most unexpected opponent...

Conditions in Altdorf

Map 16 shows the current condition of Altdorf. The marked areas of the city have been burnt down, by accident and by deliberate arson. Although the rough outlines of the streets remain, along with one or two stone buildings, every wooden structure has gone. These fires have now burnt themselves out, but at their height, as any Altdorfer is quite willing to claim with more than a touch of black humour, the heat was such that it was possible to roast a sausage from the other side of the Reik! The fires however, had one good effect – they stopped the rioting in the docks and the poorer parts of the City.

Altdorf has seen days of rioting, as self-proclaimed servants of Ulric and Sigmar fought each other for control of the streets. In fact, the street battles soon degenerated into prolonged looting sprees. More battles broke out over the right to loot the dead – or to bury them. By and large, the City Watch left the streets to the gangs and simply isolated the affected parts of Altdorf. The Imperial garrison had left for Wolfenburg, so the watch lacked any support to quell the rioters properly.

The City Watch has, however, done its job well in one respect: the trouble was confined only to the poorer parts of the city. The Reik provided a natural barrier to the fire, but it was the Watch that kept order in the wealthier parts of Altdorf. The undamaged parts of the city are largely unaffected by the troubles, and since the fires ended the riots have not restarted. The leaders who instigated much of the trouble seem to have vanished, and many Altdorfers now blame 'outsiders' and 'conspirators' for the troubles.

In fact, the blame for starting the troubles in Altdorf can be laid squarely on various groups of Chaos cultists. A little subtle manipulation was required to whip up religious hatred among the common Altdorfers. Once the riots started, they took on a life of their own, unhindered by the forces of law and order.

By the time the PCs arrive, signs of normality are returning to the damaged areas. Much of the rubble has been cleared from the burnt streets, and the city watch are patrolling once more. Quite a few people are living in tents pitched on the ruins of their old homes. There are working parties of soldiers on every bridge, rigging great tree trunks across the missing bridge spans. These crude repairs are obviously only a temporary measure, but the imminent, if limited, re-opening of the city's bridges is a hopeful sign.

Arrival in Altdorf

Gustav brings the Hindenburg to rest in the remains of Altdorf docks. There are less than half a dozen other craft afloat in the docks, although there are several wrecks sticking halfway out of the water.

As Diehl ties up the barge a crowd, eager for news, gathers on the dockside. Questions are shouted down to the PCs: "Where are you from?" "Is the war over?" "How many dead soldiers have you seen?" "Are the heretics beaten yet?" "You killed many Talabeclanders, then?" and "Want to buy a hot meat pie? They're lovely!" The meat pies in question are, by the way, overpriced at 3 GCs each and they taste horrible.

If the PCs tell the crowd that Graf Heinrich Todbringer is the new Emperor, the crowd laugh at such a good joke. If the PCs persist, the crowd's mood will grow ugly. Shouted questions will be replaced by "Traitors!" "Liars!" "Spies! They're just spies for the damn rebels!" and "Don't listen to them!" The crowd looks like turning into a angry mob.

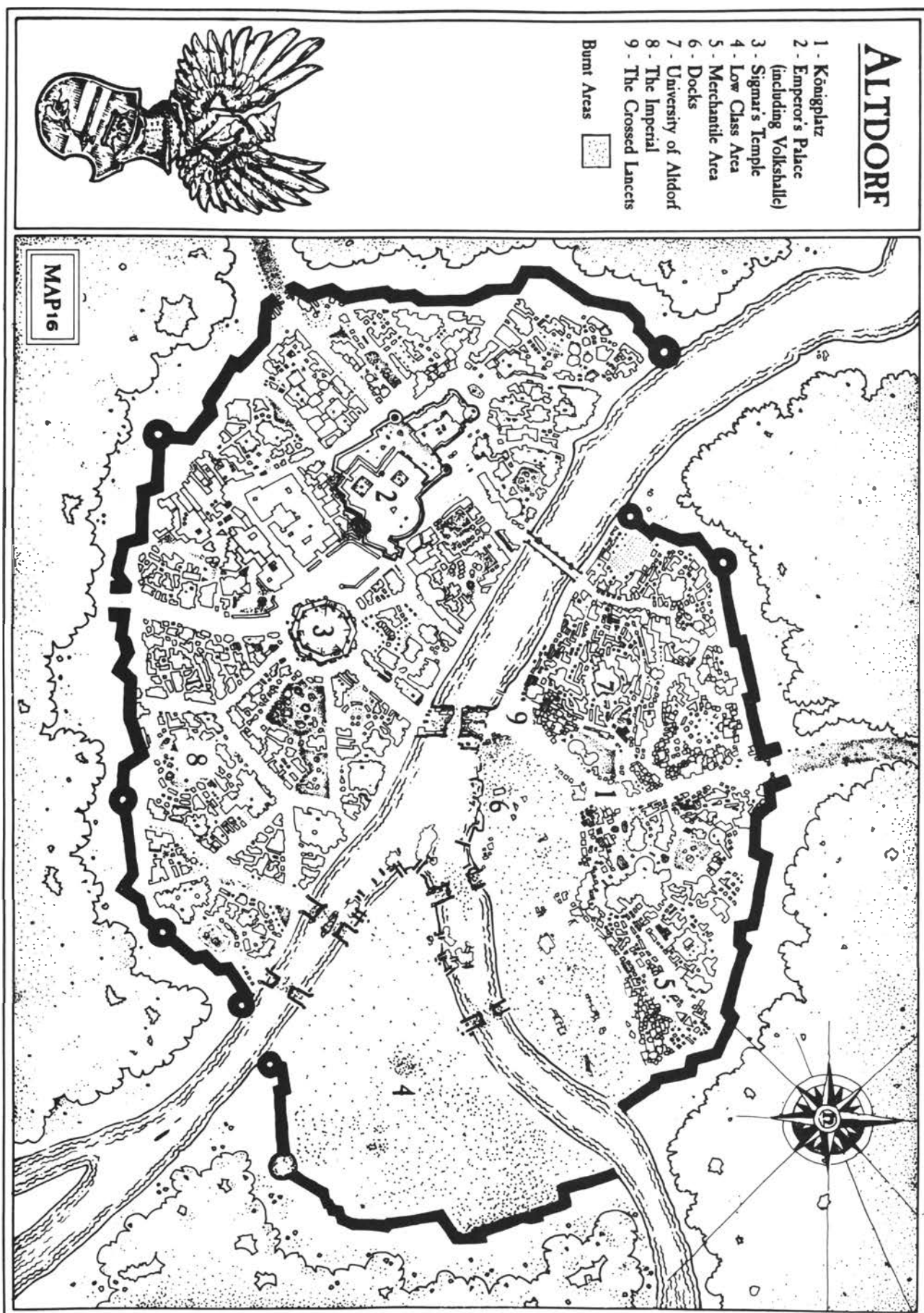
If the PCs keep quiet at this point, the crowd gradually melts away. The Altdorfers mutter more insults and give the PCs black looks, but they do not resort to violence. If the PCs wish to persuade the crowd that they are telling the truth, one PC must make a successful Fel test (with a +5 bonus for *Public Speaking*) to get the message across. If the test is a success, the crowd disperses almost immediately in almost complete silence. This isn't what most Altdorfers want to hear. If the test is failed, the crowd shout the PCs down. Then, the first stone flies at the PCs. Unless the PCs go below deck, or run away the crowd keeps up the hail of missiles. Anyone who stays put must make a successful I or take D3 S 3 hits. If the PCs do hide or run away, the Altdorfers soon grow bored and, satisfied that they have won another 'great victory', they stop bothering the PCs.

Other tales from the PCs, especially those that seem to confirm that the Sigmarite faction is winning – or has won – the war, are accepted at face value. If, for example, the PCs tell the crowd that an heir of Sigmar is the new Emperor, the crowd won't wait to hear more. It is enough that a Sigmarite is on the throne. The PCs' news is cheered, then the crowd disperses, the Altdorfers talking happily about the 'great news'. They do this even if the PCs told them nothing of substance, or pleaded ignorance – the crowd hears what it wants to hear if the PCs say nothing of substance.

Accommodation in Altdorf

The PCs will have no difficulty in finding somewhere to stay in Altdorf. Most innkeepers are only too happy to have paying guests and, with the lack of recent trade, prices have actually gone down! Rooms can be had for half the standard price. However, the service and food is not of the best – able-bodied porters, barmen and handymen have gone off to war, and regular food supplies have been difficult to find.

The obvious place for the PCs to stay is at the Crossed Lancets, which is only a short walk away from where Gustav has docked the Hindenburg. There is plenty of room at the Crossed Lancets, as well as some sad news: Gunnar Hofgen died in his sleep shortly after the PCs left to go on their quest. And Bengt Leiberman was hurt during the riots, and can now only see out of his left eye. He wears a leather patch over his right eye.



However, Alexa and Gilda Lindenthal have benefitted from the old man's death: they seem to be Gunnar's only heirs.

Wandering the Streets

During the day, Altdorf's streets are quiet but not particularly tense. Wandering around will be largely uneventful. Everyone and anyone of consequence is unavailable. Unless the PCs proclaim Heinrich's ascendancy on every street corner, they will be in no danger.

You can also use the rumours and 'facts' that were doing the rounds before the battle of Wolfenburg (see *A Rumour of War*). Most Altdorfers know at least three of these stories, and will tell them at great length. These tales will still be doing the rounds, even after the truth is known. The reports of Grand Marshal Bock's death, for example, will be seen as a cunning military ruse to hide his army's movements.

However, the city watch patrols stop anyone who is openly carrying arms. The PCs' letter of authority from the Electors will be enough to ensure that they are unmolested any further by the forces of law and order. Likewise, the letters will get them across Altdorf's remaining bridge. This is garrisoned at all times by a dozen watchmen at each end. They make a point of searching anyone who is crossing into the southern part of the city. Although the sergeant-at-arms in charge of the bridge will be uncertain about the PCs' right to cross (as embodied in the letter), he will let them through after a few minutes' thought: *"I hope you know this is more than my job's worth..."* You may, if you wish, ask the PCs to make a few superfluous Fel tests as they talk to the City watch.

By the time the PCs have finished seeing Yorri, rumours about the Battle of Wolfenburg and Heinrich Todbringer are already beginning to buzz about Altdorf and its taverns. If the PCs haven't talked to the crowds, Gustav and Diehl certainly have! If you wish, one or two local Altdorfers can pass on items of 'news' to the PCs: *"They say Sigmar himself killed Heinrich Todbringer and his wolfman followers!"* *"We've got a new Emperor... Ar-somebody, I think, so maybe everything will be alright."* *"Did you know the Emperor's already here, but in secret? Arrived in a coal barge this morning!"* and *"We're in trouble! They're going to move the capital to Wolfenburg. I think it's this new Emperor Hergard's idea. Wolfenburg! I ask you. Who wants a place like that as the capital?"*

AT THE TEMPLE OF SIGMAR

The PCs' first thoughts will be to visit Grand Theogonist Yorri at the Temple of Sigmar. Yorri, however, is not an easy man to see at present.

If the PCs present themselves at the Temple of Sigmar, they will be met outside by two junior clerics. These two will ask, in a fairly impertinent fashion, just what the PCs want to see Yorri about. Unless the PCs produce their letter of authority and the letter to the Grand Theogonist, they will be told, in no uncertain terms, to go away. The Grand Theogonist is an important man, and has no need to spend his time dealing with itinerant adventurers...

When the PCs produce the necessary paperwork, one of the junior clerics scuttles off to report to his superiors. The other sniffs disdainfully, then withdraws to a discreet distance from the PCs. He makes no attempt to talk to the PCs, and answers all questions and requests with a silent and reproving stare. He also prevents any of the PCs (even followers and clerics of Sigmar!) from entering the Temple by deliberately standing in the way.

After about half an hour, the first cleric returns. He does not look happy, but admits that the Grand Theogonist is willing to see the PCs.

The Meeting with Yorri

The PCs are lead to a private sanctum within the Temple. Yorri is seated behind a large, rosewood desk. The PCs are not offered seats. Yorri inspects the PCs' documents very carefully, then throws the PCs' letter of authority onto the desk. He signals to his junior cleric, who passes it back to the PCs without a word.

Yorri, meanwhile, leans back in his chair and re-reads the letter from the Electors very carefully. *"Is this true? Heinrich Todbringer, elected Emperor?"* He asks, then starts reading the letter once again. He looks distinctly unhappy. Finally, he puts the letter down and sits, lost in thought for five minutes. Then he starts asking questions: Was Gustav von Kreiglitz really killed? Are the PCs sure that all the Electors voted for Heinrich without undue pressure? Is Todbringer really the heir of Sigmar? Is it really Sigmar's Hammer? Where did they find the Hammer? Is Ar-Ulric still alive? None of the answers seem to please him.

"Very well then. I had already had word of some of this, and I must make the best of it all. But I shall reserve judgement on the validity of the Hammer until I can see it for myself... Yet I seem to have no choice. A coronation. Heinrich the first. It's all very sudden, very irregular... Especially as this tells me to be ready for tomorrow."

"Tomorrow it is, if this Todbringer arrives at the time he promises..."

He then asks where the PCs are staying. He then says: *"Not all has been peaceful in Altdorf. It has fallen to me to keep some order in this city, but there have been dark signs. Servants of Chaos have been found here in Altdorf! And you, as the representatives of the new Emperor, you may be in danger..."* Yorri suggests that the PCs move to the Imperial and insists on assigning some members of the Watch to guard them. If the PCs are not staying at the Imperial, he will allow them to keep the rooms that they already have, but he will not take 'no' for an answer about the guards.

If the PCs ask about Kaslain, Yorri looks surprised and asks them, in suspicious tones *"What business do you have with the Arch Lector?"* However, Yorri doesn't really seem interested in their reply, and merely dismisses any requests to see Kaslain with a polite denial. The Arch Lector has many duties which are far more pressing than mere socialising. Yorri will agree to pass on a greeting, but he will not look pleased to do so.

If the one or more of the PCs makes a successful Fel test during the meeting with Yorri, they will realise that something is wrong. The Grand Theogonist seems to have something – other than the business at hand – on his mind. Questions which are put to Yorri in an attempt to find out what is wrong are simply ignored.

The interview with Yorri ends when he summons the junior cleric. He advises the PCs to return to their hostelry as soon as possible and, once safe, to stay put. If the PCs refuse, Yorri will look disapproving, but he will not forbid them to wander the streets of Altdorf. Before the PCs leave, he scribbles a note and hands it to his junior. This is a note to the local watch captain, ordering him to guard the PCs.

And with that, the PCs are dismissed and shown from the Temple. The great doors are shut behind them, and they are left alone on the steps. When the PCs return to wherever they are staying, they are greeted by Joachim Stark of the Altdorf city watch. He and his stout lads are already feeling quite at home – each has a mug of ale.

DOINGS IN ALTDORF

It is now time to reveal what has happened to Yorri, the Grand Theogonist of Sigmar.

The reports which the PCs may have heard of a Dragon in the sky above Altdorf are true. There was a Dragon, but Yorri cast it into the Reik and killed it – or so everyone assumed. The Dragon, however, was none other than the same one as destroyed Yodri: the Dragon possessed by the Daemon Sheerargetru who was released by the PCs taking the Hammer. When Yorri killed the Dragon, his victory was short-lived. As the Dragon body died, Sheerargetru took a new body and form – that of Yorri himself!

In this new form, Sheerargetru/Yorri lost no time in seeking out the cultists of Tzeentch that remained in Altdorf. Their help was easily secured, and the Daemon has used his influence to remove many Sigmarite clerics and replace them with cultists. This did not prove particularly difficult – random acts of violence against Sigmarites and Ulricans have been common in Altdorf. The possessed Yorri merely made certain that clerics of Sigmar were among the victims, allowing his own cultists to take the places of the murdered clerics.

Only Kaslain and Aglim have been kept alive. They have been kept drugged to the point of insensibility ever since Yorri was possessed. Sheerargetru does not intend to kill the Arch Lectors. Rather, the Daemon has decided to give them the gifts of Tzeentch – random mutation and change. With the death of Heinrich, the exposure of Yorri as a mere puppet for a Daemon, the clerics of Sigmar thoroughly infiltrated by Tzeentchian cultists and the public display of Kaslain and Aglim as mutants, Sigmar's Cult will be completely discredited and destroyed!

Sheerargetru is ready for Heinrich's coronation. When the ceremony is underway, the Daemon will have its revenge on the sons of Sigmar. The last scion of the line of Sigmar will die beneath Sheerargetru's claws! When Heinrich can be separated from his guards, he will die in as public a fashion as possible. As Yorri's body lowers the crown onto the Imperial brow, Sheerargetru will strike! Heinrich alone will never be able to withstand the might of a Daemon. The banishment of centuries will be punished and Tzeentch's servants will arise to crush The Empire at the very instant when it has been re-established.

The Daemon has only been surprised by how quickly the PCs have arrived in Altdorf. It has also been taken

aback by the speed of Heinrich's plans. Sheerargetru was aware that a coronation was coming, but the timing has surprised the Daemon. The Cult of Sigmar's own lines of communication between temples, such as carrier pigeons and other, more arcane means, have kept the Grand Theogonist well-informed.

The Daemon, however, already has a plan for destroying the PCs without revealing its own presence. Whether the PCs stay at the Crossed Lancets or elsewhere makes little difference. Sheerargetru intends using some of the remaining human cultists of Altdorf to kill all the PCs before Heinrich arrives.

Killers by Night

The possessed Yorri's plans to destroy the PCs are put in operation the night after the meeting in the Temple of Sigmar.

It does not really matter where the PCs are staying in Altdorf, although the assumption is that they will be staying at the Crossed Lancets; the sequence of events follows much the same course.

The attack on the PCs begins at around two in the morning. Joachim Stark has positioned his eight men in the Crossed Lancets. One man has been put on each external door, while the rest are assigned to watch the corridors and check the unoccupied rooms.

As the clock strikes two, a cleric of Sigmar (in reality, a Tzeentchian cultist) wedges shut the doors leading to the rooms of the inn's staff. He then takes bowls of hot soup to the watchmen – just at the time they are starting to feel peckish. The soup is laced with Manbane and



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similar horrific drugs, and is deadly to anyone who drinks it. Within 10 minutes, the watchmen are dying, and a paralytic in the mixture ensures that they cannot even scream for help.

The watchmen disposed of, the 'cleric' opens the doors of the Crossed Lancets and admits his comrades. The guards are stripped and their bodies hidden in the brewhouse. The cultists then dress as watchmen and begin stage two of their plan.

If the PCs have been maintaining a watch, allow the PC(s) currently on guard to make an I test, with a -25 penalty (+10 for *Acute Hearing* skill). If this test is successful the PCs involved have heard scuffling noises, soft thumps and the like.

If the PCs investigate, they will find the cultists in the main bar, stripping a watchman of his uniform and weaponry. There D6 cultists already fully dressed as members of the Watch. One is, of course, dressed as a cleric of Sigmar; this is Reiner Zeidler, the leader of the cultists. They are taken aback by the appearance of the PCs, but lose no time in attacking. In all Reiner has eight cultists with him.

If the PCs don't hear anything (or don't investigate the noises), the cultists try to lure them into a trap. One of the 'watchmen' knocks on the PCs door and asks "Can anyone help Heinz? He's coughing fit to bust... Along here, please – and hurry!" And indeed, one of the cultists downstairs is doing a good impersonation of someone coughing themselves to death.

If one or more of the PCs go to investigate, two of the watchmen will take them to see 'poor Heinz.' However,

as soon as the PCs start to help the seemingly sick man, he will pull out a dagger and attack his doctor(s). This is the cue for the other 'watchmen' to attack. If any PCs have remained in their rooms, D4 cultists will burst in and attack.

If the PCs refuse to help, the cultists will try to smash the door down. This will take them D6 rounds. Any PCs who were asleep can don no more than one or two pieces of armour, and pick up a shield in this time. Don't allow anyone to claim that it is possible to sleep in full armour!

The cultists are utter fanatics and will neither surrender nor talk to the PCs under any circumstances. Even Hypnosis will fail, because the cultists have already been hypnotised to such a degree that that they will bite their own tongues off rather than betray any secrets they know. Reiner Zeidler also has a false tooth which, he has been told, contains poison. In actual fact, the tooth contains an acid which will do D4 S 7 hits to anyone who crushes it.

By the time the fight is over, Bengt and the other staff of the Crossed Lancets will be awake and hammering on their doors. The Lindenthal women are already distraught, and become more so at the scenes of carnage in the Crossed Lancets. Bengt will look sick, but he will offer to fetch the Watch. All he actually does is open the front door and shout "The Watch! The Watch!" until someone turns up.

It takes around 5 minutes for a Watch patrol of a dozen men to arrive, and another half hour before a Watch captain can be summoned. Captain Rudolf Sigmarsson is absolutely appalled by the deaths of his men. He knows nothing of how this could have happened. Once he has seen the poison-wracked bodies of his men, he makes a special point of kicking each cultist body. A successful Fel test by any of the PCs will allow them to see that this outburst is quite genuine.

Sigmarsson will provide an escort for the PCs to go to the Temple of Sigmar if they wish to do so. When – and if – the PCs report the incident to the Temple of Sigmar, they will be shown straight into Yorri's office, even it is the middle of the night.

The Grand Theogonist appears a moment later, looking somewhat surprised – he did not, after all, expect the PCs to survive. Once he has listened to the PCs version of events, he will think for a moment and then say "Clearly, things are worse than I thought! The forces of Chaos must be inside the Watch itself... Why, perhaps they are inside the Imperial Guard as well. Hmmm." He pauses, and then continues "I will use only temple troops as guards during the coronation. Only them. Yesss. That will be... And now, my friends, tomorrow is a long day, so if you will excuse me..." The PCs are ushered out and left on the Temple steps once more.

The PCs may be very suspicious of Yorri, but what proof do they have? If the PCs ask to see Kaslain, they will be told that the Arch Lector is meditating in a night long vigil before tomorrow's ceremony and cannot be disturbed in any way.

If the PCs decide to translate suspicions into violent action, let them. There are twenty Sigmarite 'clerics' (ie cultists) in the Temple, possibly a watch patrol outside. And there is the possessed Yorri, who is more than capable of looking after himself...

THE ENTRANCE OF EMPEROR HEINRICH

Heinrich's followers start arriving in Altdorf at dawn. Some are on horseback, others in barges: an army of occupation come to bring peace to Altdorf. By the time the sun is properly up, a steady stream of fighting men are making their way into the city. Troops from all parts of The Empire – and of all loyalties – ride into the city together – there are even mixed groups of Talabeclanders and Ostlanders who seemed the most determined of all to show unity.

The mood of Altdorf changes rapidly. By the time the city is properly awake, the truth of what happened at Wolfenburg is widely known. The unity among the soldiers of an Empire which seemed so close to civil war is, in itself, the most striking proof of what is being said. Within the hour, the Imperial Flags are flying from every available flagpole and are draped from every window. Bunting is hung across streets, and canny bakers start shouting adverts for 'Empire Cakes' – which are just like ordinary cakes except for the Todbringer coat of arms and the triple normal price. Other types of cakes, so it is claimed, are the same as baked for Magnus the Pious! On street corners, minstrels start composing new versions of old songs, listing the virtues and manly attributes of the Emperor-to-be. The streets of Altdorf reach bursting point, with cheering crowds everywhere. The Watch stop trying to stop people from crossing their makeshift bridges.

At around 10 o'clock, Hans Bauer, a red-faced and flustered-looking messenger in Middenheim livery arrives at the PCs' rooms at the Crossed Lancets. His message is quite simple: Graf Heinrich Todbringer, the Emperor Presumptive, wishes to speak with them as soon as possible. He is currently at the Imperial, although he is shortly to process through the streets to the Volkshalle, and he has some special honour in mind for the PCs.

A Disturbance in the Street

As the PCs make their way to the Imperial the streets are becoming crowded. Hans Bauer accompanies them, and prattles on about how exciting everything is today; *"I've never been to Altdorf before... Is it always this busy? I went to the Temple of Sigmar earlier. Big, isn't it? The Grand Theogonist was very nice though, and gave me some wine while I waited. And he said that he and the Arch Lectors thought that Graf Heinrich should be Emperor too! Wasn't that good of him? And did you know he told me that the coronation is going to be in the Volkshalle, not the Imperial Throne Room?"*

While delivering this flood of information, Hans stops a couple of times on the way to the Imperial to buy an 'Empire Cake', a meat pie and a sup of wine.

After the PCs and Hans have crossed the river, there is a disturbance up ahead. An old woman is standing on a street corner, wailing to the passing crowds: *"Chaos wears the mask of righteousness. The disguise is revered, not the truth! The canker of Chaos is here! now! In the heart of Altdorf! Beware, people of Altdorf, this is a black and terrible day! Wickedness has not yet had its hour of triumph! Beware... Beware! Can no-one else see what I see?"*

Most people are ignoring her, or looking embarrassed at

the old woman's ravings. As the PCs pass, she stumbles forward into one of the PCs. She is blind – both her eyes have cataracts. A PC who helps her to her feet and makes a successful I test (with a +10 bonus) may see that the old woman's forehead is marked by a faint reddish bruise or birthmark – but in the shape of a twin-tailed comet!

As soon as the old woman stumbles, two hefty-looking men (who are actually cultists) force their way through the bystanders and pick the old woman up. *"Come on, Grandmother,"* says one. The other is less charitable: *"Time to go home, you silly old bat."* If the PCs do nothing, the old woman is helped away – and then knifed.

If the PCs interfere, the 'grandsons' try being reasonable *"Granny's a bit feverish – probably over-excited with it all."* Then get irritable: *"It's none of your business, so push off."* Talking to the old woman does no good; she simply keeps up her catalogue of dire warnings. Eventually one of the cultists pulls out a knife and stabs the old woman. The PCs doing the talking may make an I test to spot this turn of events as it happens and react to it, otherwise the old woman will be struck down by a single blow. Both cultists then run away. They both have *Flee!* skill, in addition to those listed for standard cultists, and the street is very crowded, so they are reasonably confident that they can escape. If the PCs do manage to capture one of the cultists, he is as fanatical as the others described in *Killers in the Night*, and will bite his own tongue off rather than talk.

Hans has managed to miss most of the excitement, because he busy buying yet another faceful of food. He does, however, remind the PCs that Graf Heinrich is waiting. The crowds are now even larger, and there is cheering in the distance. As the PCs get closer to the Imperial, it is obvious that many Altdorfers have seen Heinrich and been impressed by what they have seen.

Hans leads the PCs straight through the cordon of watchmen and Knights Panther and into the Imperial. Hans leaves them, and the PCs are shown into a large room where Graf Heinrich awaits. With him are Maximillian Von Genscher, Ar-Ulric, Graf Alberich Haupt-Anderssen of Stirland, Grand Prince Leopold von Bilthofen of Middenland, Prince Hergard of Ostland, Countess Emmanuelle von Liebewitz of Nuln and Grand Countess Ludmila von Alptraum of Averland. The Electors are standing around in small groups, indulging in quiet pleasantries. Ar-Ulric and von Genscher are talking to Graf Heinrich. The Hammer rests on a cushioned table next to Heinrich. Any PC who makes a successful Int test will realise that such a gathering in Altdorf is public confirmation that Heinrich has sufficient support to become Emperor.

As the PCs are waved forward to talk to Heinrich, Ar-Ulric is trying to persuade him to be crowned in the Imperial Throne room, or in the Temple of Sigmar. It would, as Ar-Ulric points out, be politically sound. Heinrich refuses, saying *"My father died there, so I will be crowned there."* At this, Ar-Ulric gives in gracefully.

Ar-Ulric then turns to the PCs. *"We have an one last duty for you – and the first honour of many to come. In public recognition of your vital part in returning the Hammer of Sigmar to Sigmar's Empire, Graf Heinrich" – Heinrich nods at this – "requests that you carry the sacred Hammer during the ceremony, and present it to the Grand Theogonist at the required moment. There, nothing too difficult..."*

"And then, my friends, there will be more tangible rewards for your efforts in bringing us to this station. This is just the public acknowledgement. The substance is to come." Heinrich seems to be readily adopting the manners of royalty. *"And we shall expect you to come without finery. It is as well to remember what effort was needed to find Ghal-maraz."*

The PCs may want express any worries that they have about the coronation, or tell Ar-Ulric and Graf Heinrich about the cultist attack, the old woman, Yorri's behaviour. They have only a couple of moments. Everyone must leave soon to go to his coronation. The PCs should also be discreet – they are, after all, in distinguished and noble company.

Ar-Ulric listens to the PCs, but feels that the Knights Panther and the PCs are a sufficient safeguard against trouble. He wants to get Heinrich crowned. Once that is done, Heinrich will be able to order the Imperial authorities to look into everything.

Graf Heinrich is more thoughtful. *"Last night, I had a dream... I cannot remember it clearly. A mask fell to the floor and was shattered. Behind the mask, the man's face was hidden in darkness. And then I awoke. But I have you and the Knights to protect me. And the Grand Theogonist has promised to station his own men in the hall. We shall be safe enough. And now, we must away."*

Heinrich strides from the room, followed by the Electors and von Genscher. At last, only the PCs and the Knights Panther who were on guard remain. The PCs are given the Hammer and a huge velvet cushion to carry it on. Who actually carries the Hammer is up to the PCs; any two of them can hold the cushion, with the others forming an honour guard behind. It is then explained that the PCs will ride in the third carriage behind Heinrich – the Imperial Electors will ride in the two coaches immediately behind the Emperor Presumptive, of course.

Protocol, Protocol

The PCs are ushered down to one of the coaches and, as they clamber aboard, they are joined by Ludovicus Grossprattler, a minor functionary from the Imperial Palace. As the procession, including the PCs' coach, makes it way through the crowded streets, he introduces himself with studied politeness and explains his function. All around the crowd are cheering and pointing at the Hammer of Sigmar in the PCs' coach.

It is Grossprattler's task to instruct the PCs in the ins-and-outs of proper procedure for the coronation and its associated ceremonies: *"While all this is highly irregular, the amended Imperial Coronation Decree of 2372 allows that the normal preparatory electoral meeting – for the purpose of determining the next Emperor, you understand – of all extant Imperial Electors who are so recognised and listed as such may be obviated, annulled and declared unnecessary when it is impractical – and oh, don't the lawyers just love to argue about the definition of the word 'impractical' – for reasons of war, pestilence or national emergency, or when a duly constituted meeting of the majority of extant Electors not held under the chairmanship of the Grand Theogonist of Sigmar or the senior extant Cleric of the Cult of Sigmar have expressed, in a free and fair exercise of their franchise, a preference for one candidate; such a preference having been expressed, the law requires only that a deposition in writing be given to the Grand Theogonist of Sigmar or the senior*

extant Cleric of the Cult of Sigmar and the Registry of the Prime Estates, declaring the result of said election."

If any of the PCs dare to say "What?" after Ludovicus little speech, he will look pained and say *"Graf Heinrich's the Emperor, fair and square. There's no need to have another Election. Humph, provincials... Now, as far as protocol during the Coronation is concerned..."*

The PCs part in the coronation ceremony is quite simple. They are to be the last people to enter the chamber, and they will be bearing Ghal-maraz, *"That's the Hammer of Sigmar, in case you didn't know..."* They are then to walk slowly to the foot of the steps by the Imperial Throne and wait. At the correct moment, the Grand Theogonist will signal them to step forward. At the point, they are to hand Ghal-maraz – *"And just so you remember, that's Skull-splitter, the Hammer of Sigmar"* – to the Grand Theogonist. Finally, and Grossprattler is most insistent about this, the PCs are to take one step backwards, bow deeply – *"You do know how to bow, I suppose?"* – and withdraw to one side of the hall. Withdraw, as in get out of the way.

Grossprattler makes the PCs memorize their part in proceedings, even down to having them repeat it out loud. All the time, the cheers from the Altdorf crowd are growing louder and more fervent. If the PCs try waving to the crowd and playing the part of heroes, Grossprattler tells them off. They should ignore the riff-raff in the street and concentrate – far more important people *"than these improper riff-raff"* are going to be watching them in a minute.

THE CORONATION

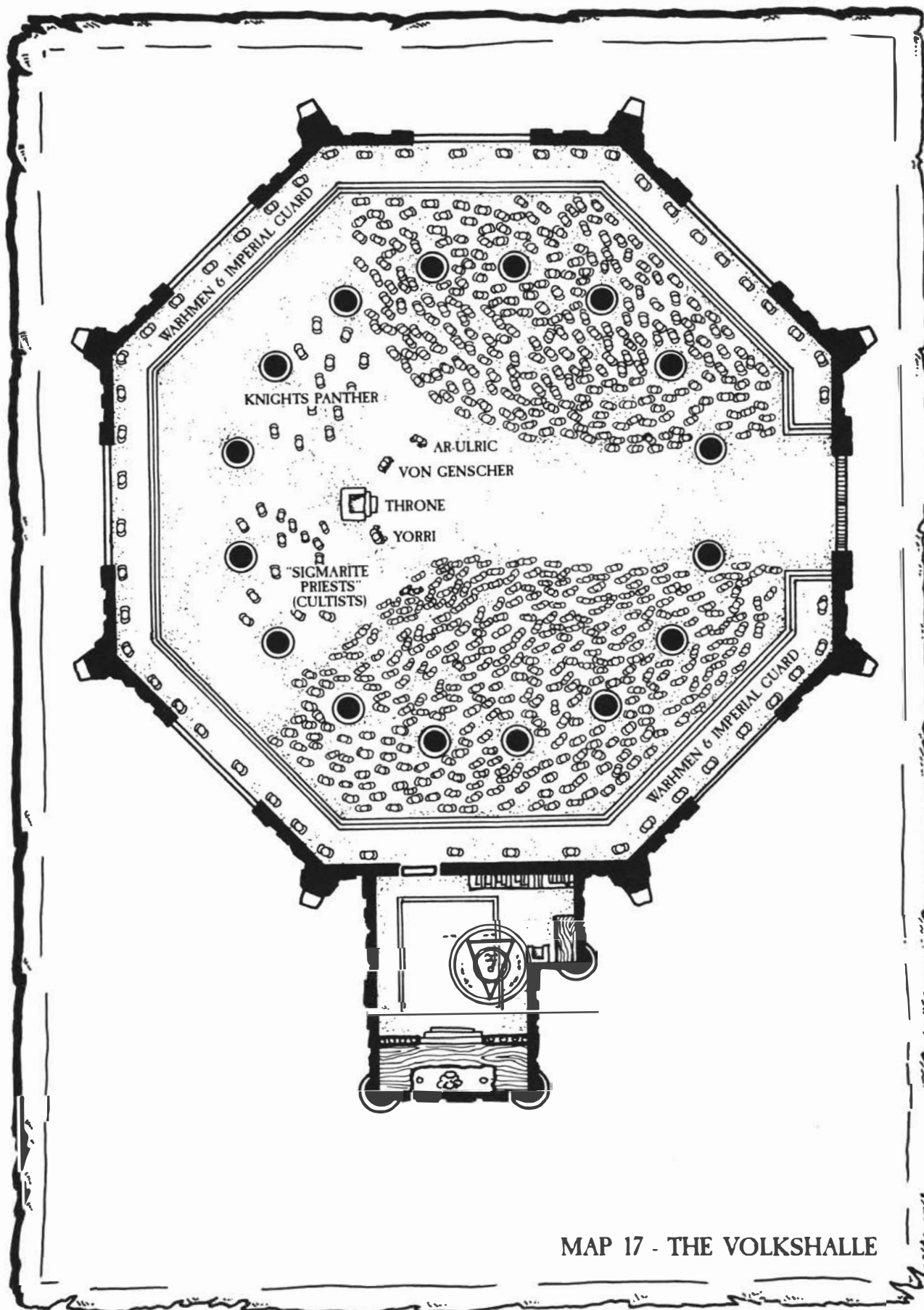
Map 17 shows the layout of the Volkshalle for the coronation. While the Electors take their seats, Heinrich waits in his coach. Grossprattler makes sure that the PCs stay in their places for the moment, then he shoos them out of the coach to a place at the back of the hall near the main door.

Finally, Heinrich, escorted by a detachment of Knights Panther, Maximillian von Genscher and Ar-Ulric, he makes his entrance. Trumpeters blow a tremendous fanfare, and everybody in the hall stands a little straighter. The atmosphere is hushed and reverent, even with so many people in the Volkshalle, it is possible to hear a pin drop.

If you feel like it, add a little gaiety to the proceedings by describing the Volkshalle in the respectful tones used by commentators at any royal event: *"...And there, looking radiant in cream and Middenheimnacht blue robes, is the Lady Wanda Weltschmerz, her hair in the latest style pioneered by Julian of Nuln..."* This may distract the PCs from the horror that is to come.

Heinrich seats himself on the throne. Yorri pauses and stares at the Graf, then steps forward. *"Under the gaze of... Sigmar and... Ulric, we are gathered here today to crown a true son of... Sigmar. By the lawfully expressed will of the Imperial Electors, Heinrich Todbringer of Middenheim is chosen as Emperor... of Sigmar's Empire."* Yorri seems to be grinding his teeth together, as though the speech is paining him.

"Bring forth the Crown!" A blank-faced Kaslain steps forward, bearing the Imperial Crown on a silver-trimmed velvet cushion.



MAP 17 - THE VOLKSHALLE

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"Bring forth the Hammer... of Sigmar!" This is the cue for the PCs to step forward and bear the Hammer towards Heinrich and Yorri. If the PCs miss their cue, Grossprattler pokes one of them in the ribs.

All goes well as the PCs march forward. Everyone in the hall bows to the Hammer and the PCs as they pass. However, as the PCs ascend the steps below the Throne, Ghal-maraz begins to hum. By now, the PCs should have discovered that this is a sign that someone close by is tainted by Chaos, although the Hammer has never done this before unless it was in someone's hand. One other truly remarkable thing happens as well: the Hammer rises from the cushion and drifts towards the PC holding the cushion. Alternatively, you may prefer to have Ghal-maraz head for the PC who used it the most while it was in the PCs' possession.

Yorri and Heinrich look horrified at this course of events. Heinrich half rises from his throne, Yorri takes a step backwards and raises an arm protectively. If one of the PCs makes a successful Int test, they will realise that Ghal-maraz must be reacting to either Yorri or Heinrich and to nobody else. One of them is tainted by Chaos!

The Hammer Thrown

If the PC holding the Hammer commands it to strike Yorri, the Hammer does so with full effect. However, Ghal-maraz flies to Heinrich's hand, not back to the PC who threw it. Yorri staggers back, his hands clutched to his ruined face. See *Transformation!* below.

If the PC commands the Hammer to strike Heinrich, it does not do so. It merely flies to his hand.

Whatever actions the PCs do take, Yorri still steps away from the Hammer. The possessed Grand Theogonist is unnerved by this hostility from Ghal-maraz. The Daemon Sheerargetru fears that if it does not cast aside its disguise as Yorri and transform itself into a more effective form, everything will be lost. Sheerargetru's thinking is not as clear as it could be at this point, but the Daemon has an ancient antipathy to Ghal-maraz. The weapon did, after all, keep it penned up for over 2,500 years.

Transformation!

Events in the Volkshalle have now come full circle. The PCs' quest began with the transformation of Wolfgang and the death of Graf Boris Todbringer. It now seems it will end with Yorri's transformation and the death of another Todbringer.

Yorri staggers backwards, away from the hammer and, as he does so, his face peels away from his bones. The Grand Theogonist grabs at Kaslain and squeezes his forehead. Kaslain screams and collapses, blood running from his nose and ears. Then Yorri turns round, his face hanging like a fleshy mask around his neck. But his transformation is only just beginning. As Yorri's skin falls away complete, another creature unfolds itself from inside the Grand Theogonist's body. The Grand Theogonist's robes are torn apart from inside as Sheerargetru the Daemon emerges. This is Sheerargetru in as true a form as it can create for himself from Yorri and Kaslain's magical energies, but he is nevertheless revealed as a Lord of Change, one of Tzeentch's Greater Daemons!

If the PCs threw the Hammer at Yorri, the appearance of the Daemon will not surprise them. They will not be able to stop the transformation, but the PCs will have enough time to draw weapons, prepare spells and the like. Any PC who makes a successful I test may draw a weapon and strike the Daemon before its transformation is complete. The Daemon will not be able to attack.

If the PCs did not throw the hammer at Yorri, only those who make a successful test against their half their I scores will be able to draw weapons, prepare spells etc before Sheerargetru's emergence is complete. PCs who fail this test have been caught off-guard by the Grand Theogonist's change into a snarling, hate-filled Daemon.

In any event, any PC who witnesses the transformation must make a successful CI test or suffer from *terror*.

Heinrich steps back from the Grand Theogonist as the transformation runs its course. The Knights Panther move forward to surround their new Emperor. He stands in their midst with the Hammer held out in front of him, as though warding the Daemon away. He does not attack, but watches Sheerargetru's every move.

The rest of the hall is in pandemonium. All around, clerics of Sigmar (who are, unsurprisingly, disguised cultists) rise up and attack the city watchmen and the other fighting men in the hall. This is enough to keep them from reaching – and aiding – Heinrich and the PCs in their struggle against the Daemon.

The air crackles and twists with the sound and smell of magic as spellcasters among the cultists and the clerics of Ulric add their own kind of violence to the scene. Many in the hall, including the Imperial Electors, are simply struck dumb with terror at the Daemon's appearance, unable to do anything useful, or even run away. A few, closer to the back of the hall, flee through the great doors.

The Daemon Fights!

Sheerargetru finishes its transformation and attacks the PCs. They have interfered by taking Ghal-maraz and freeing it, they have killed Tzeentch's loyal servants and they have thwarted its plans (although almost unintentionally). Once they are destroyed, it will deal with the upstart Heinrich and the rest.

If only two or three PCs can fight Sheerargetru, it is going to be a grim battle. They will need help, and Heinrich will use the terror-dispelling power of Ghal-maraz.

If the PCs do suffer casualties, D2 Knights Panther will step forward each round to aid the PCs. It is possible for up to 6 man-sized creatures to fight Sheerargetru on a single round. It should be clear that these helpers cannot really defeat the Daemon on their own – they lack the skills and weaponry of the PCs. They can, however, relieve some of the pressure on the PCs.

If the PCs do not do so, Ar-Ulric will cast a Zone of Steadfastness spell during the second round of combat. By a convenient chance, he happens to have some dried dragon's blood with him; this spell is less effective than normal, but on the third round of combat he will move forward so that the PCs are within the Zone. He will make no attempt to enter the fight himself – his spell is far more effective than an extra weapon.

If the fight goes completely against the PCs, Heinrich

and von Genscher will attack Sheerargetru. This only applies if two of the PCs have been seriously injured. Carrying Ghal-maraz, Heinrich is relatively safe, given his high Toughness, magical protections and Fate Points.

Ghal-maraz Vanishes!

When the Daemon loses its last Wound, its body simply flies apart, spattering everyone within 8 yards with a mixture of blood, slime and spittle. However, as the PCs wipe the mess from their eyes, they will see Heinrich throw Ghal-maraz at a patch of smoke above the bloody remains of the Daemon's body.

The Hammer flies forward, and slows as it enters the smoke. There is an unearthly shrieking and a howling wind blowing in towards where the Daemon once stood, as if the air were being sucked from the Volkshalle. Then, as the Hammer reaches the centre of the smoke, it starts to glow. It grows brighter and brighter until its light is greater than that of the sun.

Then the wind and the noise stop. Normal sunlight returns to the hall – although it now seems dim and dark. Sheerargetru is gone, and the Hammer has vanished along with the Daemon. All the filth from the exploding Daemon has vanished as well, leaving no trace of its presence. Only the dead and wounded remain. Kaslain's body, for example, lies where the Daemon left it, drained of all life – a dry husk.

Around the hall, the last cultists are rapidly being overwhelmed and killed by the clerics of Ulric and the watchmen, aided by the forces of the other Electors. However, any of the PCs who wish to join the clean-up fights will certainly be able to find an opponent.

As the last sounds of fighting die away, the clerics tend the wounded. Heinrich sits down on the steps leading to the throne, breathing heavily.

After the Daemon's Death

It takes about an hour to organise care for all the wounded. Some are carried from the hall to the Temple of Shallya. During this time, wounded PCs (and Heinrich) are treated with whatever healing spells are needed. At the same time, von Genscher organises working parties to clear the dead cultists from the hall and restore some semblance of normality. It falls to the Watch to restore some public order and reassure the assembled people that the sky is not falling, nor is the earth being rent in twain by Daemon hordes.

Heinrich's agents and the Knights Panther use a little persuasive wit on any surviving cultists – and the whole sorry tale of Yorri's possession, Kaslain's drugging and the killing of the real Sigmarite priests comes out. Heinrich looks unsurprised by the tale. He is also philosophical about the disappearance of Ghal-maraz. If none of the PCs come up with a good explanation for the Hammer disappearance, he will say *"The Hammer has gone but, perhaps on some day of prophecy yet to come, Skull-splitter will be needed once more. Then it will return to Sigmar's land, to protect Sigmar's people..."*

As the PCs will be delighted to discover, Ludovicus Grossprattler has survived the confusion in the hall. As he points out: *"When the Grand Theogonist is dead, and no*



other senior clerics of the Cult of Sigmar are extant or available, the role of Celebrant Majoris – that is, the person who can lawfully crown the new Emperor – devolves to either the Elector of Talabheim or the Elector of Nuln, or failing them, the head of the Cult of Ulric... And the order of precedence in this case is quite clear: that, while another is available, the Elector of Nuln is the proper person to act in the capacity aforementioned..."

Muttering to himself – and seemingly unaffected by all the trouble he has witnessed – he takes Emmanuelle von Liebewitz to one side and explains her part in the shortened ceremony that is to follow.

It takes only half an hour to crown Emperor Heinrich X, even though Emmanuelle forgets most of her words and has to be prompted by Grossprattler and Ar-Ulric. While the PCs have no further part to play in the ceremony – the Hammer having disappeared – they are permitted to form an honour guard behind the Throne.

The PCs are then allowed to ride in the procession back to the Imperial where, in the great dining room, a feast has been prepared in honour of the new Emperor. Accompanied by the Imperial Electors, the Knights Panther, his advisors, the PCs and the wealthiest surviving Altdorfers, the Emperor leads the company to the meal.

The Emperor has much on his mind: the Cult of Sigmar must be rebuilt, The Empire must be secured, and the Chaos cultists rooted out once and for all. But there are seats at his own table for those who have helped him to his new station: out Heroes, the player characters.

And this is only the first of their rewards.

HEROES OF THE EMPIRE

Emperor Heinrich will have many concerns in the days after his coronation: the Cult of Sigmar is without a head; Altdorf is partly in ruins; the Emperor's Peace has to be brought to all corners of The Empire; a new Imperial Administration must be established; and Heinrich must have an Empress – Emmanuelle von Liebewitz of Nuln. And, on a personal level, he has one more matter to occupy his thoughts: suitable rewards for the PCs, the people who brought him to the Throne.

Heinrich can offer the PCs positions of power and importance, along with lands, wealth and responsibilities. Whether the PCs like it or not, Heinrich's rewards will mean that their careers as adventurers are, if not a complete end, severely curtailed. It is also not unreasonable that the PCs who have saved The Empire should not now return to a freebooting career. In any case, holding positions of responsibility will still allow the PCs to become embroiled in all manner of political shenanigans and intrigues. This type of adventure is well-suited to *WFRP* campaigns, as you will already be aware if you have run *Power Behind the Throne*.

The following posts are all available to the PCs. Heinrich's offers to individuals will, of course, be tempered by Ar-Ulric's wisdom. In other words, you know what sort of rewards will please your players, so distribute them as you see fit.

Protector of Talabecland

Grand Duke Gustav von Kreiglitz is dead, and has not left a nominated heir as Elector. There are, it is true, two prospective heirs in the shape of his twin sons, Erich and Adolf; unfortunately, these children are only two years old. Their mother, the Dowager Duchess Elise, is 19 and entirely unsuitable to exercise the power of an Elector. She is, however, entirely eligible as a bride.

A PC can be installed as Guardian and Protector until Erich (the elder by three minutes) comes of age. However, the PC does not automatically assume the title of Elector of Talabecland. Heinrich orders that the Imperial vote is given to the Cult of Ulric to hold in safekeeping until it can be returned to Erich when he comes of age and becomes Elector of Talabecland. This is an elegant solution, because it does not alter the balance of power among the Electors. Heinrich may – if you wish – be open to persuasion on this matter, granting the Protector of Talabecland full Electoral rights. Whether you allow a PC Protector of Talabecland to marry Elise, and then kill off the young Erich and Adolf as rival claimants to Electorship – the 'Richard III' scenario – is entirely your own choice!

Chancellor of Nuln

With the marriage of Countess Emmanuelle von Liebewitz to Emperor Heinrich there is a need for someone to act as her Chancellor in Nuln and



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Wissenland. The post is important diplomatically, as much of The Empire's trade with Bretonnia and northern Tilea passes through the region. The Chancellorship will also keep the PC (perhaps an intelligent academic) holding the post in regular contact with the Imperial Family.

Marshal of Ostermark

Maximillian Dachs died in the Volkshalle when Wolfgang was revealed as a mutant; Gunther Dachs died at Wolfenbürg. Ostermark therefore needs an able administrator, who is unafraid to deal with a troublesome population and one who is also capable of eradicating the many Beastmen that lurk in its forests. Any competent warrior PC may well find the post of Marshal of Ostermark a challenge.

Arch Lector of the Cult of Sigmar

Ar-Ulric will use his influence to make sure that Werner Stolz, the chief Sigmarite cleric of Middenheim, is not appointed as Grand Theogonist. He hates the man, and will claim that such an appointment will appear to

favour Middenheimers. After due consideration, Gludred IV of Averheim will be chosen as the new Grand Theogonist. He is a 74 year old, whose idea of radical thinking is to permit women to clean the shoes of the clergy.

A Sigmarite PC cleric, however, could be appointed as the Arch Lector of Nuln as a replacement for the late Kaslain. He would also become an Imperial Elector in his own right! This is a powerful and important position, but Gludred IV will prove to be a most annoying superior... This is a position that you should be careful about giving away. Any PC who accepts the task must, of course, retire from active adventuring.

Midden Marshals

Emperor Heinrich appoints Maximillian von Genscher to the post of Grand Marshal of The Empire (others have also helped him) and Ulrich Schutzmänn is dead. These means that two PCs could be appointed as Midden Marshals: one as Watch Commander, a perfect position for a rogue or an ex-thief; and one as Middenheim Garrison Commander. Johann Schwer-mutt is appointed Marshal of Middenheim in von Genscher's place. Both these posts are Heinrich's personal gifts as Graf of Middenheim.

High Wizard of Middenheim

Another post with Heinrich's gift as Graf of Middenheim. This is a post with many duties, but many advantages for any PC wizard. Use of the Guild's collection of magical items is not the least of these!

Hand of the 'Princess'

An arranged marriage with Katarina Todbringer (see PBT) is not out of the question for an eligible male PC. This is particularly true if Katarina is (or has been) infatuated with the intended bridegroom. While marriage – and the retirement from an adventuring life that it brings – may seem restrictive, being the Emperor's brother-in-law is one of the compensations.

Katarina Todbringer is also a power in her own right. As the last remaining Todbringer, she now bears the title of Gravin (the female form of Graf) of Middenheim (as Emperor, Heinrich has renounced his lesser titles).

Master of the Hunt

Another Middenheim post, but one that could easily become an Imperial appointment. This could be a sinecure that would suit an independent PC who had little interest in official business.

Knight Eternal of Middenheim

With Prunkvoll dead, a new Knight Eternal is required. This is a very effective method of retiring a PC, as the Knight is never supposed to leave Middenheim. And staying in Middenheim – as the legend insists that the Knight should do – would seem to be an excellent idea, given Prunkvoll's unfortunate end.

Ambassador

A great way of removing a PC is to offer them an appointment as an Imperial Ambassador. Once in

Kislev or at the Court of the Doge of Remas, such a character may never be heard from again. An appointment as Imperial Consul in Gisoreux will allow a PC to have exciting adventures in a disgusting, filthy, diseased city full of disgusting, filthy, diseased people...

Free and Easy

Of course, The PCs may wish to remain on good terms with the Emperor without being constrained by duty.

Returning to a life of adventure is one possibility. However, within The Empire the PCs will become well known celebrities when plays such as *Graf Heinrich*; or *Sigmar's Heir Unmasked!* tour every town and minstrels sing of their bravery. The PCs' part in finding Ghal-maraz will make discreet adventuring impossible. Their steps will be dogged by souvenir hunters, the curious, the envious and the murderous – if you are famous, how much more so is your killer?

Perhaps the PCs could establish a castle in a frontier land, and clear new territory of the forces of Chaos. This would be a worthwhile life for a warrior. The Emperor will be happy to assist with funds, and with the end of the war, fighting men will be easy to hire.

The Grand Tour

The PCs may even decide to leave The Empire. They could end up almost anywhere: Bretonnia, Tilea, the strife-torn lands of the Border Princes, Araby, Norsca, Albion, Lustria, even far Cathay! Some of these places will, of course, be covered in future WFRP adventures. But you run many adventures for the PCs before they even reach such exotic locations!

Building the Empire Anew

The civil war is over, but the war against Chaos is never-ending. Many of the worst enemies of mankind still lurk within and beyond The Empire. Many hidden conspirators, of course, showed their true colours when it looked as if The Empire was doomed, and this will be a good year for Witch Hunters and their kind. But there are others who are still hidden. There will always be the hidden servants of Chaos.

Much needs to be done to restore The Empire. The war has caused hardships – even simple tasks like the harvests are in danger of going undone. The everyday business of life must be started anew, now that the armies have stopped marching. Roofs need mending, walls need building, crops have to be gathered, town walls must be repaired, and even the dead need someone to bury them.

All these dislocations caused by the war will have an effect. Prices will rise fairly sharply, by 20-50% in most cases, and services will suffer. People will be forced to do basic work out of sheer necessity – no one needs a waiter, but everybody needs food – and that means workers are needed on the land. The PCs will notice that all the things they have taken for granted either aren't there, or cost more: coach travel, good horses and stabling, good inns, any sort of servants, etc.

And that, at least for the moment, is the last word on The Empire. With *Empire in Flames*, the Enemy Within campaign comes to an end. There will, of course, be other adventures...



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AWARDING EXPERIENCE POINTS

The EP awards listed below can be earned by each PC who contributed to that part of the adventure. You should not divide the listed totals amongst the PCs! If you add any encounters to the adventure, use the EPs given below as a guidelines to assigning your own EP awards. You can allow a bonus of 10-15% for PCs who are played with exceptional wit and flair, and/or for those who remain in character at all times.

Don't give EPs for encounters and events that did not occur for one reason or another. For example, the PCs may not meet Andreas Blumentopf and the Ostland patrol; in this case they do not receive the relevant EPs.

EPs should be given out at the end of each part of the adventure. When the PCs have finished the encounters which are listed here in a section, you can make relevant EP awards to each of the PCs.

EPs can be used immediately to gain characteristic advances, but skill gains may have to be deferred until the PC has an opportunity to learn skill from a teacher. See *The Restless Dead* for more details.

To Talabheim and Altdorf

Dealing with Lady Anastasia and Katarina

10-20 depending upon how obnoxiously you play the two women.

The Chaos Halfling-Beasts

20-40 for overcoming the Halflings.

The Blood-Slayerers

20-30 for overcoming them.

The Witch Hunter and the Daemonette

20 for slaying the Daemonette, but only...

10 if Theophilus helps destroy the Daemonette;

5-10 for good roleplaying while dealing with Theophilus.

General Roleplaying

0-25 for dealing with locals, intelligent consideration of rumours, and the like.

In Altdorf

The awards in this section are for events in *Death in the Afternoon*, *A New Emperor?* and *A Very Important Visitor*.

0-40 for getting as much information as possible from encounters and good roleplaying when dealing with Ar-Ulric and Graf Boris.

10-25 for overcoming the Altdorf Street Thugs, making them run off, etc.

5-15 for helping Pieter Grunnenthal and listening to his information.

10-30 for slaying the Mutant at the Crossed Lancets, less if the PCs suffered injuries.

10-30 for slaying Crown Prince Wolfgang the Mutant.

Kaslain and Ar-Ulric

5-20 for asking sensible questions, and roleplaying in a serious and 'statesmanlike' manner when dealing with these NPCs.

To the World's Edge

The Crew of the Comet

10-40 for roleplaying during dealings with these NPCs, protecting them in fights, helping on the barge, etc.

The Twisting Serpent

15-30 for permanently overcoming Martin Gladische;

15-30 for overcoming Ulrike Kroger;

15-30 for overcoming Franz Hilgenburg;

10 EP for overcoming each of Joachim Bonner, Paulus Kochbrun and Gregor Ghastleben;

5-10 for surviving each skirmish after the first with the Twisting Serpent cultists;

40 if Ulrike Kroger is not slain, but is instead released from the control of the *Ball of Wonders*.

The Jade Sceptre

15-30 for defeating Emmanuelle Fleschflascher;

15-30 for overcoming Anika Furrfondler;

15-30 for overcoming the Mer-Daemonette;

10 for overcoming each of Axel Throbleiben and Joachim Humprutter;

5-10 for surviving each skirmish after the first with the Jade Sceptre cultists, if this course of action develops.

The Crimson Sickle

15-30 for overcoming Konrad Waldheim;

15-30 for overcoming Khakkadshak the Bloodletter;

20-30 for overcoming Niklaus Schewrin;

5-10 for surviving each skirmish after the first.

If the PCs run away from the Jade Sceptre and Crimson Sickle cultists, leaving the two groups to fight amongst themselves, halve the EP awards listed here.

The Sigmarite Fanatics

- 15-30 for neutralizing (not necessarily killing) Gotthard Krumbach;
- 15-30 for neutralizing Karin;
- 10-15 for neutralizing Erwin Mecklenberg;
- 10-25 for neutralizing Frederik Munster;
- 5 for overcoming each of the Wuppertal Militiamen, if these ever appear;
- 10-15 for overcoming Wolmar Neustadt;
- 0-5 for roleplaying each incident (which does not end in a killing or injury) with the Krumbachs and their followers;
- 5-10 per NPC present if the PC persuades the Krumbachs that their quest is just and proper;
- 5-10 if – by some truly amazing oratory – a PC persuades one of the Krumbach's followers, such as Mecklenburg, to help the PCs.

River Travel

- 10-50 for good roleplaying, asking the right questions, not offending the locals in river towns, etc.
- 5-10 for roleplaying in Hochsleben, haggling, making jokes about mules, etc.

In the Mountains

- 15-30 for dealing with each Ogre; bribery instead of violence should be rewarded.
- 5 for overcoming each Goblin or Hobgoblin;
- 5-15 for dealing with Stavín himself;
- 15 for the first PC to suggest trailing the goblinoids back to their lair;
- 10-20 for using captured goblinoids as bearers;
- 40 for parleying with Stavín – but make the PCs squirm!
- 15-40 for overcoming or evading the Troll, depending upon the plan used by the PCs.
- 5-20 for good roleplaying with Don Roberto;
- 5-20 for asking Don Roberto about useful herbal preparations and good bartering or haggling.
- 20-50 for overcoming the Manticore; but only 20 EPs if it escapes by flying away.

Karak-Kadal and the Shrine of Sigmar

- 25 for fighting through the Skeletons to the Shrine.
- 10-40 for being sensible, problem solving, finding the hidden map, roleplaying in character within the Shrine.

To the Hidden Valley

- 15-25 for overcoming Rippet Eyeslash;
- 25-50 for overcoming the Black Orcs.
- 5 for overcoming the Mountain Bear;
- 10 for giving the Bear food instead of killing it;
- 10 for the PC who suggests throwing food to the Bear;
- 5-25 for overcoming the Giant Spider.

In the Hidden Valley

- 15-40 for good roleplaying during the meeting with Melaril Elmhelven;
- 15-40 for destroying the Cloud of Chaos.

Towards Kadar-Khalizad

- 10-40 for overcoming the pack of Wolves;

- 10 for the PC who suggests keeping fire weapons available to deal with the Wolves (eg torches by a camp fire).
- 10-25 for overcoming the Dire Wolf.
- 10 for slaying the Rat Ogre;
- 20 for having the sense to let the Rat-Ogre escape and using the time to prepare for whatever is pursuing it.
- 10-25 for overcoming the Wyvern; only 10-15 EPs if it escapes.
- 15-45 for overcoming the Chaos Cats.

Terrors in the Darkness

- 5-20 for roleplaying during the encounter with Yodri the Loremaster.

The Goblin Lair

- 40-100 for clearing out the Goblins;
- 25 for sparing the young, the old and the infirm, providing that such an act of mercy is in character. Putting helpless creatures to the sword is not very heroic...

The Liche's Dead Zone

- 25-75 for overcoming Mankir Fargazer;
- 10-30 for roleplaying during encounters with Khanna Frosthand's Ghost, and for making some effort to restore the Great Temple of Grungni, etc – there is a separate reward for the Elemental.
- 10-50 for creative thought when searching chambers in the Dead Zone, looking for spell components (spellcasters), picking locks (rogues), etc.
- 20-50 for overcoming the Elemental in the Great Temple of Grungni;



CH

Empire in Flames

- 10-25 for overcoming the Elementals in the Great Hall of the People.
- 10-30 for dealing with each Dwarf Wight, Wraith or Spectre;
- 10-20 for dealing with each Dwarf Skeleton or Zombie.

The two EP awards above apply if the PCs persuade the Undead not to attack or avoid a direct confrontation by using a spell.

- 10-25 for each encounter with Rock Serpents or Giant Spiders;
- 5 for encounters with Rats of any type;
- 10 for the PC who notices the Mould in the Great Temple of Grungni;
- 10-25 for overcoming the Amoeba.

The Resting Hammer

- 5-10 for each Chaos Stalactite destroyed.
- 20-40 for overcoming or correctly evading the Dwarf Statues.
- 30-75 for overcoming Wulfan Merlord's Ghost. This EP award includes overcoming the animated Brazier, Anvil and Tools.
- 10 to the PCs who searches the Chamber of Records and finds each of the books listed. Only the finder gets the award.
- 100 for recovering Ghal-Maraz, the Hammer of Sigmar, plus a Fate Point for each PC.

Back to the Empire

- 10-30 for complying with Yodri's wishes, waiting for the Avatar, etc.
- 5-20 for good roleplaying with the Troll Slayers and the Blumentrit brothers.
- 5-25 for good roleplaying – and politeness – when asking Melaril Elmhelven to intercede with the Pegasi.

The Empire at War

- 5-10 for good roleplaying with the refugees and for not killing Bruno and his family out of hand;
- 5 for recognising Little Bruno as a mutant – the PCs' dilemma is, of course, that the oath of the Knights Panther requires them to destroy mutants, but how can they kill a child?
- 5 for discovering the bodies and getting Bruno tell the truth.
- 15-25 for overcoming the Talabeclander patrol.
- 0 for killing the wounded Beastman;
- 10-20 for killing the other Beastmen.
- 5-10 for good roleplaying with the Halflings, Faustmann and the rest...
- 5-10 for good roleplaying with Tobias;
- 5-15 for overcoming the gunners if a fight breaks out.
- 5-15 for good roleplaying with the Stragglers;
- 0 for executing Udo Topfler as a deserter (the PCs have no authority to kill the man).
- 5-15 for good roleplaying with Prunkvoll;
- 5-10 for trying to persuade Prunkvoll not to act like an idiot;
- 5-10 for trying physical means to save Prunkvoll from himself. *BUT* no EPs if Prunkvoll is killed by the PCs (even if this is an accident).
- 15-30 for overcoming the Ostland Infantrymen.

Giving the Hammer to Heinrich

All surviving PCs receive 1 Fate Point.

Heinrich's Election

- 5-10 for good roleplaying and statemanslike behaviour during Heinrich's Election and afterwards.
- 5-20 for overcoming the Talabeclander looters, avoiding trouble with Gluten etc.

Aboard the Hindenburg

- 5-10 for good roleplaying, offering to help Gustav and Diehl, protecting them during fights etc.
- 5-20 for dealing with the Marshlight.
- 5-25 for good roleplaying with Fraulein Reich.

The Final Evil

In Altdorf

- 10-30 for good roleplaying in the city, giving a responsible account of the Battle of Wolfenburg to the Altdorfers etc.

The Grand Theogonist

- 10-40 for going straight to the Temple of Sigmar, good roleplaying during the meeting with Yorri. Give higher awards for being suspicious of Yorri – and for realising that there is little that can be done at this point.

Killers by Night

- 10 for being on guard during the night (despite the presence of the watchmen);
- 5-20 for taking sensible precautions when disturbed by the cultists;
- 10 for each cultist slain;
- 10-20 for overcoming Zeidler.

Before the Coronation

- 10 for roleplaying the encounter with the old woman;
- 10 for each cultist slain or captured during the incident with the old woman;
- 15 for talking discreetly to Ar-Ulric and/or Heinrich about Yorri or the chaos cultists;
- 10 for any PC who volunteers to be a bodyguard for Heinrich (although the offer will be declined);
- 5-10 for good roleplaying with Grossprattler (such as not strangling him!);
- 10 for reciting Grossprattler's instructions perfectly – and make the players do this properly!

In the Volkshalle

- 20 for any PC who throws the Hammer at Yorri, or who immediately suggests this course of action;
- 10 for any PC who immediately declares he is moving to protect Heinrich;
- 10 for suffering from terror and having it dispelled.
- 50-150 for overcoming Sheerargetru the Daemon, depending upon the degree of personal risk;
- +50 for the PC who strikes the killing blow (ie reduces the Daemon's *Wound* total to zero).

All those involved in the fight receive 1 Fate Point. However, those suffering from *terror* throughout the fight and incapable of action get neither Experience Points nor a Fate Point.

PROFILES

All the profiles for important Non-player Characters and monsters mentioned in the text are given in this section of *Empire in Flames*. Only NPCs and monsters whom the PCs are likely to have significant dealings with are included. Where necessary, these profiles have already been adjusted to include relevant skills, such as *Very Strong*, and Chaos attributes, such as *Bestial Face*. The changes due to Chaos attributes are included in the NPC's description but, unless noted otherwise, this is for reference only, and should not be applied again.

There are, however, two cases where profiles have not been modified. *Marksmanship's* effects are not included in NPCs' BS scores. The bonus for this skill should be applied when missiles are fired or thrown. Remember that the *Magic Resistance* Chaos attribute does not increase an NPC's WP. It gives a bonus of +20 to any *Magic* tests based on WP.

Alignment for NPCs is given only where it has a definite effect upon their actions and attitudes. For example, most Humans are Neutral; only where a particular individual's alignment is different is it noted.

See *WFRP* for further information on skills. Further details of Chaos attributes, and some spells used by Chaos Sorcerers, can be found in *Realm of Chaos – Slaves to Darkness*.

TO TALABHEIM AND ALTDORF

Lady Anastasia Schelepin, Noble of Kislev



CH

Anastasia is 18, 5ft 3in in height, blonde, blue-eyed and has a remarkably vacant brain. Her native tongue is Slavic. She has deliberately exaggerated her thlight lithp, thinking that it maketh her more interething, perhapth (sorry, perhaps) even vulnerable, in a girlish sort of way.

Anastasia should be annoying. She is sweet and kindly to the PCs and prattles on nearly all the time, but she gets very cross if told to shut up or if her journey is delayed. She is, after all, a lady of

the noble classes. She expects good food, impeccable manners, complete comfort, flattery, and in return she can offer refined and interesting (but not too difficult) conversations about poetry, Elves and opera.

She also expects everyone to know their place and she will not take a fancy to any male PC. They are, after all, not quite the right sort. Her typical reaction to anything

that is less than refined is "ugh-yucky." She can also give an accomplished performance with her lady-like fainting spells.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	29	21	3	2	6	35	1	35	41	22	22	25	48

Skills: Blather; Charm; Etiquette; Heraldry; Luck; Read/Write – Eltharin and Old Worlder; Speak Additional Language – Reikspiel.

Possessions: excellent clothing, jewellery and other finery.

Katarina Bukharin, Chaperone



CH

Katarina is a sharp-tongued, sharp-eyed, no-nonsense woman in her mid-50s. Her native language is Slavic, and she has a noticeably 'correct' way of pronouncing Reikspiel. She is devoted to Anastasia, but rather frustrated with the girl's limitations. She will vent this frustration on the PCs.

Katarina is also a snob. Any PCs who are Knights Panther with a good Fel scores will be well regarded by her; anybody else will be ignored.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	29	21	2	2	5	44	1	35	51	47	44	41	43

Skills: Charm; Etiquette; Heraldry; Read/Write – Old Worlder and Norse; Speak Additional Language – Reikspiel and Norse.

Possessions: Good quality clothing; several 'uplifting' and 'morally suitable' books; assorted herbal teas, etc.

Chaos Halfling Beasts

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	33	43	2	3	6	50	2	41	20	31	31	41	41

Skills: Concealment Rural; Dodge Blow; Marksmanship; Set Trap, Silent Move Rural.

Possessions: spear (I +10/20, to hit +10); dagger (I +10, D -2, P -20); short bow (R 16/32/150, ES 3); 20 arrows; leather jack (0/1 AP, body/arms). Halfling 1 has 7GC 13/- in mixed coin; Halfling 2 has a gold ring worth 12GCs and 3GC in mixed coin; Halfling 6 has 4GC and a spinel-ruby worth 18 GCs in his money belt.

Chaos Attributes

Halfling One: *Bestial Face* (Raven, A +1, bite attack, *Excellent Vision*); *Silly Walk*.

Halfling Two: *Bestial Face* (Tiger, A +1, bite attack, *Night Vision*); *Invisibility*. The Halfling can become invisible at

Empire in Flames

will, even during a combat round. If it does so, anyone striking later in the round must make a successful I test to strike back. If this is failed the Halfling's enemy has a -40 penalty to hit.

Halfling Three: *Bestial Face* (Goat, A +1, gore attack).

Halfling Four: *Eyestalks* (10% chance of any head hit severing an eyestalk); *Mace Tail* (A +1, tail attack, S 3 hit).

Halfling Five: *Pointed Head* (Int -10, therefore Int 21 for this Halfling); *Scorpion Tail* (A +1, attack to front and sides only, non-poisonous).

Halfling Six: *Bestial Face* (Weasel, A +1, bite attack); *Iron Hard Skin* (5 AP, all locations).

Chaos Beastmen

Each Beastman has the skull-rune symbol of Khorne daubed in blood on their shields.

Beastman One

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	25	5	5	17	20	2	30	29	24	29	24	10

Chaos Attributes: *Bestial Face* (Eagle, A +1, bite attack, *Excellent Vision*); *Growth*. This Beastman is nearly 12 feet tall, hence the changes to its M, S and W scores.

Possessions: sword; shield (1 AP, all locations); sleeved mail coat (1 AP, body/arms/legs); magical *helmet* +1 (2 AP, head only).

Beastman Two

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	3	5	11	20	2	30	29	24	29	24	10



TA

Chaos Attributes: *Bulging Eyes*; *Enormously Fat* (T +1, I -10); *Multiple Arms* (can use two swords and two shields).

Possessions: two swords and two shields (2 AP, all locations).

Beastman Three

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	3	5	11	30	1	30	29	24	29	24	10

Chaos attributes: *Crown of Eyestalks*; *Evil Eye*. Anyone fighting in hand-to-hand combat must make an I test to avoid the Beastman's gaze. If its gaze is met, victims of the *Evil Eye* suffer +1/10 or -1/10 (as appropriate) penalties to all tests until the Beastman is dead.

Possessions: sword; shield (1 AP, all locations); sleeved mail coat (1 AP, body/arms/legs).

Theophilus Habermas, Witch Hunter



CH

Theophilus is 33, 6ft tall, and has long, wavy black hair and dark brown eyes. Although clean shaven and relatively tidy, he has dark circles under his eyes from his many hours spent in the saddle.

Theophilus is fanatically loyal to Solkan and will lose no time in impressing on the PCs that the worship of Daemons and fell Chaos spirits is on the increase throughout this area, if not throughout The Empire! When playing Theophilus you should

try to convey two important facts: he is slightly mad; and, there is something distinctly unsettling in his manner. Perhaps it is the way that he talks about the rise of Chaos: "I have seen it all since I heard the call. There's much darkness in this world, you know. I have seen things which would make a strong man mad. I have seen snakes with the faces of babes-in-arms, the birthing of monstrosities brought about by witchery, men and women who sold their bodies and souls to corruption. I have seen them, late at night, writhing around in worship of foulness. They think that I don't know, but I do! I have seen and heard them all! All! And all shall be cleansed!" In short, Theophilus is quite good at his job. He may sniff out witches where there are none, but he also finds them where others have already looked.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	52	43	4	4	9	48	2	41	39	41	32	62	39

Alignment: Lawful

Skills: Disarm; Dodge Blow; Marksmanship; Public Speaking; Ride Horse; Silent Move Urban; Sixth Sense; Specialist Weapon - Crossbow Pistol; Strike Mighty Blow; Strike to Injure; Strike to Stun.

Possessions: Plate mail armour (1 AP, all locations); mail coif (1 AP, head); shield (1 AP, all locations); magical sword+10 (WS +10) with lesser *Death Rune* for Chaotic spellcasters. Backpack with standard travelling

items and a licence allowing him to hunt witches (issued by an appropriate local ruler); a *Potion of Healing*; pouch and purse with total of 43 GCs, 22/-. Theophilus also has a warhorse called Tannhauser.

Gropefondel'sss, Daemonette of Slaanesh

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	42	4	3	5	60	3	10	89	89	89	89	89

Special rules: Subject to *instability*; causes *fear* in living creatures under 10 feet tall; immune to psychological effects except when caused by deities or Greater Daemons; one *tail* and two *claw* attacks; 1 AP (all locations).

Andreas Blumentopf, Templar

Andreas is 27, 6ft 2in tall and of medium build. He is the classic blond-haired, blue-eyed boy with a clean-shaven, almost well-scrubbed, appearance. He is intelligent, but rather rash and eager to prove himself.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	52	46	4	4	11	57	2	48	60	51	65	60	51

Skills: Disarm; Dodge Blow; Ride; Secret Language – Battle; Secret Signs – Templar; Strike Mighty Blow; Strike to Injure; Strike to Stun.

Possessions: sleeved mail coat (1 AP, body/arms/legs); helmet (1 AP, head); shield (1 AP, all locations); magical sword +10/+1 (WS +10, D +1); dagger (I +10, D -2, P -20); crossbow (R 32/ 64/300, ES 4, Rld 1); 14 bolts, including three *Arrows of Sure Striking* +20; gold ring (worth 16 GCs); waterskin; pouch with 35 GCs.

Seven Wolfenbourg Infantrymen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	35	3	4	7	41	1	36	29	29	36	29	29

Skills: Disarm; Dodge Blow; Secret Language – Battle; Street Fighter; Strike Mighty Blow.

Possessions: mail shirt (1 AP, body); helmet (1 AP, head); shield (1 AP, all locations); sword; knife (I +10, D -2, P -20); crossbow (R 32/64/300, ES 4, Rld 1); 10 bolts; pack; provisions; waterskin.

DEATH IN THE AFTERNOON

Gunnar Hofgen, Ex-Physician

Gunnar is nearly 80 and is very stooped, with lank grey hair that hangs over his face when he hobbles along. He is very friendly and enjoys a good chat. He will be delighted to talk to any PC with even a hint of medical knowledge, even if the PC only knows Plant Lore, Herb Lore or something similar. Gunnar is well treated by Bengt and his staff, but still gets lonely. His eyesight is failing, which means that he can not spend as much time reading as he would like.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	21	05	2	2	4	25	1	29	35	55	45	39	57

Skills: Consume Alcohol; Cure Disease; Heal Wounds; Manufacture Drugs; Read/Write – Old Worlder and Classical; Scroll Lore; Secret Language – Classical.

Possessions: glass tank with 40 leeches; bottles of various drugs; bottles of gut rot; surgeon's apron hanging on a meat hook; saw; etc.

Bengt Lieberman, Barman and Manager

Bengt is a saturnine man with brown eyes and thick black hair over most of body. He may not be large (he is only 5ft 5in), but he is built like a barrel. Bengt is quieter than most publicans and, while he dislikes Elves and tends to give Dwarfs the benefit of the doubt, he is honest and fair. The PCs can trust Bengt to keep and despatch messages for them (unread), give accurate information about places in Altdorf, and much else besides.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	5	3	7	45	1	41	29	29	35	39	46

Skills: Brewing; Consume Alcohol; Drive Cart; Haggle; Street Fighting; Very Strong.

Possessions: leather jack (0/1 AP, body/arms); sword (under the bar); other possessions as you see fit.

Alexa and Gilda Lindenthal, Servants

Alexa is 20, Gilda 22. Both are blue-eyed, honey-blondes and are of similar height (5ft 6in) and slender(ish) build. They are good natured, hard working women, with a good line in repartee. They can put down any overly amorous male customer with a quick (and usually witty) remark. They are busily saving money in the hope of returning to their home in Stumpf near Carroburg, where they intend to open a teashop.



CH

M WS BS S T W I A Dex Ld Int Cl WP Fel
3 25 29 2 3 4 40 1 38 23 38 32 35 37

Skills: Charm; Cook; Jest; Sing; Swim; Acute Hearing (Alexa only); Lip Reading (Gilda only).

Possessions: As you see fit.

The Mutant at the Crossed Lancets

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 22 - 4 4 17 41 5 10 10 39 39 -



Alignment: Chaotic

Skills: Scale Sheer Surfaces (a remnant of its human past).

Chaos Attributes: *Cross-breed* with Jabberwock; only the mutant's heads and legs remain human; its torso and the rest of its frame now resemble a small Jabberwock; subject to *stupidity*; causes *fear* in living creatures; no regeneration and does not have a venomous bite. Two *Tentacles* instead of arms: these can stretch up to 8 yards to deliver an attack (treat as *claw* attacks).

Multiple Heads, giving the mutant three heads and **Bestial Face**, (Pig), granting three bite attacks.

STANDARD NPCs IN ALTDORF

Knights Panther

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 49 46 4 4 9 55 2 41 35 35 41 47 46

Skills: Disarm; Dodge Blow; Ride Horse; Secret Language – Battle Tongue; Strike Mighty Blow; Strike to Injure; 50% chance of *Heraldry*; 50% chance of *Lightning Reflexes* (I +10); 50% chance of *Read/Write*; 50% chance of *Specialist Weapon – Two-handed Weapons*; 50% chance of *Specialist Weapon – Parrying Weapon*; 50% chance of *Very Resilient* (T +1); 50% chance of *Very Strong* (S +1).

Possessions: sleeved mail coat (1 AP, body/arms/legs); breastplate (1 AP, body); mail coif (1 AP, head); shield (1 AP, all locations); two-handed sword (I -10, D +2); or hand weapon (usually a sword); purse with at least 15GCs; gold medallion of Knights Panther; other items as you see fit.

Watchman

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 40 30 4 3 9 39 1 32 27 29 39 32 39

Skills: Specialist Weapon – Fencing; Strike Mighty Blow; 75% chance of *Disarm*; 50% chance of *Dodge Blow*; 50% chance of *Strike to Stun*; 10% chance of *Fleet Footed*.

Possessions: mail coat (1 AP, body/legs); helmet (1 AP, head); shield (1 AP, all locations); rapier (I +20, D -1);

dagger (I +10, D -2, P -20); 25% chance of normal bow (R 24/48/250, ES 3) and 20 arrows.

Street Thugs

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 31 25 3 4 7 30 1 29 29 29 29 29

Skills: 25% chance of *Specialist Weapons – Fist*; 25% chance of *Street Fighter*; 25% chance of *Strike Mighty Blow*; 25% chance of *Wrestling*.

Possessions: leather jerkin (0/1 AP, body only); club; knuckledusters (but only if Thug has *Specialist Weapons – Fist*).

Thief (Pickpocket)

M WS BS S T W I A Dex Ld Int Cl WP Fel
5 35 25 3 4 5 35 1 35 29 29 29 31

Skills: Concealment Urban; Secret Language – Thieves' Tongue; Secret Signs – Thieves' Signs; Flee!; Palm Object; Pick Pocket; 25% chance of *Fleet Footed*; 25% chance of *Evaluate*.

Possessions: dagger (I +10, D -2, P -20); D6 silk handkerchiefs; D10+5 Silver Shillings; 1-2 stolen trinkets (worth D6 Silver Shillings).

A NEW EMPEROR?

Graf Boris Todbringer of Middenheim

Graf Boris is 58, and recovering from a long illness. He is 6ft 1in, well built (but now running to fat), with thinning brown hair and brown eyes. Although on the mend he tires easily, is given to impatience, and his concentration is not good. But he now has periods when his strength and lucidity are as they were of old.

M WS BS S T W I A Dex Ld Int Cl WP Fel
3 45 48 4 4 8 41 1 48 53 45 45 53 54

Alignment: Good

Skills: Charm; Etiquette; History; Public Speaking; Read/Write; Specialist Weapon – Two-handed weapons; Strike Mighty Blow; Strike to Injure; Strike to Stun; Theology.

Possessions: as you see fit; unlimited credit and money!

Ar-Ulric, High Priest of Ulric

Ar-Ulric is 49 years old, a solidly muscular man some 6ft tall with brown-auburn hair and hazel eyes. His Roman nose and high cheekbones make him a handsome man for his age. He is by nature kindly, fairly tolerant, and generous, although he is bit bashful when women are present.

M WS BS S T W I A Dex Ld Int Cl WP Fel
6 42 43 6 7 9 60 1 77 72 55 61 66 62

Skills: Arcane Language – Magick; Cast Spells – Petty Magic; Clerical 1, 2, 3 & 4; Charm; Disarm; Dodge Blow; Etiquette; Immune to Disease; Immune to Poison; Manufacture Potions; Manufacture Scrolls; Magical Sense; Meditation; Public Speaking; Read/Write – Classical and Old Worlder; Scroll Lore; Specialist Weapon – Flail Weapons; Specialist Weapon – Two-



CH

handed Weapons; Strike Mighty Blow; Strike to Injure; Theology.

Spells: 49 *Magic Points*; you may select any spells for Ar-Ulric from those sanctioned by Ulric.

Possessions: Ceremonial suit of *magical +1 plate armour* and a *+5 two-handed flail* (+5 to WS); wolfskin cape; CH robes; other items as you see fit.

Arch Lector Kaslain, Cleric of Sigmar



CH

Kaslain is 63 years old, but his handsome appearance, blond hair and good physical condition make him look 45. Kaslain is always immaculate in his grey robes.

Kaslain is a soft-spoken, sensible and pragmatic man, willing to look for solutions and not afraid to compromise, but he isn't weak. When necessary, he can bring force to any argument. He is, in fact, something of an iron fist in a velvet glove, a man with a backbone of steel – something he gained from his younger

days when he fought alongside the Dwarfs of Karak-Kadrin. Unlike many Sigmarites, he is not hostile to the cult of Ulric, but he would never admit to this in public.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	29	3	3	8	53	1	57	55	67	62	71	66

Skills: Arcane Language – Magick; Cast Spells – Clerical 1, 2, 3 and 4; Charm; Disarm; Dodge Blow; Evaluate; Etiquette; History; Immune to Disease; Immune to Poison; Law; Manufacture Potions; Manufacture Scrolls; Magical Sense; Meditation; Public Speaking; Read/Write – Classical and Old Wordler; Scroll Lore; Theology; Wit.

Spells: 53 *Magic Points*; you may select any spells for Kaslain from those sanctioned by Sigmar.

Possessions: full set of plate *Armour of Corrosion*; *magical staff* (acts as an *Energy Jewel* storing 10 MPs and also adds WS +10 and D +1); *Energy Jewel* storing 8 MPs; *Amulet of Coal*; *Multiple Warding Ring* (versus Sleep, Steal Mind, Cause Cowardly Flight); *Wand of Jet*; other non-magical items as you see fit.

Crown Prince Wolfgang



Wolfgang is 26 years old, with mousey brown hair, limpid brown eyes, and rather pale skin. His features are rather pudgy and plain, unaccented by any prominent features or, for that matter, by any hint of true nobility of spirit. By all accounts, he is a bit of an idiot, easily swayed by more powerful personalities. His appearance and behaviour do nothing to contradict such reports.

During the Elector's meeting Wolfgang is dressed in simple, even rather plain, robes. He

does, however, have a large golden amulet around his neck. This bears the symbol of Sigmar.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	49	10	4	5	13	49	2	21	29	39	39	39	10

Alignment: Chaotic

Chaos attributes: *Illusion of Normality*; Wolfgang appears to be a completely normal human being. In combat his other mutations are revealed: *Razor Sharp Claws* (giving one *claw* attack); *Eyestalks* (10% chance of any head hit severing an eyestalk); and *Wings* (flies as a *swooper*). Once his *Illusion of Normality* is broken, Wolfgang causes *fear* in all living creatures, and is immune to *fear*, except when this is caused by Daemons of deities.

Wolfgang also has a unique mutation. He has a long, razor-sharp tongue of living metal which gives him the equivalent of a *bite* attack. Roll 2D6 to determine the *Damage* caused by a hit from the tongue rather than just a single D6. Additional *Damage* is caused if either dice result is a 6. Finally, if the tongue inflicts a head hit roll a D6; on a result of 6 the target's head has been sliced off (armour and magical protection have no effect). On any other result calculate damage as for any other blow by the tongue.

ABOARD THE COMET

The Comet

M	T	W	Capacity
3	6	50	45,000

The Comet is a medium-sized river boat. It has been enchanted by Kaslain so that it always moves at a steady speed regardless of the current. It will never run aground. The helmsman need only watch for, and avoid, other vessels. Further information on river vessels can be found in *River Life of the Empire* in DOTR.

Adolph Rinner, Master of the Comet



Adolph is 38 years old, just over six feet tall and strongly built, with brown hair and eyes. His is fair, honest and thoughtful. He has piloted the Comet for Kaslain for over two years and as a result is well-used to dealing with people from all levels of society. He also has an encyclopedic knowledge of the Reik and the Upper Reik. He likes Kaslain, his boat and his duties, especially since the Arch Lector allowed him to use some of the Comet's cargo space as his own. The little bit of trading that he

does adds nicely to his wages. Adolph is not a fanatical Sigmarite – he is also a follower of Manaen, thanks to his time at sea – but he always observes Sigmar's holy days.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	47	38	4	4	10	51	2	47	52	38	35	40	43

Skills: Consume Alcohol; Dodge Blow; Drive Cart; Fish; Fleet Footed; Night Vision; Orientation; River Lore; Row; Specialist Weapon – Parrying Weapon, Swim; Strike Mighty Blow; Sailing.

Boat Handling: 54%.

Possessions: leather jack (0/1 AP; body/arms); cutlass; dagger (I +10, D -2, P -20); gold medallion on chain around neck (value 2 GCs); money belt with 22 GCs.

Adolph also has a small chest containing 500GCs. This was given to him by Kaslain to deliver to the PCs. He will wait three days before handing over the money to the PCs, just to satisfy himself that they are 'decent' sorts.

Bruno Furst, Olaf Gross, Werner Sonnabend & Klaus Fassbinder

The crew of the Comet are all decent sorts who can be trusted to do their jobs and look after the PCs. Klaus Fassbinder has a bit of drink problem, and tends to have fits of depression and self-pity. Adolph Rinner rarely sends him into a town on his own, as Klaus would inevitably end up having a drink somewhere.

Olaf Gross, however, could prove to be a problem for the PCs. He is an ardent worshipper of Sigmar. If he gets wind of what the PCs intend he will be less than happy about their 'heresy.' Given the chance, he will help the Sigmarite fanatics who are following the PCs upriver. His help will always be of a non-violent nature, such as keeping his fellow conspirators informed about the PCs' movements.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	31	3	4	6	31	1	35	25	31	31	31	25

Skills: Fish; Orientation; River Lore; Row; Swim; Sailing; 50% chance of Very Strong (S +1 above).

Boat Handling: 41%.

Possessions: leather jack (0/1 AP, body/arms); hand weapon; 1D10 GCs, 2D10 SS each; minor possessions, such as 'baccy pouches and the like.

THE TWISTING SERPENT

Martin Gladische, Chaos Sorcerer of Tzeentch



Martin is 31 years old, slim and has curly black hair and green eyes. His front teeth protrude and make him look slightly foolish, but it is a mistake to dismiss him as a fool. Martin is dedicated to Tzeentch: when he has a task, he performs it using all his cunning.

Martin values his own skin above almost everything except his dedication to Tzeentch. He is always careful to use his *Aura of Protection* spell before combat, and to use his *Ring of Striking* to best effect.

He does not, however, care about the lives of his followers. He will willing sacrifice any of them to further a scheme for the glory of Tzeentch. Stopping the PCs from reaching The Hammer is all that matters to him in this case. If an individual battle goes against him, he will redouble his efforts during the next fight. Defeat is something Martin cannot accept, even if it means his death. Martin also knows that Tzeentch will look after his own, always providing that they are successful.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	42	25	3	4	9	65	1	29	42	41	37	56	37

Skills: Arcane Language – Magick; Cast Spells – see below; Identify Undead; Lightning Reflexes; Magical Sense; Meditation; Public Speaking; Read/Write; Scroll Lore; Secret Language – Classical; Theology.

Spells: 27 Magic Points

Petty Battle 1
Curse, Open, Sleep, Zone of Silence.
Aura of Resistance, Cure Light Injury, Gift of Tzeentch, Ignite Missiles, Strength of Combat, Wind Blast.

Battle 2 *Aura of Protection, Hold Flight, Pink Fire, Steal Magical Power.*

Possessions: shield (1 AP, all locations); *Amulet of Thrice-Blessed Copper* (D -1 from non-magical weapons, +10 to T tests due to poisoning – the amulet also turns green if within one inch of a poisonous or poisoned substance); *magical quarterstaff* (D -1) with properties of *Resist Fire* (no damage from normal fire attacks or *Fire Ball* spells) and a *Cool* bonus of +10 on all tests; *Ring of Striking* (*Strike Mighty Blow, Strike to Injure, Strike to Stun* each once per day for 6 rounds); jerkin and britches; purple handkerchief; pouch with 14 GCs; other possessions as you see fit.

Ulrike Kroger, Assassin

Ulrike is 29 years old, 5ft 9in tall, blonde and tanned. She dresses in plain fashion, and does not emphasise her attractive facial features. She is very good at what she does. She is quiet, skilled in combat and deadly. She thinks orcs are disgusting and vile, which makes her her sword her most prized possession.

Ulrike is not a voluntary servant of Tzeentch, but under the thrall of a *Ball of Wonders* (see below). If Martin Gladische is slain, Ulrike will faint. When she comes round, she will know that Martin has controlled her mind. She will also want to look in the Ball once more.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 53 54 5 5 9 52 2 37 32 44 41 47 40

Alignment: Neutral

Skills: Concealment – Urban & Rural; Disarm; Disguise; Dodge Blow; Marksmanship; Prepare Poisons; Scale Sheer Surface; Silent Move – Urban and Rural; Specialist Weapons – Blowpipe, Fist weapons, Net and Two-handed weapons; Street Fighting; Strike Mighty Blow; Strike to Stun; Very Strong.

Possessions: *magical leather jack* (1/2 AP, body/ arms); *magical headband* +1 (1 AP, head only, but no encumbrance or penalty to any relevant tests); shield (1 AP, all locations); *Long Bow of Might* (R 32/64/300, ES 5); sword with a *Lesser Death Rune* against Orcs and Half-Orcs; blowpipe (R 12/24/ 50, ES 1); 6 poisoned darts (each has two doses of Manbane); purse with 25GCs; *Ball of Wonders* (see below); other items as you see fit.

Ball of Wonders: The Ball of Wonders looks like a traditional fortune-teller's crystal ball. At its heart is a whirling kaleidoscope of ever-changing colours, forms, and patterns. Anyone gazing into it must make a successful WP test or be hypnotised by the Ball. By arcane magic, the Ball then guides its hypnotised victim towards the nearest follower of Tzeentch. Eventually, the hypnotised person comes to regard the Tzeentch worshipper as his best friend and mentor, and will obey that person's instructions without question. Ulrike is virtually Martin Gladische's slave until the influence of the Ball is broken. If a PC looks into the Ball and fails the WP test, he will fall into a catatonic trance. Tzeentch has no wish to enslave one of the PCs.

If she is allowed to look in the Ball, Ulrike's eyes will glaze over, and she will try to go in search of a Tzeentchian sorcerer. To throw off the influence of the Ball, she must go 'cold turkey'. During this time she will have to restrain from harming herself and others. Ulrike must make a successful WP test once per day to

avoid looking in the Ball unless the PCs physically prevent her from looking into it. Once Ulrike has gone three days without looking at the *Ball of Wonders* (or as soon as she has managed to pass two successive WP tests), its hold over her will have been broken.

The Ball can be physically destroyed. It has T 3 and D 5; however, anyone under its influence when it is destroyed immediately gains 1D6 Insanity Points.

If the PCs keep Ulrike with them – and help break the Ball's control over her – she will gladly give them any magic item except her sword. If you wish, Ulrike may accompany the PCs on their quest; if a PC has been slain, she can be a convenient replacement character.

Franz Hilgenburg, Cultist-Anarchist

Franz is 5ft 3in, 44 years old, with long lank hair. He is a lunatic. He talks to himself, giggles at his own jokes or at nothing at all and has to constantly wipe the drool from his chin. His clothes haven't been washed in years, and neither has Franz. If he is threatened with direct hand-to-hand combat, he will run away – and he can run like blazes. If he thinks he can shoot an enemy, he will do it, regardless of how many 'friends' are in the way. He does, however, have two points in his favour. Firstly, he obeys all Martin's instructions without question. Secondly, he is fabulously gifted with both his blunderbuss and his fire bombs.

Franz's skills are such that even misfires sometimes work in his favour. If one of his weapons suffers a misfire roll a D6. On an even result, the weapon works with increased effectiveness: the blunderbuss fires with



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an effective S 6; a bomb or incendiary has D +1 to all within range. He can also balance the weight of his bombs to a fine degree. When he throws an incendiary or bomb, the range limits are 3/8/14 yards.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	39	46	3	3	7	48	1	52	23	46	25	42	27

Skills: Dodge Blow; Flee!; Fleet-footed; Specialist Weapons – Blunderbuss, Bomb and Incendiary.

Possessions: leather jack (0/1 AP, body/arms); tin helmet (1 AP, head); box with 6 bombs (R 3/8/14, ES 6) and 6 flasks of oil (incendiary: R 3/8/14, ES – normal fire damage) plus six bottles; cord, etc for making incendiaries; dagger (I +10, D -2, P -20); bag with 2 loaded blunderbusses (R 24/48/250, ES 3, Rld 3).

Joachim Bonner, Paulus Kochbrun & Gregor Ghastlebe, Tzeentchian Cultists

Joachim, Paulus and Gregor are loyal to Martin and they will do their best to kill the PCs. He regards them as useful cannon fodder.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	33	3	3	5	32	1	29	25	27	26	35	24

Alignment: Chaotic (Tzeentch)

Skills: Dodge Blow; Specialist Weapon – Fist Weapon; Street Fighting.

Possessions: leather jacks (0/1 AP, body/arms); hand weapons (clubs); Fist weapons (knuckledusters); short bows (R 16/32/150, ES 3); 15 arrows; other minor items as you see fit, such as pocket combs, small knives, etc.



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CULTISTS OF THE JADE SCEPTRE

Emmanuelle Fleischflascher

Emmanuelle is 28 years old, 5ft 10in tall, and strikingly curvaceous. Her green eyes and auburn hair have lured many to the worship of Slaanesh. She relishes power over others, and thinks nothing of any subversion, seduction, debauchery or murder if – and its a big if – she finds them enjoyable at the time.

Her thoughts for the present centre on Kaslain and the thoroughly debased things she and her followers are going to do the Arch Lector. If and when she discovers that Kaslain is not aboard the Comet, her anger will be equally all-consuming. She will try to capture one or more of the PCs with the intention of pleasuring them to death...

If a fight breaks out, Emmanuelle will try to summon a Daemonette using the *Jade Statuette* (see below). She will cast *Pavane of Slaanesh*, *Acquiescence* and *Steal Mind* at the PCs, resorting to violence only if she must. She has no wish to kill people when they are so much more useful and interesting as captives...

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	32	3	4	7	57	1	49	39	35	31	42	47

Alignment: Chaotic (Slaanesh)

Skills: Arcane Language – Magick; Cast Spells – Petty Magic, Clerical 1 & 2; Consume Alcohol; Lightning Reflexes; Meditation; Public Speaking; Read/Write; Scroll Lore; Secret Language – Classical; Seduction; Very Resilient.

Chaos attributes: Emmanuelle has been marked twice by Slaanesh to increase her capacity for pleasure and to use to further the ends of Slaanesh. Firstly, she has *Powerful Legs*. She also has *Elastic Limbs*, which allow her arms to stretch up to 10 yards and still make hand-to-hand attacks. Anyone 2-10 yards from Emmanuelle must make a successful I test to attack her in turn. Any resulting hits are always on her arms.

Spells: 25 Magic Points

Petty	<i>Open, Sleep, Zone of Silence.</i>
Battle 1	<i>Acquiescence, Detect Magic, Flight, Hammerhand, Steal Mind.</i>
Battle 2	<i>Aura of Protection, Mystic Mist, Pavane of Slaanesh, Smash, Zone of Steadfastness.</i>

Possessions: short bow (R 16/32/150, ES 3); 30 arrows; four *Arrows of Sure Seeking* +20 (BS +20); sword; *Warding Ring* (good against *Fire Ball*, *Lightning Bolt* and *Steal Mind*); exotic and revealing clothes (but she also has a sensible outfit for cross-country treks); magical *Jade Statuette* (if smashed or thrown into water, it will summon a Daemonette which appears after D3 rounds); small wallet holding components for spells above; various items of personal jewellery worth 125 GCs; and 10 doses of narcotic powder (her own concoction). No T test is required for one dose – the victim feels euphoric and is subjected to a series of pleasantly arousing hallucinations for 2D4 hours and WP, Cl and Int are reduced by -10. A failed T test after a second or subsequent dose results in death. There is a -10 penalty to the test for the each dose taken after the first two. Other possessions as you see fit.

Anika Furrfondler

Wide-eyed, blonde Anika looks far younger than her 28 years. She is a herbalist by training, but has been drawn to Slaanesh's service by Emmanuelle. Anika is by nature inventive, inquisitive and rather sadistic. As a result, she has killed more than one lover for her own amusement. She is an ideal companion for Emmanuelle.

In combat she will cast her *Acquiescence* and *Sleep* spells, then attack any PCs who are still standing.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	49	32	3	3	8	69	1	38	35	32	37	48	43

Alignment: Chaotic (Slaanesh)

Skills: Arcane Language – Druidic and Magick; Cast Spells – Petty Magic, Battle Magic 1; Consume Alcohol; Cure Disease; Etiquette; Heal Wounds; Herb Lore; Identify Plant; Meditation; Read/Write; Scroll Lore; Secret Language – Classical and Guilder; Seduction; Specialist Weapons – Flail and Two-handed Weapons; Super Numerate; Theology.

Chaos attribute: *Agility*, I +30.

Spells: 13 *Magic Points*

Spells	Chaos attribute
Petty	<i>Curse, Magic Flame, Reinforce Door, Sleep</i>
Battle 1	<i>Acquiescence, Aura of Resistance, Cure Light Injury, Strength of Combat</i>

Possessions: leather jack (0/1 AP, body/arms); leather cap (0/1 AP, head); two-handed flail (I -20, to hit -20, D +3, parry -10); *Amulet of Coal* (with but one *Fire Ball* spell remaining); *Energy Jewel* (holds 9 MPs); pouch with components for above spells (sufficient for 2 castings of each spell); herbal love philtre (-20 to drinker's WP test when resisting any *Seduction* attempts by Anika); purse with 11 GCs; various items of jewellery worth 40 GCs; other possessions as you see fit.

Axel Throbleiben & Joachim Humprutter, Slaaneshi Cultists

Axel is 25 years old, 5ft 11in and lightly built with light brown hair and a ruddy complexion, while Joachim is 22, 5ft 10in, with an acne-marked face and greasy black hair. These two are stupidly self-indulgent fools who have not realised quite what the worship of Slaanesh will eventually involve. They are often drugged or drunk or both, but they have learned to do exactly what Emmanuelle tells them. So far, this has saved them from Anika's tender attentions...

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	29	3	3	5	34	1	32	25	29	29	35	35

Alignment: Chaotic (Slaanesh)

Skills: Consume Alcohol; Dodge Blow; Lightning Reflexes (Axel only, I +10); Very Resilient (Joachim only, T +1).

Possessions: leather jack (0/1 AP, body/arms); helmet (1 AP, head only); sword; shield (1 AP, all locations); sling (R 24/36/150, ES 3); other gear as you see fit.

Ss'ukkeee'see, Mer-Daemonette of Slaanesh

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	42	4	3	5	60	4	10	89	89	89	89	89

Alignment: Chaotic (Slaanesh)

Special rules: Subject to *instability*; causes *fear* in living creatures under 10 feet tall; immune to psychological effects except when caused by deities or Greater Daemons; subject to *hatred* of creatures and followers of Khorne; one *tail*, one *tongue* and two *claw* attacks; 1 AP (all locations).

Chaos attributes: *Mer-creature*, M 1 on land; *Face of a Mount of Slaanesh*, so may make a *tongue* attack with a 6 yard range. If this attack succeeds the target is ensnared and may not move or attack. The target must make a successful S test to avoid being dragged towards the Daemonette. The tongue has T 1, W 4. Note that if a PC is dragged underwater he will drown after a number of rounds equal to his *Toughness*.

THE CULTISTS OF THE CRIMSON SICKLE

Konrad Waldheim, Worshipper of Khorne



Konrad is 31, 5ft 10in tall, lean and blond. He has a prison pallor to his skin. This is thanks to his professional involvement as a jailer and torturer, rather than a life of unsuccessful crime. Konrad began his service to Khorne by quietly murdering prisoners that no-one would miss. From there, he quickly progressed to grander killings in the back streets of Altdorf. Eventually, he left the Empire and headed north towards the Chaos Wastes.

By chance, he crossed the path of Niklaus Schwerin and by further good luck, Konrad was able to persuade the Champion not to kill him. Since then, he has managed to control Niklaus, although at times this control is very tenuous. Konrad now only awaits the time when he will be able to take Konrad's armour as his own and become a true Champion of Khorne. Perhaps, with the deaths of Emmanuelle and her Slaaneshi degenerates, his dearest wish will come true...

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	37	5	7	9	44	2	32	38	32	29	46	26

Alignment: Chaotic (Khorne)

Skills: Dodge Blow; Immune to Disease; Immune to Poison; Palm Object; Scale Sheer Surface; Silent Move – Urban and Rural; Specialist Weapon – Whip; Torture; Very Resilient; Very Strong.

Chaos attributes: *Illusion of Normality*; Konrad's other 'gifts' are hidden until he is in combat. *Blood Substitution – Acid*; T +1, if Konrad is injured by a weapon acid sprays from the wound; his opponent

Empire in Flames

must make a successful I test or suffer an S 3 hit; there is a -20 penalty to the I test on the first occasion that Konrad is wounded. *Magic Resistant*; WP +20 on all *Magic* tests. *Razor Sharp Claws*; A +1.

Possessions: sleeved mail coat (1 AP, body/arms/ legs); mail coif (1 AP, head); two *Bloodstones* (allows Konrad to summon Khakkadshak the Bloodletter on two separate occasions); purse with 55 GCs; other possessions as you see fit.

Niklaus Schwerin, Champion of Chaos

Niklaus is a virtual moron, thanks to Khorne's rewards. Good and evil have no meaning for him; "*Blood for the Blood God*" is Niklaus' only yardstick of right and wrong. He lets Konrad do all his thinking and understands only the simplest of concepts – "*Kill!*" is his favourite. Niklaus is a killing machine, nothing more.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	61		5	5	11	41	3		44	10	31	17	13

Alignment: Chaotic (Khorne)

Skills: Disarm; Dodge Blow; Read/Write; Secret Language – Battle Tongue; Strike Mighty Blow; Strike to Stun; Very Strong.

Rewards of Khorne: *Chaos Armour* (2 AP, all locations); *Aggression Bonus*, WS/BS +10; *Personality Loss*, Int, Cl, WP and Fel -20.

Chaos attributes: *Beweaponed Extremities*, I -10, S +1, BS = 0; *Mouthstalk*, see below; *Tentacles*, both Niklaus' arms are mace-tipped tentacles, Dex = 0.

Niklaus' *Mouthstalk* is a gaping, fanged maw on a thick, muscular stalk. This grows from his stomach, and gives him an S 3 bite attack.

Possessions: voluminous cloak, which hides his many mutations.

Khakkadshak, Bloodletter of Khorne

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	42	4	3	5	60	2	89	89	89	89	14	

Alignment: Chaotic (Khorne)

Special rules: cause *fear* in living creatures under 10ft tall; immune to psychological effects unless caused by Greater Daemons or deities; subject to *instability*; subject to *hatred* and *frenzy* against creatures and followers of Slaanesh; one *poisonous bite* and one *claw* attack or one *poisonous bite* and one *weapon* attack; can also *spit poison* up to 10 yards; regenerates 1 *Wound* per turn (cf Trolls); natural body armour (1 AP, all locations); victims of a Bloodletter's poison must make a successful T test or suffer 2D6 Wounds.

Khakkadshak also carries a *Hellblade*. This gives a +10 bonus his WS when using the weapon, and you should roll 4D6 when calculating the damage. The *Hellblade* will also drain 2D6 *Magic Points* from any Slaaneshi creature or follower that it hits.

THE SIGMARITE FANATICS

Gotthard Krumbach, Cleric of Sigmar

Gotthard is 44 years old, 6ft tall, balding and a little on the fat side. He always wears grey or brown robes and a miniature silver warhammer on a chain around his neck. Gotthard is a wholly intolerant fanatic. He judges everybody by his own bigoted standards and, while he has never met the Grand Theogonist, Gotthard suspects even him of backsliding. He sees the PCs as heretics who have to be rooted out and destroyed. The Hammer is only for those who are true to the Faith of Sigmar: they are obviously not True Believers. He is, in short, a thoroughly unpleasant person: "*Cold weather is Sigmar's way of telling us to burn more heretics!*"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	45	41	4	3	9	63	1	44	47	40	48	57	41

Skills: Acute Hearing; Arcane Language – Magick; Cast Spells – Clerical 1, 2 & 3; Dodge Blow; Disarm; Excellent Vision; Identify Undead; Lightning Reflexes; Magical Awareness; Magical Sense; Manufacture Scrolls; Meditation; Public Speaking; Read/Write – Classical and Old Wordlder; Scroll Lore; Secret Language – Classical; Strike Mighty Blow; Theology.

Spells: 33 *Magic Points*

Battle 1	Cause Animosity, Cure Light Injury, Hammerhand, Strength of Combat
Battle 2	Aura of Protection, Cause Panic, Hold Flight, Lightning Bolt, Zone of Steadfastness
Battle 3	Animate Sword, Arrow Invulnerability, Curse of Arrow Attraction, Dispel Aura

Possessions: warhammer; short bow (R 16/32/ 150, ES 3); 30 arrows including 6 *Arrows of Weakness*; *Fortitude Ring* (Cl +10, WP +10 when worn); scroll of spells (*Dispel Aura*, *Dispel Magic*, *Hammerhand*); sword (for



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Animate Sword spell); spell components; purse with 80 GCs; silver warhammer pendant on chain around neck; other gear as you see fit.

Karin Krumbach, Demagogue

Karin is 39, 5ft 5in tall, and a mousey, dumpy and unattractive woman. The force of her personality more than makes up for any physical shortcomings. She can fire any rabble with her eloquent message of bigotry and hatred. She is Gotthard's wife and, as might be expected, she is just as much of a fanatic as he is.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	39	27	4	5	8	44	2	31	68	45	52	57	50

Skills: Arcane Language – Magick; Blather; Cast Spells – Clerical 1; Cryptography; Flee!; Luck; Meditation; Public Speaking; Read/Write; Scroll Lore; Secret Language – Classical; Theology; Very Strong.

Spells: 13 *Magic Points*

Battle 1 *Aura of Resistance, Cause Animosity, Cure Light Injury, Hammerhand, Strength of Combat*

Possessions: sleeved mail coat (1 AP, body/arms/ legs); helmet (1 AP, head); warhammer; shield (1 AP, all locations); scroll of spells (*Hammerhand* x2); pouch with 50 GCs; silver war hammer on chain around neck; other possessions as you see fit.

Erwin Mecklenberg, Initiate of Sigmar

Erwin is spotty 18 year-old who is terribly eager to devote himself to a lifetime of service to Sigmar. He will follow the Krumbachs in the hope of learning a little wisdom. They will use him as a human mule to cart all their stuff about. Erwin is getting more militant by the day and will be only too keen to launch himself at the heretical PCs with his deadly knife, ready to be a True Sigmarite Martyr. You can use Erwin as a source of comic relief in the Krumbach's po-faced retinue.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	4	2	6	25	1	23	20	22	25	36	35

Skills: Cook; Read/Write; Scroll Lore; Secret Language – Classical; Theology.

Possessions: Plain robes; leather jerkin (0/1 AP, body); shield (1 AP, all locations); knife (I +10, D -2, P -20); pack full of utensils, food, lamps, flasks of oil, rope, towels, clean clothes, spare boots, several Sigmarite holy tracts, etc.

Frederik Munster, Witch Hunter

Frederik is 37 years old, 6ft 4in and strongly built, with black hair, grey eyes. His face is deeply lined and unsmiling. While he is a witch hunter, Frederik is not over-ready to burn harmless village women; he seeks out real heretics and Daemons. However, once he has decided that something or someone fits into either of his target categories, he is merciless in his pursuit.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	56	48	4	4	11	58	2	49	55	37	38	67	31

Skills: Animal Care; Excellent Vision; Immunity to Poison; Marksmanship; Public Speaking; Ride – Horse; Silent Move Urban; Specialist Weapon – Lasso, Crossbow Pistol, Throwing Weapons and Two-handed



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Weapons: Strike Mighty Blow; Strike to Injure; Strike to Stun; Torture.

Possessions: plate mail armour (1 AP, all locations), shield (1 AP, all locations), *magical bastard sword* +20 (I -10, D +1, WS +20 when fighting followers and creatures of Chaos); *Long Bow of Seeking* +10 (R 32/64/300, ES 3, BS +10); 25 arrows; light warhorse with normal harness and gear, plus magical *Horseshoes of Far Travelling* (allow horse to gallop at top speed for 8 hours per day without tiring); bag with 80 GCs; religious symbol of Sigmar, saddlebags and packs with other gear as you see fit.

Wuppertal Militiamen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	35	3	4	7	41	1	36	29	29	36	29	29

Skills: Disarm; Dodge Blow; Street Fighter; Strike Mighty Blow.

Possessions: Mail shirt (1 AP, body); helmet (1 AP, head); shield (1 AP, all locations); sword; knife (I +10, D -2, P -20); crossbow with 10 bolts; pack; provisions; waterskin.

Wolmar Neustadt, Scout

Wolmar is 27 years old, 6ft tall, slim and wiry. He is tanned, and has dark brown hair and eyes. Wolmar is a good scout, but a trifle mercenary in his outlook – he does what he is paid to do, and *nothing* else. If he is with Gotthard and Karin Krumbach he will use his longbow, but without any real enthusiasm. If reduced to 2 *Wounds* or less he will try to flee, but failing this he will offer to surrender. If offered employment by the PCs he

will be reduced to stark disbelief when he finds out where they are going. He will refuse to accompany them unless threatened with death, and in such circumstances he will be of little use.

M WS BS S T W I A Dex Ld Int Cl WP Fel
5 51 55 4 4 8 48 2 44 28 31 32 42 26

Skills: Acute Hearing; Animal Care; Astronomy; Concealment Rural; Drive Cart; Follow Trail; Game Hunting; Orientation; Secret Language – Ranger; Ride – Horse; Secret Signs – Scout and Woodsman; Silent Move Rural.

Possessions: leather jack (0/1 AP, body/arms); shield (1 AP, all locations); sword; long bow (R 32/64/300, ES 3); quiver of 35 arrows; riding horse with harness and gear; saddlebag with additional equipment such as a bedroll, blanket, utensils, knife, etc; other gear as you see fit.

HOCHSLEBEN

Johann Schiller, Physician

‘Schiller the Killer’ is 51 years old, red-faced, corpulent and purple-nosed. His hair is mostly gone, and his eyes have big bags under them. Being a provincial doctor is so boring! But Schiller kept losing customers for being too drunk. Now he is stuck in Hochsleben with his bottle, his telescope and his poetry books. Life is hard.

Schiller is a rotten doctor when sober. Drunk, he is a quack. Somewhere between the two states, as his twitches subside, he is brilliant. The problem is finding this happy state and keeping the old sot there. You can have a lot of fun with this drunken buffoon as he treats a PC. Perhaps he just manages to sew up a wound before falling over backwards!

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 33 35 4 4 9 47 1 63 44 63 53 55 47

Skills: Astronomy; Blather; Charm; Cure Disease; Heal Wounds; Herb Lore; Manufacture Drugs; Prepare Poisons; Read/Write – Old Wordler; Scroll Lore; Secret Language – Classical; Surgery.

Possessions: dagger (I +10, D -2, P -20); medical instruments; herbal extracts; small telescope; 20 GCs 17SS; bottle of rot gut booze

Jose and Alberto, the Mules

M WS BS S T W I A Dex Ld Int Cl WP Fel
8 33 - 2 3 5 30 - - 10 10 10 10 10

Alignment: Irritable

Special rules: Jose and Alberto are subject to *fear* of fire; they can each carry loads equal to 600 Enc.

ENCOUNTERS IN THE MOUNTAINS

Gerd Gutrender & Snaggesh Bloatbelch, Ogres

M WS BS S T W I A Dex Ld Int Cl WP Fel
6 33 17 4 5 17 30 2 18 18 14 18 29 10

Special rules: Ogres cause *fear* in living creatures under 10 feet tall.

Possessions: Both have clubs. Gerd has a large sack stuffed through a huge, ill-fitting belt which barely keeps up his breeches. The sack only contains a mouldy leather jerkin (of no use), a haunch of roast dwarf, and a dagger which Gerd uses as a toothpick.

Stavin Throatmasher, Hobgoblin Leader

Although mean and vicious, Stavin is no fool. He knows his troops and can make the best of a tactical situation. He will not mindlessly attack the PCs if his group take serious casualties, such as 50% killed or wounded.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 53 34 4 5 11 50 2 39 49 34 34 34 18

Special rules: Stavin has *Night Vision* with a 10 yard range.

Possessions: shield (1 AP, all locations); sleeved mail coat (1 AP, body/arms/legs); helmet (1 AP, head); long bow (R 32/64/300, ES 3); 44 arrows; two *Arrows of Banefulness* (inflict double damage on Dwarfs – Stavin knows their function); *magical hand axe* +1 (D +1); wolfskin cape; gold rings worth 18 GCs.

Five Hobgoblins of Stavin’s Warband

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 33 14 3 4 7 30 1 29 29 24 24 24 18

Special rules: Hobgoblins have *Night Vision* with a 10 yard range.

Possessions: mail shirts (1 AP, body); helmets (1 AP, head); shields (1 AP, all locations); short bows (R 16/32/150, ES 3); 30 arrows; hand weapons; bags with food, waterskins, bottles of appalling wine, etc.

Seven Goblins of Stavin’s Warband

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 25 25 3 3 7 20 1 18 18 18 18 18 18

Special rules: Goblins have *Night Vision* with a 10 yard range; subject to *hatred* of Dwarfs; subject to *fear* of Elves unless they outnumber the Elves by at least 2:1.

Possessions: shields (1 AP, all locations); leather jerkins (0/1 AP, body); short bows (R 16/32/150, ES 3); 30 arrows; hand weapons; daggers (I +10, D -2, P -20); bags with food, waterskins, snotty hankies, etc.

Mountain Goats

M WS BS S T W I A Dex Ld Int Cl WP Fel
6 25 - 2 3 4 30 1 - 06 10 10 10 -

Special rules: Males (an obvious 50% chance for any particular goat) have heavy horns (1 AP, head only).

The Troll

M WS BS S T W I A Dex Ld Int Cl WP Fel
6 33 09 5 4 18 10 3 14 14 14 24 24 06

Special rules: Subject to *stupidity*; if the Troll kills an opponent he must make a Cl test or ignore the fight and eat the corpse. Causes *fear* in living creatures under 10

feet tall. Can regenerate 1 *Wound* per turn, even after death; damage caused by fire or acid cannot be regenerated. If reduced to 5 *Wounds* or less the Troll cannot move or attack until he has regenerated to 6+ *Wounds* once more. A critical hit on the Troll's body will cause acid to spray out over an 3 yard semi-circle in front of the Troll. The acid causes D3 S 10 hits to everyone in this area; armour is ignored and non-magical weapons and armour are ruined.

Don Roberto y Monterrey, Master Herbalist



Don Roberto is 45 years old, rather fat, olive-skinned and has pomaded black hair and brown eyes. He gestures wildly and chatters incessantly in Estalian. He is a master Herbalist; there is nothing about his calling that he does not know. He can look at virtually any root, plant, leaf or seed and describe its uses and virtues in detail.

Unfortunately, he doesn't speak a single word of Reikspiel dialect, and his Estalian accent is impossibly thick. After all, he is from Barsellon! Unless the

PCs can speak Estalian, or someone casts a *Gift of Tongues*, conversations will have to be conducted through Ali. Despite any linguistic barrier, its obvious that Don Roberto is friendly, ebullient and very, very clever.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	32	4	4	8	55	2	57	45	63	55	70	41

Skills: Arcane Language – Druidic; Blather; Charm; Cure Disease; Heal Wounds; Herb Lore; Identify Plant; Manufacture Drugs; Manufacture Potions; Prepare Poisons; Read/Write – Estalian; Secret Languages – Classical, Guilder (Estalian Guilder, of course); Story Telling; Wit.

Possessions: magical *Robe of Toughness* +3; *Gloves of the Cobra*, dagger (I +10, D -2, P -20); vial of *Elf Oil* (not for sale); personal jewellery of gold worth 130GCs; flask of sherry; sumptuous clothing; perfume spray bottle which contains a powerful anaesthetic. This last will affect anyone in a 3 yard radius semi-circle in front of Don Roberto. Victims in this area must make a T test at -20; failure indicates that the victim has fallen asleep for 1D10+10 turns.

The chest on the flying carpet contains the potions listed in the encounter text; 6 vials of cobra venom in a wooden case; 196GCs, a bag of 20 tallow candles, a lantern, 4 flasks of oil and a small, human skull.

If you have a copy of TEW, Don Roberto has any or all of the herbs described there. He will sell these to the PCs at an asking price which is 150% of the listed price (just to cover his expenses, you understand). A successful Fel test by a PC (+10 for *Haggle* skill) will reduce the price by 10%, but no more.

Ali Hand' el Bar ben ibn ben Khazi, Assassin



Ali is 6ft 4in tall, lean and has the black hair and dark eyes typical of his people. His native tongue is, of course, Arabic. He is 29, but looks rather older. He is an impassive man, preferring to say little of himself, but he is always watchful and ready for trouble. His skills are such that he can appear relaxed until the moment that he strikes. He is currently serving Don Roberto so that he may learn more about rare and subtle herbal poisons. So far, he is well satisfied with what he has learned, and he has

given his precious *Gloves of the Cobra* to Don Roberto.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	58	44	4	5	10	74	3	63	36	52	47	60	44

Skills: Concealment – Rural and Urban; Disguise; Lightning Reflexes; Prepare Poisons; Read/Write – Arabian; Scale Sheer Surface; Shadowing; Silent Move – Rural, Urban; Speak Additional Languages – Reikspiel and Estalian; Specialist Weapon – Blowpipe, Lasso, Parrying Weapon and Throwing knife; Very Resilient.

Possessions: sleeved mail shirt (1 AP, body/arms) worn under brown robes with fur trim; magical *Scimitar of Parrying* +10 (WS +10, as hand weapon, allows 1 free parry at +10 in addition to usual attacks each round); *Turban of Toughness* (1 AP, all locations, also +20 to WP tests against magic such as illusions, *Steal Mind*, *Cause Cowardly Flight*, etc.); left-handed dagger (D -2, P -10); other possessions as you see fit.

Young Manticore

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	49	29	4	5	27	35	4		33	19	33	33	-

Alignment: Chaotic

Special rules: causes *fear* in living creatures under 10 feet tall; flies as a *swooper*; 1 *bite*, 2 *claw* and 1 *tail-lash* attack; the tail-lash is *venomous*, and anyone struck must make a T test at +20 or become drowsy for D8 turns (-10 to all percentage characteristics). A second tail-lash and failed T test results in death after 2D6 rounds. Note that this is not a fully grown Manticore, and is therefore less powerful than an adult.

AT KARAK-KADAL

Shrine Skeletons

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	17	3	3	5	20	1	18	18	18	18	18	-

Special rules: not subject to *instability*; cause *fear* in living creatures; immune to all psychological effects; 35% chance of causing *infected wounds*.

TO THE HIDDEN VALLEY

Black Orcs

Rippett Eyeslash, Black Orc Leader

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	35	5	4	7	40	1	18	39	18	29	29	19

Six Black Orcs (Rippett's Warband)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	4	4	7	30	1	18	29	18	29	29	14

Alignment: Evil.

Possessions: leather jacks (0/1 AP, body/arms); helmet (1 AP, head); shield (1 AP, all locations); long bow (R 32/64/300, ES 3); quiver of 20 arrows; hand weapon, minor equipment items and food.

Special rules: subject to *animosity* against other goblinoids (-10 to Cool tests); *Night Vision* with a range of 10 yards.

Mountain Bear

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	-	3	3	11	10	2		43	02	24	06	-

Special rules: cause *fear* in living creatures under 10 feet tall; wounded bears are subject to *frenzy*.

Giant Spider

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	-	5	4	17	10	2		43	02	24	06	-



Special rules: chitinous skin (2 AP, all locations); subject to *fear* of fire; immune to other psychological effects; cause *fear* in living creatures under 10 feet tall (*terror* in anyone with arachnophobia). A failed T test by the victim of the spider's *bite* leaves the victim paralyzed; a second *bite* (and failed T test) kills the victim in D6 rounds.

IN HIDDEN VALLEY

Wood Elves

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	41	4	3	6	61	1	41	41	51	51	41	41

Alignment: Good

Skills: Concealment Rural; Follow Trail; Identify Plants; Secret Signs – Ranger; Set Trap; Silent Move Rural; Specialist Weapon – Two-handed Weapons; Spot Trap; 20% chance for each of *Lightning Reflexes* (I +10), *Very Resilient* (T +1), *Very Strong* (S +1).

Possessions: Leather jack (0/1 AP, body/arms); shield (1 AP, all locations, not used by Elves using two-handed weapons or bows); short bows (R 16/32/150, ES 3); quivers of 18 arrows each; 60% chance of hand weapon or two-handed axe (I -10, D +2); knife (I +10, D -2, P -20); other minor items of equipment as you see fit.

Melaryl Elmhelven, Wood Elf Leader

Melaryl is a mature Wood Elf around 6ft 4in tall, with a slender, wiry build. He is more powerful than he looks. He has very fair hair, lightly tanned skin, and blue-green eyes. Melaryl is always polite, although he is cautious and tight-lipped with strangers – 'correct' is a better term for his attitude to outsiders. The safety of his people is his overriding concern in all situations.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	58	52	5	4	10	73	1	47	58	53	57	49	50

Alignment: Good

Skills: Animal Care; Concealment Rural; Follow Trail; Identify Plants; Orientation; Secret Signs – Scout and Ranger; Set Trap; Silent Move Rural; Specialist Weapon – Two-handed Weapons; Spot Trap.

Possessions: mail shirt (1 AP, body); plate arm bracers (1 AP, arms); shield (1 AP, all locations); *magical helmet* +2 (3 AP, head only); *magical sword* +10/+2 (WS +10, D +2); *Short Bow of Might* (R 16/32/150, ES 8); vial with 4 pinches of *Sand of Flinging*; emerald-inlaid ivory brooch with raised lute motif. A PC who makes a successful Int test (+20 bonus for Elves) will realise this brooch is a symbol of Liadriel.

The Cloud of Chaos

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41		3	4	22	45	1*		-	45	45	75	-

Alignment: Chaotic

Special rules: immune to psychological effects; additional attacks (see below); all attacks by the Cloud of Chaos should be treated as *claw* attacks, unless otherwise noted.

Additional Attacks: The Cloud has only one basic attack type: an ectoplasmic tentacle which can stretch up to 8 yards and inflict a buffeting attack. After the first round of combat, limb- and organ-like objects appear within the Cloud: clawed tentacles; brains with eyestalks and toothed tubes; lengths of green-slimed gut with frills of chitin, oozing acid; bones ending in taloned hands which close and open in spastic jerks; and many similar horrors. Each combat round, one of these objects breaks out of the Cloud, until a maximum of 10 have been exuded. These additional tentacles can also stretch up to 8 yards to deliver a blow.

Unless noted otherwise, each tentacle has S 3, T 3 and W 4. Hits which cause *Sudden Death Critical Hits* on any tentacle destroy it, but this damage is not subtracted from the Cloud's total *Wounds*. Only hits on the 'body' of the Cloud will reduce its *Wounds* and kill it. Opponents fight tentacles unless they are within 1 yard of the Cloud. Roll a D10 to determine the nature of each new tentacle as it appears:

D10 Tentacle Type

- 1 **Crystalline Tentacle:** jointed and made of clear, grey crystal, this tentacle is tipped with razor sharp claws. The tentacle has T 6 and W 1; any hit which inflicts a *Wound* shatters the tentacle immediately. A new random tentacle is exuded on the next round.
- 2 **Pincer Tentacle:** made of grey-green flesh with a chitinous, crab-like pincer.
- 3 **Squirting Tentacle:** a sickly green-yellow tentacle with a suckered end. If this hits, its squirts acid over its victim, causing D2 S 3 hits; armour is ignored, but it does not take damage from the acid.
- 4 **Intestine:** a length of grey intestine, criss-crossed with red-blue blood vessels. If it hits, it squirts ordure over the victim. This does no direct damage, but the victim has a 10% chance of being blinded for D3 rounds. In addition, all other wounds are treated as being *infected*.
- 5 **Rotting Intestine:** Strips of flesh fall away from the necrotic gut tissue, and deliver an effective flailing blow. The victim is not blinded, but any *Wound* caused by this tentacle are treated as *infected*, as are any *Wounds* which have already been suffered by the tentacle's target.
- 6 **Throat:** a toothed, thrashing windpipe and oesophagus are projected from an amorphous mass of pale tissue. This tentacle has a bite attack.
- 7 **Re-arranged Face:** a head with hideously misplaced features snaps forward on a neck-stalk. This tentacle has a *bite* attack, and any opponent of the cloud must make a WP test on the first appearance of this bizarre face or suffer from *fear*.
- 8 **Beaked Brain:** A wisp of ectoplasm materialises into a grey brain-shaped mass with a large parrot-like beak. This tentacle has S 4, T 1 and W 5 and makes a bite attack.
- 9 **Skeletal Arm:** a grey boney arm with several elbow joints. The bony hand has at least a dozen fingers, each with a serrated claw.
- 10 **Mace Tail:** A reptilian tail with a knobbed end.



CH

TOWARDS KADAR-KHALIZAD

Mountain Wolves

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	33	0	2	2	5	30	1		10	10	14	14	-

Special rules: subject to fear of fire.

Dire Wolf

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	50	0	4	4	17	40	2		66	29	29	29	-

Alignment: Evil

Special rules: howl causes *fear* in all who hear it within 100 yards, except creatures with psychological immunities and other Dire Wolves.

Rat Ogre

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	17	4	5	12	30	2	18	18	14	18	29	10

Alignment: Chaotic

Special rules: causes *fear* in living creatures under 10 feet high.

Description: Rat-Ogres are among the worst of the Skaven Clan Moulder's warped creations. The stupidity and viciousness of these monsters ensures that they normally require the attentions of a Skaven animal handler. This particular Rat-Ogre's handler is dead, and the creature is itself injured (normally, it would have had 17 Wounds).

Although this creature doesn't have any, 20% of all Rat-Ogres have D3 Chaos attributes. You may randomly determine some attributes for this Rat-Ogre if you wish (see ROC-SD).

Wyvern

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 25 0 5 6 13 10 3 14 14 14 14 -

Alignment: Chaotic

Special rules: causes *fear* in living creatures under 10 feet tall; flies as a *swooper*; one *bite* and two *claw* attacks. This Wyvern has already been wounded when the PCs encounter it; normally, it would have had 18 Wounds.

Chaos Cats

M WS BS S T W I A Dex Ld Int Cl WP Fel
8 41 - 4 3 5 30 5/3 - 10 10 43 43 -

Alignment: Chaotic

Special rules: Attacks from cover give an I +20 bonus for the first round. A Cat with a superior I to its opponent has made a leap into the attack. Make one to hit roll; if this is successful, the cat has struck with one *bite* and four *claw* attacks. After any initial leap, the Cats have one *bite* and two *claw* attacks. The Cats have *Night Vision* with a range of 20 yards.

Chaos attributes:

Cat One: *Bestial Face* – Dog; this looks odd, but has no other effect.

Cat Two: *Warty Skin*; equivalent of leather armour (0/1 AP, all locations).

Cat Three: *Extremely Thin*; the animal has T 2.

TERRORS IN THE DARKNESS

Yodri, The Dwarfish Loremaster



Yodri is 2,544 years old, 4ft 3in tall and slender (for a Dwarf). He has white hair and a white beard and his eyes are grey. He has no explanation for his immense age, but it is due to his status as a servitor of Sigmar. He lives a hermit's existence, spending much of his time meditating. He has forgotten more than most people ever know. He has no aims of his own, except to learn wisdom and wait; ambition is, after all, a little impatient.

He is, however, destined to guide true heroes to the Hammer of Sigmar. However, he may only *guide*, not give direct aid; those who find The Hammer must be worthy of the honour in their own right.

Yodri never answers questions with any sense of urgency. In fact, he gets slightly annoyed if asked for hasty or short answers. He is given to remarks such as "*Youth brings a haste to know, but no patience for understanding...*" He also manages to convey an air of being slightly disappointed with many questions, as if the person asking should be able to work out the answer for himself. Yodri has an air of knowing everything that there is to know. He would say more, if he could, but he is bound to silence by oaths, deep wisdom, and a certain philosophical detachment.

All the same, he is basically good-natured. He has lived a long time, learned much and forgotten more than a little. He also has an odd concept of time. He thinks nothing of sitting for hours (or longer) in silence. Without some 'impatience' on the part of the PCs, a talk with Yodri could stretch over months and years.

No profile is necessary for Yodri. If he is attacked physically, he has I 99, and escapes simply by moving out of the way. He is completely immune to magic, except that used by Greater Daemons and deities. In short, the PCs should not be able to harm Yodri. Yodri can use any Petty Magic or Illusion Magic spell, or any spell that affects the victim's mind, such as *Cause Cowardly Flight* or *Cause Panic*. He can use any of these spells once per day at no cost in *Magic Points* and with automatic success.

THE GOBLIN WARREN

Goblin

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 25 25 3 3 7 20 1 18 18 18 18 18

Alignment: Chaotic

Special rules: subject to *animosity* against other humanoids; subject to *hatred* of Dwarfs, subject to *fear* of Elves, but only if the Goblins do not outnumber them by at least 2:1; *Night Vision* with a range of 10 yards.

Possessions: leather jacks (0/1 AP, body/arms); shields (1 AP, all locations); helmets (1 AP, head); hand weapons; short bows (R 16/32/150, ES 3); 20 arrows; D6 Silver Shillings. Roll a D6 for each Goblin's additional cash; on a result of 1 or 2 a Goblin also has D4 GCs.

Chaos attributes: The number in **bold** is the area where the Goblin can be found initially.

- 2a. Goblin *Bestial Face* – Eagle; *bite* attack (A +1), *Excellent Vision*.
- 6. Jailer One *Iron Hard Skin*; 5 AP, all locations; does not use a shield or helmet in combat.
- 6. Jailer Two *Strong*; S 6. *Brightly Patterned Skin*; this is special – no damage from normal fires, and the Goblin can make a WP test against magical fire. If the test is successful one quarter damage is sustained; if the test fails, the Goblin takes half normal damage.
- 9. Rider One *Crossbreed* with Spider; When mounted the Goblin-Spider has A 1 (a spear); when on foot it uses two weapons (A 2 – spear and sword) and a shield.

9. Rider Two *Atrophy – Legs; I 15, T 2). Uncontrollable Flatulence – Noxious; roll a D6 every every D6 rounds, and on a result of 5 or 6 the Goblin emits a cloud of gas D4x2 yards in diameter which lasts for 2D6 rounds. Anyone caught in the cloud must make a successful T test or reduce his S to 1. Rider Two's War Boar is unaffected by this cloud; other creatures are not.*

14. Cook One *Hopper; M 1.*

14. Cook Two *Pointed Head; Int 08.*

17. Goblin *Horrible Stench; all tests by the PCs at a +10/-10 penalty as appropriate while within area 17 or within D6x2 yards. Cloud of Flies; -10 penalty on opponents to hit rolls; the two attributes are cumulative.*

War Boars

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	33	0	3	3	11	30	1	-	10	14	14	14	-

Special rules: Wounded boars are subject to *frenzy*; *gore* attacks from these Boars do not cause infected wounds, instead they cause an additional point of *Damage*. The boars have iron caps fitted to their tusks.

Female Goblins

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	22	13	3	3	6	33	1	21	15	23	15	25	20

Alignment: Chaotic

Possessions: Ghastly frocks, pinafores, and similar garments; daggers (I +10, D -2, P -20); improvised weapons, such as hat pins, rocks, etc.

Sprogs and YOBS

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	15	15	2	2	4	15	1	12	12	12	12	12	12

Alignment: Chaotic

Special rules: as standard Goblins.

Possessions: improvised weapons only – broken bottles, chair legs, rolling pins, etc (I -10, D -2, P +10).

Snotlings

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	17	17	1	1	3	30	1	14	14	14	14	14	14

Alignment: Neutral

Special rules: subject to *fear* if no Goblins are present; otherwise subject to the same psychological effects as the Goblins.

Goblin Lieutenant or Bodyguard Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	35	4	3	7	30	1	18	18	18	18	18	18

Alignment: Chaotic

Special rules: as standard Goblins; all have *Specialist Weapons – Two-handed Weapons* skill.

Possessions: sleeved mail coats (1 AP, body/arms/legs); helmets (1 AP, head); two-handed weapons (I -10, D +2). Each has 2D6 SS. Roll a D6 for additional cash; on a result of 1 or 2 the bodyguard or lieutenant also has 2D4 GCs.

Chaos attributes: The number in **bold** is the area where the mutant Goblin can be found.

4. Lieutenant *Bulging Eyes; does not wear a helmet*

Slimer, Half-Orc Female

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	7	30	1	29	29	24	29	29	18

Alignment: Evil

Special Rules: has the *Specialist Weapons – Two-handed Weapons* skill.

Possessions: leather jerkin (1 AP, body); battered helmet (1 AP, head); leather apron/skirt (0/1 AP, upper legs – protects against 50% of leg hits); two-handed flail (I -20, to hit -20, D +3, P -10); silver neckchain with carved bone skull motif pendants (worth 15 GCs); gold bangle (6 GCs).

Bilious the Black Orc

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	4	4	2	30	1	18	29	18	29	29	14

Special rules: subject to *frenzy* against those he thinks are the killers of Slimer, his lady-love.

Possessions: whatever he is given by the PCs or takes from Goblin bodies.

Ratscrote Boggobler

Ratscrote learned his first magic from a Dwarf Necromancer. The old Dwarf's family sold him to a priest of Khakkekk as a sacrifice, but something in the young Ratscrote's wicked nature saved him from the knife. Instead, he was taught some of the rites of Khakkekk. He never forgot this favour, even as he plunged the ceremonial dagger into his benefactor's heart. Now back with his tribe, Ratscrote is a fanatical follower of Khakkekk, and does his best to encourage the Goblins in the faith.

Ratscrote will cast *Aura of Resistance* on himself before a fight if possible. He will always save enough of his *Magic Points* to cast a *Cure Light Wounds* on himself, just in case he is injured.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	3	3	9	30	1	28	18	40	28	28	18

Alignment: Chaotic

Skills: Read/Write – Old Wordler; Arcane Language – Magick; Cast Spells – Petty Magic, Clerical 1; Meditate; Theology.

Spells: 17 *Magic Points*.

Petty *Gift of Tongues, Magic Lock, Reinforce Door, Sleep.*

Battle 1 *Aura of Resistance, Cure Light Injury, Fire Ball.*

Special rules: as standard Goblin; also subject to *frenzy* when in the presence of Dwarfs.

Possessions: garish, patchwork Wizard's robes; conical



CH

hat with green satin stars stitched on it; bag of material components for spells; nose ring with turquoise inlay worth 6 GCs.

Chaos attributes: *Hunchback*, no effect on profile; and *Silly Voice*. Ratscrote talks in a lithping whine.

Griselda

Griselda is thought by all (including herself) to be a very attractive Goblin. Her skin is a lighter shade of green than most.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	25	25	3	3	7	50	1	18	18	18	18	18	18

Alignment: Chaotic

Special rules: as standard Goblins; has *Specialist Weapons – Two-handed Weapons* skill.

Chaos attributes: *Agility* (special – I +30, M +1).

Possessions: sleeved mail coat (1 AP, body/arms/ legs); helmet (1 AP, head); two-handed weapon (I -10, D +2). Griselda has no jewellery, as she believes that such fripperies just detract from her natural good looks.

Rendfist Gutslicer, Goblin Chief

Rendfist isn't going to parley with the PCs under any circumstances. Either they are here to kill the Goblins, in which case they must be killed and eaten, or they aren't, in which case they are unworthy to be in his lair and should be killed and eaten anyway.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	45	4	4	12	40	2	28	40	28	28	38	28

Alignment: Chaotic

Special rules: as standard Goblins; has *Specialist Weapons – Two-handed Weapons* skill.

Chaos attributes: *Cloven Hooves* and *Crest*; neither of these have any effect on his profile, but do make him taller and more imposing than the average Goblin, which is why he is Chief!

Possessions: Sleeved mail coat (1 AP, body/arms/ legs); mail coif and helmet (2 AP, head); two-handed sword (I -10, D +2); solid silver ornamental bracelet, worth 6 GCs.

The Earth Dragon

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	59	0	7	8	69	30	6		69	41	69	69	35

Alignment: Neutral

Special rules: cause *fear* in living creatures and *terror* in living creatures under six feet tall; has scaly skin (2 AP, all locations); has one *tail-lash*, one *bite* and four *stomp* attacks; immune to normal fire; 50% resistant to magical fires; flies as a *lander*; *Night Vision* with a range of 20 yards.

The Dragon can breath fire once per turn; the breath is cone-shaped, 24 yards long and 8 yards wide. All targets in this area take 2D6 S 7 hits. Anyone making a successful I test takes half damage. The Dragon cannot breathe and bite in the same round, nor will it breathe in hand-to-hand combat.

KADAR-KHALIZAD: THE LICHE'S DEAD ZONE

Mankir Fargazer, Dwarf Liche



CH

Mankir foresaw the disaster that was to befall his people but, rather than warn Wulfan, he chose to save only himself. As his skills as a Wizard had helped to make enchanted weapons he chose to remake himself. In great secrecy, he turned to certain Necromantic tomes that he had in his library, and set himself the task of learning all that he could. When the time of disaster came, he would achieve immortality as a Liche! The price – his living soul – did not worry him in

the least. He, alone, would live on!

Mankir will always appear with an escort of Undead. If a fight develops, he will fall back and use spells against the PCs, letting his 'servants' do the real fighting. Given the chance, he will use hit-and-run tactics, attacking the PCs and then vanishing into the darkness of Kadar-Khalizad. He is a soulless monster, and he will strike down even those who have surrendered to him.

He will cast *Aura of Protection* on himself as soon as a fight starts, or when he is hunting the PCs. He will only cast *Summon Skeleton Major Hero* if he must: in a final battle with the PCs, or if he is trapped. He is also reluctant to use his *Blackwand* – its magic must, of course, last him through ages yet to come! Finally, Mankir cannot be tracked, thanks to his *Boots of Tracelessness*. He can also rest and recover *Magic Points* in safety thanks to his *Amulet of Watchfulness*.

If, by some chance, the PCs manage to get the better of Mankir (perhaps by capturing his spell books), he will beg for a chance to continue his undead existence.

He knows the correct response to give to the statues which guard The Gates of the Loremaster (area 55): "*Those who serve Grungni seek an audience with the Loremaster.*" He will trade this information for his 'life' or his spell books.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	4	4	23	60	4	43	43	89	89	89	89

Alignment: Evil

Special rules: Causes *fear* and *terror* in living creatures, immune to psychological effects.

Skills: Arcane Languages – Magick and Necromancy; Cast Spells – Petty Magic, Battle Magic 1 and 2, Necromantic 1, 2, 3 and 4; Demon Lore; Evaluate; Herb Lore; Identify Plants; Identify Undead; Identify Magical Artifact; Magic Sense; Magical Awareness; Manufacture Drugs; Meditation; Metallurgy; Mining; Read/Write; Rune Lore; Secret Language – Classical; Scroll Lore.

Spells: 26 *Magic Points*

Petty	<i>Magic Lock, Open, Reinforce Door, Sleep, Zone of Silence.</i>
Battle 1	<i>Aura of Resistance, Cure Light Injury, Fire Ball, Steal Mind.</i>
Battle 2	<i>Aura of Protection, Mystic Mist, Smash, Zone of Steadfastness.</i>
Necro 1	<i>Hand of Death, Summon Skeleton Champion, Summon Skeletons.</i>
Necro 2	<i>Control Undead, Hand of Dust, Summon Skeleton Minor Hero.</i>
Necro 3	<i>Life in Death*, Raise Dead, Summon Skeleton Horde.</i>
Necro 4	<i>Curse of Undeath**, Summon Skeleton Major Hero***, Total Control**.</i>

* Unless Mankir can obtain a fresh heart, he cannot cast this spell. One of the PCs is an obvious source of this component.

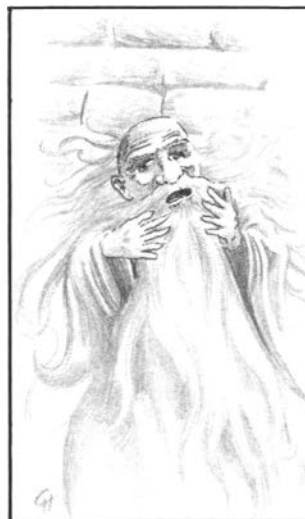
** Unless he can obtain the necessary component (the hand of a Liche or essence of Vampire) from the PCs, Mankir cannot cast this spell.

*** Mankir only has one skull, and the spell will summon a short (ie Dwarfven) Skeleton Hero.

Possessions: Black and silver *Robe of Toughness* +1 (1 AP, all locations); *Amulet of Watchfulness*; *Boots of Tracelessness*; *Energy Ring* (stores 10 MPs); *Potion of Healing*; *Blackwand* (with 17 firings); gold rings, ear-rings and neck chain etc worth 65 GCs in total; two tarnished brass and iron keys (for the gates in area 51).

His spell books (containing all the spells listed above) are hidden in area 45i. If the PCs find these and Mankir still 'lives', he will spare no efforts in attempting to recover the books.

Khanna Frosthand, Dwarf Ghost



Khanna was the Priest of Grungni in Kadar-Khalizad. He is not an aggressive Ghost, as his main concern in death is the terrible state of his Temple. He will beg the PCs to restore some dignity to the Chamber. He will also beg the PCs to inter his bones, and those of the other Dwarfs, in the cemetery (area 37).

Khanna can remember little of his life, except the importance of his Temple. He does remember that "*the Loremaster did something wrong, very wrong... and since that*

time, my Temple has fallen..." He also remembers the way into the Wulfan's lower chambers (through area 34), although he can't properly recall why it's important: "*...a human came, and went down there with Wulfan... and the darkness crept across our hearts... and we turned away from Grungni...*" He also mutters repeatedly the words that open the doors to area 34, the way down to the lowest level of Kadar-Khalizad: "*Open in the name of Grungni!*" He has, unfortunately, forgotten the purpose of this phrase. Khanna does, however, remember Mankir, and he will warn the PCs about him.

If the PCs carry out repairs to the Temple and inter Khanna's bones, he will be released from his state of Undeath and will blissfully fade away.

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

Alignment: Neutral

Special rules: immune to psychology rules; cause *fear* in living creatures; immune to non-magical weapons; may pass through solid objects at will; may become visible or invisible at will; not subject to *instability* within Kadar-Khalizad; touch causes *fear* – the victim must make a successful Ld test (at a -10 penalty) or flee.

Dwarf Skeletons

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	17	3	3	5	20	1	18	18	18	18	18	-

Alignment: Evil

Special rules: immune to psychology rules; cause *fear* in living creatures; not subject to *instability* within Kadar-Khalizad; subject to *stupidity* if not with Mankir Fargazer; they have a 35% chance of causing *infected wounds*.

Dwarf Zombies

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

Alignment: Evil

Special rules: immune to psychology rules; cause *fear* in living creatures; not subject to *instability* within Kadar-

Khalizad; subject to *stupidity* if not with Mankir Fargazer; 20% chance of Tomb Rot; those hits which do not have a 50% chance of causing *infected wounds*.

Dwarf Wights

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	-	3	4	17	30	1	18	18	18	18	18	-

Alignment: Evil

Special rules: immune to psychology rules; cause *fear* in living creatures; immune to non-magical weapons; not subject to *instability* within Kadar-Khalizad. A hit from a Wight causes no *Wounds*, but drains 1 point of *Strength*. A victim reduced to S 0 is slain, otherwise lost S is regained at the rate of 1 point for each day of complete rest. The Wight gains S +1 and D10 *Magic Points* for each point it drains; it must expend MPs for all its activities: 1/round to stay active; 2/round in combat. Once its MPs are used, a Wight becomes ethereal and should be treated as a Ghost.

Dwarf Wraiths

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	17	-	3	4	11	30	2		18	18	18	18	-

Alignment: Evil

Special rules: immune to psychology rules; cause *fear* in living creatures; immune to non-magical weapons; may pass through solid objects at will; not subject to *instability* within Kadar-Khalizad. A hit from a Wraith causes no *Wounds*, but drains 1 *Strength* point. A victim reduced to S 0 is slain, otherwise lost S is regained at the rate of 1 point for each day of complete rest.

Dwarf Spectre

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	0	0	4	23	40	4		18	18	18	18	29

Alignment: Evil

Special rules: immune to psychological effects; cause *fear* or *terror* in living creatures; not subject to *instability* within Kadar-Khalizad; may pass through solid objects at will; a victim hit by the Spectre is paralysed for 2D6 turns unless he can make a successful WP test.

Earth Elementals (Hall of the People)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	36	36	4	4	36	36	4	36	36	36	36	36	-

Special rules: immune to normal weapons; all attacks are magical; can attack in any direction, regardless of facing. An Elemental's characteristics are always the same as its size, or its size times 9. Every 9 *Wounds* suffered by an Elemental reduce its size by 1; its profile is reduced to match its new size. Elementals are not of a fixed size. A size 4 Elemental may split into two size 2s, four size 1s or any other combination.

Unless reduced to zero *Wounds*, the Elementals in the Hall can regenerate 1 *Wound* per turn, thanks to enchantments laid upon their binding stones.

Undead Chameleoleech

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
1	33	0	2	2	5	20	1		14	2	14	14	-

Special rules: *bite* attack with a 50% chance of causing infected wounds; if the first attack causes any *Wounds*, the Chameleoleech takes hold of its prey and continues to inflict damage automatically – roll only for *Wounds* caused. This continues until the Chameleoleech is gorged. Roll a D6 each round; on a roll of 5 or 6 it stops feeding.

Earth Elemental of the Temple

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	45	45	5	5	45	45	5	45	45	45	45	45	45

Special rules: As Elementals above; can cast an *Assault of Stones* spell each round, unless reduced to fewer than 20 *Wounds*; partial immunity to damage from blunt weapons (hammers etc) so that such attacks are at D -1; +20 bonus to all tests against attempts to banish this Elemental, such as a *Banish Elemental* spell; no other Elemental can be summoned within 16 yards; will only retaliate against a Dwarf – ie it will not attack a Dwarf without provocation.

Amoeba

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	3	5	11	30	3		0	0	0	0	0

Special rules: immune to psychological effects; opponents in hand-to-hand combat must retreat or be engulfed; an engulfed victim takes 1 *Wound* per round automatically; an engulfed victim may fight, but cannot escape automatic damage until the Amoeba is killed.

KADAR-KHALIZAD: THE RESTING HAMMER

Chaos Stalactites

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	33	0	4	3	5	30	1		02	02	89	89	-

Special rules: immune to psychological effects; other special rules as listed below.

Droppers: These Stalactites will drop on any PC within one yard. The pointed end of each Stalactite is lined with sharp teeth and can attack with a bite attack. Hit location does not use the standard system. Roll a D10 to see which part of its victim a Dropper hits:

D10	Hit location
1-6	Head
7	Left Arm
8	Right Arm
9-10	Body

Armour does protect against a Dropper's attack, but a PC must declare that he is holding his shield above his head if he wishes to receive any benefit from it.

Once a Dropper has made its attack, it has 'shot its bolt' and can do nothing else.

Acid Drops: These Stalactites drop on victims in the fashion described above. However, they also exude an acid which has a 50% chance of destroying any non-magical armour in the location that is struck (and a 90% chance of destroying leather armour). If the area is unarmoured, the victim takes an extra D3 *Wounds*.

Whiplash Claws: The Stalactite has two tentacles with lobster-like claws that can reach out to a range of 5 yards. A single Stalactite can attack two targets if both are in range.

Bubbler: These Stalactites generate and store pockets of dangerous and inflammable gasses. When a PC passes within D3 yards, the Bubbler will blow out a jet of fire one foot wide and 2 yards long. Note that this may mean that the PC is out of range when the Bubbler blows – which may make the PCs nervous even though they are fairly safe! A Bubbler can only blow fire once every D6 rounds; you should roll a D6 to see how many rounds it takes the Bubbler to 'recharge'. The jet causes standard fire damage.

Lashworms

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

Special rules: immune to all psychological effects; always have surprise; always attack first; their lash causes D4 *Wounds*, modified as usual by S, T and armour. The PCs attack these Lashworms with half S, due to the difficulty of getting a weapon into the Lashworms' rock crevices.

Stone Dwarfs

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	41	0	3	6	11	25	2	18	06	02	89	89	-

Special rules: stone flesh (3 AP, all locations); immune to all psychological effects, non-magical edged weapons and any form of poison, paralysis or gaseous attack or spell; two stone fists, treated as *claw* attacks.

The Stone Dwarves need to make a successful WS test to grab a PC, then further WS tests each round to drag the target out of area 56.

Wulfan Merglord's Ghost

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	0	0	4	22	30	1	-	43	55	89	89	29

Alignment: not applicable – Wulfan Merglord is insane

Special rules: immune to psychology rules; cause *fear* in living creatures; immune to non-magical weapons; may pass through solid objects at will; may become visible or invisible at will; not subject to *instability* within Kadar-Khalizad; touch causes *fear* – the victim must make a successful Ld test (at a -10 penalty) or flee. Wulfan can also regenerate 1 *Wound* per round.

Braziers, Anvil and Tools

Two Braziers

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	-	3	4	6	35	1	-	-	-	89	89	-

Six Tools

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	-	1	3	4	41	1	-	-	-	89	89	-

Anvil

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	-	5	6	11	29	2	-	-	-	89	89	-

Special rules: can fly as *swoopers*; immune to all psychological effects; immune to non-magical weapons



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– although a successful hit by a non-magical weapon will not cause any damage, the object will lose its attack for the next round; immune to any form of poison, paralysis, gaseous attack or spell; the Braziers and the Tools attack by hurling themselves at a target – treat as a bite; the Anvil drops on opponents in a *stomp*-like attack.

Dwarf Carvings

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	-	3	2	7	25	1	10	-	-	89	89	-

Special rules: stone flesh (3 AP, all locations); immune to all psychological effects; immune to edged non-magical weapons; immune to any form of poison, paralysis, gaseous attack or spell; any hit on a Dwarf Carving which causes 1 *Wound* or more has 50% chance of shattering and destroying it.

MOUNTAIN FOLK

Conrad and Adolph Blumentrit, Trappers

Conrad and Adolph are twin brothers. They are 25 years old, 5ft 6in tall with blond hair and blue-green eyes. They are friendly souls, and if one of the PCs is an Elf they will be happy to camp and travel with the PCs, taking a full share in any work which has to be done. Both are sincere followers of Ulric, and Conrad wears a small ivory brooch in the shape of a wolf's head. If they learn that the PCs are carrying Ghal-maraz their first

reaction will be one of utter disbelief. After a night's thought, Conrad will persuade his brother that the PC's company "isn't really a good thing for Ultricans such as themselves" and the brothers will pack their mule and say their goodbyes. The PCs will not see them again.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 41 41 3 4 6 41 1 43 29 29 29 29 25

Skills: Concealment – Rural; Orientation; Row; Secret Language – Ranger; Secret Signs – Woodsman; Set Trap; Silent Move Rural; Spot Trap.

Possessions: leather jerkins (0/1 AP, body/arms); Fur hats and buckskins; long bows (R 32/64/300, ES 3); 25 arrows each; each has a knife (I +10, D -2, P -20) and hand weapon. They jointly own 6 animal traps; a mule; 11 assorted animals skins; rations (21 days of dried food) and waterskins.

Glumi & Stumpi, Troll Slayers

Glumi and Stumpi are typical Troll Slayers. They are dour little chaps, determined to slay a Troll and willing to die in the attempt. They are also utterly brave – fear is a four-letter word to them. Given the chance, they like nothing better than comparing stories of hardships suffered and victories won. Their tales are, however, always tinged with gloom. Nobody ever lives happily ever after: heroes go home, having slain the Troll, to find that the family has been eaten by passing Skaven...

If shown Ghal-maraz, Glumi and Stumpi will be enormously impressed. They will plead to be allowed to accompany the PCs on their quest. They will be pathetically helpful if the answer is 'yes'. If you wish, they will even become the PCs' henchmen, initially following the PC who is looking after Ghal-maraz.

M WS BS S T W I A Dex Ld Int Cl WP Fel
3 41 33 4* 4 7 33 2 37 29 29 41 29 27

Skills: Disarm; Dodge Blow; Specialist Weapon – Two-handed weapon; Street Fighter; Strike Mighty Blow; Very Strong (S 5, Glumi only).

Possessions: chain mail vests (1 AP, body); helmets and mail coifs (2 AP, head); two-handed axes (I -10, D +2); waterskins; preserved rations (7 days worth each).

Stargriff, Pegasus Leader

M WS BS S T W I A Dex Ld Int Cl WP Fel
8 41 0 5 4 8 49 2 33 29 29 29 -

Alignment: Good

Special rules: fly as a *swooper*; will normally only serve those of Good alignment, but the PCs are a special case; can make *stomp* or *kick* attack. Stargriff is a proud animal, and will only allow himself to be ridden by an Elf or a powerful warrior. Under no circumstances will he allow a Dwarf onto his back!

Pegasi of the Hidden Valley

M WS BS S T W I A Dex Ld Int Cl WP Fel
8 33 0 4 3 5 30 1 10 14 10 10 -

Alignment: Good

Special rules: fly as *swoopers*; will normally only serve those of Good alignment, but the PCs are a special case; can make *stomp* or *kick* attack.

THE ROAD TO WOLFENBURG

Bruno Helmutson, Refugee Farmer

Bruno is 5ft 6in tall and solidly built with brown hair and eyes. Although only 29, he looks older but robust and healthy. He is not exactly the brightest person in the world, but he believes in hard work, being (mostly) honest and protecting his family. Anything else is secondary. Bruno finds it difficult to remember more than a few things at one time, so if he is asked too many questions, he will accidentally let slip that "We 'ads ta leave tha farm cuz I kilt two sodjers deader 'n 'ung pigs an'... oh... Damn!"

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 31 31 3 5 7 31 1 31 31 23 31 31 31

Skills: Animal Care; Consume Alcohol; Carpentry; Drive Cart; Very Resilient (T +1).

Possessions: rusty ancient blunderbuss (R 24/48/ 250, ES 3, Rld 3 – has a 40% chance of exploding if it misfires, causing an automatic S 5 hit to the user); powder and bullets for 10 shots; whip (to hit -10, D -2, P -20); ox cart with oxen; household goods; 3 Brass Pennies (in a jar in the cart).

Gerta Helmutson, Refugee

Gerta is 5ft 2in tall and slim with dark hair and eyes. Given a wash, she would be very good-looking. She is a fairly practical sort of person and usually takes the



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decisions, although she is always careful to let Bruno think that he is the boss. This current mess, however, is all his fault. He just wouldn't listen to her, and now look what's happened...

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 31 21 2 3 5 31 1 31 31 31 31 39

Skills: Cook; Haggle.

Possessions: improvised weapon (rolling pin - I - 10,D - 2, P + 10); peasant's clothing.

Kaspar, Little Bruno, and Little Gerta

Kaspar is seven years old, Little Bruno is six and Little Gerta is four. All are small and scrawny for their ages. Life has made these three into unpleasant, grasping children. They will not trust any of the PCs at all, even those who are nice. Little Bruno is a mutant, but his long teeth are barely noticeable. His parents will, of course, vigorously deny any accusation that he is tainted by Chaos. Little Gerta will be only too pleased to point it out, by pointing at the poor boy and chanting "Bruno is a mutant! Bruno is a mutant!" if he does anything she thinks is naughty.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 21 31 1 2 2 41 1 41 21 25 21 21 19

Skills: Begging.

Chaos attributes: Little Bruno has *Fangs*; S 2 bite attack, A + 1.

Possessions: improvised weapons (iron frying pan, iron poker and hoe - I - 10,D - 2 P + 10); poor quality clothing. Gerta has a cloth doll.

Eight Ostland Riding Horses

M WS BS S T W I A Dex Ld Int Cl WP Fel
8 3 3 5 30 0 10 10 10 10 10 -

Equipment: Each horse is saddled; the saddlebags contains rations, waterskins, D6 Silver Shillings in mixed coins; one horse has a crossbow pistol with 15 bolts in a holster fastened to its saddle.

Klaus Marcher, Bounty Hunter

Klaus is 5ft 11in, 29 years old and has a shaved head and blue eyes. He has been drafted into the Talabecland army and is thoroughly bored with traipsing around woodlands looking for enemy raiders. He is also thoroughly bored with Otto Runstedt. While some professional cruelty may be necessary, he feels that Otto goes too far. He will make no effort to save or protect Otto in a fight and will flee as soon as one Roadwarden is wounded - if necessary, he will take another Roadwarden's horse by force.

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

Skills: Follow Trail; Marksmanship; Shadowing; Silent Move Rural; Silent Move Urban; Specialist Weapon - Lasso and Net; Strike Mighty Blow.

Possessions: sleeved mail shirt (1AP, body/arms); crossbow pistol (R16/32/50, ES 1, Rld 1); quiver with 20 bolts; sword; net (to hit - 10P - 10); horse with saddle and harness; 10 yards of rope; waterskin and rations; 3 pairs of manacles; purse with 24 GCs, 13/4.



Otto Runstedt, Talabec Roadwarden Sergeant

Otto is 5ft 4in tall, in his mid-40s, fat and balding. He has piggy little eyes and a rather jolly grin. He is, despite the grin, a petty sadist. Otto trusts no-one and humiliates and hurts everyone who falls into his clutches. His superficial bonhomie is just that - completely superficial. The only reason he is a roadwarden is that it is an easier life than being an outlaw.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 51 45 4 4 9 40 2 29 39 29 39 29 29

Skills: Ride - Horse; Street Fighter; Strike Mighty Blow; Strike to Stun.

Possessions: sleeved mail shirt (1AP, body/arms); helmet (1AP, head); shield (1AP, all locations); sword; crossbow (R32/64/300, ES 4, Rld 1); 20 bolts; horse with saddle and harness; waterskin and rations; 10 yards of rope; 3D6 Silver Shillings.

Six Talabec Roadwardens

The Roadwarden are bored with their duties, but scared of Otto. None of them will risk their own skins to save his, and as soon as he is dead, they will surrender.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 41 35 3 3 7 30 1 29 29 29 29 29 29

Skills: Ride - Horse.

Possessions: mail shirt (1AP, body); helmet (1AP, head); shield (1AP, all locations); sword; crossbow (R

Empire in Flames

32/64/300, ES 4, Rld 1); 20 bolts; horse with saddle and harness; 10 yards of rope; waterskin and rations; D6 Silver Shillings each.

Wounded Beastman

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

Chaos attributes: *Long Nose* – no effect on profile; *Fangs* – bite attack (A +1).

Possessions: none.

Chaos Beastmen

Beastman One

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	41	25	3	4	11	20	2	30	29	24	29	24	10

Chaos attributes: *Crown of Eyestalks* – no effect on profile; *Enormously Fat* – M/2, T +1, I -10; *Bestial Face*, *Goat* – gore attack, A +1; *Huge Head* – 20% of all body hits and 10% of all arm hits are treated as head hits.

Possessions: mail coat (1 AP, body); shield (1 AP, all locations); sword.

Beastman Two

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

Chaos attributes: *Bestial Face*, *ape* – no effect on profile; *Razor Sharp Claws* – S 4 claw attack, A +1; *Prehensile Tail* – A +1, but used to carry shield.

Possessions: shield (1 AP, all locations).

Beastman Three

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	1	3	11	30	5	30	29	24	29	24	10

Chaos attributes: *Puny* – S/4, T/4; *Iron Hard Skin* – 5 AP, all locations; *Multiple Arms* – 4 extra arms, T +2, A +4.

Possessions: three shields (3 AP, all locations); three swords; short bow (R 16/32/150, ES 3); 20 arrows.

Beastman Four

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	25	3	4	11	30	2	30	29	24	29	24	10

Chaos attributes: *Chaos Armour* – 2 AP, all locations; *Horns* – gore attack, A +1; *Extra Joints* – Legs, M +1; *Feathered Hide* – no effect on profile.

Possessions: shield (1 AP, all locations); sword.

Maximillian and Sigismund Greenberry, Halfling Cooks

These two are friendly souls, but both suffer from that most traditional of Halfling complaints: they are stomachs on legs. Food is their only consuming passion, apart from drink.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	25	31	2	2	5	50	1	39	19	29	19	39	39

Skills: Cook.

Possessions: kitchen knife (I +10, D -2, P -20); leather apron; herbs; spices; wine skins; carts; food supplies; wine; other items as you see fit.

Joachim, Gambler

Joachim is 5ft tall, has black hair and brown eyes, and is skinny and sallow. He isn't a very accomplished gambler, a fact he hides by saying as little as possible. He believes this gives him a poker face, whereas he just spends most of the time looking sulky.

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

Skills: Gamble; Luck; Palm Object.

Possessions: leather jack (0/1AP, body/arms); sword; pack of cards with spare aces; pair of dice; loaded dice (always roll 6); 12 GCs, 14 Silver Shilling, 30 Pennies; other items as you see fit.

Dr Faustmann Faustmann, Physician

Faustmann is 5ft 4in tall, blond, blue-eyed and skinny. He is a lugubrious sort of fellow, thanks to his name – the result of a cruel joke from his father who, sadly, died of a quinsy while Faustmann was trying to save his life. He now has a serious twitch if anyone laughs at his name. That said, he is a good battlefield surgeon.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	4	8	40	1	49	39	49	39	39	29

Skills: Cure Disease; Heal Wounds; Manufacture Drugs; Prepare Poisons; Read/Write; Scroll Lore; Secret Language – Classical; Surgery.

Possessions: bag; medical instruments; hand weapon; jar with D6 leeches; 30 GCs; other possessions as you see fit.



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Gitta and Tilda, Herbalists

Gitta and Tilda are both around 5ft 3in tall, and fairly nondescript. Two minutes after meeting them, nobody is able to remember their names or anything interesting about them. They are both country girls, and rather innocent. Wolfenburg is their first battle and they still think it is all tremendous fun.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	30	1	29	29	29	29	29	29

Skills: Arcane Language – Druidic; Cure Disease; Heal Wounds; Herb Lore.

Possessions: pestles and mortars; bags of dried herbs; knives (I +10, D -2, P -20).

Tobias Bildorf, Gunnery Captain

Tobias is 34, 5ft 11in tall, with blond hair, blue eyes and a slim build. An easy-going man, he is currently in an excellent humour, because he knows that he is unlikely to see action. He has been a soldier for long enough to know that the only good battle is one where you walk away afterwards. He is also popular with his men, if only because he always manages to find someone else to do the heavy work, such as the pioneers who are digging his gun pits.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	54	30	3	3	9	45	1	29	50	29	30	26	32

Skills: Drive Cart; Engineer; Specialist Weapons – Blunderbuss, Bombard, Pistol and Bombs.

Possessions: sleeved mail shirt (1 AP, body/arms); mail coif (1 AP, head); sword; pistol (R 8/16/50, ES 3, Rld 2); powder and shot for five rounds; charts and tables; other possessions as you see fit.

Sixteen Gunners

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	30	3	3	7	40	1	29	39	29	29	25	30

Skills: Drive Cart; Specialist Weapons – Bombard and Bombs.

Possessions: leather jacks (0/1 AP, body/arms); handspikes and rammers (improvised weapons – I -10, D -2, P +10); knives; wineskins and rations; 50% chance of gunnery charts and tables; other gear as you see fit.

Twelve Pioneers

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	31	3	5	7	31	1	31	31	31	31	31	31

Skills: Consume Alcohol; Carpentry; Drive Cart; Scale Sheer Surface; Very Resilient.

Possessions: leather jerkin (0/1 AP, body); club; sling bag with packed lunch; flask of herbal tea; D4 GCs each; other possessions as you see fit.

Udo Topfler, Marine Sergeant

Udo is 5ft 8in tall, rather fat and nearly bald. He is in his mid-50s, with a deeply lined face and watery grey eyes. Despite his behaviour, he is quite a good Marine, but on a battlefield he is a fish out of water. Everything is confusing and strange, and it is all too much for him. Beneath his aggressive exterior, he is very, very scared.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	41	4	4	10	51	3	41	51	41	51	41	51

Skills: Boat Building; Consume Alcohol; Disarm; Dodge Blow; River Lore; Row; Sailing; Secret Language – Battle; Specialist Weapon – Firearms; Street Fighting; Strike Mighty Blow; Strike to Stun; Swim.

Possessions: mail shirt (1 AP, body); helmet (1 AP, head); shield (1 AP, all locations); sword; crossbow (R 32/64/300, ES 4, Rld 1); 20 bolts; wineskin and rations; 16 GCs 17/4 in mixed coin; other possessions as you see fit.

Thirteen Talabecland Marines

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	41	4	3	8	41	2	31	31	31	41	31	31

Skills: Consume Alcohol; Disarm; Dodge Blow; River Lore; Row; Secret Language – Battle; Street Fighting; Strike Mighty Blow; Strike to Stun; Swim.

Possessions: mail shirt (1 AP, body); helmet (1 AP, head); shield (1 AP, all locations); axe; crossbow (R 32/64/300, ES 4, Rld 1); 20 bolts; waterskin and rations; D6 GCs each.

Siegfried Prunkvoll, The Knight Eternal



Siegfried is 35, 6ft tall, and of medium build with brown hair and grey eyes.

He is a pompous and affected prat. All he cares about at the moment is behaving like a Proper and True Knight. To this end, he has chosen to ignore the bits of the legend attached to his post about the Knight Eternal never leaving Middenheim. He is determined to seek out and defeat a worthy opponent in single combat. To this end, he has left the armour of the Knight

Eternal in Middenheim – he feels that a True Knight would not take advantage of a foe by using magical protections. Such considerations of honour have not stopped him from keeping a magical sword to hand.

Prunkvoll will not accept help from a female PC under any circumstances – and he particularly won't let one follow him into battle: "This is no place for women! Battle is man's work!"

Further information on Siegfried Prunkvoll can be found in PBT if you feel that it is necessary.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	47	30	4	4	9	36	1	45	40	23	47	34	33

Alignment: Lawful

Skills: Art; Cartography; Etiquette; Heraldry; History (Military only); Law; Read/Write; Ride – Horse; Specialist Weapon – Fencing Sword, Lance and Two-handed weapons; Strike to Stun.



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Possessions: sleeved mail coat, mail coif, shield (2 AP, all locations); *magical sword* +10 (WS +10); warhorse; ceremonial banner.

Ostland Captain

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	45	4	4	11	55	2	39	55	39	50	35	45

Skills: Disarm; Dodge Blow; Secret Language – Battle; Strike Mighty Blow; Strike to Stun.

Possessions: sleeved mail coat, mail coif, breastplate, helmet, plate arm bracers and leggings, shield (3 AP, all locations); sword; dagger (I +10, D -2, P -20).

Ostland Infantrymen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	30	3	3	7	40	1	29	39	29	29	25	30

Skills: Disarm; Dodge Blow; Secret Language – Battle; Strike Mighty Blow; Strike to Stun.

Possessions: leather jack (0/1 body/arms); shield (1 AP, all locations); sword; dagger (I +10, D -2, P -20).

Talabecland Pikemen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	30	3	3	7	40	1	29	40	29	30	26	29

Skills: Disarm; Dodge Blow; Secret Language – Battle; Specialist Weapons – Pike; Strike Mighty Blow.

Possessions: mail shirt (1 AP, body); pike (I -10, D +2); club; dagger (I +10, D -2, P -20).

Knights Panther (in battle)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	60	50	6	6	12	60	2	49	55	45	49	49	49

Skills: Disarm; Dodge Blow; Etiquette; Heraldry; Read/Write; Ride – Horse; Secret Language – Battle; Specialist Weapon – Fencing Weapons, Lance, Two-handed Weapons; Strike Mighty Blow; Strike to Injure; Strike to Stun.

Possessions: sleeved mail coat (1 AP, body/arms/ legs); breastplate (1 AP, body); mail coif (1 AP, head); two-handed sword (I -10, D +2); other possessions as you see fit.

Heinrich Todbringer, Graf of Middenheim

Heinrich looks younger than his 42 years. He is a giant (6ft 11in, 276 lbs), with dark auburn hair, blue-grey eyes and an unnervingly piercing gaze. He inherited Middenheim from his father, Graf Boris, following the old man's death at the claws of Wolfgang. His brother Stefan had died previously, leaving him as heir.

Heinrich is a confident and self-assured man, whose qualities of leadership and inspiration never waver. An able warrior, he has little taste for battle for its own sake. He has extensive diplomatic experience, and a good knowledge of The Empire's problems. Ar-Ulric has told him of the PCs' quest and, while he has no idea that he is Sigmar's rightful heir, he has slowed and delayed the war in the hope that Sigmar's Hammer will bring order to The Empire once more.



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Finally, Heinrich is secretly infatuated with Duchess Emmanuelle von Liebewitz of Nuln. The feeling is mutual, and now that he is Graf of Middenheim (rather than merely an illegitimate son), Heinrich feels that they should marry for personal and dynastic reasons.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	60	6	5	14	55	3	58	75	45	60	55	70

Fate Points: 3

Skills: Acute Hearing; Ambidextrous; Charm; Consume Alcohol; Cryptography; Disarm; Dodge Blow; Etiquette; Evaluate; Excellent Vision; Heraldry; Immunity to Disease; Luck; Night Vision; Orientation; Public Speaking; Read/Write – Eltharin and Old Worlder; Ride – Horse; Secret Language – Battle; Sixth Sense; Speak Additional Language – Eltharin; Specialist Weapon – Lance and Two-handed Weapons; Story Telling; Strike Mighty Blow; Strike to Injure; Strike to Stun; Theology; Very Strong; Wit.

Possessions: full suit of *magical plate armour* +1 (3 AP, all locations); *magical two-handed sword, Skavenslayer* (I -10, WS +10, D +3 and inflicts 2D6 Damage on Skaven); *Amulet of Thrice-blessed Copper*; *Unicorn Horn*; three *Potions of Healing*; *Potion of Strength*; *Long Bow of Might* +2 (R 32/64/300, ES 5); eight *Arrows of True Flight*; *Ring of Protection from Daemons*; other items as you see fit; and, of course, unlimited cash and credit.

Note that PBT erroneously listed no special properties for Skavenslayer. You should also be careful not to use up Heinrich's Fate Points during the battle. Unlike the PCs, he does not receive any new Fate Points during the adventure.

Marshal Maximillian von Genscher



MM

Max, as he is called by Heinrich and his few other friends, is built like a small giant at 6ft 7in tall and 277 lbs. His black hair and beard give him an imposing face, and a scar just over his left eye makes him look even more fierce. His brown eyes are never still, and are always assessing everything around him.

Despite his forbidding appearance, Maximillian von Genscher is an honest, goodly and courageous man. He is a natural leader and quite intelligent – certainly

bright enough to pretend ignorance at times, so as to put others at ease.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	77	71	7	7	13	77	3	62	74	74	60	61	63

Alignment: Good

Skills: Art; Acute Hearing; Ambidextrous; Cartography; Charm; Dodge Blow; Disarm; Etiquette; Excellent Vision; Heraldry; Immune to Disease; Immune to Poison; Linguistics; Marksmanship; Public Speaking; Read/Write; Secret Languages – Battle, Ranger; Sixth

Sense; Specialist Weapons – all (any as required); Strike Mighty Blow; Strike to Injure; Strike to Stun.

Possessions: full suit of *magical plate armour* +1 (3 AP, all locations); *magical two-handed sword*, (I -10, D +4) with properties of *Resist Fire* (4 yard radius) and *Warp Attack* plus a *Lesser Death Rune* against Ogres and Trolls; *Boots of Speed*; *Ring of Protection from Dragons, Dragon-Ogres and Wyverns*; *Amulet of Enchanted Jade*.

Talabecland Looters

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	39	29	3	3	7	41	1	29	39	29	29	29	29

Skills: Disarm; Dodge Blow; Secret Language – Battle Tongue; Street Fighting; Strike Mighty Blow. Each has a 25% chance for each of *Very Strong* (S +1) and *Very Resilient* (T +1)

Possessions: mail shirt (1 AP, body only); helmet (1 AP, head); shield (1 AP, all locations); sword; knives (I +10, D -2, P -20); short bows (R 16/32/150, ES 3); quivers of 10+D10 arrows; coinage of 1D6 GCs and 3D6 SS apiece.

Note: use the same profile for Gluten and his men.

ABOARD THE HINDENBURG

The Hindenburg

M	T	W	Capacity
3	5	75	90,000

The Hindenburg is a large, rather grubby river barge



which has been used for years to carry coal, ore and other bulk cargoes. Despite the grime, the vessel is well maintained by Gustav and Diehl, the owners. Its home port is Wolfenburg.

Gustav Fahrtripper, Barge Owner

Gustav is 61 years old, 5ft 10in, and rather portly with thin grey hair. He is a jack of all trades. The Hindenburg is his life. He is rather grasping and gruff, but he will try to be reasonably friendly if he is treated politely. Finally, he tends to whinge about his creaking knees.

M WS BS S T W I A Dex Ld Int Cl WP Fel
3 29 22 3 3 6 25 1 29 33 41 33 33 16

Skills: Animal Care; Consume Alcohol; Dodge Blow; Evaluate; Numismatics; Read/Write.

Possessions: leather jerkin (0/1 AP, body); knife (I +10, D -2, P -20); bottle of rot gut; leather pouch with 17 GCs; he also has a box with 150 GCs hidden in a hollow beam in his cabin.

Diehl Fahrtripper, Boatman

Diehl is 27, 6ft tall, with brown hair and hazel eyes. He is tanned, wiry and good-looking – and knows it. Diehl will certainly be charming to any female PCs; he will probably attempt to lure one to his cabin one night during the river voyage. Diehl won the sword while gambling, although he may claim to have seen military service – especially if this will increase his chances with an attractive lady.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 41 29 4 3 7 51 1 41 29 29 39 29 35

Skills: Boat Building; Dodge Blow; Fish; Lightning Reflexes; Orientation; River Lore; Row; Seduction.

Possessions: leather jack (0/1 AP, body/arms); sword; knife (I +10, D -2, P -20); 20ft length of rope; lanterns for boat; lantern oil cask; pouch with 23 GCs.

River Thugs

The thugs are a motley crew of middle-aged men and youths of some 14-15 years; they are a cowardly bunch.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 31 25 3 4 7 30 1 29 29 22 29 29 29

Skills: Dodge; 25% chance each for Street Fighting; 25% chance each for *Strike Mighty Blow*; 25% chance each for *Very Strong* (S +1).

Possessions: Leather jerkins (0/1 AP, body); clubs; knives (I +10, D -2, P -20); small pouches with D10 SS.

Marshlight

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 0 0 0 0 0 0 0 0 0 0 0 0 0

Alignment: Evil

Special rules: causes no damage in combat; cannot be harmed except by magical weapon, but any hit banishes the Marshlight. Anyone seeing a Marshlight must make a successful WP test or be mesmerized into following it. If a victim is forcibly restrained a new WP may be made. The compulsion ends when the person can no longer see the Marshlight.

Fraulein Heidi Reich, Hypnotist

Heidi is 19 years old, 5ft 3in, petite, with curly black hair and devastatingly deep blue eyes. She is very, very pretty. She learned her Hypnotise skill from the family doctor, and has set off to earn her living in the big bad world. She is a cunning little minx, and masterful at improvising plausible lies on the spur of the moment. She also has a splendid line in sob stories: being an orphan, having a drunk for a stepfather who beat her, she was made to sleep in a dog basket, etc, etc.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 25 25 3 3 5 45 1 37 31 41 29 29 35

Skills: Acute Hearing; Dance; Hypnotise; Lightning Reflexes; Magical Awareness; Seduction.

Possessions: dagger (I +10, D -2, P -20); silver charm on silver chain (value 1 GC); purse with 3 GCs, 15 SS; other possessions as you see fit.



CH

IN ALTDORF

Joachim Stark, Senior Watchman

Joachim is 5ft 5in, in his late 40s with greying hair, and he is now running to fat. He is everybody's idea of a jolly watchman, always ready to tell a funny story over a drink. Despite – or maybe because of – his image, Joachim is a 'good copper' and ready to turn his hand to anything.

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 40 30 4 3 9 39 1 32 27 29 39 32 39

Empire in Flames

Skills: Cook; Disarm; Dodge Blow; Heraldry; Jest; Juggle; Row; Specialist Weapon – Fencing Weapons; Strike Mighty Blow; Strike to Stun; Surgery – Set Broken/Dislocated Limbs only; Wit.

Possessions: mail coat (1 AP, body/legs); helmet (1 AP, head); shield (1 AP, all locations); rapier (I +20, D -1); dagger (I +10, D -2, P -20); crossbow pistol (R 16/32/50, ES 1, Rld 1); 20 bolts; personalised ale flagon hanging from belt; pouch with 3 GCs, 12 SS.

Rudolf Sigmarsson, Watch Captain

Rudolf is 29, 5ft 3in tall, slight, with prematurely greying hair and black eyes. He is a little short-tempered, especially with tall people. Rudolf is a hard-bitten, no-nonsense sort of man who comes straight to the point and isn't afraid to break a few rules (or fingers) to get an answer. Given the chance, he loves to shoot first and not bother with questions: anyone who runs away from a watchman is obviously guilty. And anyone who kills watchmen doesn't even have to be running away as far as he is concerned...

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	30	4	3	9	39	1	32	27	29	39	32	39

Skills: Dodge Blow; Specialist Weapon – Crossbow Pistol, Fencing Weapons and Two-handed Weapons; Strike Mighty Blow; Strike to Stun; Fleet Footed.

Possessions: mail coat (1 AP, body/legs); helmet and mail coif (2 AP, head); shield (1 AP, all locations); rapier (I +20, D -1); dagger (I +10, D -2, P -20); crossbow pistol (R 16/32/50, ES 1, Rld 1); 10 bolts; 2 GCs, 3 SS in belt pouch.

Note: A profile for Stark's and Sigmarsson's watchmen can be found in *Standard NPCs in Altdorf*.

Reiner Zeidler, Cultist Leader



Reiner is 35 years old, 6ft tall, lean and has black hair and brown eyes. He is a fanatic who does not fear death – it is but another of the endless changes of Tzeentch, after all.

In the unlikely event that the PCs make Reiner talk, he will say little. They will have to prevent him biting on his poison tooth – and given that it is filled with acid this has risks all of its own. A PC trying to remove the tooth must make a successful Dex test or be splashed by the acid, taking an S 7 hit.

Reiner will take D3 S 7 hits if the test is failed.

He will claim that he was contacted by a man he had never seen before – but who knew all the proper recognition signals – and told to kill the PCs. The method of attack was described down to the smallest detail. But before he confesses to any of this, Reiner will fall back on a lie: the money in his possession is the takings from his last little bit of professional thievery.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	47	36	4	5	9	47	1	41	37	29	37	36	38

Alignment: Chaotic (Tzeentch)

Skills: Dodge Blow; Disarm; Flee!; Specialist Weapon – Two-handed weapons; Strike Mighty Blow; Street Fighting.

Chaos attributes: *Mark of Tzeentch* – a twisting S-rune 'birthmark' on his left breast.

Possessions: Sigmarite robes; chain mail coat (1 AP, body/legs); helmet and mail coif (2 AP, head); two-handed sword (I -10, D +2); dagger (I +10, D -2, P -20); gold ring set with small ruby (value 18 GCs); *Potion of Healing*; poison tooth; pouch with 70 GCs.

Chaos Cultists in Altdorf

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	4	7	30	1	29	29	29	34	34	29

Alignment: Chaotic (Tzeentch)

Skills: 25% chance for each of the following – *Dodge Blow*; *Lightning Reflexes* (I +10); *Specialist Weapon – Two-handed Weapons*; *Street Fighting*; *Strike Mighty Blow*; *Very Strong* (S +1); *Very Resilient* (T +1).

Usual possessions: Leather jerkin (0/1 AP, body); shield (1 AP, all locations); hand weapon; dagger (I +10, D -2, P -20); pouch with 1D4 GCs, 1D10 SS, 1D10 pennies.

And when disguised as watchmen... uniforms; chain mail shirts (1 AP, body); helmet (1 AP, head); 50% chance of mail coif (1 AP, head); shield (1 AP, all locations).

Hans Bauer, Messenger

Hans is 5ft 7in tall, with bright red hair, pale eyes and freckles. He is a country lad, and is amazed by Altdorf, although he is rather disappointed that the streets aren't paved with gold. He has a prodigious appetite, and is always willing to stuff something new down his throat.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	4	7	30	1	29	29	29	29	34	29

Skills: Concealment Rural; Consume Alcohol; Fleet-footed; Marksmanship; Read/Write; Ride – Horse; Silent Move Rural; Strike to Stun.

Possessions: chain mail coat (1 AP, body/legs); helmet and mail coif (2 AP, head); sword; dagger (I +10, D -2, P -20); purse with 12/1 in mixed coin.

Ludovicus Grossprattler, Functionary

Ludovicus is 5ft 2in tall, balding and rather thin. He is a fussy little man, who looks over the top of his spectacles at everyone. He is an expert on all matters of protocol and precedence, and anyone who crosses him in such matters had better have a good reason! Ludovicus will treat the PCs as backwoodsmen and fools – make their lives a misery with this horrible little man.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	29	22	3	3	5	25	1	29	33	41	33	33	14

Skills: Bribery; Etiquette; Heraldry; History – Imperial History, only; Law; Read/Write; Secret Language – Classical and Guilder.

Possessions: good quality clothing; spectacles; jewellery worth 50 GCs; purse containing 5 GCs.



RN

THE HAMMER OF SIGMAR

Ghal-maraz, Skull-splitter, the Hammer of Sigmar Heldenhammer, is one of the mightiest weapons ever created by the Dwarven smiths of old. That said, its powers alone are not enough to explain all the legends concerning Sigmar.

The Hammer is a weapon of exceptional quality, made of the finest steel in a very plain style. In use Ghal-maraz reveals its true colours: runes and arcane symbols glow deep within the heart of the metal, and the Hammer moans with suppressed power.

The Hammer can recognise its rightful bearer (in this case, Graf Heinrich Todbringer of Middenheim) who will be aware of all the Hammer's powers instantly. A lesser person holding the Hammer will know in which direction the rightful bearer can be found. Ghal-maraz will guide the PCs towards Heinrich at all times.

Special Abilities

Ghal-maraz has the following abilities:

1. All blows by Ghal-maraz cause an additional D +3 (not including the S bonus given below, making a final total of +4) except for certain creatures listed in below. In addition, the bearer's profile is modified as follows:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10	-	+1	+1	+2	+10	-	-	+20	-	+20	+20	+20
2. Ghal-maraz has a *Lesser Death Rune* against Goblinoids inscribed in the head. Any hit on a Goblin, Hobgoblin, Orc, Black Orc, Half-Orc or Snotling kills it instantly.
3. Against Ogres, Trolls, Giants, and Champions and Warriors of Chaos (including Champions of a Chaos Power – see *Realm of Chaos*), Ghal-maraz causes 2D6 *Damage* plus user's modified S minus target's T. Its normal D +3 bonus is ignored. An additional 2D6 *Damage* is caused if a 6 is rolled on either dice, and this process can continue as long as a 6 is rolled on either die (cf *Additional Damage* in the WFRP combat rules).
4. The bearer of Ghal-maraz is immune to non-magical weapons while wielding the Hammer, and no critical hit on its bearer may ever be better than a +1 *critical hit*. Other critical hits are reduced to this level.
5. Ghal-maraz can cast the following spells at the bearer's command and at no cost in *Magic Points*:

Spell	Frequency
<i>Cure Light Injury</i>	1 per day
<i>Cure Severe Wound</i>	1 per day
<i>Cure Disease</i>	1 per day
<i>Enthuse</i>	12 per day
<i>Detect Magic</i>	whenever required
<i>Aura of Protection</i>	permanent (2 yard radius)



Spells always have the maximum beneficial effect; eg a *Cure Light Injury* will heal 6 Wounds.

6. Ghal-maraz causes *terror* in goblinoids and *fear* in Lesser Daemons. The Hammer can also dispel *terror* and *fear* caused by Daemons or other Chaos creatures up to 3 times per day for friendly creatures within 24 yards.
7. Ghal-maraz can negate the effects of any spell which affects mental stability or morale, such as *Cause Cowardly Flight*, *Dispirit*, *Cause Fear*, *Cause Panic*, etc. This power of negation can be used on any living creatures within 24 yards.
8. Ghal-maraz detects creatures and followers of Chaos automatically, with a range of 8 yards.
9. Once per day Ghal-maraz will, on command, unerringly deliver an automatic S 10 hit to a Chaos creature. The Hammer can fly up to 16 yards and return to its bearer's grasp to deliver this blow. The bearer must have a free hand to catch Ghal-maraz, but the weapon does not have to be held before the blow – Ghal-maraz could be hanging from a belt, for example.

Ghal-maraz in Play

After the PCs have gained possession of Ghal-maraz, you should keep its abilities as mysterious as possible. This is the weapon of a legendary hero – to the people of The Empire it is the equivalent of the Holy Grail or Excalibur. You should not tell the players what the Hammer can do, but you can drop hints that it has powers that they can use. Let them experiment and find out for themselves.

Don't, for example, tell the bearer that his profile has been altered by the Hammer. All you need to do is remember that his characteristics have been altered. Players may realise that something odd is happening when a PC passes an apparently 'failed' test, or manages to hit an opponent who was 'missed' on the die roll.

SHEERARGETRU THE DAEMON

Sheerargetru's profile is slightly weaker than a 'normal' Lord of Change. The Daemon has built its body from the magical energy of the Grand Theogonist and Arch Lector Kaslain. It has not made a perfect copy of its normal Daemon-form. The Daemon is not subject to *instability*, and it cannot cast spells. Sheerargetru, however, does undergo some changes as it fights; these are explained below.

M WS BS S T W I A Dex Ld Int Cl WP Fel
6 80 80 6 6 59 90 9 89 89 89 89 89 89

Alignment: Chaotic (Tzeentch)

Special rules: cause *fear* in all living creatures; cause *terror* in living creatures under 10 feet tall; subject to *frenzy* if it loses more *Wounds* than it inflicts during a single round of combat; 1 AP, all locations, due to feathers and tough skin; 2 *bite* and 7 *claw* attacks, or 2 *bites*, 3 *claw* and 3 *weapon* attacks; all attacks by the Daemon are treated as magical; *despairing scream* – causes *terror* in all living creatures within 24 yards; a new Cl test is required each time Sheerargetru screams.

The Daemon's initial appearance is as shown in the accompanying illustration, and as described in *Realm of Chaos – The Lost and The Damned*. As the fight progresses, the Daemon's appearance and powers alter slightly as *instability* tries to take effect. Roll a D100 each round and consult the table below to determine the nature of the change that comes over Sheerargetru.

Sheerargetru's Chaos Changes Table

D100	Chaos Effect
01-05	<i>Colour Change</i> Sheerargetru's feathers change colour to red, blue, and then purple. Cosmetic only, with no effect on its profile.
06-10	<i>Second Head</i> A head sprouts from Sheerargetru's chest; the Daemon gains a <i>bite</i> attack (A +1).
11-20	<i>Drainflux</i> The Chaos tides ebb, and Sheerargetru is weakened. The Daemon groans and staggers as it loses -1/-10 from all its characteristics.
21-25	<i>Healsurge</i> The Daemon gives voice to a ghastly squawk as it recovers 2D6 <i>Wounds</i> .
26-35	<i>Extra Joints</i> The Daemon's legs twist into extra knees and ankles, and become D4 feet longer; M +1.
36-40	<i>Skull Face</i> The flesh on the Daemon's head shrivels, leaving only a skull. Anyone bitten by Sheerargetru's skull face must make Cl test or suffer from <i>fear</i> . There is +10 bonus to this



TA

test if the victim has already made a successful Cl test due to *fear* or *terror*.

41-50	<i>Tentacles</i> Sheerargetru's wings become suckered tentacles. Its profile is unchanged, but its attacks have a 6 yard range.
51-55	<i>Warts</i> Beneath its feathers, the Daemon's skin becomes hard and warty; T +1.
56-65	<i>Uncontrollable Flatulence</i> Sheerargetru emits a cloud of crazy gas; everyone within 4 yards must make a successful T test or become subject to <i>frenzy</i> .
66-70	<i>Mace Tail</i> The Daemon sprouts a long flexible tail, tipped with a mace-like bone; A +1.
71-75	<i>Irrational Fear</i> Sheerargetru suddenly develops a powerful aversion to a type of humanoid. The Daemon will not attack PCs or others of that racial type. Roll a D6:

D6	Fear of...
1-2	Humans
3-4	Dwarfs
5-6	Elves

76-80 Egg Laying
The Daemon spends one round laying a large spherical egg; it does not attack while laying an egg, D4 rounds later, a Skeleton (see below) emerges from the egg, and attacks the nearest living creature. Any unhatched eggs and existing Skeletons collapse into ruins as soon as Sheerargetru is slain.

81-85 Albino
The Daemon becomes an albino; T -1.

86-90 Big Ears
Sheerargetru's ears grow to elephantine dimensions; for what it's worth, the Daemon gains *Acute Hearing*.

91-95 Technicolour Yawn
Sheerargetru vomits streams of blue, yellow and pink liquid over everybody in its front facing within 6 yards. The Daemon cannot make any *bite* attacks while it is vomiting. This change is an exception to the duration rules given below. This change will never last more than a single round at any one time.

Roll a D6 to determine what colour of liquid hits each victim:

D6	Liquid
1-2	Blue: victim's S -1 for one hour.
3-4	Yellow: victim must make a successful T test or vomit for D4 rounds. A failed test prevents the victim making any attacks, using a shield or casting any spells until the vomiting fit has passed.
5-6	Pink: everything coated by the liquid is slippery and hard to hold, including weaponry; victim's WS and BS -10 for D6 rounds.

96-00 Roll twice
Ignore rolls of 96+ and duplicated results. All the changes generated are simultaneous.

Duration of Changes

To determine the duration of each change to the Daemon, roll a D6:

D6	Result
1-3	Change fades away after 1 round
4-6	Change lasts for D4 rounds, then fades away.

Do not determine a new change for Sheerargetru until the existing change has disappeared.

Sheerargetru's Skeletons

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	17	3	3	5	20	1	18	18	18	18	18	-

Any skeletons are not subject to *instability*; cause *fear* in living creatures; immune to psychological effects; 35% chance of causing *infected wounds*.



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AN IMPORTANT NOTE

You may wish to pre-roll a set of changes for Sheerargetru and list these as a prepared timeline for the fight. This can save a lot of time during the battle.

It is important to use the *Effective Initiative* system during the fight with Sheerargetru. For creatures with more than one *Attack*, the blows are spaced out throughout the round. For example, the Daemon has A9, I90. Its first blow is therefore at I90, the second at I80, the third I70, and so on. Likewise, PCs with multiple attacks should also be sequenced carefully. If this does not happen, Sheerargetru will be certain to hack the PCs to pieces, as it will get 9 Attacks at I 90 – before any of the PCs have even had chance to think about doing anything!

You should randomly determine the target for each individual blow from the Daemon. Sheerargetru is not acting in a reasoned, rational manner by any stretch of the imagination.

Finally, remind the PCs that they have a supply of Fate Points, and should use them wisely during the fight with the Daemon. It is highly unlikely that any of the PCs will be able to best Sheerargetru without using Fate Points. Remember, too, that Heinrich has his own supply of Fate Points.

Empire in Flames

• PLAYER HANDOUTS •

Cut along dotted lines.
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Good Knights,

We trust that your task proved neither
burdensome nor dangerous.

Graf Boris requests that you join his retinue as
soon as possible, as he feels that your services may
once more be of use, both to his own person and to
the City-State of Middenheim.

A meeting of Imperial Electors has
been called in Altdorf.

Join us there at your earliest convenience.

Yours, in haste

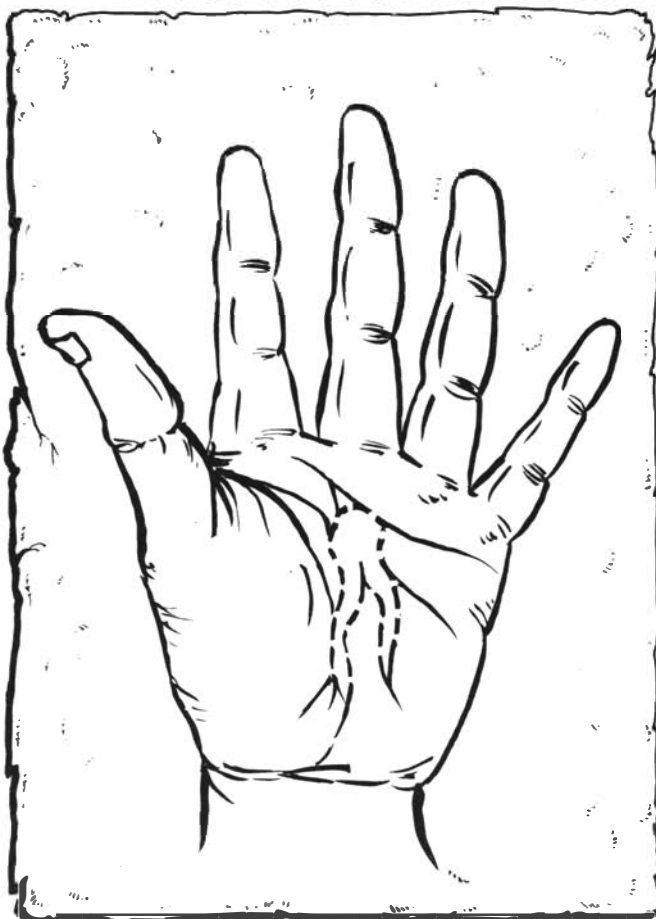
Ehrlich

Law Lord of Middenheim
For Graf Boris Todbringer

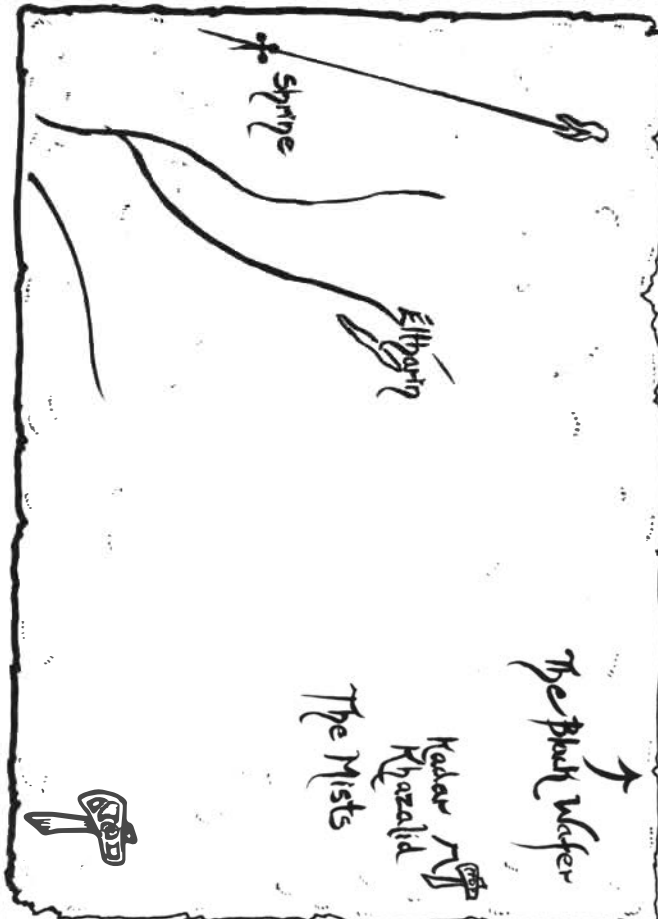
PP - The Graf's agents have secured him
lodgings at the Imperial. Report there
upon your arrival.



Handout 1 - Ehrlich's Letter



Handout 2 - Hand



Handout 6 - Melaril's Map

To the People of Altdorf

CAST OUT ALL
TRAITORS AND HERETICS
that have lately proven their DISLOYALTY

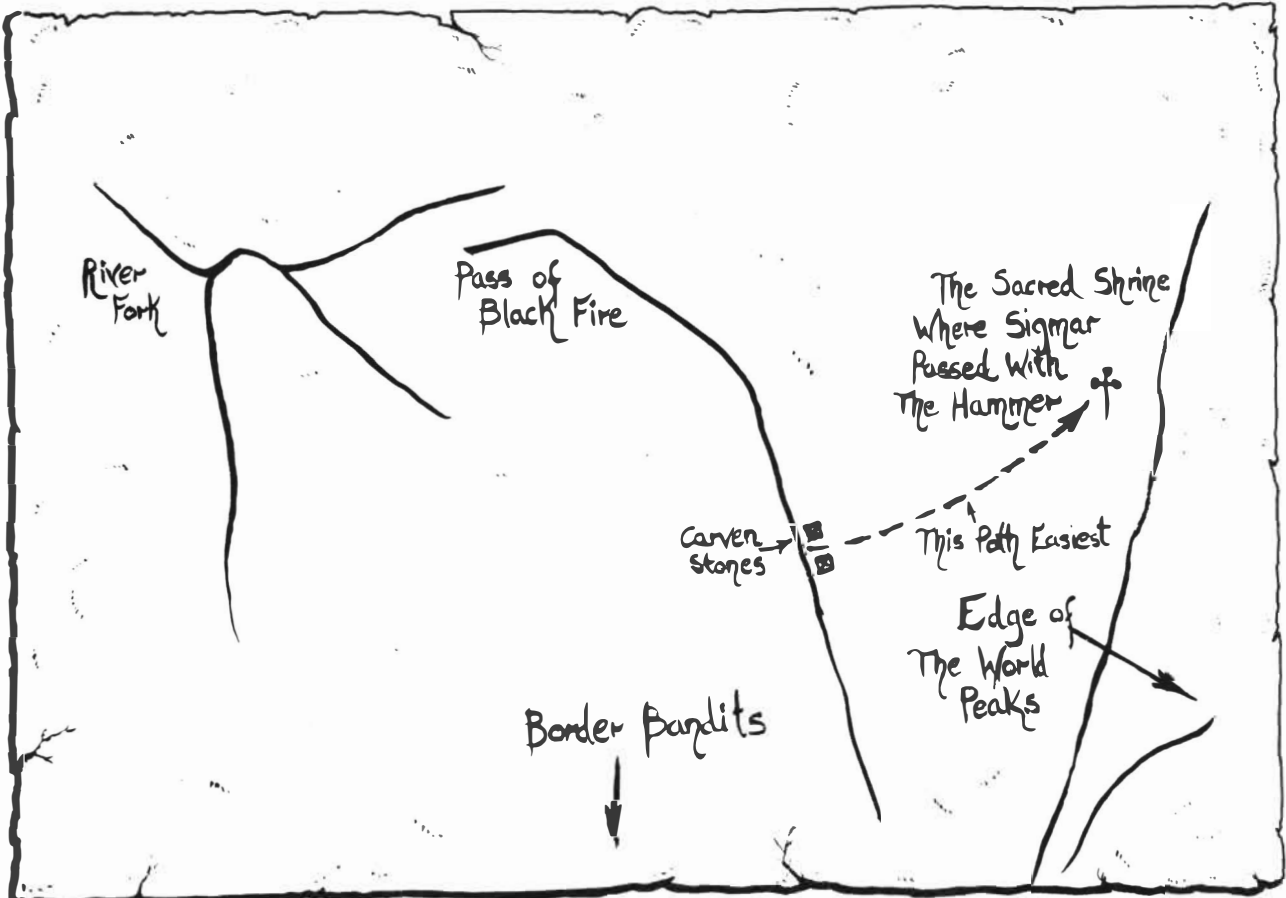
in the murderous ASSASSINATION of our EMPEROR.

in GRIEVOUS ACTS of TREACHERY and WICKEDNESSE

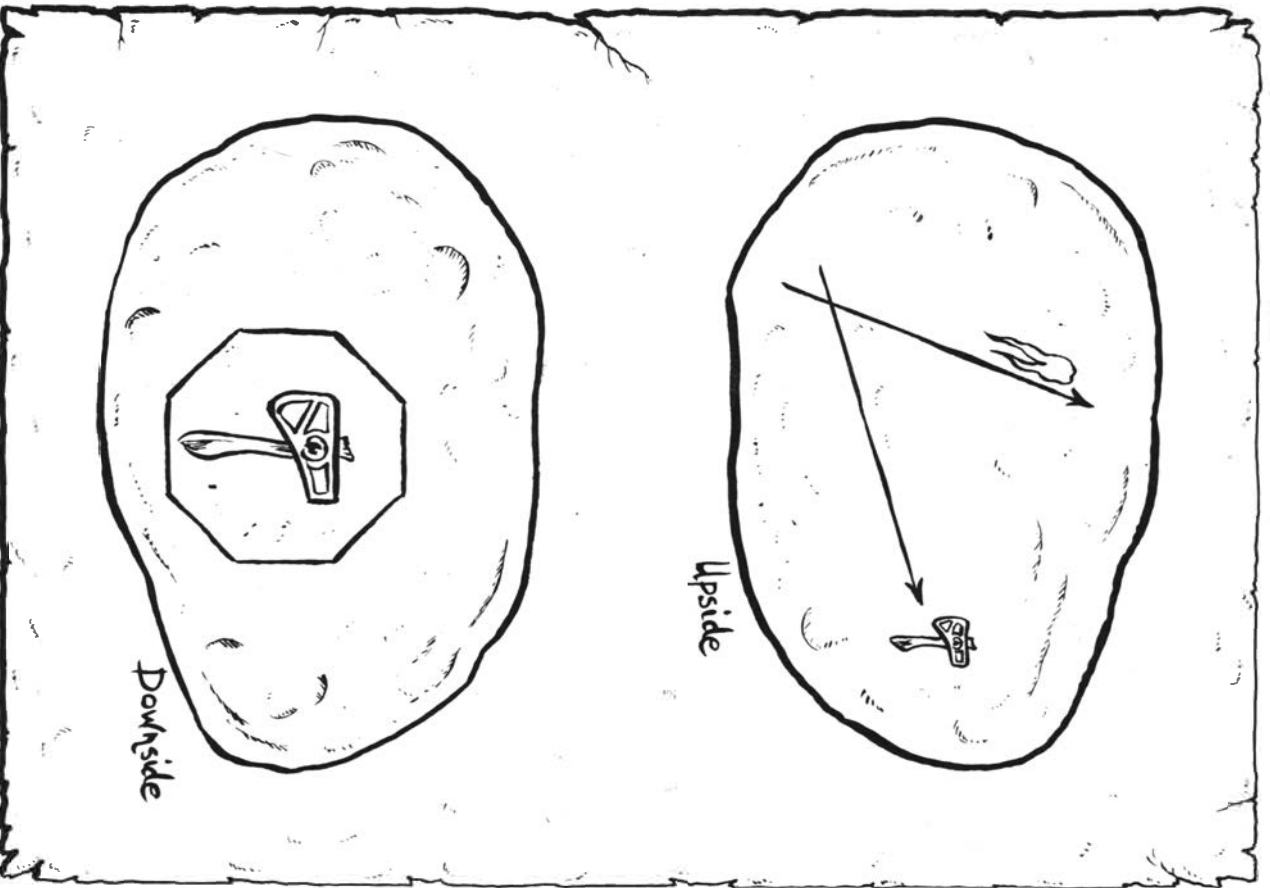
and by their UNNATURAL PRACTICES
in WORSHIPPING ANIMALS



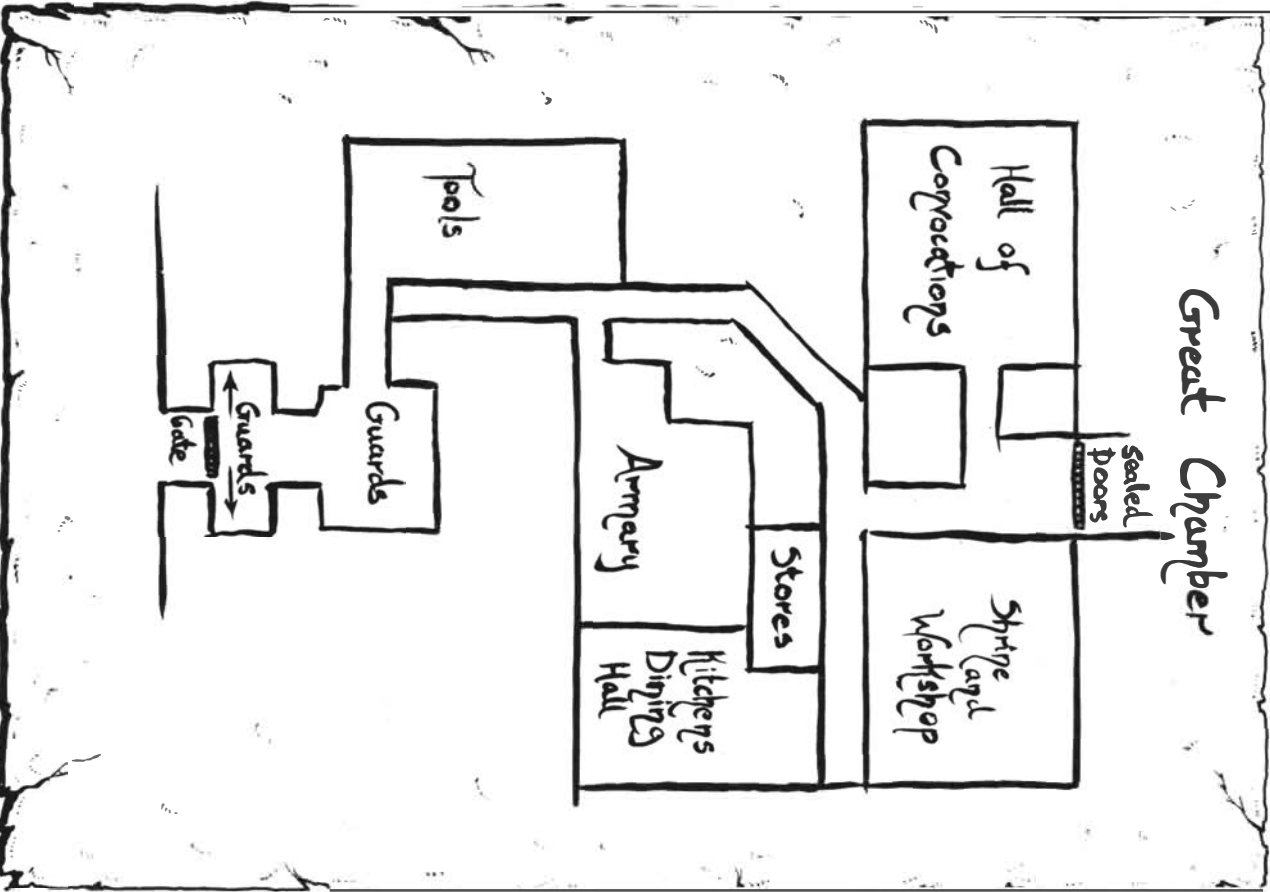
Handout 3 - Anti-Ufrican Poster



Handout 4 - Kaslain's Sketch Map



Handout 5 - Map on Rock



Handout 7 - Yodri's Sketch Map



To all Officers, Officials and Persons Loyal
to the undersigned Electors:

Greetings.

The bearers of this Warrant speak with Our
Voices, act with Our Approval, and should
be allowed to come and go about their and
Our Business without Fear of Arrest or unjust
Imprisonment and without Del or Hindrance.

Know that any Attempt to disobey the Letter
and Spirit of this Warrant will incur Our
joint and separate Displeasures.

Signed, for the Electors of the Empire

Graf Heinrich Todbringer of Middenheim.
Ar-Uthric, High Priest of the Cult of Ulric.
Graf Alberich Haupt-Anderssen of Hirland.
Grand Prince Leopold von Bilthofen
of Middenland.
Grand Prince Hergard of Ostland.
Countess Emmanuelle von Liebwitz of Nuhn.
Grand Countess Ludmila von Althraum
of Aeerland.



... the wretched day I sought to make the weapon and
my heart, and the burden is impossible. My own people
moods of despair at rejection, but how could it be
otherwise? ... last days here in meditation.

... the awful dread Daemon. It was such a small
mistake, but heavy cost. Although it has been banished,
pursuing the Daemon into the aether. I cannot see his
titanic struggle. Beyond mortal
realms now some aspect of Lore lost.

I cannot interpret and see now
the gift has gone, I have been forsaken. Nothing left
Vague prophecy from the young one
far into the future

A twin tailed comet is proclaimed as the sign
beyond the times of our
great-great-grandsons

... there is only
... for me

WARHAMMER FANTASY ROLE-PLAY



COMING SOON

