

THE TEMPLE OF TEPOK

by Pip Hamilton



With thanks to: Jack McKenna, BadJuJu, Lamruil, Helvegen, Caligulawasokay and Saul for their help in developing and play-testing the adventure.

This adventure is dedicated to the memory of Sir Arnoult's leg.

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Introduction

Yeah, I know what gold does to men's souls.
- Howard, *Treasure of the Sierra Madre*

The Temple of Tepok is a stand-alone adventure for Warhammer Fantasy Roleplay, drawing on themes of pulp adventure, natural history and the Age of Discovery. It also contains appendices on adventuring in Lustria that are designed to be usable as a mini-sourcebook for any adventures set on the continent, and a number of custom-made Lustrian combat maps (provided as part of the same archive that should contain this PDF).

The adventure is intended for characters in their 2nd career, but should be playable at a range of experience levels, due to the presence of friendly NPCs whose assistance can be scaled up or down. A party of pre-generated PCs are provided in the appendices to give an idea of the ideal 'power level'.

The adventure departs from some WFRP conventions, in that it takes the PCs far from the Old World, and can end in the PCs becoming very rich (although they are equally likely to come back with nothing at all). Make sure your group are happy with this before slotting it into an ongoing campaign! The entire adventure should take roughly 10 3-4 hour sessions to complete.



The plot of *The Temple of Tepok* revolves around an expedition deep into the Lustrian jungle, sponsored by the Altdorf College of Light. The PCs set sail from Marienburg on board the *Maiden of Manann*, on the understanding that they are looking for treasure in the New World. Like most of the crew, they are unaware of the true nature of the treasure they are seeking – the mummified remains of the Slann Mage-Priest Xo'tlaloqua.

Well-armed and well-supplied, the expedition cross the Great Ocean and experience the dangers of the Lustrian jungle first-hand in their search for Xo'tlaloqua's tomb. When they reach their goal, they find the Mage-Priest's remains are not undefended: their desecration of the temple-pyramid brings the cold-blooded fury of the Lizardmen down upon them. A desperate retreat back to the coast follows, in which greed and fear see the members of the expedition begin to turn on one another. The PCs must choose which side deserves their loyalty, and escape the green hell of Lustria with their treasure and their lives.

Unknown to the PCs, the expedition has another group with a stake in its success. The Cult of the Yellow Fang are the ones who provided the Magister with his map, and want Xo'tlaloqua's remains for their masters in Skavenblight. They will do everything they can to seize the relic priest, and they are determined to leave no witnesses to their scheme!

Prologue: Coming Aboard

A fine mist of rain soaks the streets of Marienburg. Puddles pool between the cracked cobbles of the Suiddock, the wheels of guilders' carriages splashing through them as they clatter by. Fishmongers in slick oilskins hawk their goods despite the weather, while the warm light of fires beckon from behind the windows of the dockside taverns. In the harbour, the great ocean-going ships bob at anchor, a forest of masts reaching up into the grey haze. The smell of salt water and the cries of gulls drift on the breeze.

Such ships need crews, and it's on days like these that the press-gangs are on the prowl. Some use the glitter of coin, others the thump of a cosh. In a warm corner out of the rain, one such crew are explaining to the party the benefits of an ocean voyage...

The adventure begins with the PCs being recruited to join the voyage of the *Maiden of Manann* to Lustria. The Maiden's first mate Bill Schaft is recruiting for the Maiden's crew, while the bugler Axel Horst is recruiting for the Black Griffons mercenary company – see the expedition roster on page 7 for more details on these NPCs.

A sample recruitment speech for Bill is given below: the PCs might receive this directly, or overhear it being given to another prospective recruit.

"This ain't no two-pfennig run up the coast, my lad. The Maiden of Manann's sailing for Lustria. You've heard of Lustria, aye? In Lustria it's always summer. There's cities of gold in the forests there, just waiting for the right man to find 'em. Aye, and they say the natives go about without any clothes. Don't need 'em, you see, on account of the sun."

"Now, it's a long voyage for certain, but Captain van der Wijk, he knows his business. We've a company of Reikland mercenaries to watch our backs, and an honest-to-Manann Altdorf Magister sailing with us too, with an honest-to-Manann treasure map. It's College money payin' for the expedition, and you've got my copper-bottomed guarantee, any man who sails with us will be comin' home rich as one of them wizards. All you've got to do is make your mark on this ledger..."

Of course, if the PCs don't agree to sign up, there is no adventure, so we'll assume they do!

- **Axel** will hire anyone who looks like a capable fighter, or who has the talent Specialist Weapon Group (Gunpowder). A member of the Black Griffons receives pay of **7gc a month**, and will be given the weapons and armour listed for a Black Griffons mercenary in the cast list. The weapons and armour belong to the Black Griffons: PCs will be expected to keep them in good condition and return them if they leave the company.
- **Bill** will hire absolutely anyone as a deck hand for the *Maiden*'s crew, assuring them that they can learn the relevant skills during the voyage. Green hands receive pay of **2gc 10s** a month; those who already have the *Sail* skill trained receive **3gc 6s**.

Both recruiters are giving 6 schillings' advance pay to each person who signs up for the expedition. All members of the expedition will be given food and drink for the duration of the voyage. In addition, being a member of the expedition entitles both sailors and mercenaries to a share of any treasure found in the New World – a fact that the recruiters are keen to emphasise.

The shares break down as follows:

- **2/5ths** to the ship's owners
- **1/5th** to the expedition leaders
- **1/5th** shared equally among the sailors (of whom there are roughly 180).
- **1/5th** shared equally among the Black Griffons (of whom there are roughly 90).

Joining the crew or the Black Griffons is the simplest way to join the expedition, but not the only way. PCs with valuable skills may be able to sell their services as independent specialists, while PCs of noble birth may even be able to make themselves junior partners with the expedition leaders by investing in the enterprise. For any complex negotiations, Bill and Axel will refer the PCs to the expedition leaders.

Questions?

Before committing themselves to a voyage halfway around the globe, it's natural that the PCs might have some questions. These are the recruiters' answers to some of the more obvious ones that might be asked.

I. Where in Lustria are we going?

The Tarantula Coast, near the mouth of the Qurveza river, and well south of the southernmost Imperial settlements on the Lustrian mainland.

II. What dangers might we encounter there?

Both Axel and Bill are dismissive of the idea that Lustria is any more dangerous than the Empire. They will concede that it has "interesting wildlife" and that there might be a few "savages and beastmen" to deal with, but assure the PCs that with the level of protection the expedition has invested in, they have nothing to be afraid of. Players with any relevant Knowledge skills can be given the Common View or Scholar's Eye excerpts from **Appendix I** for differing views on Lustria.

III. Why are the Colleges funding this expedition?

Magister von Stiftanzer has come into possession of a map which he believes marks the location of an artefact of great interest to the College of Light. Neither Bill nor Axel knows exactly what this artefact is – that's "wizard business" - but both are convinced that wherever the wizard's treasure is to be found, there's probably also a great deal of Lustrian gold.

IV. Who is in command?

Captain Marius van der Wijk has command in nautical matters, while Colonel Sieglinde Neuwald of the Black Griffons is in charge of military matters. Magister von Stiftanzer is the Colleges' representative aboard and answers to neither.

V. How long will the voyage take?

Like any long ocean voyage, it is subject to the wind – but Bill Schaft believes that if all goes to plan, it will be about a three month round trip.

VI. Can I haggle over my pay?

For reasons of morale and preventing resentment among the crew, the rates of pay are non-negotiable – at least for ordinary seamen and mercenaries.

A Night on the Suiddock

With their advance pay burning a hole in their pockets, the PCs have one night before they have to report aboard the *Maiden* the next morning. In the maritime metropolis of Marienburg, there's many ways to spend a schilling: a few example encounters are given below. Feel free to come up with your own based on where the whims of the PCs take them: the 1st edition sourcebook *Marienburg – Sold Down the River* is an excellent guide to the city for GMs seeking more detail.

Drinking: What Shall We Do With the Drunken Sailor?

Many of the *Maiden*'s crew are out spending their bounty for signing on in the harbourside taverns. At the cost of 2s, a PC may attempt to impress them with how much he or she can drink: resolve this as a single Consume Alcohol test. If passed, they will begin the voyage with a little more respect from the old hands; if failed, they begin it with a dreadful hangover.

Gambling: Honest Henryk's Famous Knife Throwing Tournament

At Honest Henryk's, you can stake up to 6s on a round of knife-throwing. If you win (by passing a simple BS test), you win 1d10/2 times your money, and get your stake back. If you lose, your stake is lost. A PC can play up to 3 rounds: if they win the first 2 rounds, Honest Henryk will give them a weighted knife for the 3rd that imposes a -30 penalty to hit. A Hard (-20) Perception check will allow any PC to spot this and force Henryk to give them back their stake.

Debauchery: Pills of White Mercury

As the Old World's busiest port, Marienburg has its share of brothels, and more than its share of sexually transmitted diseases. Visiting a brothel costs 2s: any PC that visits a brothel has a 20% chance of being exposed to the Sailor's Pox (which is mechanically identical to Kruts). Doctor Wackliger is very familiar with how to treat this disease, and most of the crew are very familiar with its symptoms, which may lead to some loss of face with the sailors.

The Man in the Shadows

Whatever the PCs' evening activities, on their way back to their lodgings, they pass by the quay where the *Maiden* is at anchor.

On the other side of the street from the quayside, a strange figure is loitering under the eaves of the houses. Short and hunch-backed, they are dressed in rags, like a vagrant or a leper. A deep cowl hides their face – but cannot hide the fact that they are staring intently at where the Maiden of Manann lies at anchor.

PCs who can pass a Challenging (-10) Perception test can spot what looks like a tail trailing on the cobbles behind the ragged figure. As soon as it is spotted, the watcher notices the PCs and bolts into the back-alleys of the Suiddock, moving with surprising speed.

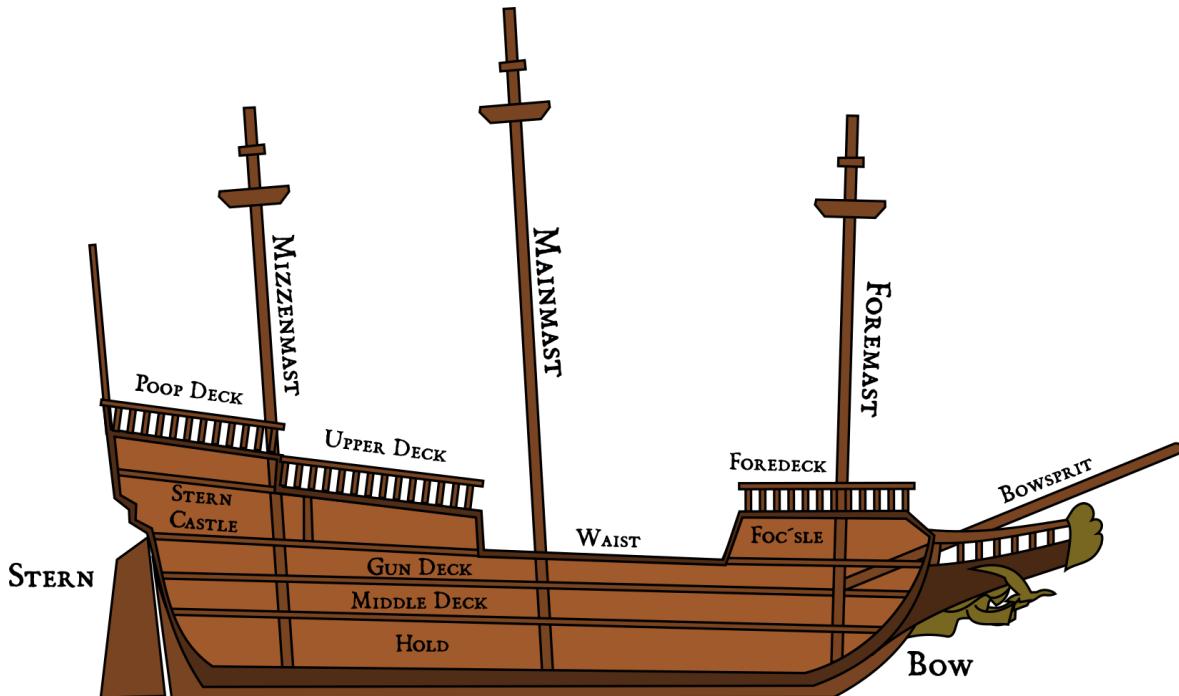
PCs who pursue it will turn the corner to find it has seemingly vanished into thin air. PCs who can pass an Average (+0) Perception test may notice a sewer grate as a possible route of escape, though the rusted bars seem too close-set for all but the skinniest person to wriggle through.

PCs who have heard stories of 'rat-men' in the sewers should be reminded that these are fairy-tales, and the Skaven do not exist!



The *Maiden of Manann*

The next morning, the PCs must report aboard the *Maiden* bright and early as she makes ready to make sail. *Maiden* is a 3-masted carrack, with sails bearing the device of the twin-tailed comet and a figurehead of the eponymous maiden releasing an albatross from her cupped hands. PCs with the Sail or Trade (Shipwright) skills trained will be able to recognise that it looks new and soundly built. It will be the setting of large parts of the adventure, so it's worth taking the time to let the players familiarise themselves with its layout.



- **Sterncastle:** contains the captain's cabin and the quarters of the other expedition leaders. Off-limits to common sailors.
- **Gun deck:** contains 12 light cannons (6 to a side). This is where the *Maiden*'s crew sleep in hammocks when they are not on watch. Draughts from the gunports and overhead hatches make this deck cold and damp when at sea.
- **Foc'sle:** contains the ship's firebox and galley kitchen, where communal meals are prepared.
- **Middle deck:** passenger quarters where Sieglinde's mercenaries are billeted. Mostly open, the rear has some wooden partitions that can be used to make cabins for wealthier passengers. Poor air circulation in this deck leads to persistent bad smells.
- **Hold:** Storage for provisions and ballast, on leaving Marienburg the hold is almost completely filled with barrels of food, beer, gunpowder and ammunition. The floor is not flat and stagnant bilge water gives the hold a persistent reek. A favourite haunt of the ship's rats, who are strikingly numerous for a new-built ship.

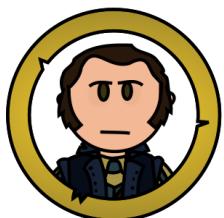
As they settle into their new quarters, the PCs will also be introduced to the various other members of the expedition. A roster of the main NPCs is given on the following page, which can be printed and given it to the players as a reference. A more in-depth look at each character for the GM's eyes only can be found in the Cast List. The expedition leaders – Klaus, Marius, Sieglinde and Akela – should all be visible amid the hustle and bustle as the PCs board the *Maiden* for the first time.

The Expedition Roster



Magister Klaus von Stiftanzer

A licensed wizard from the Light College in Altdorf. Apparently something of a dandy, it took eight men to carry all his luggage aboard. Of all the people aboard, he appears to be brimming with the most enthusiasm for the voyage ahead.



Captain Marius van der Wijk

Marius van der Wijk has a reputation as a strict but experienced sea captain, though not many on board have sailed with him before. Most of the crew are walking on eggshells until they get the measure of the captain's character. He is missing his left canine tooth.

- **Willem 'Bill' Schaft:** The ship's first mate. Bill has an affable nature, and many of the old hands count themselves among his former shipmates.
- **Renata Wackliger:** The ship's surgeon. Renata is a Suiddock back-alley barber-surgeon who has been tempted to sea in the same manner as the PCs. The sailors deride her as a hopeless landlubber.
- **The Crew of the *Maiden***
 - **78 Old Hands:** Experienced seamen who have sailed all over the Old World and beyond. Cynical but good-humoured, they enjoy making fun of the new recruits.
 - **51 Green Hands:** Volunteers signed on in Marienburg, on the promise of fame and riches to be found in the New World. They are mostly young, unskilled, and perhaps a little naive about what lies ahead.
 - **46 Branded Men:** Convicts from Rijker's Isle, sold to the expedition by the governor to fill out the numbers of the crew and work off their debt to the city.



Colonel Sieglinde Neuwald

Commander of the Black Griffons. Both feared and respected by her men, she is of aristocratic Reiklander stock, and bears a deep scar on the right side of her face.

- **The Brothers Horst:** Sieglinde's right and left hands, Otto and Axel Horst are the standard bearer and bugler of the Griffons. Otto is the older of the two and built like an ox, while Axel is so young that he must have joined the company while he was still a boy. Their loyalty to Sieglinde and the Griffons runs deep.
- **The Black Griffons:** 88 heavily-armed mercenaries out of the Reikland, the Griffons must have cost a small fortune to retain for this expedition. Some of the seamen are already deriding them as 'glory boys' for the fact that they will not be expected to do any of the hard work of sailing the ship, but their credentials as soldiers are not in dispute.



Mother Akela

A Manannite priest of the Order of the Albatross, Akela has been brought aboard to ensure fair winds and calm seas for the voyage ahead. With a peg-leg of narwhal ivory and a necklace of seashells and crab claws, she is already revered among the sailors as a very holy woman, and a good luck totem for the ship.

Rumour Has It...

In the close confines of the ship, there are plenty of rumours circulating about the expedition members. It's up to the PCs whether they want to listen: a successful Gossip test will turn up a number of true rumours equal to their degrees of success, but a failed one will turn up a number of false rumours equal to their degrees of failure.

TRUE

- The College of Light haven't paid for this expedition alone: they secured co-funding from the Marienburg merchant house of Knagen, who own the ship and will take a share of the profits.
- This is Captain van der Wijk's first real command in a long time: he had some kind of breakdown and was on shore for two years.
- Doctor Wackliger is too fond of her drink.
- Colonel Neuwald took over command of the Black Griffons after their previous commander was killed in battle with beastmen.
- Mother Akela is a recent arrival in Marienburg, not one of the city's resident priests – no-one who frequents the great Cathedral of Manann on Tempelwijk recalls seeing her there.

FALSE

- Magister von Stiftanzer has Captain van der Wijk under a magical geas, and this expedition is the Captain's only way to pay off his debt.
- Captain van der Wijk is deathly afraid of rats, and won't abide them on any ship he sails in.
- Colonel Neuwald got her scar in a duel with the Emperor's Champion, Ludwig Schwarzhelm
- The Black Griffons killed a Bretonnian nobleman's son in the Grey Mountains and are travelling to the New World to escape the political fallout.
- Mother Akela was shipwrecked off the Estalian coast, but was carried to shore by dolphins sent by Manann.

The PCs only have a few hours to settle in before the tide turns, and the order is given to make sail. They're off on an adventure!

GM's Note: Bookkeeping

While it's not strictly necessary, it can be very useful to keep track of the **date** and the **number of surviving expedition members** (not including the PCs). At the point that the *Maiden* sets sail, these are:

Date	Number of Sailors	Number of Black Griffons
3 rd Erntzeit, 2522	178	90

For many of these NPCs, the decisions made by the PCs may decide whether they live or die, meaning that the number of survivors at the end of the voyage will be variable. This can have a significant impact on the distribution of shares – a detail that won't escape the crew (and probably won't escape the PCs either).

If you want to have an accurate accounting of shares, keep a running tally of these numbers. Potential losses of expedition members will be flagged up in boxes like the one above whenever they occur.

Act I: The Voyage of the Maiden

As the Maiden tacks out past Rijker's Isle and out into the open waters of the Manaanspoort Sea, grey fins soon appear in the turbulent water of the ship's wake. A grizzled old sailor leans on the rail and throws them a lump of grey meat from his pocket. A blunt grey snout breaks the surface, giving a moment's glimpse of a soulless black eye and a yawning mouth full of razor-sharp teeth before the morsel is swallowed down. These are Grey Barbed Sharks, the most voracious and least discerning predators of the Sea of Claws.

"Got to give Stromfels' kitties their due," croaks the sailor. "If ye don't feed 'em now, their master'll be sending his storms to feed 'em off us all the same."

I.I: Setting Sail

The first stage of the *Maiden*'s voyage is to sail out into the rough waters of the Sea of Claws. All PCs who have not been on an ocean-going ship before should take a Routine (+10) Toughness test to see if they are affected by sea-sickness. Characters struck down by sea-sickness suffer a -10 penalty to Ag, WP and Fel until they reach L'Anguille. PCs not affected by sea-sickness may observe the behaviour of the expedition leaders as the *Maiden* gets out to sea.

- **Captain van der Wijk** is almost always on deck, closely supervising the work of the crew. Though a little stand-offish, he seems almost as anxious to make a good impression on the sailors as they are to avoid getting on the wrong side of their captain. Given his supposed reputation for strictness, they find his praise and kind-words a little off-putting, and continue to keep a respectful distance.

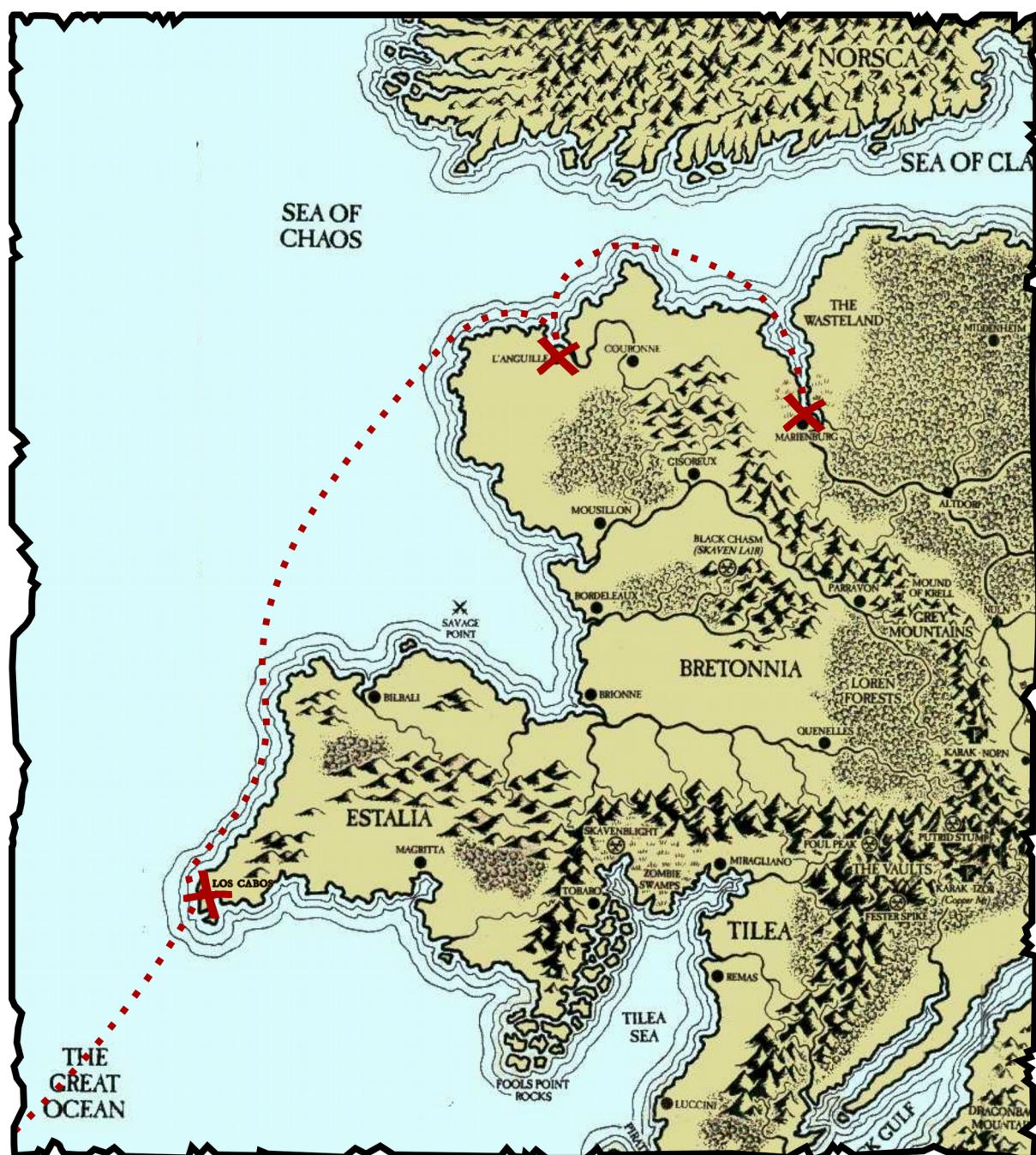
Characters of appropriate social standing can strike up conversation with the Captain with a successful Charm test. He will confide to them that he sees this voyage as make-or-break for his career, and fret over whether he is connecting with the crew.

- **Colonel Neuwald** quickly appears bored by the confines of shipboard life. When the weather permits, she gets some of the Black Griffons up on deck for firing drills and sparring practice. When it doesn't, she drinks and plays cards (in moderation) with her men on the middle deck. Characters who are members of the Black Griffons, or who can pass a Charm test to impress her, can join her card circle – though she plays for high stakes!
- **Magister von Stiftanzer** is wretchedly seasick for days after leaving Marienburg, barely leaving his cabin. Once he gets over the worst of it, he regains some of his cheerful disposition, and can be seen on deck studying the seabirds that follow in the wake of the ship. He will gladly talk the ear off anyone who wants to talk to him about Lustria or magical matters, though his conversations tend to veer off into the abstruse.
- **Mother Akela** can be seen practically everywhere aboard the *Maiden*, visiting every deck and making herself a friend to every soul on board. The sailors even rig her a pulley so she can get up to the masts without tangling her peg-leg in the rigging. Her tall tales of previous voyages are some of the best entertainment aboard ship, and she will minister to anyone afflicted with sea-sickness with her own remedy of black pepper and neat brandy.

The *Maiden* has two ports of call along the western coast of the Old World before she sets out into the open waters of the Great Ocean: the Bretonnian port city of L'Anguille, and the settlement of Los Cabos on the tip of the Estalian peninsula.

The *Maiden* will reach L'Anguille on the **6th of Erntzeit**, and Los Cabos on the **14th**. Captain van der Wijk allows limited shore leave at L'Anguille and Los Cabos, with the *Maiden* spending only a single day in each port. GMs can spend as much or as little attention on these locations as they please: they can be a jumping-off point for other short adventures, or a jumping-on point for PCs from outside the Empire.

Some things to see and do at both ports are provided on the following page; however, if you would rather move things along at a faster clip, these stops can be skipped entirely.



L'Anguille

One of the two great port-cities of Bretonnia, L'Anguille does not quite rival Marienburg in size, but is still far larger than most settlements in the Old World. While the Duke's castle rises white and gleaming above the city, most of the population live in squalor, their simple wattle-and-daub houses frequently flooding at spring tides.

Landmark: The Lighthouse of L'Anguille

The most spectacular building in L'Anguille is the lighthouse. A relic from when L'Anguille was the Asur port of Tor Alessi, it soars over three hundred feet above the harbour, its walls so smooth that at first glance they look like a single piece of stone. Maintained by the Brethren of the Lighthouse, it is a frequent destination for elvish visitors to the city.

Hazard: Sumptuary Laws

The laws of Bretonnia are quite strict on what peasants are and aren't allowed to own – and in the eyes of the Duke's yeomen, most visitors off Imperial ships count as peasants. Lances, swords and plate armour are the reserve of the nobility, as are white, red and blue cloth, fox and ermine fur, and pointy shoes. PCs in possession of any such items should keep their wits about them while ashore in L'Anguille – if not, they may find themselves spending their shore leave in the stocks.

Plot Hook: High Culture

Jules le Jongleur, the famous companion of Tristan le Troubadour, is in town! He is performing outside the castle, and for only a penny visitors to L'Anguille can see such masterpieces of the dramatic arts as his bladder-on-a-stick routine, or his latest work, Behold, I Am Trapped In An Invisible Box. Most of the audience just want him to sing Tristan's songs, however, which he finds terribly deflating.



Los Cabos

The westernmost settlement of the Old World, Los Cabos is a small fishing port greatly enriched by its position as a the last port of call en route to the New World. The houses of wealthy merchants cluster above the harbour, terracotta tiles gleaming rosily in the Estalian sun.

Landmark: La Viejo del Mar

Carved into the rock of the cliff-face at the westernmost point of the peninsula, a likeness of Manann's hoary face gazes out towards the open ocean. Many sailors passing through leave offerings to the god beneath this carving: for those willing to climb out to it, it represents a last chance to seek Manann's favour before leaving the Old World behind.

Hazard: Young Blades

Estalians pride themselves on their swordsmanship, and there are a good number of sharply-dressed young men who swagger about the port with rapiers at their belts, looking for opportunities to test their steel. The young women of Los Cabos know this and use it to their advantage, enticing passing sailors to buy them food and drink in the full knowledge that an offended suitor will be along in no time to chase the newcomers off with a drawn blade.

Plot Hook: When Will My Love Return From the Sea?

Estella Herrera, a merchant's daughter of once-celebrated beauty, is waiting for her fiancé to return from a voyage to Lustria – in fact, she has been waiting for twenty-seven years. Now widely thought to have gone mad with grief, she still maintains that one day soon her Gonzalo will return. When presented with the opportunity to send a message for Gonzalo via the *Maiden of Manann*, however, she seems strangely reluctant to do so. Perhaps her 'madness' is not all it seems – perhaps it has something to do with the long train of suitors who have sought after her late father's fortune, and perhaps her close relationship with her faithful maid Dolores is not just between mistress and servant.

On the last day in Los Cabos, Doctor Wackliger brings aboard the final provisions to stock the hold: barrels of lemons, courtesy of the local farmers. With a clear sky, a fair wind and the sun beating down on your necks, the Maiden of Manann sets sail for the open ocean, leaving the Old World behind. As the cape shrinks to a smudge on the horizon, a sailor in the foc'sle starts up a wistful tune:

*"Farewell and adieu, you Estalian ladies,
Though ladies back home have ne'er seemed so plain,
For we've received orders to sail to the New World,
We hope we'll be rich ere we see you again..."*

Soon after the *Maiden* has left Estalia behind, discontent begin to spread among the sailors. They have been told that the wizard von Stiftanzer has a map of their destination, but no-one except the officers has seen it. More than that, no-one except the officers knows exactly what treasure it is that the wizard's map leads to. Soon enough, a gang of the bolder branded men begin plotting to get a look at the map for themselves. Their names are:

- **'Big' Kees Jansen**, the ringleader of the group. Incarcerated as a youth for getting into a tavern brawl with the wrong people, repeated escape attempts prolonged his sentence such that he grew up entirely within the walls of Rijker's Isle.
- **Marten Klumpf**, a stocky, taciturn Wastlander who sticks close enough to Jansen to be his shadow. Nobody but the two of them know what crime landed him in gaol, but it's rumoured to be something bad involving his family...
- **Henrik Visser**, an ex-locksmith who was caught trying to rob one of the merchant guilds. Somewhat over the hill, he is the most nervous about taking part in the plan.
- **Nerio Ricci ('Tilean Ned')**, a Tilean smuggler who ran afoul of the Marienburg customs cutters. He speaks hardly any Reikspiel.
- **Jan Gelt**, a one-armed man in late middle age who seems to know his way around a ship. Like Klumpf, he keeps the knowledge of his crime to himself.

If any of the PCs have a suitable criminal background or skills in stealth and/or lockpicking, the gang will cautiously sound them out about assisting in the plan, appealing to their curiosity about where they're sailing and why. If no PC seems like the kind of person the gang would ask for help, the plan is instead brought to their attention by overhearing the conspirators talking in the cramped confines of the ship.

"Alright, listen close, 'cos if the officers get wind of this it'll be the lash for the lot of us. He looks around to make sure he is not being overheard. The Captain says we're sailing for treasure, but no-one'll tell us what the treasure is, only that them wizards want it. I say, we're the ones sailing into gods-know-what to get it for 'em. We've got a right to know."

The priestess – Akela – she's plannin' a big ceremony for when we cross the equ- the equit – when we cross the Line. Honourin' Manann and all that. Everyone's s'posed to attend. Back in the Doodkanal, that's what we called a distraction. While everyone's lookin', we'll sneak into the wizard's cabin, find his map, and have ourselves a good old look-see."

The PCs now have a choice: help the conspirators, or report them.

Helping the Conspirators

If any PC has suitable skills, Henrik will urge that they be the ones to sneak into the wizard's cabin, rather than him. Other PCs will be recruited to help keep watch during the line-crossing ceremony: they will each be assigned an officer to keep an eye on and to distract if they look like they might cross paths with the burglar.

Turning Them In

Depending on who they report to, the PCs will be met with different responses.

- **Captain van der Wijk:** Unless talked out of it by sympathetic PCs, the Captain will respond very harshly to this challenge to his authority, seizing the conspirators and sentencing each of them to a severe flogging. The PCs will gain a reputation among the branded men as snitches.
- **Colonel Neuwald:** Sieglinde will take the opportunity for some excitement on an otherwise dull voyage, and recruit the PCs to help her catch the plotters red-handed. Not being as recognisable as her, they will not be missed if they lie in wait in von Stiftanzer's cabin during the ceremony...
- **Klaus von Stiftanzer:** not wanting to see anyone too harshly punished for a crime that has not yet been committed, Klaus will post a guard from the Black Griffons outside his cabin door for the duration of the line-crossing ceremony, and say nothing of the matter to the other officers.
- **Mother Akela:** Akela will listen sagely to the PCs' concerns and tell them to leave the matter with her, praising them for coming to her first and promising to sort the matter out. She swears them to secrecy and allows the plot to proceed – it was her who gave Kees the idea to begin with!



GM's Note: Akela's Angle

Akela is eaten up with curiosity to know where the *Maiden* is truly sailing, and what prize they might be sailing for. She has already tried simpler ways of getting a look at von Stiftanzer's map (such as social visits to the wizard in his cabin), but has so far been unsuccessful, mostly thanks to the watchful eye of Captain van der Wijk. She has now planted this idea in Kees' head with the intention of providing an excellent distraction for him on the day the *Maiden* crosses the equator, knowing she will have full deniability if he or his accomplices are caught.



It will take the *Maiden* two weeks to reach the equator from Los Cabos: plenty of time for the PCs to talk with the NPCs and prepare for whatever course of action they plan to follow. Remember that for those who signed on as part of van der Wijk's crew, sailing the ship is hard, unrelenting work, and will consume most of their time and energy each day.

I.II: Crossing the Line

As the day on which the *Maiden* is predicted to cross the line approaches (the **30th of Erntzeit**), excitement builds among the crew. Many Old World sailors seldom travel south of the Black Gulf, and those who have crossed the line before take the opportunity to lord it over the larger number of ‘tadpoles’ who haven’t. At last, the day arrives.

The crew are gathered in the waist, with the officers on the upper deck behind them. A large tub stands below the mainmast, covered in sailcloth. It makes a slow sloshing sound with the pitch and roll of the ship: two of the old hands spent most of the last shift filling it with seawater.

Now those same two grizzled sailors come forwards, dressed in tattered sea-green cloaks. With a dramatic flourish, they pull back the sailcloth cover, and Mother Akela bursts from the briny water beneath. Dressed in all her cult finery, she wears a false beard made from unravelled rope. In imitation of her god, she waves her dripping arms and booms in a mock baritone:

*“By ancient law and the Wave Lord’s writ,
All those on board, to Manann submit!
For all who sail upon my sea
Must first pay tribute unto me!”*

The crew are lined up and questioned one by one by Akela-as-Manann about whether they have crossed the line before. Those who haven’t are seized by those who have, shaved with a piece of barrel hoop and ducked in the tub. They then join an increasingly inebriated crowd of those who have already been through the ordeal, gathered around other crewmen passing out double rations of beer.

All the crew are expected to participate. Any PC who doesn’t want to won’t be forced, but will lose face among the common sailors, resulting in a -10 penalty to their Fellowship in all interactions with them until the end of the adventure (or until such a time as they can find a way to repair their reputation as a godless stick-in-the-mud). Those PCs who do participate receive Manann’s blessing, and benefit from a +5 bonus to all Sail and Swim tests for the rest of the act.

The expedition leaders have differing involvement with the ceremony:

- **Captain van der Wijk** dutifully takes part along with the common sailors, and answers ‘aye’ when asked if he has crossed the line before. With most of the crew making merry, he’s doing his best to still watch over the safe running of the ship, and will be the keenest pair of eyes that any cabin-robbers have to evade.
- **Magister von Stiftanzer** watches with academic curiosity, claps politely at Akela’s performances and frequently asks people to explain to him the details of what’s going on. No-one suggests he should be taking part.
- **Colonel Neuwald** appears amused by the goings-on, but refrains from taking part (though a few of the other Black Griffons join in the fun). Akela tries to rope her in by shouting up from the waist to ask whether she has crossed the line before: she calls back that she’s crossed more lines than she cares to admit.

Breaking and Entering

While the ceremony is taking place, Big Kees and his crew put their plan into motion. The rest of this section is written under the assumption that the PCs are assisting them: if they instead chose to report them, Big Kees' crew will follow the plan as written up until the moment they are caught (as described under **Turning Them In**).

Von Stiftanzer's quarters are in the sterncastle. Once the ceremony has begun, Big Kees, Henrik Visser, Tilean Ned and any PCs who have been chosen to accompany them move quickly while the officers on the upper deck are distracted. Captain van der Wijk is not as distracted as he seems: any PCs accompanying the robbers should roll Silent Move tests to avoid his notice. If no PCs accompany the robbers, the Captain automatically notices them. See below for how he will proceed if he notices the cabin robbers.

The door to von Stiftanzer's cabin is locked, and the lock must be picked so as not to leave traces of the intrusion. If no PC has volunteered for this job, this will be the role of Henrik Visser; if they have, Henrik will have gladly stayed behind and let them assume the risks. Picking the lock requires a Challenging (-10) Pick Locks test. Once inside, a search of the cabin commences. Von Stiftanzer's quarters are cluttered with all the superfluous furniture and fripperies he had brought aboard in Marienburg: finding the map requires a Routine (+10) search roll.

Neither the Pick Locks test nor the Search roll block the progress of the robbery completely if failed: instead, they simply result in those activities taking more time than the robbers would like, causing tensions to rise and giving the Captain time to catch up.

If the Captain notices:

Captain van der Wijk will discreetly gather some men and head back into the sterncastle. PCs with the cabin robbers may hear him coming with a successful Perception test and try to hide or escape. PCs on deck may notice the Captain going below and try to delay him to buy time for their friends.

- If both the Pick Locks and Search test were passed, he apprehends the cabin robbers after they have already got a look at the map.
- If either test was failed, he finds them while they are still searching the cabin.

Anyone who is caught in the wizard's cabin will be sentenced to be flogged (suffering 1d10/2 wounds). Anyone who attempts to attack the Captain or his helpers will be locked in the brig for the remainder of the voyage. If he sees that the cabin robbers have seen the map, he tries to intimidate them into silence:

"You men should count yourselves lucky. If Magister von Stiftanzer found out anyone had touched his map... well, let's just say wizards can be more inventive than the lash. You men keep quiet about what you saw here, and I'll make sure that no-one gets turned into toads. Do we understand one another?"

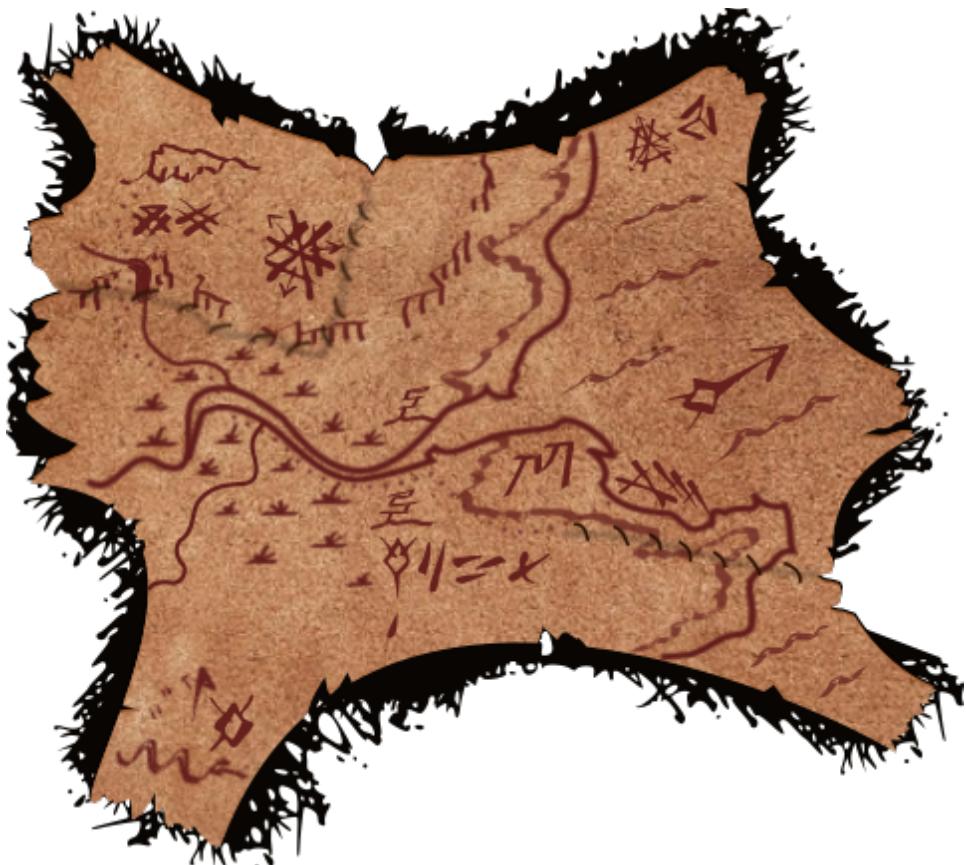
Big Kees and his men fall for this hook, line and sinker, but with an opposed Perception test against his Charm, the PCs can tell the Captain is lying about von Stiftanzer's wrath. PCs who perceive the value of their silence might use it to negotiate a more lenient punishment with a successful Charm or Haggle test.

If the Captain does not notice:

The cabin robbers pass around the map, then replace it where they found it, re-lock the door and rejoin the festivities. Once the ritual is over, the sun has set and she has had a chance to change out of her ceremonial costume, Jan Gelt sketches a copy from memory and shows it to a secret meeting of sailors in the hold, which Mother Akela attends. The other conspirators accept her interest as that of a fellow sailor, and show no fear that she will snitch. She praises their initiative and is fascinated by the map: only Gelt knows that it was really *her* plan all along.

The Map

Von Stiftanzer's map is exceedingly curious. Drawn on a tanned animal skin with the fur still attached, it shows a section of the Lustrian coastline – but rather than honest Reikspiel, it is marked with strange, scratchy symbols. Any PC with Trade (Cartographer) and a knowledge of Lustrian geography may recognise that the map shows the mouth of the river Qurveza, on the Tarantula Coast. Any PC with a knowledge of the Skaven may recognise that the symbols are the written form of Queekish, the Skaven language. PCs with particular experience of the Skaven may recognise the skin on which it is drawn as the skin of a Giant Rat.



GM's Note: Origins of the Map

Von Stiftanzer's map was originally drawn by the Plague Monks of Clan Pestilens, who discovered the location of the Temple of Tepok during their wars in Lustria. Provided through the Cult of the Yellow Fang, it charts the route through the jungle one must take to reach it, and marks (in Queekish) some of the dangers to be expected along the way.

I.III: Southern Seas

South of the equator, the Maiden of Manann sails on through blue, sunlit seas. By night, clouds of tiny, phosphorescent creatures trail in the Maiden's wake, glowing like ghosts beneath the rippling water. By day, schools of flying fish scud over the waves, escaping the dolphins that follow the ship. As the routines of shipboard life wear on, life on dry land begins to seem like a distant memory. Even from the top of the mainmast, one can see nothing but endless ocean – a blue desert stretching from horizon to horizon.

In the aftermath of the line-crossing ceremony, shipboard life returns to normal. If the plan to raid von Stiftanzer's cabin was successful, Captain van der Wijk will grow suspicious of those who carried it out; if it was thwarted, Akela will grow suspicious of those who thwarted it. Neither will take immediate action.

If the conspirators saw the map (which in most cases should be true, even if they were subsequently caught), observant PCs will notice that Tilean Ned has been very anxious and upset ever since he saw it, babbling about the '*rattomuoni*'. Unfortunately he lacks the Reikspiel to communicate his concerns: any PC with Speak Language (Tilean) can speak to him and learn that, as a Miragliano boy, he recognises the Skaven markings and fears they are sailing into great danger.

After 3 days, his anxiety reaches such a pitch that he decides he must try to tell the Captain what he knows.

- **If Big Kees' crew were not caught**, they will get wind of this and decide to dispose of him before he can incriminate them.
- **If they were caught**, the Captain gives Ned a seemingly sympathetic hearing, before deciding that the Tilean knows too much.

Either way, Ned is killed and thrown overboard in the middle of the graveyard watch. His shipmates only notice his absence in the morning: he is the expedition's first casualty.

Date	Sailors Lost	Black Griffons Lost
33 rd Erntzeit, 2522	1	0

If he was killed by the Captain, Mother Akela will have suspicions of what happened: she may hint to sympathetic PCs that it's curious that no-one saw Ned leave the Captain's cabin.



Optional Aside: Blast These Rats!

Around the time that Tilean Ned goes missing, the ship's cook will observe that the rats on board the *Maiden of Manann* are really becoming a problem, getting into the ship's stores. He laments the absence of a ship's cat: any PC with experience as a rat-catcher will have the opportunity to make some friends by exercising their skills.

Black Sails

Six days after Ned goes overboard (the 6th of Brauzeit), a sail is spotted to the north.

"Sail ho!" comes the cry from the lookout in the mainmast, shouting down to the deck. "Sail ho!"

Men rush to the starboard rail, peering to see if they can make out a sail on the horizon. On the poop deck, Captain van der Wijk is squinting through his spyglass. Suddenly he turns and begins to bark orders.

"Topmen! Set topsails!" He looks over his shoulder to the first mate. "Herr Schaft! Five points to port!"

The rigging comes alive with sailors climbing to stretch more sail, as the ship turns slowly south-west – away from the direction that the other ship was sighted. From the deck, few can make it out, but word from the crow's nest spreads quickly all the same.

Elves.

To landlubber PCs, the atmosphere of tension that accompanies this news may seem strange: some of the PCs might even be elves themselves. As usual, Mother Akela is on hand to explain.

"Elves back in Marienburg, they're harmless enough. They're on their best behaviour, on account of being on our turf. Out here it's a different matter. They think they own the ocean, see, and this far west there ain't no-one to say otherwise."

"What you want to look out for when you lay eyes on an elfship is the colour of the sails. They're capricious folk, and they change their sailcloth to match their mood. Elves with white sails, there you've a chance. They might turn you back to port, or take you prisoner, or even sink you if you don't do what they tell you, but at least you can talk with 'em. Elves with black sails, though, well... better to take your chances with the sharks. At least with sharks it's over quickly."

GM's Note: What's In A Name?

Akela's nautical wisdom about colours of sails treats the Asur and the Druchii as one homogeneous group who have good days and bad days. Elvish PCs may wish to correct her with their superior knowledge of elf culture, but she's not particularly interested in the distinction – from a human sailor's perspective, understanding the history of the Sundering isn't much consolation for being hunted and enslaved!

At first, the elfship appears only as a speck on the horizon. As the day wears on, however, the speck grows, until watchers on the deck of the *Maiden* can see its triangular, black sails. Fear grips the crew, and they work feverishly to stretch every scrap of sailcloth that can catch the wind. Still, ever so slowly, ever so steadily, the distant sails grow closer.

The elfship chases the *Maiden* through the whole day and into the night, as the wind strengthens and the sky grows overcast. When night falls, the Captain orders all the ship's lights doused and alters course, hoping to lose their pursuers in the dark. The next morning, however, the elfship is sighted again through a light haze of rain, a few miles off the starboard bow. The elves have clearly sighted the *Maiden* too: they change course and bear down on their quarry once again.

GM's Note: Giving Them the Slip

The PCs may have a better idea than Captain van der Wijk's for throwing the elves off their tail. If they come up with a plan, and have the skills to execute it, let them succeed! There's no reason this act has to end with a battle, and the threat of the elfship still being on the prowl can return in Act V. For now, you can skip straight to the storm at the end of this act.

Soon the ship is close enough to be seen clearly through a spyglass: a sleek black galley with a serpent-necked dragon figurehead, it deploys banks of oars and begins to close rapidly on the *Maiden*. With it being clear that the elves will catch them within the hour, the expedition leaders hold conference on the poop deck to decide their course of action.

- **Colonel Neuwald** wants to stand and fight. She points out that the elves are probably not aware of the presence of the Black Griffons or a College Magister aboard, and that the *Maiden* is carrying cannons.
- **Magister von Stiftanzer** is uncomfortable with the idea of a battle, and wonders if they can't talk things out with the elves. His only experience with elves has been civilised contact with the Asur, and he is sure that they can be made to see reason.
- **Captain van der Wijk** is out of ideas, and appears almost paralysed by fear – though he does his best not to show it. All he can contribute is that the weather is worsening, and that the *Maiden*, having taller sides and a deeper draught than the elfship, might be able to outrun her if conditions get really rough.

Eventually, Neuwald's argument wins out. Meanwhile, Mother Akela echoes van der Wijk's sentiments on the lower deck, trying to stave off fatalism among the crew:

"Pray to Manann for a storm, lads. One big enough to send that daemon ship straight to the bottom."

Hurried preparations are made as the elfship closes in, the *Maiden*'s crew running out the cannons as the Black Griffons ready their weapons and form up on deck. Magister von Stiftanzer takes up position by the entrance to the sterncastle, protected by a number of Black Griffons. The PCs have time here to make their own preparations: make sure to ask them where on the ship they are positioning themselves.

The elfship is barely two hundred yards behind the Maiden when the ballistas in her bows let fly, their barbed bolts trailing lengths of silver-grey rope behind them. The bolts thump into the Maiden's stern, and the ropes spring taut, reeling the two vessels together like a fisherman and his catch. Winged harpies take flight from the elfship's masts, circling like vultures over a kill.

At the helm, Captain van der Wijk spins the wheel to starboard, the Maiden's sails flapping and spilling the wind as she veers clumsily round to bring her guns to bear. A ragged broadside howls over the elfship's deck, blasting splinters from the railings and ripping round holes through her sails. The black galley's momentum carries it crashing forward all the same, scraping along the Maiden's side through a cloud of gunsmoke and salt spray.

Grappling hooks fly from the deck of the elfship, boarding ramps thumping into place along the Maiden's starboard rail. Out of the flying rain spring lithe shapes in long, scaly cloaks, their inhuman faces hidden behind tall helmets. Brandishing hooked blades and barbed nets, they fall upon the screaming crew – and are met by a disciplined, deafening volley of gunfire as the Black Griffons open fire.

The full boarding action is far too large and chaotic to play out using WFRP's combat mechanics: instead, set up a combat between the PCs and an equal number of Elven Corsairs (*Old World Bestiary* p93). If any of the PCs appear to be in danger, Mother Akela can intervene in the combat to assist them.

Once their corsairs are dispatched, describe the rest of the battle taking place around them:

- **Colonel Neuwald** is fighting an elf that appears to be the enemy captain on the upper deck, in the midst of a general melee. They appear evenly matched.
- **Magister von Stiftanzer** is casting spells in the waist, cutting down elves left and right. Drawn by the flashing light of his spells, the harpies that follow the elfship are swarming down to attack him.
- **Mother Akela** is fighting her way down to the gun deck, trying to fend off the elves climbing through the hatches long enough to put a cannonball down through the bottom of the elfship's hull. If she has already assisted the PCs, she will encourage them to come with her.

The PCs can choose to intervene in any of these fights. Set up the next phase of the combat as determined by which they choose. They can of course split up to cover multiple areas – or not intervene in any of the fights, and leave it to the professionals!

Location	Friendly combatants	Enemy combatants	Notes
Upper Deck	N × PCs Colonel Neuwald	Captain Khaelet N × Corsairs	Khaelet and Neuwald begin in hand-to-hand combat.
Waist	N × PCs Magister von Stiftanzer	N × Harpies (<i>Old World Bestiary</i> p99)	Von Stiftanzer has <i>Aethyric Armour</i> active and will cast <i>Radiant Gaze</i> each turn.
Gun Deck	N × PCs Mother Akela	Maelhir N × Corsairs	Firing the cannon (which requires getting past the Corsairs, spending a Full Action to Aim and then a Full Action to fire) ends the combat.

Each of these efforts will succeed in their own time without PC intervention, but for each location in which the PCs successfully intervene, reduce the casualties suffered as shown below.

Date	Successful Interventions							
	0	1	2	3	0	1	2	3
7 th Brauzeit, 2522	Sailors Lost				Black Griffons Lost			
	36	27	18	9	16	8	4	2

GM's Note: Plot Armour

By exposing Colonel Neuwald, Magister von Stiftanzer and Mother Akela to combat, there's of course a chance they could get hurt. All these characters are needed later in the adventure, so don't let them come to permanent harm! If they suffer a critical, don't roll for the result – instead have them be temporarily incapacitated by their injuries, as you would for a PC spending a Fate Point. They can then recover in time for the next Act.

As the Black Griffons press them back against the starboard rail, it seems the tide of battle is turning decisively against the elves. The roar of a cannon from the gun deck is accompanied by the splintering crack of timbers as a cannonball punches down through the bottom of the elvish galley. Dark water surges in through the hole it leaves behind.

Wails of fear rise from the elves' crippled ship as she begins to sink beneath the waves. The Black Griffons make to press the attack onto the deck of the galley, but the Captain stops them, pointing back east. A black wall of rain is bearing down on the embattled ships, whitecaps racing on the waves that run before it.

As the elfship takes on water, the lines and hooks that tether her to the Maiden are straining taut, making her heel over to starboard at an increasingly alarming angle. The mounting waves pound against the ship's port side, sending salt water cascading through the gunports. "She's taking us down with her!" bellows the Captain, through the driving rain. Picking up a boarding axe, he thrusts it into the hands of the nearest man. "We've got to cut her loose!"

Roll a Strength test for each PC that assists in cutting the ropes, and pool their Degrees of Success (do not count Degrees of Failure as negative). They need 5 DoS between them in order to cut the ropes in time: if they fail, a huge wave breaks over the deck, sweeping 1d10 sailors into the sea and almost rolling the ship on her side. As the *Maiden* rolls upright again, the Captain and crew stagger back to the rail and cut loose the final ropes.

A great cheer goes up from the crew as the last rope parts and the Maiden lurches upright again, streams of seawater sluicing from her deck. Sails billowing out, the ship turns to run before the storm, leaving the swamped elfship to sink into the raging sea. The hoarse cries of the survivors still aboard are soon lost behind them, swallowed up in the fury of the elements.

Even the fastest vessel cannot outrun the wind, and soon the black squall closes in around the ship, turning grey day to inky night. Men stumble this way and that on the pitching deck, salt spray and driving rain filling the dark air as the ship ploughs on through the monstrous waves.

Clinging to the rigging, Mother Akela grins as if at some hidden joke. "You can't say the Wave Lord hasn't got a sense of humour!" she laughs, over the howling of the wind. "I said pray for a storm, and here it is!" Turning, she shouts into the storm. "You're a little late, lord!"

After what feels like hours fighting through the gale, a lookout in the forecastle shouts the alarm. A mass of deeper darkness is looming up ahead – deeper, very solid-looking darkness. The Captain tries to alter course, but the storm is driving them straight towards the looming shore: with a dreadful, juddering impact, the Maiden of Manann runs aground...

With the ship run firmly ashore, those who are not knocked unconscious by the impact can do nothing but cower in shelter until the storm passes. This the end of the act. Though they may not have planned for it to happen this way, the PCs have reached Lustria!

Some of the crew will have been swept overboard during the storm, or killed when the *Maiden* runs aground. Make a note of how many according to the figures below.

Date	Sailors Lost	Black Griffons Lost
7 th Brauzeit, 2522	Rope-cutters succeeded $2d10$ Rope-cutters too slow $1d10$	0



End of Act I: Experience Points

- Completing the act: 100 XP
- Either assisting or foiling Big Kees' plan: 15 XP
- Evading the elfship: 25 XP
- Per successful intervention during the boarding action: 15 XP
- Per galley slave saved from drowning: 10 XP

Note: any PC who has been working as part of the crew can purchase the skill Sail as if it were part of their advance scheme. Similarly, any PC who has been training with the Black Griffons throughout the journey can purchase the talent Specialist Weapon Group (Gunpowder).

Act II: The New World

The sun rises on a sandy beach, swept white and pristine by the storm. The ocean behind the beached hulk of the Maiden sparkles an inviting, tropical blue, all its rage forgotten. Were it not for the wreckage and the bodies laid out on the sand, this would seem a paradise.

Beyond the beach looms the great green mass of the jungle. It towers higher than the Maiden's mainmast, mist rising off it like the breath of some enormous beast. Birds whoop and cackle in the canopy, the chirps and clicks of insects filling the dark hollows beneath the trees. Even to those born and raised in the great forests of the Empire, this is something else: a new world, trackless, vast, and bursting with life.

Forced aground by the storm, the *Maiden* is a sorry sight – but, despite their troubles, the expedition have reached Lustria! The date is the **8th of Brauzeit**: the journey from Marienburg has taken a little over a month.

While the Black Griffons set about securing the beach and Doctor Wackliger counts the dead and wounded, the Captain and the ship's carpenter assess the damage to the ship. Although the *Maiden* has lost her mizzenmast, she is otherwise intact, and grounded in soft sand: she can be refloated and repaired. Once the situation is clear, Van der Wijk orders the ship's carpenter and his eight of men to remain behind and perform the necessary repairs.

It takes some time for the expedition to unload their supplies from the ship, forming up in a ragged column on the beach.

Captain van der Wijk spend some time in heated discussion over their charts, trying to work out where they have landed: at last, when they have come to an agreement, the expedition proceeds into the interior.



Marching Order

In the dense vegetation of the Lustrian jungle, the best way for the expedition to move is in a narrow, snaking column. The PCs should specify where in the column they are marching. The major NPCs' positions are given below.

- **Vanguard:** Colonel Neuwald
- **Middle:** Captain van der Wijk and Mother Akela
- **Rear:** Magister von Stiftanzer and Doctor Wackliger

II.I: Welcome to the Jungle

Tropical Heat

Adventuring in Lustria is a quite a different kettle of fish (or perhaps kettle of piranha) to adventuring in the Old World. The environmental rules in Appendix I apply from now until the PCs leave Lustria.

At the end of the first day's march, the expedition emerges onto the banks of a wide river. Two ancient monoliths stand one to either side of the water, carved in the stylised likeness of rearing snakes. Magister von Stiftanzer is jubilant at the sight: the serpent stones are one of the landmarks noted on his map, and confirm his calculations of where the *Maiden* was beached.

Tangled in vines at the foot of the monolith on the near bank are two human skeletons, picked clean by the insects of the jungle. The expedition leaders gather to inspect them: by their arms and armour (which have turned almost to solid rust), Colonel Neuwald identifies them as Estalians.

"I suppose this at least proves we're on the right track," says the Captain. "We're not the first to seek this place."

"And all the others that went before... they ended up like these fellows, did they?" asks Mother Akela. Her tone is innocent but there is a definite glint of curiosity in her eye. "Don't suppose you'd know what got 'em, Captain?" The Captain clams up, seeming to realise he has said too much. Colonel Neuwald intervenes.

"Unpreparedness," she says, firmly. "They didn't have us. Gottfried! Dietrich! Fetch some shovels. The least we can do is give the poor beggars a decent burial."

Graves are dug, and Mother Akela performs a short ceremony to commend the dead men's souls to Morr. The expedition makes camp at the foot of the serpent stone, while Magister von Stiftanzer consults the map, claiming they are headed for a high plateau that can be seen looming out of the jungle to the north-west. While making his calculations, he is distracted by a troupe of inquisitive monkeys, who descend from the trees and into the camp with no fear of humans. Seeing they are entranced by his shiny Verenan pendant, von Stiftanzer unhooks it from around his neck to give them a closer look – only for one of the monkeys to seize it and flee back into the jungle.

Though a little miffed, von Stiftanzer orders the soldiers not to shoot at it as it escapes – he can get another pendant, and the monkeys are “fascinating creatures”. He expresses a wish to bring a live specimen back to Altdorf, and while the other expedition leaders will try to dissuade him, he'll pay any PC who can catch him one a bounty of 40gc. Canny PCs who notice that von Stiftanzer is not very worldly wise can haggle him up by 10gc per degree of success on an Easy (+20) Haggle test.

GM's Note: Klaus is Having a Great Time

Though he's come to Lustria with a very definite purpose, Klaus has an intense sense of curiosity, and takes in every detail about the New World – zoological, botanical, geographical – with delight. He fills pages of his notebook with observations of every new thing he sees, and will talk the ear off anyone who is willing to speak with him on the subject. In the absence of any PC, this will be Captain van der Wijk, who listens stoically to the wizard's discursive rambling while overseeing the safe progress of the march.



Who Made The Stones?

The scale and craftsmanship of the serpent monoliths in this otherwise wild rainforest raises a pressing question: who made them? Depending on their backgrounds, the PCs may presume a variety of answers – see the Common View and Scholar’s Eye sections in Appendix II for some sample Old Worlder opinions on the subject of lizardmen. For most PCs who are not educated or well-travelled, it’s quite plausible that they’ve simply never heard of them.

What the Sailors Say

To the sailors, the monoliths mean one thing: that they are not necessarily alone in the jungle. As sailors, they have heard a great many tall tales about distant lands, and dimly-remembered stories immediately begin to circulate about ruined cities and ferocious lizard-like beastmen. The Captain and his officers try their best to quash these rumours, knowing that they will only sap the expedition’s morale.

What the Magister Believes

Since the monoliths evidently required great architectural prowess to build, von Stiftanzer dismisses the idea that they could have been built by ‘savages’ - who he believes to be the only current inhabitants of the continent. Instead, he claims that the monoliths are the work of the Old Ones.

Von Stiftanzer’s theory, derived from his study of human and elvish mythology, is that the Old Ones and the gods of the human and elvish and pantheons are one and the same: that elvish myths of the Old Ones refer to a time when the gods walked the earth beside mortals, a golden age brought to an end by the coming of Chaos. Naturally, he is extremely excited to be walking in the footsteps of the gods.

Elf PCs

Elvish PCs may have heard of the Old Ones as separate entities to their own gods, and disagree with von Stiftanzer’s interpretation of their mythology (though from an elvish perspective, accusing a human of blasphemy with respect to elvish religion is rather like accusing a chimp of impropriety for not using the right cutlery). Asur PCs may even have some knowledge of the lizardmen as more than ‘savages’, particularly if they have a mercantile, seafaring or magical background. Trying to inform the Magister of this will be fruitless, however: he has dedicated his life to researching this subject and is convinced he knows best.



From the serpent stone, the expedition’s route leads four days inland, following the course of the river. This is slow going through the jungle, with no road or trail for the column to follow.

Randomly choose one PC and roll on the Jungle Hazards table in Appendix I to generate an event for this segment of the march. On the fifth day (the **14th of Brauzeit**), they reach the spot where (according to von Stiftanzer) the map says they must cross the river. Identifying some suitable trees to be felled for timber, Captain van der Wijk and Bill Schaft set about supervising the construction of rafts.

As the chop, chop of the work crew's axes rises through the humid air, some of the idle sailors strip off their shirts to wash off the sweat of the trail in the river. Near the bank it is slow and shallow enough to wade, and soon a couple of dozen men are splashing around in the peat-brown water.

When the first man begins to scream, the others take it for horseplay – but as red blood billows into the water around him, it becomes clear it is anything but. The river around him is boiling with the thrashing tails of tiny, razor-toothed fish, their stubby jaws clamping tight to the unfortunate sailor's flesh...

The swimmers immediately make a dash for the bank, but the piranha feeding frenzy has already begun: 1d10/2 sailors and 1d10/2 Black Griffons are seized by the shoal before they can get out of the water. Compassionate PCs can attempt to save them: one character can drag one struggling victim out of the river per turn, at the cost of an automatic Damage 2 hit that cannot be dodged or parried.

The PCs (and any NPCs they can rope into the rescue effort) have 1+1d10/2 turns before all the victims are devoured. Each turn after the first, a number of victims equal to the turn number will go under. The piranha rapidly skeletonise their victims, leaving only bloody bones covered with thrashing fish to drift downriver. Any PC who witnesses such a gruesome death up close must pass a WP test or gain an Insanity Point.

Date	Sailors Lost	Black Griffons Lost
14 th Brauzeit, 2522	0 – 5	0 – 5



Drawn by the shouts and screams, Captain van der Wijk and Colonel Neuwald arrive quickly at the scene (though too late to be of any assistance). Van der Wijk is horrified, while Neuwald seems to take it in stride. Turning to the assembled men, she gives a short speech:

"This is the New World!" Her eyes sweep the stunned crowd of sailors and mercenaries. "Uncharted! Unknown! It has as many dangers as the Drakwald, and we know none of them. If you want to make it home, you must be prepared for anything. Take nothing for granted. Do you want to make it home?"

She waits until she hears the mumbled chorus of 'yes'.

"Then keep your eyes peeled, and your senses sharp." She points to the river. "Or all we can take back are your bones."

Once any remains that were brought to shore have been laid to rest, the sailors finish the rafts, and the expedition poles them *very carefully* across the river. There will be murmurs among the sailors that these deaths are a bad omen: death by fish seems to them a sure sign of Manann's displeasure.

II.II: Meeting the Locals

Once the expedition has crossed the Qurveza, the map leads them another six day's march through dense jungle, now leading north away from the river. **Randomly choose 2 PCs and roll once on the Jungle Hazards table for each** to generate the minor events that befall them during the march.

On the sixth day (the **20th of Brauzeit**), the column enters a swamp, slowing its progress to a crawl. More than this, they are not alone: with a successful Perception check, the PCs may notice movement among the vegetation. Any PC who scores 2 or more degrees of success catches a glimpse of a tall, sail-like fin rising above the murky water before vanishing back into the reeds. These are the predators whose territory the expedition have strayed into: a hunting pack of salamanders. Any PC who scores 4 or more degrees of success may also notice movement in the trees shadowing the column – these are Piqipoqetl's skink scouts.

The salamanders wait until the column is at its most strung-out and vulnerable before making their attack. Set up combat using the Salamander Swamp map: the PCs should be placed on the causeway, along with an equal number of friendly NPCs. 3 salamanders attack from the water – if they were not spotted by any PCs on the march, they benefit from a Surprise round to begin the combat.

- Each salamander opens by spitting fire at a different target (randomly selected from among the PCs and NPCs). After this they will charge into melee against the same target.
- As soon as their prey is dead or helpless, the salamander will clamp their jaws around them and drag it back into the water, swimming away to eat at their leisure.
- The salamanders are only looking for a meal, and are not willing to die for their dinner. If any of the pack are killed or seriously injured, the remaining salamanders will retreat.

This encounter will play out differently depending on where in the column the PCs have chosen to march.

- **If the PCs chose to march with the vanguard:** all the NPCs are armed and armoured Black Griffons. On the 3rd turn of the combat, Colonel Neuwald will join the fight from the north edge of the map, accompanied by 2 more Black Griffons. Add another salamander to the hunting pack if you wish to ensure the encounter still poses a challenge.
- **If the PCs chose to march in the middle:** on the 2nd turn of the combat, Mother Akela will join the fight, bringing with her 2 more sailors that she has rallied to assist her.
- **If the PCs chose to march in the rear:** the sailors on the causeway with them are carrying supplies. One, chosen at random, is carrying a barrel of blackpowder, which he will drop at the start of the fight. Should the salamanders' flames touch it, the barrel will explode, dealing a damage 6 hit to all characters within 10 yards. The sudden explosion will startle the Salamanders and cause them to flee back into the swamp.



If the encounter results in any of the PCs having to burn a Fate Point, or in Mother Akela or Colonel Neuwald being in danger of death, a throaty roar echoes from the surrounding trees, causing the Salamanders to flee in fear (note this does not mean any burned Fate Points are not spent!). This is Piqipoqetl, using a wooden whistle crafted to mimic the voice of a Carnosaur.

If the party appear to have matters in hand, the skinks will remain unseen and observe until the fighting is over. Either way, they will descend from the treetops and make themselves known to the humans once the Salamanders have been driven off. Make a note of how many NPC expedition members (if any) were killed in the attack.

Date	Sailors Lost	Black Griffons Lost
20 th Brauzeit, 2522	0 – (No. of PCs + 2)	0 – (No. of PCs + 2)



GM's Note: A Beast by Any Other Name

To Colonel Neuwald, beasts that walk like men can be only one thing – the Children of Chaos. Having lost friends and comrades to the beastmen of the Old World, she will immediately view the lizardmen as a threat, and the idea of talking with them as absurd. If she is present when the skinks , the PCs will have to employ some very quick thinking to prevent her from shooting them on sight. Should they try to stop her, ask for whatever Skill checks seem appropriate for their approach.



Piqipoqetl's intention is to communicate, not to attack. They can speak broken Estalian, and at first will believe that the expedition are friends to the Estalian explorers from whom they learned the language. They believe the word for human is 'amigo' and will use the word repeatedly to show they know who they are talking to.

If no-one in the party has Speak Language (Estalian), a Speak Language test for any Old World language can be attempted at -20 to see how long it takes to establish basic communication through pointing, loudly saying the names of objects, and charades. If passed, they understand Piqipoqetl's message before the remaining expedition leaders arrive on the scene; if failed, the expedition leaders arrive before any kind of meaningful information can be exchanged.

Piqipoqetl's Message

"Amigoss! Amigoss!" chirps the small lizard-creature, tilting its head rapidly from side to side as it looks from face to face. Its mouth is not made for human speech, and it can hardly pronounce the Estalian words. "Familia de Gonsssal? Gonssssalo de Grijalva?

Rummaging in a pouch at its belt, it offers up a tarnished brass locket, of obvious Old World origins. Inside is a faded portrait of an Estalian woman and a brittle lock of dark hair. It looks up you with wide, child-like eyes, as if it expects this to mean something.



Piqipoqetl has encountered human explorers before – the same Estalians whose skeletons the expedition found by the serpent stones. That encounter was not hostile, and Pqi learned a little Estalian from them, and acquired this locket before they went their separate ways. PCs who spent time in Los Cabos may recognise the woman in the portrait as a much younger Estella Herrera (see *When Will My Love Return From the Sea?* on p12).

Assuming that all the 'amigos' from across the sea are related, Pqi wants to know whether the PCs are friends of Gonzalo's, and what became of him after they parted company. If the PCs put two and two together with respect to the skeletons they found by the river, and tell Piqipoqetl that Gonzalo is likely dead, they will not be upset – as a lizardman, grief is not in their emotional range.

By the time that this much information has been exchanged, the expedition leaders will most likely have arrived on the scene. Von Stiftanzer is fascinated by Piqipoqetl, and will act quickly to forestall any attack by the Colonel. Using the PCs as interpreters if possible, or finding a member of the crew who speaks Estalian if not, the wizard and the lizardman converse, and Pqi offers to lead the expedition back to somewhere called "Tlaxtlan", where someone called "Lord Tecciztec" would apparently like to "examine" them. Von Stiftanzer seems intrigued, but the Captain and the Colonel firmly rule this out (to the Magister's mild disappointment).

Further conversation reveals that Piqipoqetl knows the location of the expedition's ultimate destination, the hidden Temple of Tepok. Pqi will agree to guide them there, under the expedition leaders' false promise that afterwards they will follow on to Tlaxtlan.

Two things can spoil these negotiations:

- If anyone attacks the skinks at any point, they will flee into the jungle and not return.
- If any of the skinks see von Stiftanzer's map, they will recognise the Skaven symbols on it, immediately turn hostile. Recognising that they are hopelessly outnumbered, they flee into the jungle, but over the coming days they will be spotted occasionally shadowing the expedition's march.

If Piqipoqetl is frightened away, the expedition must continue according to the route on von Stiftanzer's map. Follow Path 1 in Scene III.

If Piqipoqetl agrees to act as the expedition's guide, they show them a shortcut out of the swamp, up through a network of caves onto the plateau on which the Temple of Tepok stands. Follow Path 2 in Scene III.

II.III: The Plateau

Path 1: Going It Alone

Without the skinks to guide them, the expedition must press on through the swamp. In doing so, they are exposed to swarms of biting mosquitoes – each PC should make an Easy (+20) Toughness test to avoid contracting Swamp Fever (see Appendix I for the rules for this disease).

Around a quarter of the expedition will contract the fever, and of those 20 men (13 sailors and 7 Black Griffons) are at risk of death. Any healthy character with the Heal skill can assist Doctor Wackliger in treating the afflicted: for each degree of success they can score on a single Heal test, they can reduce the death toll by 1.

It takes four more days to traverse the swamp: **choose a random PC (one without Swamp Fever) and roll once on the Jungle Hazards table for this time.**

Date	Sailors Lost	Black Griffons Lost
24 th Brauzeit, 2522	3 – 13	0 – 7

Four days' march through the clinging mud of the swamp have led to the foot of a towering cliff. Tier upon tier of waterfalls cascade down from the summit, the thunder of falling water drowning out all other sound. Dense greenery clings to the rocky slopes, tangled roots and vines gripping the naked stone with no respect for gravity.

At the foot of the falls, the wizard and the captain have gathered to talk. Their discussion is held in private, but the word soon spreads back down the length of the column: the only way onward is up.

With it having become apparent that there is no way around the falls, Captain van der Wijk begins putting together a scouting party to find the safest route to scale them. With many of the expedition still feverish, they need a route by which they can bring up the sick in stretchers. Any PCs with appropriate skills can take the opportunity to volunteer: a Routine (+10) Scale Sheer Surface test will allow them to be the ones who find the safest route.

It is a full day's work to carry the invalids and the supplies up to the top of the falls, after which the exhausted expedition makes camp. At the top of the cliffs, the air is cooler and laden with mist that breathes from the trees. Above the mists, the shapes of what appear to be large birds can be seen circling. Keen-eyed PCs can make out more detail with a Routine (+10) Perception test, and see that these 'birds' have scaly skin and leathery wings – they are in fact the Terradons that haunt the heights. Von Stiftanzer is fascinated and will pay a gold crown for a sketch of the creatures.

The expedition follows this tributary of the Qurveza back from the falls for three days, coming to a place where the river runs through a deep gorge. Von Stiftanzer becomes highly excitable, claiming their destination should be just on the other side: at the wizard's urgent urging, Captain van der Wijk sets his men to felling a huge tree to act as a bridge. Any PC with an appropriate Trade skill can assist in this – no test is necessary, only possession of the appropriate skills. On the **28th of Brauzeit**, the expedition cross their bridge into an enormous, overgrown crater on the other side of the gorge. This is the location of their final destination – the Temple of Tepok.

Path 2: Following Piqipoqetl

Piqipoqetl's shortcut leads east, out of the swamp and back onto firmer ground – though any semblance of a path is now lost. It takes a day's march cutting through the undergrowth to get to where Piqipoqetl is leading them: a system of caves that lead up to the plateau on which the temple sits.

Appearing out of the dense jungle as if by a conjurer's trick, towering cliffs rise above the sea of greenery. At their base, a great cave yawns like the mouth of a dragon, its dark opening at least a hundred feet high. Ferns and creepers cling to its walls, a shallow stream running out of it and into the jungle.

Scurrying ahead of the expedition, Piqipoqetl gestures energetically for the warm-bloods to follow. This is the way!

Inside the caves, there is no concept of day or night: the expedition must use torches from their supplies to light the way ahead, and progress is slow over the slippery rocks. The cave floor slopes steadily upwards, but pocked with stalagmites and pools of dark water. Small creatures like pale white newts swim in these pools, feathery gills protruding from their necks. The water that runs down through these caves has been filtered through the rock, and is safe to drink.

Colonel Neuwald still does not trust Piqipoqetl, and believes the 'beastmen' are leading the expedition into a trap. She posts sentries when the expedition makes camp in the caves, and orders her men to be on guard at all times. Meanwhile, von Stiftanzer marvels at the geology and takes copious notes.

At the end of the second day's climbing, on the **23rd of Brauzeit**, the expedition see daylight again. They emerge from the cave mouth onto the coils of an enormous statue of a feathered serpent, overlooking their destination: the Temple of Tepok.



End of Act II: Experience Points

- Completing the act: 100 XP
- Killing any number of Salamanders: 25 XP
- Establishing communication with Piqipoqetl: 15 XP
- Saving any number of people from the piranha: 10 XP
- Saving any number of people from Swamp Fever: 10 XP
- Scouting the path up the waterfall: 10 XP
- Per jungle hazard endured: 5 XP

Act III: The Temple of Tepok

III.I: Cities of Gold

The pyramid looms above the mist of the forest canopy, immense and immeasurably ancient. Its great blocks of weathered grey stone rise up in stepped tiers, taller than any tower in Marienburg. Behind the pyramid's granite bulk, two monoliths in the shape of feathered serpents rear from the liana-strewn rock-face of the crater wall, streams of water falling from their open mouths.

A vertiginous flight of steps climbs the front face of the pyramid, all the way to its summit. There, the walls of a small shrine are catching the rays of the setting sun. They shine with a lustrous gleam that draws the eyes of every man in the expedition – it is the gleam of gold.

The pyramid stands in an overgrown circular plaza, encircled by a moat fed by the water falling from the serpent monoliths. The water in the moat is clean and drinkable. A map of the pyramid and its surroundings is shown on the following page.

If the expedition were brought here by Piqipoqetl, they will emerge from the caves behind the southern snake monolith, and can descend to ground level by using the monolith's stone coils as a ramp. If they came via the gorge, they will have arrived from the west, following the overgrown road that leads to the temple. Any character with Trade (Stoneworker) or Dwarfcraft will notice that the road runs exceptionally straight, and its flagstones fit together with incredible precision. Constructing a road like this would be beyond the skill of all but the finest masons in the Empire.

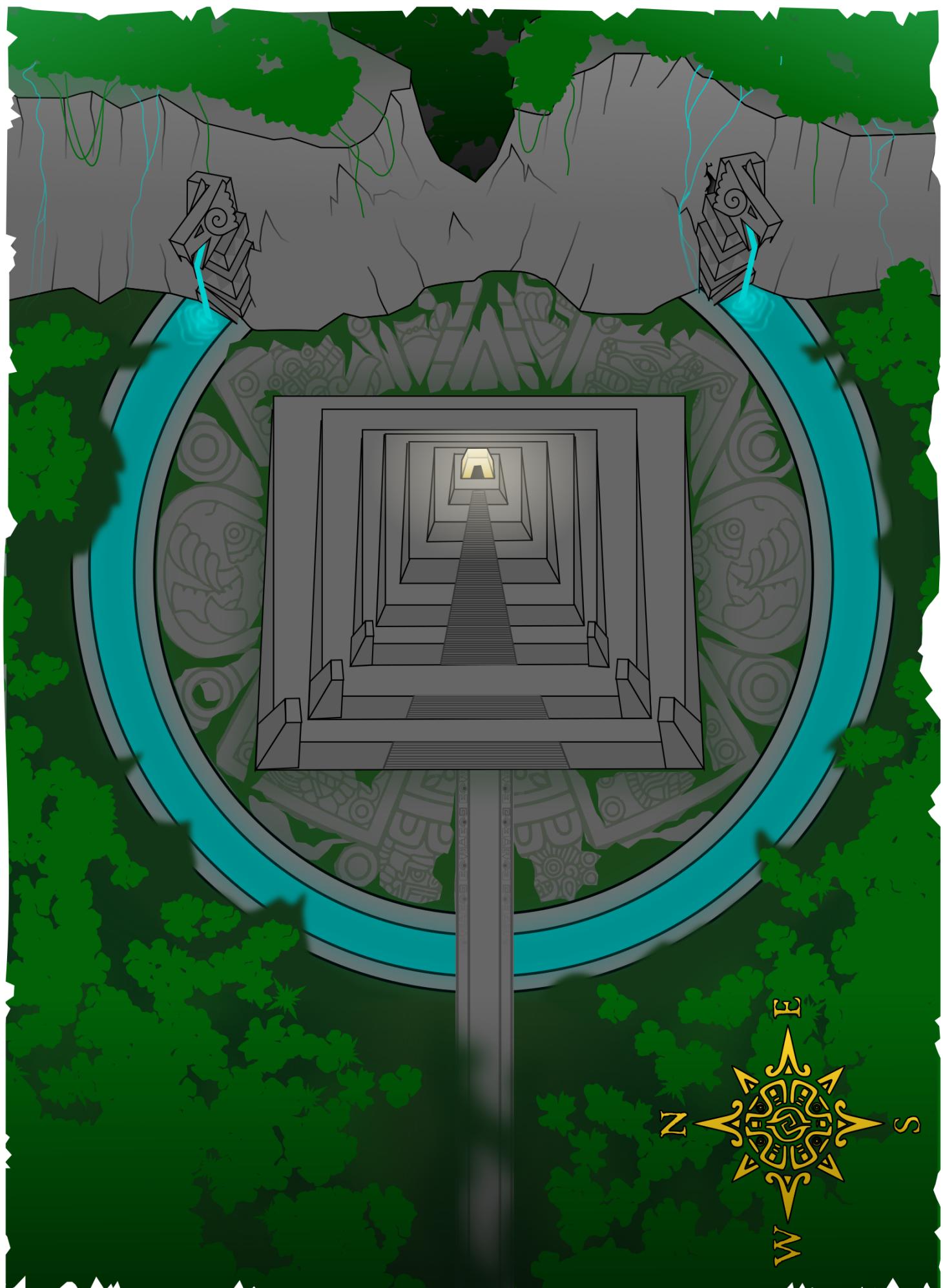
As the expedition enters the plaza at the pyramid's base, a small, crested lizardman emerges from the shrine at its summit. At this distance, it is only a silhouette against the bright Lustrian sky, but it appears to look down at the humans milling about below. It watches for some time in silence, before finally lifting a conch shell to its mouth and blowing a long, mournful note. The sound echoes from the walls of the crater.

"Sounding the alarm," says Colonel Neuwald, her face set and grim.

"Or a welcome," the Magister stubbornly shoots back. He looks to the Captain. "I see no soldiers. I say we go up to greet him."

The lizard at the summit shows no signs of coming down. After some heated debate, the Colonel begins assembling a guard to accompany the expedition leaders to the top.

Meanwhile, some of the sailors have noticed something of interest. Beneath the moss and ferns that cover the plaza are ancient stone tiles, intricately carved with stylised depictions of animals. Here and there, flecks of golds adhere to the crevices in the carvings – perhaps the remains of what was once a brilliantly gilded mosaic. Excited whispers circulate among the crew. The stories were true – the cities of Lustria really are paved with gold!



PCs can join in the gold-gathering if they wish: they will gather gold worth 1d10gc each, but will be delayed in following the expedition leaders up the pyramid (if they wish to follow them). PCs with Academic Knowledge (Science) may also notice that some of the animals depicted in the carvings are Old World creatures that they have seen no sign of in Lustria (such as horses). How the architects of this place knew of them is a mystery...

Local Knowledge

If Piqipoqetl is with the expedition, they can answer many of the questions that the PCs and the officers may have.

- The conch-blower is Tehequa, the keeper of the temple. The conch-blowing is neither a warning nor a welcome – it is a daily ritual to greet the sun.
- The temple appears abandoned because it was attacked by the “Xho’za’khanx”, over 2,000 years ago. Piqipoqetl does not know how to translate this word into Estalian, but mimics rodent-like incisors with their fingers. Now, Piki claims, Tehequa watches over the temple as a caretaker, to ensure it is not disturbed.
- They do not know what a horse is, but are not at all surprised by the idea that the carvings contain knowledge they do not possess. The temple was constructed according to the Great Plan, and the Great Plan knows all.



Note also that if Piqipoqetl is with the expedition, anyone pocketing gold flakes from the carvings may want to conceal their activities from the skinks.

As soon as their guards are assembled, the expedition leaders begin climbing the pyramid. They are accompanied by twelve Black Griffons, Mother Akela, and as many PCs as wish to follow them. Piqipoqetl and their skink scouts will also accompany them up the pyramid if they are present, along with whoever is serving as their translator (this may lead the expedition leaders to demand a PC’s presence if they are the translator). If all the PCs choose to remain at the bottom, briefly describe the following events as witnessed from the ground.

Klaus’ Theories

Klaus can barely contain his excitement at having found the pyramid, and again will talk the ear off anyone who will listen about its significance – anyone who joins him on the climb up the long staircase has made themselves a captive audience. Some sample ramblings are given below.



- *“Can you sense it, the power flowing through here? It’s like the elven waystones we have in the Empire – but greater, so much greater! Teclis and Finreir would be as children to the ones that built this place!”*
- *“Of course, the pyramid is a very significant shape, thaumaturgically speaking. You know that the ancient Nehekharans used pyramids as tombs for their kings, to slow the flow of Shyish? And of course my own College was built as a pyramid, by none other than the first patriarch Volans...”*
- *“The oldest texts I’ve studied talk about the gods fighting back the first Chaos incursion on the Great Pyramid of Asuryan. No-one knows where that is, of course – thought to be allegorical – but could this be the place? Could we be walking in the footsteps of Verena herself?”*

As they climb the pyramid, any PC with Magical Sense will be able to experience the truth of what the Magister is saying for themselves. The pyramid is a node in the geomantic web of the Slann, and is funnelling a tremendous current of Qhaysh through its apex to a point beyond the horizon. Casters of Arcane lores who Channel while standing at the summit can add an additional d10 to any following casting roll – however, a failed Channelling test while at the summit inflicts an automatic Insanity Point, as the uncontrolled power burns through the caster's mind.

After ten minutes' long climb, the expedition leaders reach the top.

Climbing the final steps, you see the shrine at the pyramid's summit really is made of gold – or at the very least, coated in it. Worked into the gleaming metal, the form of a feathered serpent coils around its walls, spreading its wings over the corbelled arch of the door. Age and the elements seem not to have touched it: it gleams as brightly as a new-minted coin.

In front of the arch stands the lizard-creature you saw from the bottom. It looks old – its slit-pupilled eyes are rheumy, its scaly skin wrinkled and dull. Wrapped in a cloak of brilliant blue feathers, it leans on a wooden staff, topped with a golden symbol that seems strikingly like the comet of Sigmar.

It watches the newcomers approach, undaunted by how heavily the Black Griffons have it outnumbered. As the Colonel and her men reach the top, four hulking shapes emerge from the darkness of the archway behind it. Easily as tall as the biggest man in the Griffons and far more heavily muscled, they have powerful jaws full of sharp teeth, and wear helmets made from the skulls of horned jungle beasts. Each carries a brutal-looking polearm with a blade of polished black stone. Moving with the synchronicity and discipline of soldiers on parade, they take up guard positions around the feather-cloaked creature at the head of the steps.

Tehequa's protectors are four Temple Guard (see the stats in Appendix II). What happens from here depends entirely on whether the expedition came to the pyramid in Piqipoqetl's company, or made their way here alone.

Path 1: Going It Alone

Tehequa speaks no Old World Languages, and his Saurus guards barely speak at all – without Piqipoqetl, communication is nigh-impossible. As soon as the Temple Guard appear, the Black Griffons raise their guns, and a tense stand-off begins. Tehequa speaks to the newcomers in unintelligible High Saurian, while Von Stiftanzer tries in vain to get the Black Griffons to stand down. They take their orders from Colonel Neuwald, and as she says nothing, they keep their guns trained on the lizardmen.

The PCs can try to defuse this confrontation by appealing to either party:

- With a successful Charm test, Colonel Neuwald can be convinced to order her mercenaries to lower their weapons.
- Showing Tehequa a symbol of the twin-tailed comet will establish some common ground, piquing their interest and leading them to order the Temple Guard to step back.

If the situation is defused, the challenge of communication still remains. The best that can be achieved is a kind of charades, which does not allow the asking of complex questions.

Depending on what questions are asked, Tehequa may try to explain the meaning of the twin-tailed comet symbol, pointing to their own tongue and repeating the word “Sotek”. PCs with Academic Knowledge (Astronomy) may find this another point of common ground with Tehequa, who can identify many astronomical features and repeat their names in High Saurian. However, none of this allows the expedition to communicate that they wish to go inside the pyramid. Should the PCs find a way to communicate this, Tehequa’s answer (as expressed through their body language and the body language of the Temple Guard) is a firm, unyielding ‘no’.

At last, Colonel Neuwald grows impatient, and decides to simply walk past the Lizardmen to go inside. As soon as she attempts this, the Temple Guard spring back into action: begin combat as detailed below.

Path 2: Followed Piqipoqetl

If Piqipoqetl is present, Tehequa begins to converse with them in High Saurian, gently chastising the scout for having brought the expedition to the temple. Piqi can be seen gesticulating vigorously as they explain – the PCs can hear the words “Tlaxtlan” and “Tecciztec” in the rapid-fire chatter.

At this point, von Stiftanzer butts in, attempting to introduce himself.

“Um, excuse me? Yes, hello. My name is Klaus von Stiftanzer, of the College of Light. I was hoping we could ask you some questions.” He looks around at the golden shrine. “Do you know who built this place?”

The elderly lizard stares, unblinking as the question is translated from Reikspiel to Estalian to whatever language the creature speaks. It croaks something brief in reply.

We did, is Piqipoqetl’s translation back into Estalian. It was constructed according to the Great Plan.

Von Stiftanzer raises his eyebrows. “A fanciful claim,” he murmurs to those nearby. “There’s no way an edifice like this was constructed by these primitives.”

“Might I ask,” he says, speaking loudly and slowly as he turns back to the lizardmen. “what symbol is that? Do you worship our lord Sigmar too?”

Once again the question is translated, and the answer comes back:

It is the forked tongue of Sotek. The sign of the deliverer. The destroyer of the Xho’za’khanx.

All the skinks echo the word “Sotek” with reverence, bowing their heads as if in prayer.

“I see,” says von Stiftanzer. He pauses. “We have travelled a very long way to see your wondrous temple. Might we be permitted inside?”

This time the question takes some time to translate, but the answer is simple.

No.

Tehequa's brusque answer takes von Stiftanzer aback. The wizard tries to plead with the lizardmen, telling them that he is a man of science, that he means no disrespect, that nothing will be touched – but always gets the same answer in reply. The resting place of the revered Xo'tlaloqua is not for "New Ones", says Tehequa – they can admire it from the outside, or not at all.

PCs who are serving as translators may have questions of their own for Tehequa. Here are some answers to the more obvious ones that might be asked:

- **What is this place?**
This is the temple of Tepok.
- **When was it built?**
In the beginning.
- **Who is Tepok?**
Tepok is the wisest of the Old Ones. The Feathered Serpent. The Knower of Mysteries.
- **Who is Xo'tlaloqua?**
Xo'tlaloqua was a Slann Mage-Priest, one of the most powerful servants of the Old Ones. They were laid low by the plagues of the Xho'za'khanx.
- **Who is Sotek?**
Sotek is the Serpent God. The saviour of Lustria. The bane of the Xho'za'khanx.
- **What are the Xho'za'khanx?**
A plague upon the world. A variable not accounted for in the Great Plan.
- **Why are there only the five of you here?**
This temple's defenders perished in the plagues, two thousand years ago. Now Tehequa keeps watch to ensure the tombs of the ancients are not disturbed.

Von Stiftanzer does not mind digressions at all, taking every chance to learn something new – but after a while, Colonel Neuwald begins to become impatient. She does not see the point of talking to these 'beastmen' if they will not allow them into the temple, and urges the wizard to press the point. When he fails to do so, she attempts to force an entry, and the Temple Guard react immediately. Combat ensues.

Combat!

Due to the large number of NPCs present at this scene (21 to 27), the combat at the head of the steps should be resolved mostly narratively, with a focus on the key players. Set up a combat between Colonel Neuwald, Magister von Stiftanzer and any PCs who are present on one side, and Tehequa and two of the Temple Guard on the other. The other Lizardmen (including Piqipoqetl's scouts if they are present) and the Black Griffons can be assumed to be fighting in the background. Use the Temple Summit combat map.

Tehequa begins the combat by casting *Wind Blast* to knock the humans down and prevent them from firing – considering that there are 12 Black Griffons present, armed with guns, if this does not succeed the combat may be very brief indeed. They will then alternate between *Lightning Bolt* and *Wind Blast* as appropriate to the circumstances. The Temple Guard and Skink scouts seek to protect Tehequa at all costs.

Von Stiftanzer is reluctant at first to participate in the fight, but will intervene when Tehequa begins casting, using *Dispel* and *Healing of Hys* to protect his companions. If threatened he will use Radiant Gaze to defend himself. Colonel Neuwald has no such reservations and immediately engages the nearest Temple Guard, trying to cut her way to Tehequa.

The Temple Guard will fight to the death, but Piqipoqetl's Skinks scatter as soon as Tehequa falls, fleeing down the sides of the pyramid. The PCs have 2 turns to shoot at them as they flee: if they can kill a Skink each in this time, then no Skinks escape, as the Black Griffons pick off the rest. Otherwise, the survivors will carry news of the warmbloods' intrusion outside the crater.

Count the number of turns that Tehequa remains alive and casting spells and divide by 3 – this is the number of casualties the Black Griffons suffer from the Temple Guard.

Date	Sailors Lost	Black Griffons Lost
23 rd /28 th Brauzeit, 2522	0	(Tehequa's turns) ÷ 3



Exploring the Temple

Von Stiftanzer is initially very distressed at the outbreak of violence, but almost immediately forgets his regrets at the prospect of venturing inside the pyramid. With Tehequa and the Temple Guard dead, there is nothing to stop the expedition from exploring its secrets.

A map of the pyramid's interior is given below. A description of each room is given on the following page.



Sun-Shrine of Tepok

Ornate carvings wrap around the interior of the shrine, depicting the feathered serpent overlooking a trio of strange, toad-like creatures attired like emperors or priests. The carvings are inlaid with polished jade and turquoise. If prised out of the wall, these gemstones are worth $5d10 \times 10$ gc. This must be done without von Stiftanzer's knowledge, as the Magister will not countenance such vandalism.

PCs with Academic Knowledge (Astronomy) or Navigation may test against these skills to see that the shrine is aligned precisely east-west, causing its interior to be blindingly illuminated at sunset and sunrise.

Living Quarters

These are the chambers where Tehequa and his Temple Guard lived – though they appear to have been constructed for a much larger number of inhabitants. Clay pots of food (dried insects) and drink (fermented cactus juice) can be found inside, as well as a flax-fibre blanket on the small stone slab that served as Tehequa's bed.

Star Chamber

Located up a narrow flight of stairs from the living quarters, this chamber has a cylindrical shaft that communicates to the outside air, allowing those inside to observe the night sky. A ring of glyphs are carved around the walls, beneath what appears to be a detailed star chart. The floor is littered with clay tablets bearing Tehequa's astronomical calculations.

Characters with Academic Knowledge (Astronomy) can recognise familiar constellations on the chart, but note that they are depicted differently to Old World conventions – e.g. the constellation of the Two Bullocks is represented as a pair of twisting snakes, while Wymund the Anchorite is represented as some kind of three-horned reptile.

Tomb of Xo'tlaloqua

Xo'tlaloqua's tomb is located down a long corridor, painted with long-faded murals of plants and animals. The murals seem to progress in order, moving from fish to reptiles to birds and mammals.

At the end of the corridor, the entrance is sealed by a large, circular plug of stone (pictured on the following page). Branching lines of gold inlay radiate from the glyph of the feathered serpent at its centre, running over concentric rings of carved stone glyphs, many of which seem to represent plants and animals. A Very Easy (+30) Magical Sense will tell any character with the skill that the seal is suffused with *Qhaysh*.

Sacrificial Shaft

At the other end of the corridor from the tomb is a seemingly bottomless pit. By lowering a light source, the PCs can see it is in fact roughly a hundred feet deep, bottoming out in what appears to be a carpet of bones.



On entering the pyramid, the expedition leaders search every room (not including the sacrificial pit). The Black Griffons are clearly hungry to ransack the place for valuables (particularly the golden sun-shrine), but von Stiftanzer and Captain van der Wijk know what the expedition is really here for – the tomb. As soon as they see the seal, they know they have found it.

The seal is heavily warded, and indestructible by mundane means. Any attempt to open it or damage it will result in the Lore of Light spell *Pillar of Radiance* being cast on the culprit, who must also pass a WP test or be struck blind for 1d10 hours. If the WP test is passed, the blindness only lasts for 1d10 minutes.

If not warned by the PCs, a Black Griffon will be the first to discover this – entranced by the symbols, Magister von Stiftanzer does not warn the man until it's too late. Convinced he has been struck permanently blind, the weeping man is escorted out of the pyramid.

Whether or not the wards are triggered, it's clear that the only way into the chamber is through magic. Von Stiftanzer indicates that he may need some time (days) to study the seal before he can open it. Colonel Neuwald places the corridor under guard and leaves the Magister to study the symbols on the seal.

GM's Note: The Secret of the Seal

The branching golden lines of the seal represent the evolutionary tree of life, and a history of the Old Ones' tampering with the native life of the planet. To open it, one has to rotate the rings of glyphs so that the correct branches align with the plants and animals that belong on them.

PCs who wish to help von Stiftanzer study the seal can assist in deciphering this puzzle. The glyphs used on the seal are the same 'alphabet' used in the Star Chamber, allowing anyone with Academic Knowledge (Astronomy) or Academic Knowledge (Cryptography) to assist in developing a dictionary of written Saurian with a successful test. In parties without these skills, generous GMs might substitute Hard (-20) tests against Read/Write instead.

Understanding the language is only the first barrier, however: more difficult is coming to grips with the concept of what is being represented, which would be considered deeply heretical by most Old World religions. Von Stiftanzer himself is a devout Verenan, and begins his work secure in the belief that humanity was created in the image of the gods. His work will take time, but as the implication dawns on him, for the first time since the expedition reached Lustria, he will not be having a great time.



Making Camp

Having returned to the surface, the Captain and the Colonel set about the business of setting up a camp.

Colonel Neuwald's first concern is whether more lizard-creatures might attack the expedition: for her the first order of business is fortifying the temple. She orders her men to cut wood from the surrounding forest and construct some basic barricades around causeway and the lower tiers of the pyramid. PCs with Trade (Carpenter or Shipwright) or Academic Knowledge (Strategy & Tactics) could be particularly useful to this effort: if they have ideas on how best to fortify the temple, Neuwald will hear them out.

Captain van der Wijk, meanwhile, is dealing with the expedition's more mundane needs. Not wanting to contaminate the precious fresh water of the moat, he orders a latrine pit dug in the forest outside. The sailors he gives this duty to have not dug far before they start to turn up a great number of reptilian bones: it seems they're digging up a Lizardman mass grave.

The bones appear extremely ancient, belonging to both Skinks and Saurus. An Easy (+20) Academic Knowledge (Science) test will allow a PC to recognise that the bones have lesions which appear to be the marks of debilitating disease. If they score two or more degrees of success, they can recognise that the lesions are similar to those reported to have been caused by the final stages of the infamous Black Plague; if they score four or more degrees of success, they observe that the bones appear older than the first recorded incidence of the Black Plague in the Old World.

If this information is revealed to any of the crew, they become very averse to touching the bones (fearing they may still carry plague) and insist on digging a new pit elsewhere. If not, the lizard bones are thrown out as if they were animal carcasses, and the sailors carry on digging. Either way, the handling of the bones makes Mother Akela uneasy. She offers the following comment to anyone who will listen:

"It's an unlucky business, digging up graves. These things' gods might not be the same as ours, but in my experience it's best to stay on the good side of as many gods as you can."



Time passes, giving the PCs some downtime in camp while day after day the Magister remains cloistered within the pyramid, studying the symbols on the seal. The sailors grow increasingly curious about the pyramid's contents, and will endlessly question any PCs who have been inside, hanging on their every word.

- *Is it true the walls inside is made of gold and gems and such like?*
- *Is it true there's a great big snake down there? Is it true it ate one of them Black Griffons?*
- *Is it true the wizard's gone doolally? No-one's seen 'im top-side for days.*

The Captain and the Colonel do their best to control access to the pyramid, posting guards to stop amateur treasure-hunters from among the crew from trampling all over the place (and possibly setting off more traps). After three days, however, the sailors' curiosity gets the better of them.

On the morning of the fourth day, Big Kees and Marten Klumpf are missing. The news spreads up the chain of command, and Captain van der Wijk is assembling a search party to go looking for them when a nerve-wracked Henrik Visser, afraid of sharing in their punishment, confesses that he knows where they went. The two had a plan to sneak into the pyramid via the astral shaft that leads to the Star Chamber, bypassing the guards at the main entrance. They were supposed to have returned before dawn with anything valuable they could carry (and that wouldn't be missed) – their continued absence indicates that something has gone wrong.

Taking his search party (which will include the PCs if they are willing), the Captain enters the pyramid to look for them. Von Stiftanzer, engrossed in his studies, saw no sign of them, but there are signs of their passing in the Star Chamber, where a few of Tehequa's clay tablets have been broken. On the lowest level, the search party find a rope dangling down into the sacrificial pit: it seems Kees and Marten climbed down into the pit in search of treasure.

Tying another rope to act as a safety line, the Captain sends a member of the search party down after them. If any of the PCs volunteer, this will be them; if not, he will send one of the crew.

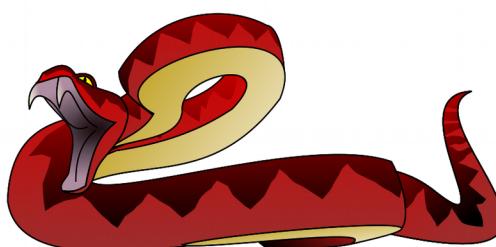
Controlling one's descent requires a Very Easy (+30) Scale Sheer Surface – if not, the climber takes 1 wound as they bounce off the walls of the shaft, though the safety line saves them from a more dangerous fall. At the bottom of the shaft, the following scene awaits.

A hundred feet down or more, the shaft opens into a rocky cavern. The floor of the cave is littered with a carpet of bones, piled highest at the point directly beneath the opening. Most are so old that they crumble to dust underfoot, but some seem newer, scraps of hair and wizened skin still clinging to them. The stink of old rot hangs heavy in the air.

At first glance, the bones appear human, but on closer examination, you can spot the remains of long, whip-like tails and skulls like enormous rats.

Two much more intact corpses lie slumped against the wall, much fresher and very definitely human. Kees and Marten stare blankly up at the opening of the shaft with bulging, bloodshot eyes. Their bodies show no sign of physical violence, but their faces are purple and blotchy, while their lips are crusted with dried foam.

There is a hollow rattle of shifting bones, and a small, vivid red snake raises its head from beneath the bone-heap. It turns its yellow eyes towards you, and its forked tongue flickers out to taste the air...



The snake is a Crimson Asp (see the statline given in the Lustrian Bestiary in Appendix I), and is just one of a colony that lives down in the pit. It will not attack as long as the PCs keep their movements slow and controlled, but should they run, shout or show aggression, it will try to bite them. Once a fight begins, for each turn that the PCs remain in the pit, another 1d10/2 asps appear from beneath the bones.

If the PCs refuse to be the first down into the pit, the first sailor that van der Wijk sends down will fall victim to the asps. If the PCs still refuse to go down when they hear the sailor's screams, a second (very unwilling!) sailor is sent down, and returns to report on what they see: the dead men, the rat bones, and the cavern swarming with snakes.

Date	Sailors Lost	Black Griffons Lost
27 th /32 nd Brauzeit, 2522	2 – 3	0

Once the situation in the pit is understood, the Captain orders the shaft boarded up, and swears those present to secrecy about the 'rat bones', claiming the news could cause a panic among the crew.

"Look, I don't know what those bones are. Beastmen, mutants, some kind of jungle creature... all I know is what they're not. The Skaven are a cautionary tale for children, they're not real. The crew have enough real danger to worry about without giving them leave to let their imaginations run riot."

If the PCs openly refuse to keep the secret, van der Wijk will repurpose Tehequa's living quarters as a prison, and order them held there under guard. They will be held there until the Lizardman attack in III.II, or until they agree not to talk about what they found.

Once the PCs return to the camp, Mother Akela is extremely curious to hear about what went on inside, promising that she can keep a secret. She is accompanied by Jan Gelt, who she also vouches will not tell another soul, saying he only wants to know what happened to his friends. If they choose to tell her, she will express her disquiet.

"Well, that is mighty strange. Mighty strange indeed. What is this place anyway, that his high wizard-ness wanted to get to it so badly? Can't believe he came all this way after a pile of old bones. I smell a rat here, that's for sure."

Akela takes a deep breath. "Still, promises is promises, so no-one'll be hearing a peep from us. Isn't that right Jan?" Jan nods. "Captain van der Wijk's the only captain we've got, after all. He gives the orders around here, not I."

"Come off it, wave mother," says Jan. "You've been to more ports than most folk've been to houses. You could captain the Maiden just as well as old van der Wijk."

"That I could, Jan," says Akela. "Maybe some day I will."

There is a reflective pause, before Akela breaks out into hearty laughter. It was only a joke...

III.II Besieged!

By the 33rd of Brauzeit, von Stiftanzer has still not worked out how to open the seal. By this time the expedition will have been encamped at the temple for 10 days (if they took Piqipoqetl's shortcut) or 5 days (if they found their own way), and the other expedition leaders are beginning to get a little impatient. In any interactions they have with him, the PCs will notice that the usually chirpy and upbeat Magister seems distracted and worried.

GM's Note: What's Eating Klaus?

What Klaus hasn't told (and won't tell) anyone is that he has already solved the puzzle of the seal – but he doesn't like the solution. Profoundly uncomfortable with the implication that the races of the Old World were bred from animals rather than divinely created, he double- and triple-checks his work, convinced he has made a mistake.



He justifies his delays (both to himself and to the other expedition leaders) by pointing out how dangerous the wards on the seal could be if opened incorrectly: before they make an attempt, he says, they must be absolutely sure they have the right approach. If anyone pushes him hard, he will invite them to touch the seal himself to prove his point. He needs a crisis to force him to make a decision – and as luck would have it, one is on its way...

On the evening of the 33rd, PCs who can pass a Perception test may notice that the jungle in the crater has fallen oddly quiet. Around the same time, the sentries that Colonel Neuwald has been setting in the forest report that the last watch have not reported back for the change of shift. Immediately alert, Neuwald orders the Black Griffons to ready their arms and armour. She is in the process of putting together a team to go looking for the missing sentries when she is rudely interrupted.

From the steaming jungle surrounding the temple, the deep, throbbing beat of drums begins to rise. With it comes the stamp of marching feet, and a line of reptilian warriors emerges from the treeline. They look like the brutish, horn-helmeted creatures that guarded the lizard priest – but rather than four of them, there are dozens.

Stone speartips glinting in the sun behind the golden totem they carry at their head, they wheel to face the temple, marching perfectly in step to the beating of the drum. From the trees behind them comes another rank – and another – and another...

These are the Cohorts of the Mirrored Pools, a detachment of the grand army of Tlaxtlan who patrol the forests around the Qurveza, and have been drawn by the reports of warmbloods occupying the Temple of Tepok. Most of their strength remains hidden in the jungle: from the plaza, the PCs can see around forty Saurus Warriors formed up on the other side of causeway, and catch glimpses of Skinks fanning out through the undergrowth to either side.

A large, heavily-scarred Saurus with a pale hide and feathered headdress appears to be in charge of the Lizardman soldiers. This is Scar-Veteran Qoatxli, whose profile can be found in the Cast List. Qoatxli stands at the edge of the moat, appraising the position of the warmbloods in the plaza like a wolf appraising a flock of sheep.

Where's Piqi?

If Piqipoqetl or any of the Skink scouts survived (either by escaping the confrontation the pyramid, or fleeing from the expedition in the march), they will have joined the Cohorts of the Mirror Pools and told them everything they know about the warmbloods. If Piqipoqetl specifically has survived to this point, they will appear next to Qoatxli and make one final attempt to communicate with the expedition:



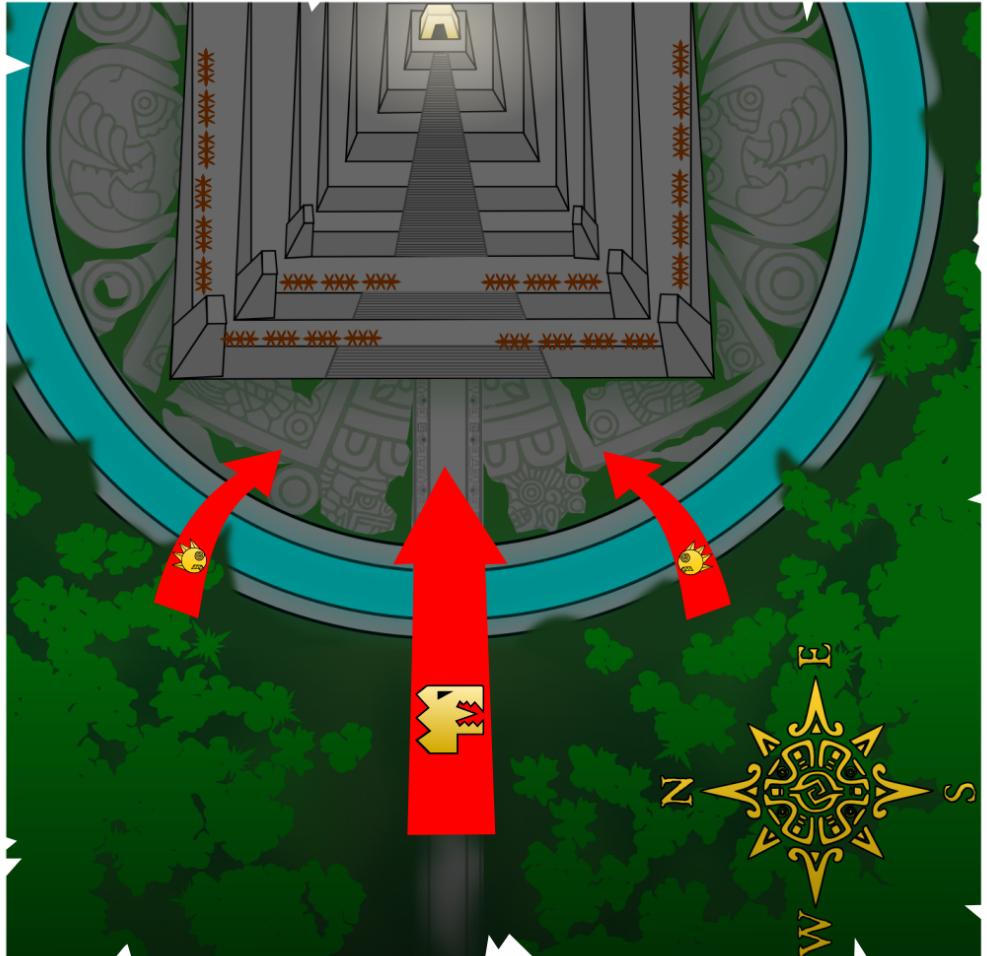
"Hola amigosss! Capitan Qoatxli wishesss – instructss – commandss all warmblood savages to leave the Temple of Tepok at once, or suffer the kon... qon... conssequencesss!"

The PCs might wish to try to negotiate with the Lizardmen through Piqipoqetl. Qoatxli cannot be moved from their ultimatum, and Neuwald and van der Wijk of course will not consider surrendering their position, but with a successful Charm test this can at least buy a little time while Piqipoqetl translates.

If any of the Skinks survived to bring word to Qoatxli, Qoatxli will be fully aware of the strength of the Black Griffons and their firearms: in this case, they will withdraw a short way into the jungle and wait the hour or so until nightfall before launching their attack, using the cover of darkness to spoil the gunners' aim. If no Skinks survived, Qoatxli will underestimate the firepower of the Black Griffons and order an immediate attack.

Colonel Neuwald springs into action immediately, getting the non-combatants back to the upper levels of the pyramid and forming the Black Griffons up to defend the front steps, making the plaza between them and the causeway into a killing field for their guns.

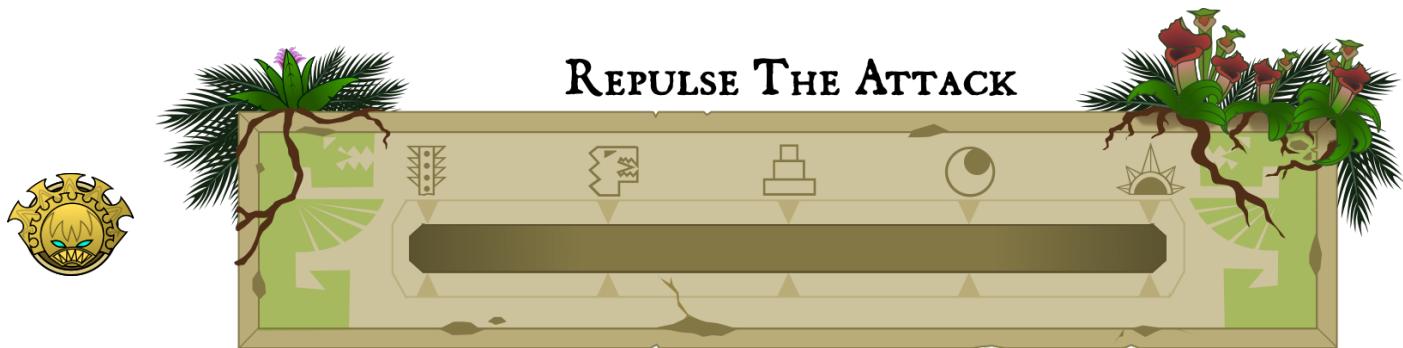
Once the attack begins, forty Saurus push over the causeway in a tight column, while two smaller forces of Skink skirmishers (roughly thirty each) swim across the moat to pelt the defenders with javelins from the flanks.



Battle on the Steps

The lizardmen's attack represents a battle with over a hundred combatants on either side. Rather than attempting to track such large groups of fighters, it's best to keep a close-up on the PCs during the fighting, focusing on what individual actions they can take to turn the tide of the battle, and trying to convey the terror and chaos of the assault from ground level. Assume in all the combat descriptions that follow that the battle is swirling around the PCs, whether or not you are tracking NPC vs. NPC combat.

To track the ebb and flow of the battle, this scene uses a tracker. The tracker begins on 2 (▲). As the lizardmen gain ground, the tracker will fall; as the expedition force them back, it will rise. The players' goal is to raise it to 4 (▲), at which point the attack will be repulsed.



It takes the Saurus three combat rounds to cross the plaza and assault the steps: allow PCs with ranged weapons to fire in this time if they wish, starting at a range of 24 yards. If Qoatxli waited until nightfall, missile attacks at ranges longer than 16 yards receive an additional -10 penalty. Once the Saurus arrive, set up a combat using the Temple Steps combat map.

On the PCs' side are as many PCs as choose to join the fight, and as many additional Black Griffons as are required to bring their numbers to five. On the lizardmen side are five Saurus Warriors, with one Saurus nominated as the standard bearer. There are of course many more Saurus and Black Griffons fighting around them, but for this combat their presence is abstracted. Each time a Saurus or Black Griffon is killed, replace them with a new combatant from the rear ranks.

Advance the tracker one space for every Saurus that becomes a casualty, and move it down one space for every friendly character that becomes a casualty. If the PCs can kill the standard bearer and seize the standard, advance the tracker by two spaces. End the combat as soon as the tracker reaches five or zero – see the next page for what these two outcomes mean. If the battle runs longer than six rounds without reaching an outcome, treat it as if the tracker has reached five.

Flying Javelins

As the battle progresses, the Skink skirmishers on the flanks will keep up a constant hail of projectiles at any target that presents itself. During any combat on the steps, each round that a PC is not in melee combat, resolve a javelin throw against them from a Skink skirmisher, at a range of 16 yards. The Skinks' javelins are coated in Lustrian Tree Frog Poison – see the Lizardman Armoury in Appendix II for details.

Non-Combatants

For PCs who don't feel their place is on the front line, there are still ways to help.

- Any PC with the Heal skill can help Doctor Wackliger in treating the wounded as they are carried back from the fighting. They may make a Heal test each time a friendly fighter is removed as a casualty to prevent the tracker from moving down: this is an Average (+0) test which increases in difficulty by -10 each time it is attempted.
- A PC can enter the pyramid to ask von Stiftanzer to join the defence. This requires a successful Charm test to prise him away from his studies – if passed, he will join the battle after 3 combat rounds have passed, immediately advancing the tracker by two spaces.
- With a Challenging (-10) Charm or Command test, a PC can try to induce the sailors to come to the Black Griffons' aid. If successful, after 3 rounds of combat have passed, add a number of deck hands to the battle map equal to the PC's degrees of success on the test.

Battle Outcomes

Tracker = 4: Throw Them Back!	Tracker = 0: There's Too Many of Them!
Holding firm on the steps, the Black Griffons give as good as they get, mauling the Saurus and forcing them to retreat back over the causeway.	The suddenness and savagery of the lizardman assault drives the Black Griffons back to the second tier of the pyramid. The Saurus only fall back when Mother Akela leads the sailors on the upper steps in a counterattack.
Black Griffon Casualties: 2d10/2 (to a minimum of the number sustained in the combat as played)	Black Griffon Casualties: 4d10/2 (to a minimum of the number sustained in the combat as played)
Crew Casualties: 0	Crew Casualties: 2d10 (to a minimum of the number sustained in the combat as played)

A PC healer working with Doctor Wackliger may make a Heal test after the battle to see how many of the casualties they can save: they will save one life per degree of success.

Date	Sailors Lost	Black Griffons Lost
33 rd Brauzeit, 2522	2 – 20	3 – 22 (including the 2 lost sentries)

Seeing that the warmbloods are a tough nut to crack, the lizardmen retreat back to the treeline in good order. This was a probing attack: knowing that the expedition cannot have enough provisions to survive a siege, and not wishing to waste more lives in the bottleneck of the causeway, Qoatxli now orders his cohorts to encircle the pyramid and wait. The lizardmen keep up a dull, steady beating of drums throughout the night to keep the defenders on edge.

In the aftermath of the battle, the plaza and the lower steps of the pyramid are likely to be liberally strewn with the bodies of both humans and Saurus. When the sun rises, these bodies will quickly start to reek, attracting insects and small carrion lizards. The bodies of the Saurus can be looted for their shields and obsinite spears. If the Saurus standard was captured, it is a trophy that will greatly endear the character who captured it to the Black Griffons. Fashioned from gold and jade in the shape of a grimacing lizard's head, and adorned with exotic feathers, it is worth 300gc to the right buyer back in the Old World, or 100gc simply for its materials.

III.III: Tomb of the Ancient One

The next day draws on, and the expedition's peril becomes increasingly clear, with the skinks in the trees shooting at anyone who goes to the moat for water. Tensions mount among the defenders, with two questions at the forefront of everyone's minds: how can they escape, and will von Stiftanzer even agree to leave?

Unless he was summoned by the PCs, von Stiftanzer will have spent the entirety of the battle cloistered in the pyramid (much to the resentment of those who risked their lives on the steps). Once she is satisfied that a second attack is not imminent, Colonel Neuwald descends to try to convince him that they have to leave. The PCs may accompany her if they wish: the dialogue below is presented as how the NPCs will interact if they are not interrupted, but PCs should be allowed to break in to the conversation at any point.

"Magister, those beasts out there have us surrounded," says the Colonel. "The longer we wait, the longer they have to bring up reinforcements. We need to get out now."

"Out of the question," says von Stiftanzer, "simply out of the question." The wizard hasn't shaved in a few days, and has dark circles under his eyes from lack of sleep. "I am this close to a breakthrough, this close. We can't leave simply because of some, some... scaly savages!"

"This is what we came here for, Colonel," says Captain van der Wijk. "If we leave now, we go back to Marienburg empty-handed. The backers won't be happy."

Neuwald looks less than happy herself. "I'd rather go home empty-handed than not at all," she replies. "And I won't ask my men to wait around here to die. If you think you can open the door, open it. Otherwise we're leaving."

"Very well," says von Stiftanzer, "If you insist... I do have a hypothesis on how it can be opened. But I won't be held responsible if it goes wrong. I want it writing, Captain, she forced my hand." Captain van der Wijk says nothing, while the Colonel rolls her eyes.

Oblivious to them both, the Magister turns towards the door and begins to chant. A faint glow forms around his outstretched fingers, and the rings of glyphs in the great stone seal begin to rotate, mirroring the movements of his hands. As the last ring slides into position, a white light swells from the serpent glyph in its centre, racing out along the branching lines of gold. The Colonel and the Captain step back, raising their hands to shield their faces, fearing the worst – but all that follows is a quiet click, followed by the deep rumble of the stone door sliding open.

"Well then," says von Stiftanzer, seeming strangely troubled that his spell worked. "It appears... my calculations were correct."

Beyond the open door is a dark, cavernous space, larger than any other chamber in the pyramid. Any PC with Magical Sense will be able to feel a tremendous power emanating from inside: if they mention this, von Stiftanzer will confirm that he feels it too.

There is no turning back now: lighting torches to see the way ahead, the expedition leaders press on into the tomb.

As soon as the torch-bearers pass through the door, the room is filled with a glittering golden light – the reflection of the torchlight from hundred of gold plaques lining the walls. Above them soars a vaulted ceiling as tall as the nave of the cathedral of Sigmar in Altdorf. Its great granite blocks are carved with a pattern of branching geometric lines and graven depictions of animals, just like the one on the seal.

On one side stand representations of the same lizard-creatures that are waiting in the jungle outside, standing tall at the base of a branching line that descends through carvings of newts, lizards and crocodiles. Opposite them stand a quintet of more familiar figures – what appear to be the engraver's alien idea of an elf, a dwarf, an ogre, a halfling and a human, the lines above them rising up through graven depictions of apes and monkeys. In the centre of all the branches, a great amphibian face grimaces down from the apex. "No," whispers von Stiftanzer, looking up at the carvings in reverential awe. "No... it can't be..."

In the centre of the chamber stands a circular pool of still water, and at the centre of the pool sits a stone dais. Upon the dais sit the mummified remains of a great toad-like creature, wrapped in bandages and bedecked with golden ornaments. A death-mask of beaten gold covers its face, staring with impassive eyes of inlaid turquoise at the intruders in its tomb. It depicts the same face as the one carved into the centre of the ceiling.

This is the Relic Priest Xo'tlaloqua – von Stiftanzer's prize, and the reason for the expedition. Von Stiftanzer is dumbstruck for a moment as he looks upon the mummy: as per Xo'tlaloqua's entry in the Cast List, any character with Magical Sense must pass a WP test or gain an Insanity Point as they catch a fleeting glimpse of their own cosmic insignificance in the eyes of the golden death mask.

When he regains enough presence of mind to speak, the Magister appears shaken but very definite: the Relic Priest is what they have come for, and they cannot leave without it. Captain van der Wijk agrees, while Colonel Neuwald appears distracted by the enormous quantity of gold the tomb chamber contains. If the expedition can carry even a fraction of it away, they will all be rich as lords – but first they must figure out how to escape the encircling lizardmen. Neuwald and van der Wijk immediately set men to packing up the Relic Priest and as much gold as can be carried, while they get to work devising a plan.

Just A Souvenir For the Missus...

Captain van der Wijk intends for all the treasure taken from the tomb to be accounted for and distributed according to the shares agreed at the outset of the voyage. By volunteering for treasure-packing duty, quick-witted and light-fingered PCs may see the opportunity to take a little gold for themselves, without having to share.

Most of the treasure in the tomb is in the form of sacred gold plaques, covered with star charts, strange geometric patterns and lizardman glyphs. A sacred plaque weighs about 40lbs (or 180 encumbrance points), is worth 200gc, and will cause any lizardmen who see someone with it to fly into a cold-blooded rage, attacking the bearer over all other available targets and gaining a +10% bonus to hit them.

With a successful Sleight of Hand test, a PC may purloin a single gold plaque without being noticed – or, with a successful Charm test, they may convince any sailors that spot them to look the other way (in return for letting them pocket a little gold themselves). With a successful Search or Magical Sense test, they may find something a little better than a plaque: roll on the **Treasures of the Old Ones** table in Appendix II to see what they find.

Planning the Escape

While the gold is being packed up for transport, the expedition leaders are deciding how to escape Qoatxli's encirclement. Neuwald is initially in favour of a breakthrough attack, but with an unknown number of lizardmen waiting in the jungle, the other expedition leaders (including the Brothers Horst) persuade her this is too dangerous.

If the expedition accepted Piqipoqet's guidance through the caves, they will already know there is a 'back door' out of the temple; if not, allow the PC with the highest Perception score to spot the caves beside the serpent monolith before the sun sets. The expedition leaders accept this as the only workable path of escape, but it's clear that it will take some time to get all the survivors up and into the caves, along with their treasure and supplies.

After some time spent in discussion, they resolve to move after dark, to give themselves as much time as possible before the lizardmen are alerted. The Black Griffons will act as a rearguard to protect the retreat, and will set off their last barrels of blackpowder to destroy the monolith behind them and prevent the lizardmen from following them into the caves. Should the PCs have additions to the plan, the expedition leaders will hear them out – particularly if they have made themselves useful to the expedition so far.

As the preparations are being made, Mother Akela gets a look at Xo'tlaloqua as the Relic Priest is being loaded into its crate. She seemed as unsettled by it as anyone else, but PCs with Magical Sense may notice with a Challenging (-10) Perception roll that she doesn't seem to have the same visceral reaction to it as themselves or von Stiftanzer – indication, for those who have known genuine miracle-workers, that she is a fraud. She repeats her comments from earlier:

"Unlucky business, digging up graves. Cursed unlucky business."

Several of the sailors who overhear her seem spooked by her sombre words. This is what Akela wants: now that she has seen the gold, she has no intention of sharing it with the Captain, the Colonel, or the College of Light. Her best bet at claiming the treasure for herself is by turning the crew against their leaders, and that is what she now intends to do.

End of Act III: Experience Points

- Completing the act: 100 XP
- Learning more from Tehequa than in the default path followed by the NPCs: 10 XP
- Participating in the combat with Tehequa and the Temple Guard: 20 XP
- Helping the Magister decipher the seal: 10 XP
- Venturing down into the sacrificial pit: 15 XP
- Participating in the defence of the pyramid (including assisting as a non-combatant): 25 XP
- Killing any number of Saurus Warriors or Temple Guard: 15 XP

Act IV: Cold-Blooded Fury

IV.I: Night of Sorrows

Night falls on the **1st of Kaldezeit**, and the expedition make their move. The serpent monolith up which they must climb is close to the treeline, and it is impossible for the expedition to move *en masse* towards it without alerting Qoatxli's keen-eyed skink sentries. As soon as the first men approach the stone coils of the monolith, the eerie wail of a conch rises from the jungle, and the drums begin to beat again. The Lizardmen are readying to attack, and this time they will bring their full force to bear against the intruders.

This battle revolves around two trackers.

- The Defence Tracker (**Hold the Steps**) tracks how well the Black Griffons are holding back Qoatxli's main force. It starts at 3 (▲), and falls towards 0 (▨) as the Lizardmen bring more and more pressure to bear.
- The Escape Tracker (**Escape to the Caves**) tracks how many of the crew have escaped into the caves. It starts at 0 (▨), and rises towards 3 (▲) over time. The Lizardmen will try to stall it by harassing the retreating sailors.

The battle ends when the Escape Tracker reaches 3 or the Defence Tracker reaches 0: consult the Battle Outcomes section to see how each ending plays out. The PCs must choose where to position themselves – defending the steps, or joining the escape. If the PCs stick together as one group, simply move the tracker for the area they are not witnessing one space at the end of each battle phase. If the PCs split up to cover both areas, this will require running two combats in parallel.



The battle is split into three phases. As with the previous attack, the combat mechanics are used for close-ups of the action at significant moments when the PCs are involved; everything else can be resolved narratively.

Phase I: The Battle Begins

The Steps

The first forces Qoatxli sends forward are a screen of skink skirmishers, who cross the causeway and the moat in loose formation and begin pelting the Black Griffons with poisoned javelins. PCs may exchange fire with these skirmishers: allow each PC at the steps up to 4 rounds' worth of shots at a range of 16 yards. Every round that they choose to shoot, shooting PCs will be targeted by a javelin throw from a skink skirmisher in return, again at a range of 16 yards.

If the PCs can kill more than 4 skinks between them, the skirmishers are driven back out of javelin range. Otherwise the rules for Flying Javelins (as in the first attack) will apply to all the PCs on the steps for the rest of the battle.

Barricades

Neuwald's fortifications offer some protection against projectiles. A ranged attack that hits a character directly behind a barricade is counted as a miss if it hits a location value of 68 or higher (all hits to the legs and half of hits to the body).

As massed ranks of Saurus begin to form up outside the moat, a tame Salamander slips into the moat to either side of the causeway, each of the pair accompanied by three Skink handlers with goads. The PCs can spot the approaching salamanders through the darkness with an Easy (+20) Perception test. The degrees of success on the Perception test give the number of turns the PCs have to shoot at the approaching beasts before they come into range, at a range of 12 yards \times (number of remaining turns).

With a successful Command test (at +30 if the skink skirmishers have been driven back), the PCs can direct the fire of neighbouring Black Griffons against the salamanders – one Black Griffon per degree of success. The PCs can also try targeting the handlers rather than the beasts: if all of its handlers are killed or incapacitated, a salamander will go wild and flee.

When the time comes for the salamander to fire, roll an Easy (+20) Animal Training test for the handlers, with a further +10 bonus for each handler surviving beyond the first. If the test is passed, the salamander fires as directed: if failed, it turns and attacks one randomly-chosen handler.

Move the Defence Tracker one space down per salamander that successfully fires upon the defenders. If either salamander fires, the barricades will be set alight: where they appear on the combat map, the barricades should be treated as a Damage 2 fire (following the rules on p136 of the rulebook).

The Caves

As the sounds of the approaching Lizardmen echo around the crater, and are met by the crack of gunshots from the Griffons, some of the *Maiden*'s crew begin to panic, and try to shove their way to the front of the line. These men can be stopped with a Routine (+10) Charm, Command or Intimidate test, or a successful Grapple against any one of them. **If they are stopped, advance the Escape Tracker one space as order is restored.** If they are not stopped, the Escape Tracker does not advance this phase, as their struggles throw the line into disorder, forcing Captain van der Wijk and Bill Schaft to wade in.

Phase II: The Assault

The Steps

Drums beating, another column of Saurus sweeps across the causeway, forcing their way through the withering fire of the Black Griffons and charging up the steps to hit the defenders' lines like a hammer.

Set up a combat using the Temple Steps map. On the PCs' side are Colonel Neuwald, Otto and Axel Horst, and 2 unnamed Black Griffons. Many more men are fighting around them, but these are the characters the action will focus on.

Against them are an equal number of Saurus warriors to the defenders, who begin 16 yards away from the front line, and use their first round to charge. The Black Griffons' aim is simply to hold. Resolve 5 rounds of combat.

- **If Otto Horst falls, move the Defence Tracker one space down.** The PCs can move the Defence Tracker one space up again if they can retrieve the standard, by retrieving the standard. The Saurus recognise the value of capturing the banner and will focus their efforts initially on trying to isolate and overpower Otto.
- **If Colonel Neuwald falls, move the Defence Tracker one space down.** The PCs can move the Defence Tracker one space up again if they can pass a Command test to take command in her place; this test becomes Difficult (-20) if the Colonel is not just injured but dead.



The Caves

As the crew of the *Maiden* hurry up the coils of the monolith, skinks begin streaming from the jungle, swimming the moat to fall upon the retreating humans. They must be held back to stop them from bringing the orderly retreat to a halt. Mother Akela immediately rallies those sailors not carrying supplies or treasure to the defence.

Set up a combat using the Moat map. On the PCs' side are Mother Akela, Doctor Wackliger (in the wrong place at the wrong time), and 2 deck hands, all beginning 16 yards away from the water's edge. Against them are an equal number of skinks to the defenders, who have just emerged from the water. Each subsequent round, another $1d10/2$ skinks appear in the moat and join the attack.

The PCs' goal is to hold out until the Captain van der Wijk can rally a larger force to drive the skinks back, which will take 5 rounds. **If in that time no more than 3 skinks escape off the PCs' edge of the map, advance the Escape Tracker one space.**

Phase III: The Final Push

The Steps

More Saurus push inexorably up the steps, forcing the surviving Griffons to fall back to the second tier. Take all the surviving combatants from the combat in Phase II and set them up to reflect this, as the tides of combat briefly sweep them apart.

Add Qoatxli to the combat, along with as many fresh Saurus Warriors are required to restore the Saurus' numbers to equal the defenders, and up to 2 fresh Black Griffons to replace any of the unnamed Griffons who have fallen. Qoatxli is here to break the back of the defenders, and will choose targets in the following order:

- Otto Horst and the company standard.
- Any PC who has killed more Saurus than Colonel Neuwald.
- Colonel Neuwald.

The Defence Tracker moves down in the same way as in Phase II if Neuwald or the banner are lost. At this point, unless things have been going extremely wrong, the Escape Tracker should be nearing its end. All the PCs on the steps have to do is stay alive until it gets there. If the Escape Tracker still looks like it has a way to go, PCs on the steps may decide it's better to cut their losses and run. If the Colonel is still standing, she will need convincing of this course of action, or else she will treat PCs who flee as deserters.



The Caves

Captain van der Wijk leads a counter-attack against the Skinks harassing the retreating sailors, driving them back to the water's edge. Just as it seems the crew of the *Maiden* might be given some space to breathe, however, a deafening roar sounds from the jungle, and the Skinks begin to chitter and hiss in what might pass for cheers. Something huge is coming.

Continuing the combat from Phase II, add Captain van der Wijk, Bill Schaft, and 2 more deck hands to the PCs' side (there are more, but as with the defence of the steps, they are not represented mechanically). Entering from the moat, add a number of Kroxigor equal to the number of spaces remaining on the Escape Tracker.

For each Kroxigor killed, advance the Escape Tracker one space. If no PCs are fighting on the steps, and defeat looks imminent for the party, then feel free to cut this combat short by moving the Defence Tracker down to 0.

Battle Outcomes

Escape = 3, Defence > 0: RETREAT	Escape < 3, Defence = 0: ROUT
The Black Griffons are still holding out when the signal is given that the evacuation to the caves is complete. Axel Horst sounds the retreat on his bugle (or someone takes it from his body if he is dead), and the survivors fall back in good order towards the cave, covering each others' retreat.	Overwhelmed by the relentless assault of the Saurus, the Black Griffons break and run before the evacuation is finished. At the foot of the monolith, sailors are still queueing to make the climb. As they see the Black Griffons fleeing, panic spreads like wildfire. Men push and shove to get into the caves, while those in the rear are mercilessly cut down by the pursuing Lizardmen.
Black Griffon Casualties: (60 – Defence × 10)% of those remaining.	Black Griffon Casualties: 75% of those remaining.
Crew Casualties: 10% of those remaining.	Crew Casualties: (10 + (3 – Escape) × 10)% of those remaining

In the event of a retreat, the PCs will have a clear route to the caves, where they or the Black Griffons can set off the barrels of blackpowder as planned to collapse the entrance behind them.

In the event of a rout, the PCs will have to push their way to the front, and on reaching the entrance will see many men still trapped in the plaza behind them, including Bill Schaft. If the barrels are not set off now, the lizardmen will surely get inside: if the PCs will not light the fuses, one of the Black Griffons will do it for them. PCs seeing their shipmates left behind must pass a WP test (at -10 if they lit the fuses themselves) or gain an Insanity Point.

The last few inches of fuse burn down, and the cave mouth disappears in a blast of fire and falling rocks. When the echoes of the explosion die away, a thick silence descends, the roars of the reptiles outside shut out behind a thick mound of rubble. Without the moonlight from outside, the interior of the cave is pitch black.

It takes a moment or two before any of the survivors kindles a light. They look around at one another, their skin stained with blood and gunsmoke. There are far too many faces missing – but as more torches are lit, the faces that remain turn to the heavy chests carried out by the Captain's men. They have made it out with a king's ransom in lizardman gold – and beyond the gold, the large wooden box that holds the Magister's mummy looms large.

If Colonel Neuwald is still on her feet at the end of the battle, the ebbing of adrenaline and the casualties sustained by the Black Griffons leave her struggling to come to terms with what has just happened. She rages at the rockfall blocking the cave entrance:

"Beasts! You think we're beaten? I'll make you pay for this! I'll have your heads mounted on my wall!"

As her exhaustion and injuries begin to catch up with her, her men draw her away. No-one wants to hang around to see if the Lizardmen know another way in...

Date	Sailors Lost	Black Griffons Lost
1 st Kaldezeit, 2522	10 – 40% of those remaining	10 – 75% of those remaining

GM's Notes: Running the Battle

Where's Klaus?

The PCs may rightly ask where the expedition's wizard is during the fighting – in fact, a lot of the men will be asking that too! Klaus does not trust anyone else with handling Xo'tlaloqua's remains, and insists on personally supervising the transport of the crate containing the Relic Priest – though he will not say it aloud, he sees keeping hold of Xo'tlaloqua as being more important than the lives of anyone else in the expedition. If they seek him out, the PCs can convince him to join the fight with a Difficult (-20) Charm test – but even if they succeed, his obsessive focus on the 'prize' should be clear.



NPC Deaths

Captain van der Wijk, Colonel Neuwald, Mother Akela and Magister von Stiftanzer should not be allowed to die here – as before, if they receive a critical hit, remove them from play and have them dragged to safety as part of the retreat. Any other NPC however is fair game: if you get the opportunity, the death of characters the PCs have got to know like Bill Schaft, the brothers Horst or Doctor Wackliger can help to drive home the severity of the expedition's losses.



PC Fate Points

If any PCs burn Fate Points to survive the battle, it is very important to make sure they make it out into the caves, whether carried by the other PCs or by friendly NPCs. Once the entrance is collapsed, it will be very difficult to find a plausible way for them to survive. Of course, PC actions are never predictable: should you find yourself in a position where a PC gets left behind, below are two of suggestions for how they might rejoin the survivors of the expedition.

- 1. Left for Dead:** the PCs' injuries look so severe that the lizardmen don't even stop to finish the job. Qoatxli's cohorts will not linger long in the crater after the battle ends, looking to pursue the expedition by another route: the unconscious PC wakes after they have left and finds themselves alone in the corpse-strewn plaza. Using their survival skills, they must navigate their way out of the crater and find the expedition on their own.
- 2. Taken Captive:** recognising that the PC is still alive, the lizardmen take them prisoner in order to question them about where the expedition has gone (perhaps using Piqipoqetl as an interpreter). This allows the PC to piggyback on Qoatxli's pursuit of the expedition, and perhaps look for an opportunity to escape and rejoin their friends once they realise that the lizardmen are close to catching up. PCs taken captive by the lizardmen should test WP to avoid gaining an Insanity Point, as they are treated like animals and may witness other captives being sacrificed to Sotek.

IV.II Flight to the Coast

It takes two days for the survivors of the expedition to make their way down through the dripping, subterranean gloom of the caves, rationing their torches to avoid being left in total darkness. Every step of the descent, all ears are listening for the sound of pursuing lizardmen behind them – but for now, it seems they are alone.

On the morning of the **4th of Kaldezeit**, the expedition finally re-emerges into the open air at the foot of the plateau. The Captain and the Colonel allow no rest, leading the way into the jungle as they look to retrace their steps back to the river Qurveza. It's not long, however, before the expedition finds they have company.

A shout from the rear of the column raises the alarm: circling high above the tops of the trees are six Terradons, seemingly shadowing the path of the expedition. With an Easy (+20) Perception test, PCs can make out the tiny figures of Skink riders on the creatures' backs.

"Outriders," spits Neuwald. "Scouting for those beasts at the pyramid. Sigmar's breath, we couldn't have had longer before they found us?"

Striding into the middle of her men, she points up at the circling shapes.

"Six crowns for any man who brings one of those monsters down!"

The crackle of gunshots soon splits the humid air, sending flocks of brightly-coloured birds rising from the surrounding jungle. Any PC who wishes to try to win the Colonel's six crowns has one combat round to take their shot while the Terradons are flying Low (see p139 of the core rulebook): after that, the Terradons fly High, out of reach of even the surest shot. Two split off from the group, flying north-west, while the remaining Terradons hold position over the expedition. When it becomes apparent there is nothing further they can do to drive them off, the expedition resume their march.

The day wears on, the winged lizards circling high overhead as they watch you struggle on through the jungle. The vegetation seems to have grown back just as thickly as it was the first time the expedition came this way, requiring the Captain's men to clear again the path they had already trodden. It is slow, hot, exhausting work.

At last, a rising wind begins to ruffle the tops of the trees, cooling the sweat on the sailors' brows and driving the flying beasts away. Some of the men cheer as they see the creatures flapping away to the west – but their cheers die away quickly as they see what is coming from the east. Towering black clouds are spreading across the blue bowl of the sky, dragging a black veil of rain beneath them. The expedition is about to experience the full force of the Lustrian monsoon.

In minutes, the downpour reaches the head of the column. Trees bend under the weight of the torrential rain, rivulets of water cascading from their broad leaves and turning the trail into a river of mud. Still the expedition struggles on, hauling their heavy loot with them. Looking for all the world like a drowned rat, Magister von Stiftanzer sticks close to the large crate that holds the mummified thing from the pyramid, mumbling vague words of encouragement to the men carrying it. He scarcely seems to notice being soaked to the skin...

The monsoon rains will continue solidly for three days, after which they become more intermittent. Any gunpowder that is not secured in a waterproof container during this time becomes wet, and must be dried out before it can be used to fire a gun.

Through the rains, the expedition continues its march, always trying to close the distance back to the river. **Select two PCs at random and roll for Jungle Hazards** as they make their way back through the rainforest. During this (very wet) march, morale among the crew slips to a new low. PCs who pass an Easy (+20) Gossip test can pick up some of the things that are being muttered among the sailors when the expedition makes camp each night:

Scuttlebutt Among the Crew

- *"That lizard-priest they killed up at the pyramid had magic, aye? Who's to say they don't have more? Who's to say this black weather ain't their doin'? They're comin' for us, and we ain't even going to see 'em until it's too late."*
- *"We should never have taken that wizard's damned frog from its tomb. Everyone knows what happens when you go robbin' tombs. Now we're cursed, cursed as old Kreugar."*
- *"First there was the elves, then the storm, then the ripper-fish, and now this. I'm telling you, mates, Manann is angry. There's someone – or something – among us, what he don't want gettin' back to the Old World."*

Akela is aware of these rumours, but does nothing to quash them. Instead, on the **6th of Kaldezeit**, she approaches Colonel Neuwald after the expedition has made camp. PCs can join the conversation or eavesdrop with a Very Easy (+30) Silent Move or Concealment test (thanks to the rain).

"Mind if I join you?" asks Akela, producing a small tin flask. "This is the last of my Bretonnian brandy. Laid down by the monks of Mâlevite Abbey, vintage 2473. Seemed a shame not to share it."

Shifting along a little under the giant leaf that is sheltering her from the rain, Neuwald holds out her hand for the flask. As Akela takes a seat beside her, she takes a swig and makes a face, perhaps doubting the claims about its vintage. The two sit in silence for a little while before Akela speaks again.

"Hope I'm not overstepping my bounds, Colonel, but I wanted to say... you know you can't go blaming yourself for what happened back there at the pyramid. Just you and your men against the whole bleeding jungle? It's a miracle any of us got out alive. We've got you to thank for that. These lizards, they're not like our beastmen back home."

Neuwald grunts. *"You've got a lot of experience fighting beastmen, Mother Akela?"*

"Only a little," is Akela's humble reply. "Saw a minotaur chained in a pit once, at Fool's Point. Man who kept it offered a prize for any pit fighter that could last a round with the thing. Lot of silly buggers got 'emselves killed trying." She takes a swig from the brandy flask. "That white lizard though... maybe that thing could take old Corso's money off him. Never seen anything that could fight like that. Just thinking about it gives me the shivers." She shivers. "You know what the crew are calling it? The Ghost. Some of 'em are even saying they've seen it, out there in the trees."

Instantly, Neuwald switches from detached and laconic to on-edge and alert. "Where?" she demands.

"Oh, I didn't mean to say – I mean, it's just tall tales, Colonel, I'm sure. That's how sailors are, you know? Always trying to put the frighteners up each other." She gives Neuwald a comradely pat on the shoulder. "You and your boys, you're the professionals. If the lizards really were catching up with us, I'm sure you'd know it first."

Downing the last of the brandy, she squints into the flask. "Damn," she says, "out of grog. I'll have to go see about getting some more." Akela pushes herself awkwardly upright. "Just... forget I said anything, eh? The old hands talk a lot of rot sometimes."

Neuwald says nothing, but stares off intently through the rain, towards the darkness beneath the trees. She doesn't look like she will be forgetting anything particularly soon.

After this conversation, Neuwald becomes more watchful and paranoid, spreading her soldiers along the column with strict instructions to raise the alarm if they see anything. This is what Akela wants: she has identified Neuwald as the biggest obstacle to her taking over command of the *Maiden*, and has planted the idea in her mind to create the opportunity for an "accident" on the way back to the ship.

PCs with good social skills may want to intervene in the conversation to try to steer it in a different direction: allow them to test with any appropriate skill against Akela's Charm. If they succeed, they may make Neuwald suspicious of Akela, but they cannot prevent Neuwald from becoming paranoid about Qoatxli – once the idea is planted in her head, there is no getting it out.

On the **9th of Kaldezeit**, the expedition reaches the Qurveza, at the point where they crossed before. Unfortunately, the heavy rains have led the river to burst its banks, carrying away the rafts they left behind. After appraising the situation, Captain van der Wijk orders half the crew to construct new rafts while the other half forage for food. His plan is simple: rather than just crossing to continue on foot through the dense jungle, the expedition will raft downriver all the way to the coast.

Depending on their skills, the PCs may want to join the foragers, the raft-builders, or help the Black Griffons to stand guard. Jan Gelt goes with the first round of foragers: when he returns, any PC who is keeping an eye on Mother Akela may (with a Routine (+10) Perception test) notice her speaking to Jan alone. She has spotted her opportunity to get rid of the Colonel for good: the next morning, she puts her plan into action.

The morning rains have cleared, and the pile of provisions foraged from the forest for the journey downriver is growing when a sailor bursts from the treeline at a dead sprint. It is Henrik Visser.

"The Ghost!" he shouts, wild-eyed and waving his arms. "The Ghost, I saw it! Ranald have mercy, it's here!"

Neuwald is immediately on the scene, her hand on the pommel of her sword. "Where?" she demands.

"Back there!" stammers Henrik, pointing back into the trees. "I, I was picking fruit, and I saw it. The white beast."

"And it was alone?" asks Neuwald. Visser nods. Calling over the closest of her Black Griffons, Neuwald checks her weapons before turning back to Henrik.

"Show us."

PCs who have got wind of going on may be suspicious of Henrik. If they question him further, they will find his story is a little shaky:

- He claims the ‘Ghost’ appeared alone, when every time the expedition has seen Qoatxli so far they have been commanding a large number of other lizardmen.
- He claims to have run through the jungle all the way back to the camp, but doesn’t look particularly scratched, sweaty, or out of breath.
- If pressed, he may contradict himself about exactly what he was foraging for.

Henrik is acting under instructions from Mother Akela, and is a ball of nerves about having to lie to the Colonel. If the PCs pressure him (with a successful Intimidate test) he may try to back down from his claims, suggesting that perhaps he is not sure whether it was the Ghost after all. If the PCs pressure him too intensely, Mother Akela may intervene to protect him.

Neuwald is fixated on the idea that Qoatxli may be nearby, and insists that Henrik lead her to the spot where he made the sighting, unless the PCs can convince her otherwise. This is an almost impossible task unless they have already won her trust: if you judge that they have, a Difficult (-20) Charm or Academic Knowledge (Tactics/Strategy) test can convince her. Modify the test further according to how compelling you think the PCs’ argument might be.

If Neuwald cannot be dissuaded, the PCs must choose whether to accompany her or stay behind. Neuwald sets out into the jungle with Visser, six Black Griffons, and as many PCs as wish to follow.

Moving slowly through dense jungle, Visser leads the way back away from the camp. Huge trees tower over the small band of intruders in the rainforest, lianas as thick as a man’s arm hanging from their mighty branches. Birds whoop and cackle in the canopy, while clouds of biting insects rise from the thick undergrowth.

Further from the camp, the forest floor becomes soft and waterlogged, giving way to a weed-choked swamp. The trees thin out, until at last the sun breaks through into a wide, marshy clearing. Visser comes to a halt, nervously looking left and right. “This is the place,” he says.

“I don’t see anything,” says Neuwald, scanning the treeline with her hand on the butt of her pistol. “Where did you see it?”

“Somewhere over... there...” says Visser, pointing out to where the water grows deeper. Warily, Neuwald motions for her soldiers to spread out and search.

They have not got far when what appeared at first to be a great sunken boulder moves, lifting a great three-horned head out of the water. It is a massive reptile, built like an ox but many times the size. Its mouth is a crushing bird-like beak, and a huge, bony crest rises from the back of its wedge-shaped skull. Weeds hang from its curving horns, swaying in the air as it focuses its beady eyes on the intruders in its swamp. A deep, lowing rumble emanates from deep in its barrel chest.

“Manann save us,” squeaks Visser. “Every man for himself!”

Without a second’s hesitation, he turns and sprints back into the trees.

This is a Stegadon: its stats can be found in the bestiary in Appendix I. The Colonel shouts a ringing order for her men to stand their ground, granting the PCs and Black Griffons a +20 bonus to their Terror tests: Those PCs who pass still have the choice whether to stand or flee. **Most parties have little chance of killing a Stegadon:** make sure to stress its size and power to communicate this to the players. The important goal here (if they choose to pursue it) is not to kill the monster, but to get the Colonel out alive.

Set up a combat using the Stegadon Clearing map, with Neuwald, the Black Griffons and the PCs in the centre. Drawn by Neuwald's shouting, on its turn the Stegadon enters the map from the eastern edge, moving 12 squares directly towards her. Neuwald stands her ground, looking to dodge its charge at the last moment.

The other Black Griffons, if they passed their Terror tests, spread out and shoot at the oncoming beast. The PCs can join them, or try something more inventive: some possible options are given below, but other imaginative ideas should be equally rewarded.



Distraction

If the Stegadon receives wounds from a ranged attack while not engaged in melee, it may be distracted into changing the target of its charge. Test Intelligence for the Stegadon, at +10 for each time it has failed the test before: if it fails, it forgets its current target and tries to charge the shooter.

Collision

The Stegadon builds up a lot of momentum when charging. If the Stegadon's Charge Attack is successfully dodged by a character with their back to a solid obstacle like a tree or fallen log, its horns become stuck in the obstacle. The Stegadon will take 2d10/2 rounds to free itself: during this time it can still attack characters adjacent to it (using its feet and tail), but cannot move.

Climbing Trees

With a Full Action and a Very Easy (+30) Scale Sheer Surface test, characters can climb one of the trees surrounding the clearing, putting them out of the Stegadon's reach. Some of the trees contain other jungle creatures: if a climber rolls doubles on their test, roll a d10 and pick one of the following Jungle Hazards from Appendix I to apply.

d10 roll	1-3	4-6	7-10
Jungle Hazard	Lustrian Tree Frog	Monkey-Eating Spider	Emerald Hornets

If no targets remain on the ground, the Stegadon will eventually wander away.

Stegadon Whispering

With a Very Hard (-30) Charm Animal test, the Stegadon can be convinced not to attack – as long as no-one attacks it or acts in a threatening manner.

The encounter ends when either all the PCs have moved off the edge of the map, the Stegadon wanders off, or the Stegadon is killed. Neuwald will not leave the map without her men: similarly, those of her men who pass their Terror tests will not abandon their commander, and will try to carry her away if she is taken out of action. Broadly speaking, the encounter has three possible outcomes:

1. Neuwald Killed

If Neuwald is killed by the Stegadon during combat, if the PCs abandon her to the Stegadon, or if the PCs do not accompany her into the forest, she dies.

2. Neuwald Critically Injured

If Neuwald is critically injured by the Stegadon but not killed, the Black Griffons will carry their wounded Colonel back to camp.

3. Neuwald Escapes

If the PCs ensure that Neuwald makes it off the combat map with no life-threatening injuries, then she escapes! The Stegadon will not pursue the intruders far once they leave the clearing: once it's satisfied it has chased them off, it returns to its grazing.

Once the survivors get back to camp, they spread the word to leave the Stegadon alone, and lookouts are posted in case the beast wanders closer to the camp. There's no sign of Henrik anywhere: PCs who can pass an unmodified Search test in the jungle can find his legs sticking out of a large carnivorous plant in the rainforest between the camp and the clearing. He can be cut free, but the man is already dead (and partially digested): this is one of the dangers of fleeing blindly through the Lustrian jungle.

Date	Sailors Lost	Black Griffons Lost
10 th Kaldezeit, 2522	1 (Henrik)	0 - 6

If the Colonel was killed, she will be buried by the river. If she was critically injured, she will be brought to Doctor Wackliger: the surgeon does her best to patch her up, but her face makes it clear that she doesn't expect her patient to live. PCs with the Heal test can try to help here: if they can pass a Difficult (-20) Heal test, Neuwald will survive. Should Neuwald die (now or later, when she succumbs to her injuries), Akela will conduct a short funeral service.

"Sieglinde Neuwald was the boldest woman I ever met. As fierce a friend as she was a fighter. She deserved to die old and surrounded by grandchildren, not here on this gods-forsaken shore. But none of us can choose the manner of her deaths. We pray that she finds her way surely to Morr's halls, and that when our own time comes, we can face it half as bravely as her."

She gives a convincing performance, but PCs who can pass an opposed Perception test against her Charm may notice that when the speech is over and she thinks no-one is looking, Akela cracks a small smile.

By the end of the 10th, Captain van der Wijk's rafts are finished. The treasure and provisions are loaded, and the expedition sets off downriver.

Rafting Downriver

The river current carries the expedition downriver at a slow but steady pace. As they pass further downriver, Magister von Stiftanzer's mental state is noticeably deteriorating. He does not sleep, but sits cross-legged staring at the crate containing Xo'tlaloqua's remains. He mutters continually to himself, and snaps peevishly at anyone who disturbs his contemplations. He is in the process of developing the **Cosmic Insignificance** insanity detailed in Appendix I.

Klaus is Going Crazy: Sample Mutterings

- *"It can't be... the Books of Caccino, the Rites of the Ancient Grove... all the texts say we were made in the image of the gods..."*
- *"And the elves, the elves say they were made in the image of Asuryan. The elves should know. The elves must know."*
- *"...It is all too profound for the human intellect to grasp. An ant might as well speculate on the mind of the Supreme Patriarch."*

Any PC with Magical Sense will experience some of what von Stiftanzer is going through, picking up mental echoes of the relic priest's stirring consciousness. Their dreams are plagued with ancient memories that are not their own, their perception of time is altered, and they catch fleeting glimpses of the ineluctable mathematics of the Great Plan. Unless they take measures to sleep as far away from Xo'tlaloqua's crate as possible, they must pass a WP test or gain an Insanity Point.

It's not just magic-users who are beginning to sense that the relic priest is more than just a bundle of bones. The sailors who helped to carry the crate are spreading stories of having cold sweats and nosebleeds when they were near it. One man has an iron Manannite talisman that has become spontaneously magnetised from being near the crate. With everything they have been through since reaching the pyramid, it's not hard for the superstitious sailors to reach the conclusion that there is a curse on the relic priest's remains – a conclusion that Akela quietly encourages.



If Neuwald was injured, the **12th of Kaldezeit** is her moment of crisis. If a PC passed the Heal test to save her, she will begin to show signs of recovery. If the Heal test was failed (or if no test was made), she will succumb to blood loss and infection.

GM's Note: Chain of Command

If Neuwald dies, or during the time that she is incapacitated, the brothers Horst are the next in the chain of command. It's quite possible, however, that the brothers Horst died at the pyramid, or for the PCs to have proved themselves to such a degree that one or both of the brothers are willing to stand aside and let them take command of the surviving mercenaries. If the PCs want to make a bid for the Colonel's position, let them.

Hunters in the Sky

On the **13th of Kaldezeit**, the rains have cleared enough for Qoatxli's Terradon scouts to find the expedition again.

"Look!" shouts a sailor on the Captain's raft, pointing up to the sky. "The dragon birds! They're back!"

Sure enough, the lizardmen's flying scouts have returned, their winged silhouettes unmistakeable against the ragged clouds. The Black Griffons ready their guns, but the creatures are soaring high above the range of even their sharpest shot.

For perhaps a quarter of an hour, the lizards seem content to observe as the rafts as they float further downriver. Then, at some unseen signal, one breaks away, swooping down below the trees on the south bank. Reappearing with something heavy clutched in its claws, it flaps laboriously back into the upper air, circling high above the rafts – then, with a triumphant shriek, it lets go.

The men on the lead raft begin to shout in alarm as the creature's cargo plummets towards them. A mossy stone about the size of a man's head, it plunges into the river a few yards off their bow, raising a tall plume of spray from the impact. If it had struck the raft, it surely would have gone straight through the bottom.

One after another, the other flying lizards break off from their lazy circling, dipping in smooth succession towards the trees...

The Terradon riders drop their rocks from high altitude, allowing them to reach maximum speed before impact. This keeps them out of handgun range, but also limits their accuracy: most of the rocks fall into the water, rather than striking the rafts.

Over time, the damage from the falling rocks begins to add up. PCs who can pass an Easy (+20) Perception test will notice that the Terradon riders are targeting every raft except the one carrying Xo'tlaloqua: they are not willing to risk damaging the relic priest. If they lash the rafts together, the rock dropping will stop.

If the PCs do not come up with a solution, the raft they are on will become so damaged that it begins to sink. They have 2d10/2 turns before schools of piranha begin to appear on the scene: in this time they must accrue a total number of Degrees of Success on Row or Swim tests equal to the number of PCs to make it to safety. If they fail to do this, the piranha inflict a Damage 2 hit to a random location on each PC each turn, until they reach the required total. A PC who succeeds on a Swim test can choose to leave the others behind, saving themselves from the piranha but not contributing their Degrees of Success towards the pool.

There are 7 other passengers on the raft. Each surplus Degree of Success the PCs achieve before the piranha arrive saves one additional passenger. If the PCs ride on Xo'tlaloqua's raft, they skip this challenge, but witness another raft of 12 men sunk.

Date	Sailors Lost	Black Griffons Lost
13 th Kaldezeit, 2522	0 – 12	0

Return to the Serpent Stones

If a raft is sunk, Captain van der Wijk beaches the remaining rafts before the Terradons can sink another, and the expedition continues on foot. If no rafts are sunk, the expedition continues floating downriver. Either way, by sunset they reach the familiar landmark of the serpent stones (see II.I).

Captain van der Wijk orders the expedition to make camp, ready to move on in the morning. From here, it's only a short march back to the beach where the *Maiden of Manann* should be waiting. Only Von Stiftanzer doesn't seem to be feeling the boost in morale that this knowledge brings.

With the last glimmers of sunset fading in the west, a rustling in the treetops heralds the arrival of a familiar troupe of black-and-white monkeys. One of them is still wearing the Magister's Verenan pendant, making the sailors laugh and call out to it. After all the trials of their long retreat, they are happy to see such harmless animals again.

Alone among the sailors, the Magister's reaction is not one of humour but of horror. Seeing the monkey carrying his pendant, he flinches away, as if unable to bear the sight of it. "No! Please, I cannot stand it!" he weeps. Puzzled faces turn towards him. "Oh please, do not mock me!"

"It's just monkeys, Magister," says Mother Akela, her face a picture of concern. "Are you feeling alright?"

"Hah!" barks the wizard, his voice brittle and fraying. "Just monkeys'. Look, you wretched apes!" he shouts, pointing up at the monkeys with a trembling finger. "All of you! Look upon your grandfathers!"

Van der Wijk quickly intervenes, shepherding the wizard away and attributing his outburst to heatstroke. Nevertheless, von Stiftanzer's strange behaviour quickly becomes the talk of the camp. Akela joins in with a will: she goes from campfire to campfire, spreading rumours of how the wizard brought the curse upon them by opening the tomb.

The night passes uneventfully. As the sun rises on the **14th of Kaldezeit**, the expedition breaks camp, making ready for the final leg of the march.

"Dragon-birds are back again," observes one of the men, pointing up to a handful of specks circling high in the brightening sky. An old sailor spits, calling on Manann to curse the flying beasts.

"Let 'em follow us far as they please," says another, heaving a box of treasure over his back. "We'll be back aboard the Maiden before the sun sets tonight. Ain't nothin' they can do to us then."

As he finishes speaking, the first man cocks his head to one side. "D'you hear that?" he asks.

"What?"

"Listen!"

In the quiet that follows, a single sound can be heard – a soft, steady beating of drums in the jungle. Growing louder.

"It's the lizards!" shouts a frightened voice, towards the back. "RUN!"

IV.III Blood on the Sand

Thanks to the reports of the Terradon scouts, Qoatxli and the Cohorts of the Mirror Pools have finally caught up. Now, with the lizardmen breathing down their necks, the expedition faces a breakneck race to the coast.

Captain van der Wijk tries his best to keep panic from spreading. If the PCs kept Colonel Neuwald alive, or if any of them can pass a Command test to assist him, he succeeds: otherwise, one third of the treasure is abandoned as the men make haste to escape. Greedy PCs may be tempted to linger behind and fill their pockets: see the *Just a Souvenir for the Missus* box in III.III for examples of what they might be able to take.

With the drums of the lizardmen echoing through the forest behind you, you turn and run after the others. For hours you run through the sweltering heat, until your lungs burn and sweat drips from every pore. After what feels an eternity, you begin to feel the cool touch of the ocean breeze against your face. Following the salt smell of the sea, you burst through the treeline and out onto the blinding white sands of the beach. All around you, your fellow survivors stand blinking in the sunlight.

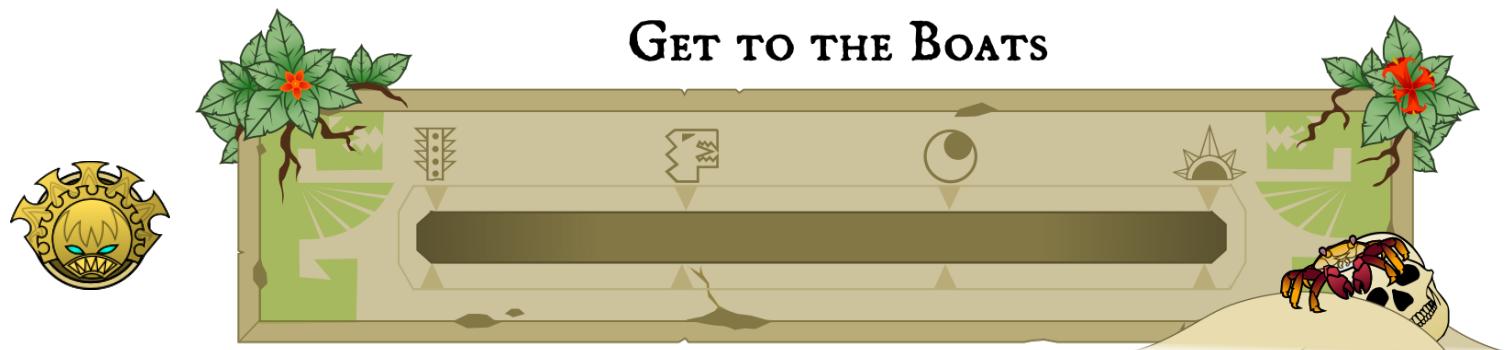
A few hundred yards down the beach, the carpenter and his mates are relaxing with their toes in the sand, eating fruit and drinking out of coconut shells. Looking round in surprise at the sight of their returning shipmates, they begin to shout and wave – but all eyes are on the ship floating out in the blue waters of the bay. With a new mizzenmast of Lustrian hardwood, the Maiden of Manann bobs peacefully at anchor, ready to sail.

Throwing down their burdens, the men crowding the beach rush for the boats – but there are far too many of them to make it in one trip. As the first boats push off, the drums in the jungle grow louder, and the winged lizard-beasts come swooping down over the treetops. It looks like the lizardmen are not prepared to let you leave.

The *Maiden of Manann* has three jolly-boats, which must go back and forth between ship and shore to get everyone to safety. With a Difficult (-20) Command, Charm or Intimidate test, the PCs can get on the first wave of boats, provided they did not linger behind to pilfer the abandoned treasure. If not, they are left behind on the beach as the lizardmen attack.

Set up a combat using the Beach map, placing the PCs and as many of the following NPCs as are still alive by the water's edge: Colonel Neuwald, Otto Horst, Axel Horst. For those who are dead, replace them with a generic Black Griffon.

Use the 'Get to the Boats' tracker below to give the players a sense of how long they have to hold. It starts at 0 (¶), and rises as the battle progresses. Once it reaches 3 (▲) a boat has returned to the beach, and the players can escape. Describe the boats getting nearer as the tracker progresses.



GM's Note: Why Don't We Give Them What They Want?

At this point in the adventure, the PCs have probably figured out Xo'tlaloqua's significance to the Lizardmen, and therefore what is making them so cross. They may be tempted to try to surrender the relic priest to their attackers. Doing so will not be easy:

- **Magister von Stiftanzer** ensures that both the crate containing Xo'tlaloqua and himself are on the first boat back to the *Maiden*, and will use his magic to defend the crate if necessary. His fixation with the relic priest has become absolute, and he cannot be reasoned with over petty things like survival.
- **Captain van der Wijk** knows he cannot leave Xo'tlaloqua behind without failing his masters in Marienburg. He will use his authority against any suggestion of leaving the relic priest: going against his orders will require open mutiny.

Should the PCs press ahead regardless, Mother Akela may join them if she perceives the odds to be good enough (i.e. if the surviving sailors strongly outmatch the surviving Black Griffons), in effect bringing her planned mutiny forward. Should they succeed, they still have to reckon with the lizardmen.

- The lizardmen have no intention of negotiating, and will not halt their attack just because it looks like the warmbloods are trying to talk. The only thing that will stop them in their tracks is if they can see that Xo'tlaloqua is about to come to harm.
- The expedition have very little ability to communicate with the lizardmen unless Piqipoqet is still alive: Qoatxli's Saurus Warriors have no proficiency for foreign languages.
- While Xo'tlaloqua's remains are their overriding priority, the lizardmen also want to secure the return of the gold plaques looted from the temple – to give them what they want means leaving Lustria with practically nothing to show for the voyage.
- The lizardmen view the expedition as having committed a desecration, and have no reason to deal honourably with these trespassers: once they have secured Xo'tlaloqua from danger, they are likely to go back on their word and resume the attack.

All this means that attempts to bargain with the lizardmen are very likely to break down, and may lead into fighting or fleeing anyway (as described in the default path of the adventure). However, Act V assumes that Captain van der Wijk and Magister von Stiftanzer are still alive and in control when the *Maiden* leaves Lustria: adapting to that not being the case may require some modification of the final scenes – particularly the mutiny in V.II. Below are listed some possible replacements for this element of the plot.

- The ship may still be becalmed, but the threat of mutiny may arise from disputes over shares in the treasure rather than fear of the wizard and the relic priest.
- Rather than an outright mutiny, the conflict aboard ship could be Mother Akela seeing the PCs as a threat to her authority and trying to eliminate them.
- If the *Maiden* evaded the Druchii slavers in Act I, the entire mutiny could be replaced with the Druchii making a repeat appearance.

Overall, the adventure is written under the assumption that the PCs will not take this path – but if you are up for a little improvisation, don't take that as a reason not to let them!

As before, the battle is broken into phases.

PHASE I: Look to the Skies!

Three Terradon Riders enter from the north side of the map. They will each attack a differently randomly-selected target, trying to stall the warmbloods long enough for reinforcements to reach the beach. Both rider and mount act at the rider's initiative.

Once 3 rounds of combat have elapsed, the surviving Terradons disengage, flying out to sea to harass the boats beginning to row back from the *Maiden*. Advance the tracker one space.

PHASE II: The Cohorts Advance

Qoatxli and 5 Saurus Warriors emerge from the treeline at the north side of the map: these represent the first rank of the countless lizardmen marching onto the beach. They march forwards in formation, charging the defenders once they come into range. If Colonel Neuwald is still alive, Qoatxli will seek her out: if not, Qoatxli will target whichever character appears to be in command.

Once 3 rounds of combat have elapsed, replace any casualties the lizardmen have suffered with more Saurus emerging from the treeline, and advance the tracker one space.

PHASE III: Broadside!

The members of the crew who have made it back to the *Maiden* have run out the guns, and are ready to give the lizardmen a taste of their own medicine. A volley of cannonballs howls overhead, smashing into the ranks of Saurus still emerging from the jungle. Every lizardman in the PCs' combat must pass a WP test or be Stunned for 1 round at the deafening noise. Once 3 more rounds of combat have elapsed, advance the tracker one space.

GM's Note: Qoatxli and the Colonel

Qoatxli is a formidable opponent, and will probably kill Colonel Neuwald unless the PCs intervene (assuming she has survived this far). Nevertheless, the Scar-veteran has become Neuwald's white whale: she will see Qoatxli dead if she possibly can. Neither character is essential to the plot beyond this point: you should feel free to let either of them die, and the PCs should not feel obliged to risk their lives getting between them! Just try to give either NPC a dramatic death in the event that they die.

The Boats Arrive

Once the tracker hits 3, place a jolly-boat on the waterline, as close as possible to the PCs. The PCs must physically reach the boat before they can leave combat. The boat is being rowed by 2 deck hands, but has oars for more rowers: selfish PCs may convince the sailors to start rowing away before everyone else is off the beach!

Swimming For It

Should the fight on the beach turn into a massacre, or should they simply decide that they'd rather take their chances with the ocean than the lizardmen, the PCs may prefer to swim for the *Maiden* rather than wait for the boats. PCs can leave the combat at any time by entering the water and making a Swim test, with a modifier depending on the current value of the tracker.

Tracker Value (TV)	0	1	2	3
Modifier	-20	-10	+10	+20

PCs who fail the Swim test begin to drown. Apply the Suffocation rules on page 136 of the rulebook. Drowning PCs may re-take the Swim test once per minute. Other PCs who pass the Swim test may rescue a drowning friend if they score at least one full degree of success.

If all the PCs swim for it before the tracker reaches 3, the defence has collapsed. Consult the following tables to see the outcome for the expedition as a whole. All losses are given percentage of those remaining.

TV at end of combat	0	1	2	3				
Treasure left on beach	33%	22%	11%	0				
Date	Sailors Lost		Black Griffons Lost					
14 th Kaldezeit, 2522	TV 0 50%	TV 1 32%	TV 2 25%	TV 3 12%	TV 0 100%	TV 1 75%	TV 2 50%	TV 3 25%

One way or another, the PCs must make it back to the *Maiden* or die!

Friendly hands reach down to haul the last of the crew up onto the ship, and the men on the Maiden's deck begin to cheer and jeer at the lizardmen on the shore. Hundreds more are emerging from the trees, some diving into the water to pursue their prey – but even their strongest swimmers can't outpace a Marienburg galleon.

As the Maiden turns to the east, her sails billowing out in the wind, the creatures on the beach stare after her with implacable reptilian eyes. Their leader stalks down to the waterline and gives vent to a deep, animal roar. It carries over the water; though it has no words, it sounds like a promise.

Ahead, the open ocean stretches wide and inviting. As the Lustrian shore dwindles to a strip of green behind you, a sense of euphoria settles over the crew. Men embrace each other and strike up dances on the deck, overjoyed to feel the timbers of the ship under their feet. Against all the odds, you have escaped.

End of Act IV: Experience Points

- Completing the act: 100 XP
- Achieving a Retreat from the pyramid rather than a Rout: 50 XP
- Encountering the Stegadon: 10 XP
- Killing the Stegadon: 40 XP
- Keeping Colonel Neuwald alive: 20 XP
- Preventing the Terradons from sinking the raft: 15 XP
- Holding the beach long enough for the boats to arrive: 25 XP
- Killing Quatxli: 50 XP
- Per jungle hazard endured: 5 XP

Act V: Homeward Bound

V.I: The Doldrums

With the wind behind her, the Maiden leaves the Lustrian shore behind, and all the horrors of that green hell recede behind the horizon. Under clear skies and a favourable wind, the ship sails back into the blue waters of the equatorial seas,

Seven days after the Maiden left the land behind, the wind dies, leaving the ship becalmed on an ocean as smooth and flat as glass. A day passes, then two, then five, and still the wind does not return. With the sun beating down remorselessly on the deck, men mutter prayers to Manann through cracked lips, imploring the lord of the waves to send them a breeze.

It doesn't take long for cabin fever to set in among the scarred survivors of the expedition. Tempers fray and fights break out over rations of water, while paranoid whispers circulate below-decks. As the sails hang limp in the baking heat, it is hard to keep a level head...

Due to the *Maiden*'s hasty departure, there was not enough time to lay in enough supplies for the long journey back to the Old World. Every day the ship is becalmed stretches the time that the supplies they do have must last. Captain van der Wijk acts quickly to impose a rationing scheme: see the rules for Starvation Rations below. He also announces that rather than sail directly back to Los Cabos, the *Maiden* will make for the west coast of Araby, where she can resupply before continuing north.

Starvation Rations

All the gold in Lustria cannot buy one loaf of bread when becalmed on the open ocean.
Characters on Starvation Rations do not benefit from natural healing, and suffer a -10 penalty to Strength, Toughness, and Fellowship.

A lack of food and water isn't the only thing the crew of the *Maiden* have to worry about. On the **22nd of Kaldezeit**, the day after the wind dies, strange phenomena begin to haunt the ship. A full list of these hauntings and the dates on which they occur can be found under **Eldritch Phenomena** later in this scene.

The expedition leaders have different reactions to the hauntings as they grow more alarming:

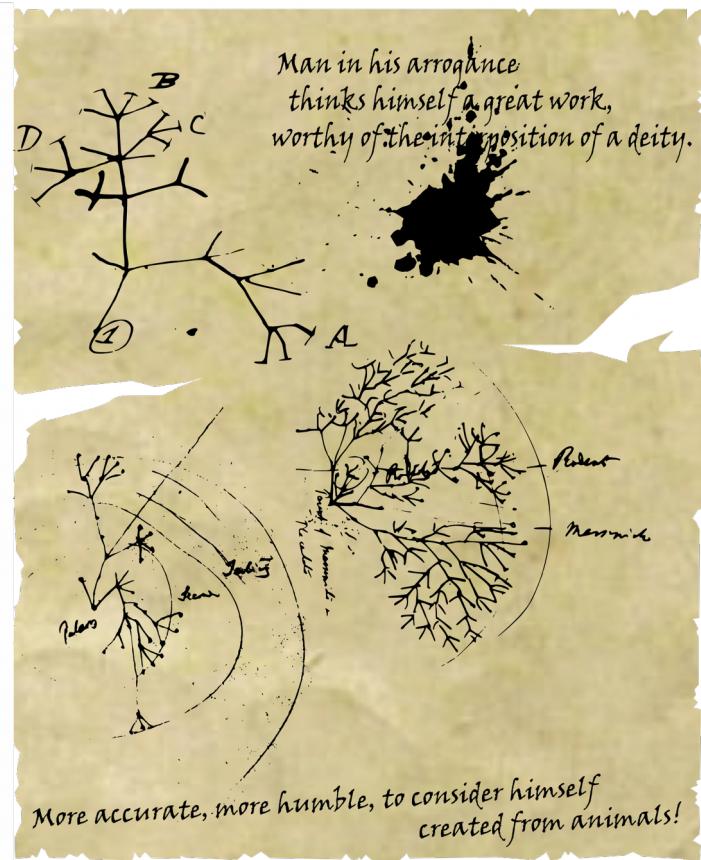
- **Captain van der Wijk** is a constant presence on deck, watching for the return of the wind and trying to maintain discipline. He is visibly on edge.
- **Magister von Stiftanzer** has shut himself in his cabin with the relic priest, and spends all his days and nights in study, rarely emerging into the light. Rumour has it that he's gone completely mad: further details are provided on the following page.
- **Colonel Neuwald**, if she lives, will have sunk into a black depression, and keeps to herself – unless the players helped her kill Qoatxli, in which case she will be more active in assisting the Captain.
- **Mother Akela** is laying the final groundwork for a mutiny, and feeds the growing rumours that the hauntings are the results of a lizardman curse on von Stiftanzer and his 'frog'.

The Madness of Magister von Stiftanzer

During the time the ship is becalmed, the PCs may wish to pay a visit to the Magister to try to get an explanation of what is happening (either on the Captain's orders or of their own initiative). If they don't come up with this idea of their own initiative, you can have an NPC suggest it.

Von Stiftanzer has become a recluse since his return to the ship. He takes his meals in his cabin, spending all his time cloistered with the crate containing Xo'tlaloqua. Fully in the grip of the **Cosmic Insignificance** insanity, he has stopped shaving and spends hours sitting on the floor in silence, staring into the turquoise eyes of the ancient Slann's death mask.

He has plastered his cabin with parchment covered in scribblings of branching 'family trees' like the ones he saw in the pyramid, and claims to be writing a book on what the temple has "shown him". If the PCs show interest, he will gladly explain:



"This is the truth, don't you see? What the temple was showing me, in the patterns... it's all clear now. Elves, men, dwarfs.... we were not created in the image of the gods, we were bred from beasts, as men breed dogs into more suitable forms. It's strange, but there is a... terrible grandeur to it, I think. That from so simple a beginning comes so much that is wondrous and beautiful."

If the PCs challenge his ideas or appear confused, he will dismiss them:

"I wouldn't expect you to understand. After all, you're only apes."

When asked about the supernatural happenings aboard ship, he will seem unsurprised.

"Oh, it's quite natural that there should be some... residual energy grounding itself now that we have removed it from the temple – like sparks from a dying fire. That pyramid was a locus of power quite unlike any that has been studied before. Rest assured, it means no harm. I have it all under control."

Have You Been Half-Asleep, And Have You Heard Voices?

Being confined on a ship with Xo'tlaloqua will not be any healthier for any magically sensitive PCs than it is for von Stiftanzer. PCs with Magical Sense must pass a WP test or gain an Insanity Point, as night after night their dreams are filled with visions of Lustria and cold stare of Xo'tlaloqua's death mask. They find themselves doodling incomprehensible calculations when their attention wanders, and hear snatches of a deep, croaking voice speaking to them in an unknown language.

Eldritch Phenomena

As it senses its growing distance from its correct place in the geomantic web, Xo'tlaloqua's dreaming consciousness slowly begins to wake, leaving ripples in reality. Slann think on very long timescales, and it will take a long time for Xo'tlaloqua to fully awaken: the first manifestations are spread out over 14 days, during which the *Maiden of Manann* remains completely becalmed.



22nd Kaldezeit – Saint Angus' Fire

As the sun sets on the 22nd, pale blue fire is seen flickering around the masts and spars of the ship, causing much consternation among the crew. The Captain reassures the men that this is Saint Angus' Fire, a weather phenomenon that is sometimes seen at sea: some of the old hands back him up, while others mutter that it's a sign the ship is cursed.

26th Kaldezeit – Why Are the Rats Gone?

During the night of the 26th, an eerie light is seen from under the door to the wizard's cabin. Shortly afterwards, two of the men on the midnight watch report seeing all the ship's rats run up from the hold and dive overboard into the sea.

Captain van der Wijk dismisses the men's story, accusing them of being drunk on watch. He sentences them to a dozen lashes apiece, and stops their grog. Afterwards, however, no-one can seem to find any rats aboard.

30th Kaldezeit – Primordial Spirits

On the evening of the 30th, the crew see luminous phantom creatures swimming lazily in the ship's wake. They appear like fish with legs, or frogs with fins. They are visible to everyone, and quickly draw a crowd of sailors. After around an hour, they slowly fade and dissolve into the water.

Trying to quell the crew's unease, the Captain visits the Magister in his cabin to try and get an explanation for this event – or, if they are on good terms with the wizard, asks the PCs to do so for him. See **The Madness of Magister von Stiftanzer** on the following page for the kind of answers they may be able to get.

2nd Ulriczeit – Strange Stars

When night falls on the 2nd, the stars come out in the wrong places – even to the most experienced sailors, the night sky above the ship appears totally unfamiliar. With a successful Academic Knowledge (Astronomy) test, the PCs can work out they are seeing the same constellations as they would have appeared far in the past. With 2 or more degrees of success, they can work out how far: these are the stars as they would have appeared 15,000 years ago.

The thought that the ship may have been transported to some far-off place or time is enough to throw the crew into a panic: under pressure, Captain van der Wijk has no choice but to summon the Magister on deck. Von Stiftanzer finds the phenomenon fascinating, but is oblivious to the terror that is spreading among the crew:

"Mm, yes... it appears to be some kind of aethyric projection? A... dream, or echo, perhaps. Can you imagine the kind of power that makes one's memories persist so strongly, even after death?"

Breaking Point

Von Stiftanzer's comments on the night of the 2nd are the last straw for a crew that has been becalmed without a breath of wind for almost two weeks, and whose supplies are running short.

"What does that mean?" comes a shout from out of the crowd of sailors. "That doesn't explain anything! You and your damned toad! What have you done to the sky?"

Immediately, the crew erupt in a babble of angry shouts and demands. The Captain tries in vain to call for calm, as the Magister looks taken aback. A sailor steps from the crowd and spits in the wizard's face, and a deathly quiet falls.

"Put that man in irons!" bellows Captain van der Wijk. Two men reluctantly seize the offending sailor. "Have you lost your wits, all of you? To assault a Magister of the Colleges?" A long silence follows.

"I will not have insubordination aboard my ship. I will not have it!" Van der Wijk seems far angrier than the Magister, who only seems shocked. "Punishment will be at six bells. One hundred lashes. Take him below."

The offending sailor is marched down to the brig in funereal silence, and the crowd slowly disperses. Later that night, Mother Akela calls a secret meeting in the hold. If the PCs are in her confidence, she will invite them: otherwise, with a successful Perception test they may notice sailors going to the hold. With a successful Concealment or Silent Move test, opposed against the Perception of the Deck Hands in attendance.

The hold is dark and reeks of bilgewater. Not as full as it once was, it is down to its last few barrels of hard tack and salt pork – but the chests of Lustrian gold still sit where they were stowed, lit by a single lantern that sways in time with the swell. A dozen men huddle in its pool of light, talking in hushed voices.

"A hundred lashes. That's a death sentence. What was he doing, except speaking the truth?"

"Aye," says Mother Akela. "It's the truth, alright. That wizard and his damn toad are going to be the death of us. Why should poor Johann be punished for saying it? Why should any of us, who shed our blood getting the cursed thing here?" A murmur of agreement runs around the meeting.

"I've been keeping track. Reckon we've got less'n two weeks water before we're down to our last drop. And even if the wind returns, do you really think the wizard and his high-and-mighty Altdorf friends are planning to share all this" – she thumps a chest of gold with her boot – "with with the likes of us? Branded men." She rolls back her sleeve to reveal an old brand on her upper arm, in the crude shape of a skeletal fish. "Aye, and branded women too."



"No, friends, we've all been played for fools. The Captain and the Magister will let us all die of thirst before they let any harm come to their precious frog, or before they let us spend a penny of our gold. We ain't due a share if we're dead, are we?" She looks around the hold. "I don't like it any more'n you do, but I say, there's only one thing for it."

"Mutiny."

PCs with Common Knowledge (Tilea) or other seafaring experience may recognise the fish-bone brand as the mark of a convicted pirate, as used by the navy of Luccini.

V.II Mutiny!

From this point, Akela's mutiny will move quickly. The PCs have several options for how to respond.

Join the Mutiny

The PCs might well agree with what Akela is saying, and decide that their chances will be best if they join her. Akela will welcome any PC that seems to have the sincere intention to join, and include them in her planning.

Akela's Plan

- The mutineers will strike in the early hours of the morning, while any surviving Black Griffons are still asleep. They will quickly and quietly arm themselves and rouse their friends among the crew.
- One party, led by Jan Gelt (or any PC who would prefer to take the lead) will bar the hatches to the middle deck so that the Black Griffons cannot come to the assistance of the Captain and the Magister, and will stand guard in case the mercenaries attempt to break the hatches open.
- A second party, led by Akela, will proceed to the sterncastle, where they will seize Captain van der Wijk, and surprise and kill the Magister before he can use his magic. Von Stiftanzer's and Xo'tlaloqua's remains will be thrown overboard to lift the curse on the ship.
- Akela will take command of the *Maiden* and sail her to Sartosa, where every man aboard will get an equal share of the treasure.



Speak Against the Mutiny

The meeting in the hold represents a chance to nip the mutiny in the bud: either through persuasion or violence, the PCs might choose to intervene here and now to stop Akela's plan spreading beyond this small number of ringleaders. Most of the mutineers can be talked down if a PC can win an opposed Charm test against Akela. Only Jan Gelt and Akela herself are not persuadable, and may resort to violence if words do not work. If the PCs cannot persuade the mutineers, then all twelve will join Akela in the event of a fight.

Report the Mutiny

If they don't fancy their chances with a direct intervention, the PCs can report Akela's plans to the expedition leaders. To do this, they must get away from the secret meeting without being noticed: if they are discovered (i.e. if they fail their Concealment/Silent Move test) the mutineers will try to seize them and tie them up in the hold until it's too late for them to sound the alarm.

On hearing of Akela's plans, Captain van der Wijk (and Colonel Neuwald if she's still alive) will act quickly to place her under arrest. Most of the crew cannot be trusted not to take her side, so van der Wijk will depend on the Black Griffons: depending on how many Black Griffons are still alive, this may be a foregone conclusion, or may involve a combat in which the PCs will need to assist.

Do Nothing

The PCs may wish to remain neutral – or they may avoid joining or listening in on the meeting, and thus be caught unawares. In this case the mutiny will play out in much the same way as if they had joined it.

Unless the mutineers are reported or dissuaded, Akela's plan swings into action at three bells (roughly 5:30 am). The mutineers arm themselves and spread the word along the gun deck that a mutiny is in progress. Many of the sailors who were not at the meeting join them, already primed by Akela's long campaign of whispers.

If the PCs joined Jan Gelt's party

If Colonel Neuwald has survived to this point, she will stage a breakout, leading the surviving Black Griffons against the mutineers. Using the Lower Decks combat map, set up a combat between the Colonel and four Black Griffons on one side, and the PCs, Jan Gelt and three Deck Hands on the other. If the Colonel is killed or incapacitated, the Black Griffons will surrender.

If Colonel Neuwald is dead, the Black Griffons will not attempt a breakout, and will accept the results of the mutiny.

If the PCs joined Akela's party

If Colonel Neuwald has survived to this point, and if Jan Gelt does not have the support of the PCs, her breakout attempt will be successful: the mutineers have seized the Captain and are in the act of battering down the door of the Magister's cabin when Neuwald and the Black Griffons storm onto the deck. Set up a combat on the deck of the *Maiden*, with the PCs, Akela, and four Deck Hands on one side, and Neuwald, three Black Griffons, and Captain van der Wijk (initially grappled by a Deck Hand) on the other. After two rounds of combat, the Magister will emerge from his cabin and join the Colonel's side. All three expedition leaders must be killed or incapacitated for the Black Griffons to surrender.

If Colonel Neuwald is dead, then the plan goes off without a hitch, with the mutineers seizing the Captain and breaking into Von Stiftanzer's cabin before anyone can stop them.

The door to the wizard's cabin bursts open, splintering under the repeated blows of boarding axes. Von Stiftanzer looks up from where he sits knelt on the floor, blinking in the sudden light. Pieces of parchment lie scattered all around him, covered in his spidery scrawl. Behind him sits the open box containing the thing from the tomb, its golden mask staring balefully back at the mutineers.

"Please," says the wizard, "don't disturb my papers." He doesn't seem to understand what is happening. The men in the doorway hesitate, unsure – before Akela takes a pistol from one of them and shoots von Stiftanzer through the heart.

If the PCs resist the mutiny

There are a number of avenues open for PCs who wish to try to stop the mutiny once it gets underway.

- If the Colonel is still alive, they can assist her breakout, or try to defend the sterncastle long enough for her to arrive. Set up the combats as above, but with the PCs on the opposite side. You may wish to increase the number of Deck Hands (or decrease the number of Black Griffons) to make the combats more challenging.
- If the Colonel is dead, they can still rally the Black Griffons with a successful Command or Charm test – but they must defeat Jan Gelt and his party first.
- If the PCs can get between the mutineers and Von Stiftanzer, they can try to talk them down from their plans to kill him with a Difficult (-20) Charm test. They will still insist on gagging him so he cannot cast spells, and throwing Xo'tlaloqua overboard.

Aftermath

Whichever side wins, there will be the question of what to do with the other side.

Mutineers Win: Mother Akela says she does not want to spill any more blood than is strictly necessary. She offers anyone who will swear to serve as part of her crew clemency and a share of the treasure. Those who will not (including Captain van der Wijk, the Colonel, and the brothers Horst) are locked in the brig.

Mutineers Lose: Captain van der Wijk orders the ringleaders (Mother Akela, Jan Gelt and the other eleven men who attended the meeting, and any PCs who joined) locked in the brig, to be handed over to the Cult of Manann for punishment when they return to Marienburg. The rest of the sailors are given clemency: he still needs them to sail the ship!

If the Black Griffons did not stage a breakout, no lives except Von Stiftanzer's will have been lost. Otherwise, consult the following table for losses. All the numbers here should be taken as having a minimum of the number of casualties taken during combats played by the PCs.

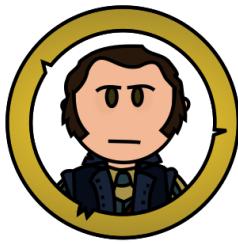
Date	Sailors Lost	Black Griffons Lost
3 rd Ulriczeit, 2522	Mutineers Win 2d10/2	Mutineers Lose 3d10/2

As the sun rises on the **3rd of Ulriczeit**, either Captain van der Wijk or Mother Akela will conduct a short funeral before committing the bodies of the dead to the deep, and say a few words to the surviving crew.



With a great heave, the mutineers tip the lizard mummy over the side. It hits the water with a tremendous splash, and men cluster along the rail to watch it sink slowly down into the dark. An eerie light glimmers in the deep as it passes out of sight; silence reigns for a few seconds before Mother Akela turns to the crew.

"It's a hard thing we've done, lads. Turning on your captain, I know that don't come easy. But it had to be done." Turning to the glassy sea, Akela lifts her arms in prayer. "O mighty Manann! Father of the waves! Forgive us our sins, and forgive those who have sinned against us. Turn ye not from our vessel, but grant us the wind of your breath, and carry us safe to shore."



When the last of the bodies has splashed down into the sea, Van der Wijk fixes the assembled crew with a long, slow stare. Barely restrained anger burns in his eyes.

"I can think of no explanation for what has transpired here but madness," he says at last. "Madness, and the false word of a false priest. No true priestess of Manann would speak of seizing a ship from its rightful captain!" Silence reigns as his accusing gaze sweeps the faces of the crew. "You all knew when you joined this crew that we sail under the commission of the Colleges. You all know the penalty for mutiny. If there is any more idle talk of curses, or sacrifices, or anything else, I will see the men who spread it hanged from the yardarm." He waits to see his words have sunk in. "Back to your stations."

The Wind Is Back!

Later that day, a rising breeze begins to tug at the *Maiden*'s sails, prompting cheers and shouts of joy from the crew. Whichever side prevailed in the mutiny, they interpret the return of the wind as a sign of divine approval – proof that throwing the Magister and Xo'tlaloqua overboard lifted the curse if the mutiny was successful, and proof that it was Akela who had incurred Manann's displeasure by impersonating a priest if not.

The wind strengthens throughout the day, and when night falls the stars have returned to their usual places. Soon the *Maiden* is sailing east again at a respectable speed. The ship's supplies, however, are down to their last dregs, and as the days wear on, the tell-tale signs of scurvy begin to appear among the crew.

DISEASE: Scurvy

Description: Dreaded among sailors on long sea voyages, the causes of and treatments for scurvy are poorly understood. Starting as a general feeling of malaise and fatigue, it progresses to pain in the bones, loosening of the teeth and the re-opening of old wounds. Sufferers who do not make it back to land before the disease has run its course usually die.

Duration: Until the sufferer starts eating fruit and vegetables again.

Effects: Once scurvy sets in, the sufferer must pass an Easy (+20) Toughness test each week or lose 10% from all characteristics. If the sufferer's Toughness falls below half its original value, each subsequent failed Toughness test will result in them losing 1d10 teeth and suffering 1d10 wounds as old injuries re-open. Any character whose Toughness falls to 0 or less dies.

Have the PCs begin testing for scurvy on the **11th of Ulriczeit**. Doctor Wackliger immediately recognises the symptoms, but has no way to cure them with the supplies remaining aboard. The hauntings and the mutiny have also not done any favours for her nerves, and she has drunk her way through most of the ship's 'medicinal' brandy, leaving her quite unfit to help anyone. PCs with medical training can make themselves useful caring for the sick in her stead.

If Xo'tlaloqua is still aboard, the hauntings will not have stopped. After the failure of the mutiny, the men will speak of them only in whispers – but they will speak of them all the same. The two most prominent incidents are given below.

7th Ulriczeit – Dream Calculus

A furious Captain van der Wijk claims that someone has vandalised his charts with "lizard doodles". Seeing this as another act of insubordination, he is on the verge of stopping the crew's rations to extract confessions when Magister von Stiftanzer points out that the 'doodles' are in fact genuine Saurian glyphs, which none of the crew would have the knowledge to write. Further investigation establishes that no-one could have got into the Captain's cabin at the time the charts were vandalised: the only remaining possibility seems to be that van der Wijk himself drew the glyphs in his sleep. The Captain seems shaken by this, and backs down.

13th Ulriczeit – De-Evolution

A sailor suffering from one of the worst cases of scurvy becomes briefly delirious, and begins raving in a croaking, alien tongue that none on board can understand. When he comes round, he has completely lost the power of speech: he can only grunt and hoot like an ape, and seems to act more like monkey than man.

The Sorcerers' Isles

On the **14th of Ulriczeit**, the coast of Araby is finally sighted off the starboard bow. These are the Sorcerers' Isles, an archipelago with an ill reputation among Old World sailors as a haunt of wizards and daemons. Still, it's land, and thirst, hunger and scurvy will not wait for the *Maiden* to find another spot to resupply.

The outer islands are mostly small and uninhabited, and it's off one of these that the *Maiden* drops anchor, rather than looking for a populated port. The men go ashore in boats to gather supplies: they find a spring with fresh water, wild date palms bearing fruit, and a small population of wild pigs – all the cause for much rejoicing among the crew. From this point on, **the rules for Starvation Rations and Scurvy no longer apply**. The Sorcerers' Isles also provide an opportunity to deal with prisoners from the mutiny, as outlined below.

Mutineers Won: Mother Akela will take this opportunity to get rid of any pesky prisoners who would not agree to join her crew (e.g. the Captain, the Colonel, possibly the PCs!). When the *Maiden* makes sail the next day, she maroons them on the island. As the mutineers make ready to depart, Captain van der Wijk curses them, making some dire but oddly vague threats.

"You treacherous rats! Do you even know what you've done? There's no place you can hide from them. Wherever you go, they'll find you." He raises his voice to a hoarse shout as the last boat begins to row back towards the Maiden. "All of you! They'll find you! Don't you realise? Can't you see? You're all going to die!"

Mutineers Lost: If Akela still survives, she will take this opportunity to try to escape. Using deception and sleight of hand, she steals the key to the brig from one of the men on guard, and lets herself out in the dead of night (along any of her accomplices who were imprisoned with her – possibly the PCs!). Taking a single chest of the Lustrian gold, she lowers a jolly-boat and rows away, looking to hide out among the islands until the *Maiden* departs.

If the PCs are not in the brig with Akela, choose a PC at random: this PC is woken by the tell-tale sound of Akela's ivory leg on the deck. If they follow the sound, they can catch her in the act of making her escape. Akela will try to persuade the PC(s) to let her go.

"We're shipmates, aren't we? Been through the green hell and back together? I know I haven't done right by you and your friends, and by Manann I wish I had. But there's not a man or woman born who deserves the kind of punishment the priests'll have in store back in Marienburg." She hesitates, appeal in her eyes. "Give us one more chance?"

If the PCs cannot be swayed, she may resort to violence to stop them raising the alarm – make your own best judgement based on their relationship in the adventure so far. If Akela falls back into the hands of Captain van der Wijk, he will decide that she has proven herself too dangerous and resourceful to be kept in captivity. She and any others who tried to escape with her will be hanged the following morning.

From here, the adventure can conclude one of three ways. Choose the final scene to follow:

- **PCs remain on the ship, van der Wijk in command: V.III (A) – The Yellow Fang**
- **PCs remain on the ship, Akela in command: V.III (B) – Sartosa**
- **PCs are stranded in the Sorcerers' Isles with either faction: V.III (C) – Marooned!**

V.III (A): The Yellow Fang

From the Sorcerers' Isles, Captain van der Wijk charts a course north-east for Los Cabos. The sky is clear, the winds are favourable, and even the hauntings seem to let up: after 8 days' sailing, the *Maiden* reaches Los Cabos on the **23rd of Ulriczeit**. As before, the Captain allows one day of shore leave while the *Maiden* resupplies, before continuing north. Before letting anyone off the deck, he gives a short warning:

"Listen to me now. I know this might feel like we're home free, but we've still a long way still to go before we reach Marienburg. If the people here get wind of what we have in the hold, they'll want to find a way to take a cut for themselves. It could be taxes, it could be harbour duties, it could be bare-faced robbery. I won't have it. Any man who lets slip to the locals what we're carrying, that man forfeits his share of the gold in full. Are we clear?"

Of course, van der Wijk has an ulterior motive for secrecy: he knows he has to cheat the College of Light and deliver Xo'tlaloqua to his masters in the Cult of the Yellow Fang. The fewer traces of the return journey he leaves, the better.

GM's Note: Stop the Boat, I Want to Get Off!

PCs who feel that they'd like to see a little more of Estalia might decide to leave the crew of the *Maiden* in Los Cabos. This is fine: they can claim their pay and their share of the treasure, as per the scheme of shares on p5. This is in fact the only way that the party can get out of this ending with their rightful reward.

The total value of the treasure taken from the Temple of Tepok is **400,000gc** – though depending on how much was abandoned during the escape, the total value the *Maiden* got away with might be as low as 130,000. Work out the players' shares and send them on their way: months later, they will hear of the ultimate fate of the *Maiden*. More than that, flashing their Lustrian cash will identify them to the hidden agents of the Cult of the Yellow Fang as survivors of the voyage. Vrrkit, Thurl and Thrask are despatched to eliminate the witnesses: after you feel enough time has passed, have the three Skaven track the party down and strike.

Once out of Los Cabos, the weather takes a turn for the worse. Heavy rain, rough seas and contrary winds beset the ship as she tacks north along the coast. Bad weather is normal for the Bay of Bretonnia at this time of year, but some of the crew claim to see strange shapes in the clouds. Any PCs with Magical Sense may see them too, catching a glimpse of Xo'tlaloqua's grimacing death mask before it vanishes into the wind and rain.

Rounding the top of Bretonnia into the Sea of Claws, the weather worsens further, growing so cold that the sea-spray freezes to the rigging. On the **33rd of Ulriczeit**, the lighthouse of L'Anguille is sighted through a black squall. Van der Wijk judges the entrance to the harbour too dangerous to navigate in the conditions, and carries on along the coast. PCs who can pass a Routine (+10) Sail test can recognise that the Captain seems to be being excessively cautious for a sailor of his ability; alternatively, with an Ordinary (+0) Gossip test they can hear the same opinion from the old hands among the crew.



The crew passes Mondstille at sea, the waves too rough for any kind of celebration on deck. After Mondstille, the weather finally begins to settle, though it remains overcast and bitterly cold. On the **2rd of Vorhexen**, the *Maiden* enters the mouth of the Manaanspoort Sea.

The ship has just passed the lighthouse at Reaver's Point when a Marienburg customs cutter is sighted coming the other way. As the ship draws nearer, the PCs can make out its name (the *Dolphin*), and a number of men on deck, dressed in the uniforms of the Black Caps (Marienburg's renowned city watch). Characters with Common Knowledge (the Wasteland) can verify that the uniforms look genuine, but that is very unusual to see a customs vessel so far from the city harbour.

The *Dolphin* hails the *Maiden*, and despite his words about keeping the ship's cargo from local authorities, Captain van der Wijk reduces sail to let the Black Caps come aboard.

The crew gathers on deck as the watchmen come aboard, fanning out along the Maiden's starboard side. Two others follow them up the gangplank – a man and a woman of similar age, dressed in the rich clothes of Marienburg merchants. The Black Caps part to let them pass.

Van der Wijk smiles nervously. The man removes a false tooth – the same tooth the Captain is missing – and gives a fleeting smile in return. "Van der Wijk," he says "You took your time."

"Unavoidable delays," says the Captain. "But we have the cargo." The woman looks towards the sterncastle, and van der Wijk nods. "With the wizard, in his cabin."

"Bring them out."

At this point, the PCs may well want to butt in and ask what's going on. Unless they make themselves un-ignorable, however, van der Wijk will simply tell them to be quiet. It's clear that he's very on edge.

If Colonel Neuwald is still alive, she will share any reservations the PCs may have, and is not as easy for van der Wijk to brush off. He will explain that these are representatives of the House of Knagen, the merchant company that covered most of the costs of fitting out the expedition. PCs who can pass a Routine (+10) Common Knowledge (The Wasteland) test will recognise the Knagens as an up-and-coming house, who some even say will soon have a seat among the ruling families of Marienburg (known as the Ten). Presumably they have pulled some strings to get the Black Caps to accompany them on this errand...

Von Stiftanzer and Xo'tlaloqua are brought out on deck. Von Stiftanzer is very flustered at having been disturbed, and even more flustered at the relic priest having been moved without his say-so.

"What is the meaning of this? This isn't Marienburg. Marius? Who are these people?"

"Klaus von Stiftanzer, I presume?" asks the man in merchant's clothes, his voice oily smooth. "Rutgar Knagen, at your service. This is my sister, Rebekka. It's a pleasure to finally meet you face-to-face."

"Knagen? I – uh, yes, I remember your letters." He looks over to where the woman is staring intently at the mummy. "Miss, if I could ask you not to touch that – that is a very delicate magical object. I believe there are some chests of gold in the hold, which, according to our contract, you are more than welcome to..."

"Do you really believe we paid to send this ship halfway around the world for some boxes of gold, Klaus?" asks the woman, in mocking tones. Her eyes do not leave the mummy. "I can call you Klaus, can't I? Or should it be Magister Klaus?"

"Magister von Stiftanzer, if you please," says Klaus. "And I really don't see the need for – for rudeness. We had an agreement. This creature is College property, and I want it put back under cover at once."

"Yes... about that," says Rutgar. "There might be a few lines in the contract we'd like to review."

Something small streaks through the air towards von Stiftanzer, and the wizard staggers, clutching his neck. Three ragged shapes drop from the rigging of the customs ship, landing with cat-like grace on the deck of the Maiden. The faces they reveal when they throw back their deep hoods are not human – they are the faces of enormous rats.

"Hail the Horned One," says Rutgar, with a smirk. He raises his voice in a shout. "Spare the captain. Kill the rest."

Set up combat using the Reaver's Point combat map. Around the gangplank, set up Rutgar, Rebekka, Vrrkit, Thurl and Thrask. Around Xo'tlaloqua, set up the PCs, von Stiftanzer, van der Wijk, and the most senior surviving figure out of the following: Colonel Neuwald, Otto Horst, Axel Horst, or a generic Black Griffon. Outside this combat, the other Black Caps are engaging the other Black Griffons, and as many sailors as are willing to fight.

Captain van der Wijk is horrified at the turn events have taken, and spends the first round pleading in vain for the attackers to stop. After one round, he will turn and run for the sterncastle, where he will spend the rest of the fight hiding.

Von Stiftanzer spends the first two rounds stunned. PCs who come to his aid can see he has been struck in the neck with one of Vrrkit's throwing stars. The throwing star is coated with a thick, tarry poison, and black corruption is already spreading from the wound beneath the wizard's skin. On his third round, PCs with Magical Sense feel an intense surge of *Qhaysh* emanating from Xo'tlaloqua...

Von Stiftanzer's head snaps up. Witchlights burn in his eyes – the same lights that now shimmer in the air around the mummy, taking on shifting, spectral shapes.

"LITTLE PRIMATES," says the wizard. His voice sounds strange, echoing and far-away. "WHAT HAVE YOU DONE?"

"No, no, no!" shouts Rutgar. "Kill him, kill him now!"

"YOU HAVE DISTURBED THE SACRED ALIGNMENT. I SEE THE ENTROPY THAT CORRUPTS YOU." The wizard's burning eyes turn towards the Skaven. "IT GNAWS AT THE LOGIC OF THE WORLD. YOU HAVE LOST YOUR PLACE IN THE GREAT PLAN."

The halo around the mummy is growing brighter. In its shimmering images, you think you can make out stepped ziggurats rising above the jungle, even feel the humid heat of the Lustrian air.

"THE RAT-SPAWN WILL NOT HAVE THESE BONES."

Arcane Vassal

From this point on in the combat, von Stiftanzer has no will of his own: he has become a telepathic puppet for the spirit of Xo'tlaloqua. This has the following effects:

- His Magic characteristic is increased to 6.
- His WP and Int characteristics are increased to 95, and he gains the Fearless talent.
- He ignores all effects of critical injuries, except those that would kill him outright. When the possession ends, he suffers the effects as normal.

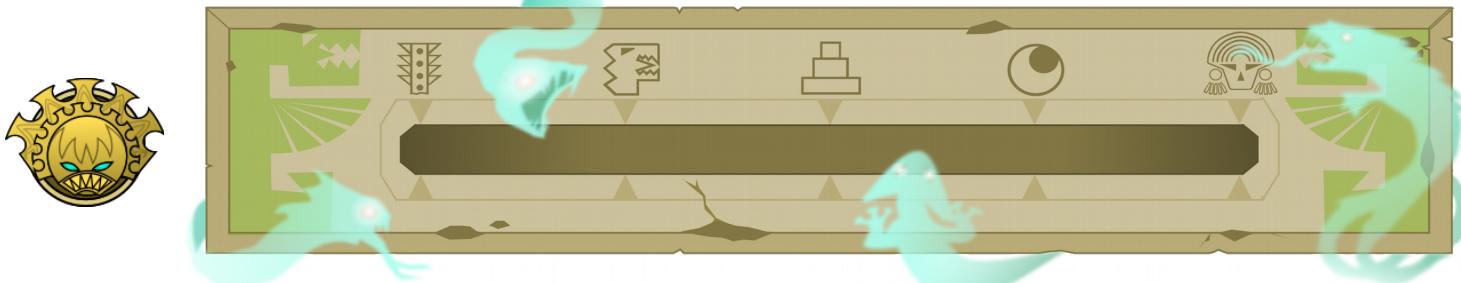
Should he suffer a Major or Catastrophic Chaos Manifestation while possessed, do not roll on the table for Tzeentch's Curse: instead, he suffers 1d10 wounds and the link is broken, returning him to his normal self.

Xo'tlaloqua can voluntarily sever the link without doing damage to von Stiftanzer. The PCs can talk to Xo'tlaloqua through von Stiftanzer to try to persuade them to do this, but Xo'tlaloqua cannot be swayed by any skills that play on emotion (e.g. Charm, Intimidate), only by logical argument (e.g. that von Stiftanzer could enlist the College of Light's help in rooting out the Yellow Fang). If the PCs do not intervene, Xo'tlaloqua will only release von Stiftanzer once the two Knagens and all three Skaven are dead.

The three Eshin adepts will immediately begin trying to fight their way to von Stiftanzer. Meanwhile, Xo'tlaloqua begins to slowly levitate off the deck, the aura of *Qhaysh* surrounding them growing brighter and brighter.

Start the Deliverance tracker below at 1 (¶). At the end of each of von Stiftanzer's turns, it rises by 1, until it reaches 5 (¤). It continues rising at the same point in the initiative order even if von Stiftanzer dies.

DELIVERANCE



Draw an expanding circle around Xo'tlaloqua, with a radius equal to the value of the tracker in squares (2 times the value of the tracker in yards). Any character who is inside the circle at the end of their turn must pass a Toughness test or suffer Wounds equal to (Deliverance Tracker – distance from Xo'tlaloqua (in squares) + 1), with no reduction for Toughness Bonus or armour.

Canny PCs should realise this is their cue to get off the ship. The safest way is in one of the ship's jolly-boats: it takes two characters in contact with a jolly-boat (as marked on the map) a Full Action to get it over the side, after which the PCs can freely move into it to escape the combat.

Alternatively, PCs may dive over the side and swim for the shore: apply the **Swimming For It** rules in IV.III, with a modifier of +0 to the Swim test. PCs in a jolly-boat can rescue drowning swimmers with no test required.

Characters who are still on the *Maiden* when the tracker reaches 5 (⚅) must burn a Fate Point or die as Xo'tlaloqua destroys the ship.

Now hovering eight feet above the deck, the relic priest is now the centre of a swirling nimbus of power, the deck beneath it beginning to smoulder and disintegrate in the magical maelstrom. For a moment, the burning light dims, sucking in towards the bundle of bones and bandages at its centre – then, a heartbeat later, it explodes outwards, a light like the rising of a second sun searing across the bay. A shockwave races out from it at the speed of sound, sending passing seagulls squawking and tumbling in its wake.

When the blinding light dies away, the Maiden is burning from stem to stern, listing drunkenly to one side as she takes in water from a great hole blown through her hull. Trailing burning rigging behind it, her mainmast falls across the customs cutter, dragging the smaller vessel with her as she slips beneath the waves. No-one is jumping from the burning deck: no-one aboard has survived the blast.

In less than three minutes, all that remains of the Maiden of Manann are a few pieces of floating wreckage, and a pall of black smoke, dispersing quickly on the wind...



When the PCs make it to dry land, they will be met by the keeper of the Port Reaver lighthouse, who saw the explosion from the shore. The lighthouse-keeper can offer food and shelter for the night, and listen to their story. Pieces of the *Maiden* and the *Dolphin* will wash up throughout what's left of the day – but there is no sign of Xo'tlaloqua or the gold among the wreckage.

From here, it's a long and marshy journey back to Marienburg. When they arrive, they will find the harbour officials claiming that the *Maiden* sank due to an explosion in her powder magazine, and quite disinclined to believe wild stories about mythical rat-men and magical frogs. Investigating this cover-up and the powerful House of Knagen could be another adventure in itself: though the PCs might have many more adventures in store, the adventure of the Temple of Tepok ends here.

V.III (B): Sartosa

Under Mother Akela's command, the *Maiden* reaches Sartosa from the Sorcerers' Isles in twelve days of smooth sailing, arriving on the **27th of Ulriczeit**. The city of Sartosa is covered in detail in the *WFRP Companion*, which can be helpful for giving this part of the adventure additional colour and detail. Akela moors the *Maiden* in the Blackfish Docks, where she proves as good as her word, dividing the treasure equally between all those aboard. As before, the total value is up to **400,000gc**, less however much was abandoned during the escape. Depending on the expedition's casualties, this probably means that the PCs are now very rich people! Mother Akela gives them (and the crew) a little talk before letting them go.

"Well, it looks like this it, lads. We've made it to Lustria and back, and each and every one of you deserves every ounce of gold you've got out of it – aye, and twice as much again. I'm proud to have sailed with you, that I am."

"You're free men now, and I won't keep any of you as don't feel like staying, but a word of advice – Sartosa can be a dangerous place for a man with gold in his pocket. Keep your wits sharp, and your blades sharper, if you know what I mean."

She slaps the rail. "If you need any advice, someone who knows her way around, you can find me right here. The Maiden's a fine ship, and I mean to keep her. Any man jack of you who wants to stay on as part of the crew, all you've got to do is say the word. I can't promise you it'll be safe, but I can promise you freedom, adventure, a fair share of all plunder – and no bloody wizards!"

Around 50% of the surviving crew will take Akela up on her offer, and become pirates. The PCs have a choice of whether to join them or make their own way from here. In either case the possibilities are open-ended, and could lead to many other adventures.

In the short term, however, the PCs have one central problem to solve: how to keep their new-found riches safe. Sartosa is a great place to spend gold, but a difficult place to hold onto it: any PC who does not take meaningful steps to safeguard their riches is likely to be conned, robbed, or killed within a week. Some possible methods of securing their gold are listed below.

- **Bury It:** the PCs could find somewhere on the island to bury their gold. The challenge here is keeping the location secret: if anyone gets wind of what they have done, their stash may soon attract opportunistic treasure-hunters.
- **Bank It:** the banking house of Vespuccio maintains a discreet presence in Sartosa. If the PCs can secure an audience, they can exchange their bulky treasure for bank bonds that can be redeemed throughout Tilea and beyond (for a 'modest' fee). Securing the audience will be the challenge: Vespuccio's don't deal with just *anyone* who walks in off the street.
- **Guard It:** if the PCs stay on as part of Akela's crew, they can leave their treasure aboard ship, under guard. Alternatively, they can hire their own guards to protect them: Sartosa is full of hired blades eager for such work. The challenge will be finding men who can be trusted not to betray the PCs and take the gold for themselves.
- **Spend It:** if the PCs can get rid of their money fast enough, they'll have no need to protect it! Sartosa has plenty of things that one can burn a lot of money on in a hurry, such as ships and fancy cliff-top houses. The challenge will be finding an honest broker – and of course, if the PCs spend their riches on portable items, they may still risk being robbed.

Whether the PCs manage to hold on to their wealth or not, trouble is brewing for them and the other survivors. Back in Marienburg, the Cult of the Yellow Fang will have noted the *Maiden of Manann*'s failure to return to port: once news reaches them that the *Maiden* has been sighted in Sartosa, their Skaven masters will dispatch Clan Eshin agents to hunt down the survivors of the voyage..

Two months after reaching Sartosa, have Vrrkit, Thrask and Thurl begin following the PCs' movements. The Eshin triad watch from the shadows, waiting for an opportunity to catch their targets alone: let the PCs test Perception against Vrrkit's Shadowing skill to realise they are being followed. If they are still with other members of the *Maiden*'s crew, they may also notice their shipmates beginning to mysteriously disappear.

When the triad do strike, they try to extract the answers to two questions before killing their victim:

- “Where are toad-thing corpse-bones? What have man-things done with it, hm?”
- “What did man-thing captain speak-squeal of Yellow Fang? What do you know of plaugelord’s plans?”

This process of interrogation may give other PCs time to come to the rescue, particularly if the target plays for time. If the PCs manage to turn the tables on their attackers, they may wish to ask the Skaven a few questions of their own. Vrrkit is a Master Assassin of Clan Eshin, and too professional to betray any information about his employers, but Thurl and Thrask are sufficiently junior to be intimidated into answering some questions. Some sample answers to the most obvious questions are given below.

- **How did you know about the voyage?**
“Yellow Fang man-things, yes-yes! Clan Knagen of Marienburg nest. Plaugelord would flay them for their failure if they not snitch-tell.”
- **What is the Yellow Fang?**
“Man-thing friend-slaves of plaugelord. Build ship, send man-things to lizard-nest.”
- **Who is the Plaugelord?**
“Plaugelord Bubox. Mighty-strong priest of Clan Pestilens. Pay many warp-tokens.”
- **Why did he want Xo’tlaloqua’s bones?**
“Clan Eshin does not know plans of Clan Pestilens! Clan Eshin does not want to know! Take warp-tokens, do job, yes-yes. Only know, seek-find toad-bones, bring them back to plaugelord!”

Though they might be pressured into spilling the beans, even Thurl and Thrask know better than to allow themselves to be taken captive, and will take any measures necessary to escape. All three Skaven operate under the effects of the spell Traceless Demise (found in *Children of the Horned Rat*): if killed, their bodies will dissolve into a stinking black slime.



This encounter with the Skaven may motivate the PCs to dig deeper into the conspiracy, or alternatively to try to hide their involvement with the voyage to shake off further pursuit. For now, however, they've made it to Lustria and back, escaped the knives of Clan Eshin, and quite possibly become very very rich: the adventure of the Temple of Tepok ends here.

V.III (C): Marooned!

PCs who are stranded on the Sorcerers' Isles will find their lives become very simple: every day on the island is just about finding enough food, shelter and water to get by. Have each character in the group make a Routine (+10) Outdoor Survival test. Those who fail receive an Insanity Point as sunstroke, dehydration and isolation set in. They are likely to have been stranded alongside some NPCs, and each NPC will react differently to their situation.

Captain van der Wijk

The Captain's reaction to the mutiny and his marooning is a complete nervous breakdown. Initially cursing Akela and the mutineers, he soon sinks into a paranoid state, muttering to himself and keeping apart from the others on the island. With his seafaring skills, he might be one of the best NPCs to help the PCs get off the island, but he exhibits no desire to actually leave: in fact, he seems terrified of what will happen if he ever gets back to the Old World.

Marius' Breakdown: Sample Mutterings

- *"Won't go back. Can't go back. I failed. They'll find me."*
- *"There's no getting it back now. It's at the bottom of the sea. Should have gone with it."*
- *"Should have said no. Shown some backbone. Where did all your plans get you, Marius? Stuck on this blasted rock."*

The PCs may be curious what he means by some of these comments, but he still remains lucid enough not to incriminate himself. If they press him, he will claim he is worried about the Light College and the voyage's Marienburg backers.

Colonel Neuwald

The Colonel will need some time to grieve the loss of her company, but being abandoned on a desert island has shorn her of much of the responsibility that was weighing her down: soon her natural energy and resourcefulness will reassert itself, and she will help the PCs however she can in their communal efforts to survive. The PCs may even find that Neuwald unwinds a little after a few days on the island, becoming more friendly and approachable.

Mother Akela

If the PCs are stranded on the island with Akela, it means that they escaped from the brig with her (and possibly several other mutineers) after the failure of the mutiny. A born survivor, Akela claims she has been in this situation before, and formulates a plan to get off the island as soon as the *Maiden* is out of sight. She claims she knows a corsair captain in Lashiek who owes her a favour: all they need to do is build a raft to get to the mainland. The palm trees that grow on the island provide plentiful wood, but having escaped with only the clothes on their back, the mutineers are rather lacking in tools and must make new ones from little more than sticks and stones.

As the building of the boat proceeds with agonising slowness, recriminations begin to fester between any NPC mutineers who escaped with her over the failure of the mutiny. The sailors have decided that Akela is probably leading them into slavery in Lashiek, having heard all sorts of gruesome and exaggerated stories about Araby (particularly that they make their male slaves into eunuchs), and want to sail north for Sartosa instead: a suicidal plan in an open raft, but isolation and resentment have curdled their minds. Unless the PCs intervene (with a successful Command, Charm or Intimidate test) they will stage their own mini-mutiny to overthrow Akela in 2d10/2 days.

Sirens of the Sorcerers' Isles

Whoever the PCs are stranded with, they are not truly alone on the island. On the 22nd of **Ulriczeit**, seven days after the *Maiden*'s departure, they hear beautiful singing drifting through the palm trees. A pod of six mermaids have arrived at the island: stats for mermaids can be found on p123 of the *WFRP Companion*.

As per the *WFRP Companion*, characters hearing the mermaids' song must pass a WP test or be drawn towards it. The mermaids are in the next bay, so the sound of their singing is faint, giving the PCs a +20 bonus to the test (for a net difficulty of Routine (+10)).

If the PCs explore the next bay, they will find the mermaids singing on some jagged rocks in the shallows: use the Sorcerer's Isles map to represent this if the PCs wish to initiate combat.

- The mermaids will do everything they can to lure the PCs closer unless they are attacked. If they successfully lure a character to them, they will fall on that character and devour them.
- If they are attacked by characters out of reach on the land, they will dive into the water and disappear.
- If they are attacked by a character they can reach from the water, they will attack in a swarm, trying to drag their attacker(s) under the waves.

The mermaids will continue singing day after day until they are dealt with. Simply driving them off the rocks is not enough to deter them from returning: they can appear anywhere on the island's shore, and are very hungry. Only if the mermaids suffer at least two casualties without catching anyone in return will they leave the island for good, deciding the PCs are too dangerous to be prey. Characters who are a little mentally disturbed are perfect prey for the mermaids: if the PCs do not deal with the mermaids quickly, they may find Captain van der Wijk or any malcontents among Akela's mutineers slipping away in the night, drawn by the sound of beautiful voices...



Leaving the Island

There are two ways to get off the island: building a raft, or waiting for rescue. Building a seaworthy raft requires a successful Trade (Shipwright) test. After the first week (which must be spent gathering wood and making tools), this test can be made once per week. A failed test represents a failed launch, leading their current raft to either sink (if they score 3 or more degrees of failure) or require improvements before being ready to sail. Once the Trade test is passed, the PCs can set sail for the Araby coast.

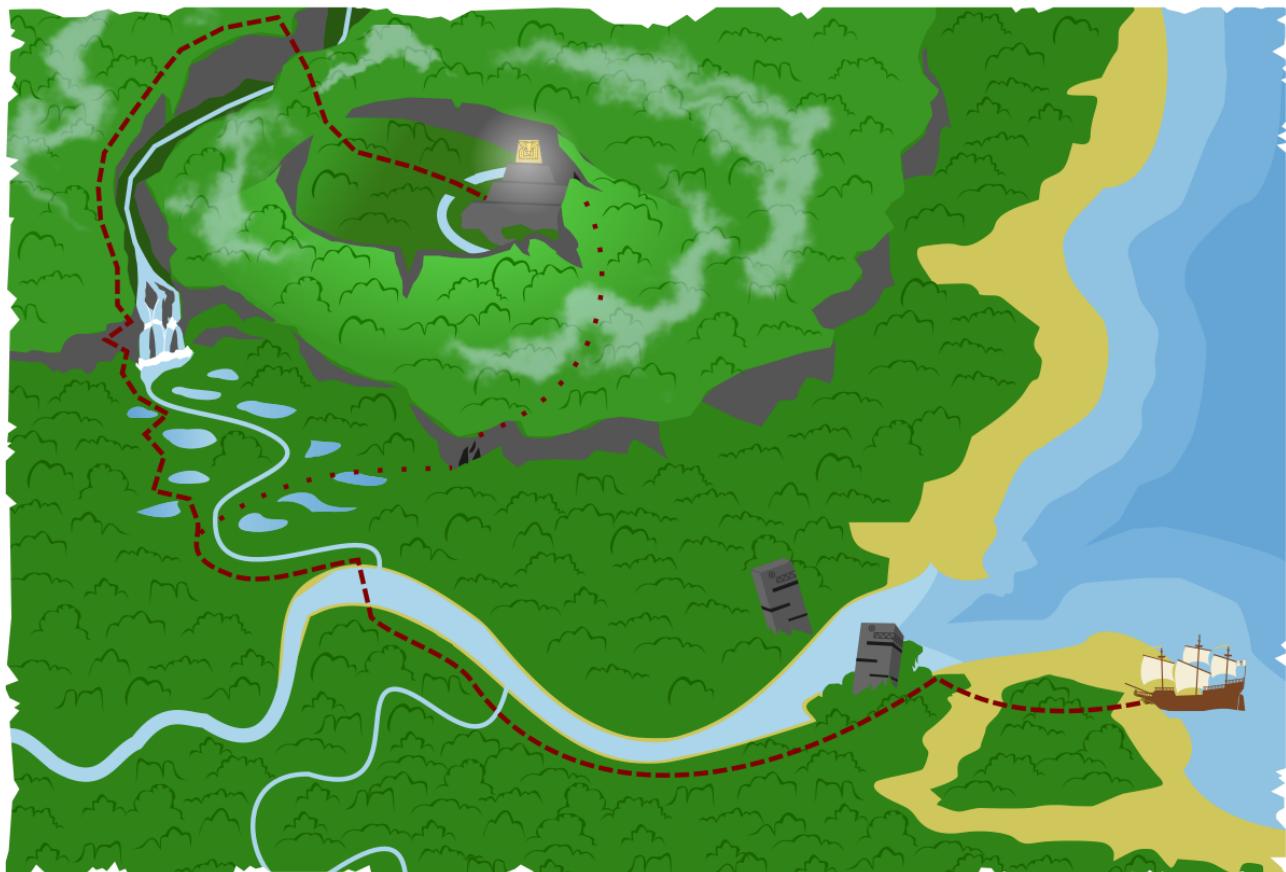
If the PCs do not build a raft (or if they try and fail), they will sight a sail on the 32nd of **Ulriczeit**. This is the fishing sloop of the elderly Ikraam Djazairi and his two sons, who take advantage of others' superstitious aversion to the Sorcerers' Isles to fish the abundant waters for themselves. If

the PCs flag them down, the fishermen will give them passage to the Araby coast: alternatively, if they are still with Akela's mutineers, the mutineers may form a plan to attack and seize the boat. Either way, this is the PCs' ticket back to civilisation. Having been left for dead, they will have escaped the notice of the Yellow Fang (unless they start making a lot of noise about their involvement with the voyage...). If they can make their way to Lashiek, they can find ships bound for the Empire. Alternatively, they might want to go hunting after the *Maiden*, to seek revenge on Akela and reclaim their stolen gold – but for now, the adventure of the Temple of Tepok ends here.

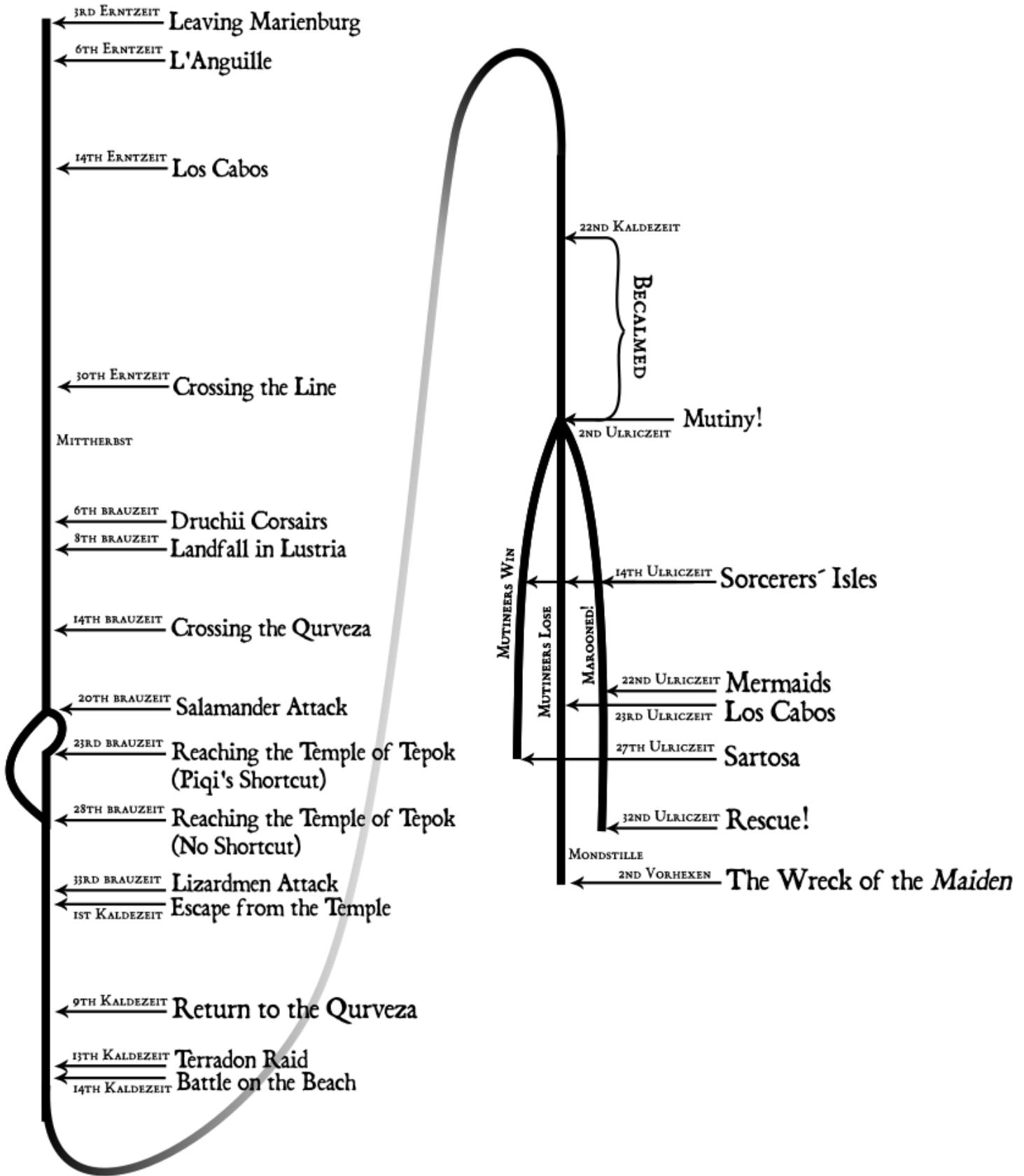
End of Act V: Experience Points

- Completing the act: 100 XP
- Per friendly expedition leader still alive at the end of the adventure: 20 XP
- Per enemy expedition leader personally killed: 20 XP
- Getting back to the Old World alive: **1 Fate Point**
- **V.III(A):**
- Taking part in the battle against the Yellow Fang: 50 XP
- **V.III(B):**
- Getting out of Sartosa without being robbed: 15 XP
- Surviving the Eshin triad: 30 XP
- **V.III(C):**
- Getting off the island without needing rescue: 10 XP
- Dealing with (or joining) a mutiny against Akela: 20 XP
- Dealing with the mermaids: 25

Adventure Route Map



Adventure Timeline



Continuing the Adventure

For GMs who wish to continue their campaign after completing the adventure, below are presented some adventure hooks for how to use the plot threads left open by the *Temple of Tepok*.

Paths of the Old Ones

Outside the Wasteland village of Klessen, between the Bitter Moors and the Grootscher Marsh, stand the Toad Stones – a prehistoric stone circle with the appearance of squat, frog-like figures. For years they were largely forgotten except by local followers of the Old Faith, who perform ceremonies at the circle. The Sonnstill after the PCs return, mist begins pouring from the Toad Stones, shrouding Klessen and the surrounding country in gloom. Reports begin to reach Marienburg of reptilian monsters in the fog, giving new life to old wives' tales of the Fimir. In fact, Lord Tecciztec of Tlaxtlan has opened the ancient Paths of the Old Ones, and the Cohorts of the Mirror Pools are marching through the stone circle to reclaim Xo'tlaloqua's bones...

Weigh Hey, and Up She Rises...

News of the *Maiden*'s sinking has reached the College of Light, and they have sent agents to try to recover what they can from their investment. Since the ship sank in shallow coastal waters, they believe it is salvageable: the wizards set up camp at Reaver's Point, and allow a succession of engineers and other eccentrics to bid for the chance to raise the *Maiden*'s treasure from the sea floor. Little do they know that the Cult of the Yellow Fang is watching their every step: should they succeed in retrieving Xo'tlaloqua's remains, the Skaven will surely never allow the relic priest to reach Altdorf...

Smelling a Rat

Investigating the House of Knagen, the PCs can discover just how deep the Skaven have sunk their claws into the ruling families of Marienburg. Digging a little deeper, they learn that the loss of the Relic Priest is only a temporary setback to the Skaven's schemes. Plaguelord Bubox's reach is long, and he has been using Marienburg's merchant fleet to gather the ingredients for a new and devastating plague...

When You're a Professional Pirate

After saying their farewells to Mother (now Captain) Akela in Sartosa and watching her sail away to plunder the Araby coast, the PCs find themselves accosted by a horribly scarred old man calling himself Luka the Hawk. He claims Akela double-crossed him and left him for dead, and wants the PCs' help to track her down and exact his revenge. A very insistent fellow, he won't take 'no' for an answer...

The Dissent of Man

Rescued from the wreck of the *Maiden*, Klaus von Stiftanzer has not let the loss of his notes deter him from writing his book. Titled "On the Origins of Mankind (and Diverse Others)", it makes public his heretical theories of how humans, elves, dwarfs and halflings are all descended from apes, and ignites a political firestorm between the College of Light and the religious authorities of the Empire. Some cooler heads come to the PCs to see if they can get Klaus to retract his theory – but Klaus has other ideas, and thinks a return voyage to Lustria would be just what he needs to gather conclusive evidence that he is correct...

Cast List

THE EXPEDITION

- Klaus von Stiftanzer
- Marius van der Wijk
- Sieglinde Neuwald
- Mother Akela
- Renata Wackliger
- Deck Hand
- Black Griffons
- Mercenary



THE YELLOW FANG

- Rutgar & Rebekka
- Vrrkit
- Thrask & Thurl

LIZARDMEN

- Xo'tlaloqua
- Qoatxli
- Tehequa
- Piqipoqetl



DARK ELVES

- Captain Khaeletth
- Maelhir

THE EXPEDITION



Klaus von Stiftanzer

Fascinating, absolutely fascinating!

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	37	30	38	44	73	60	50
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	3	0	0

Careers: Apprentice Wizard, Journeyman Wizard, Master Wizard

Skills:

- Academic Knowledge (Magic (+20%), Philosophy, Theology, Astronomy)
- Channelling
- Charm
- Common Knowledge (The Empire)
- Gossip
- Magical Sense
- Perception
- Read/Write
- Ride
- Search
- Speak Arcane Language (Magick, Arcane Elf)
- Speak Language (Classical, Reikspiel)

Talents:

- Aethyric Attunement
- Arcane Lore (Light)
- Fast Hands
- Lesser Magic (Aethyric Armour, Dispel, Magic Alarm, Skywalk)
- Meditation
- Petty Magic (Arcane)

Trappings: Cane (improvised weapon), Light College seal and letters of accreditation, grimoire, Verenan holy symbol, writing materials, large collection of books and other home comforts from Altdorf, cello.

A polite and scholarly member of the Altdorf Colleges of Magic, Klaus von Stiftanzer thought he had found his life's calling when he became a Magister of the College of Light – but with Archaon's invasion of the Empire, the Colleges' shift to a war footing sidelined the bookish and un-warlike Klaus, who had always seen himself as more of a researcher than a battle wizard. Left behind by the shifting tides of College politics, he buried himself in his books in search of something that could restore his flagging prestige. In his studies of ancient mythology, he thought he found it: the realisation that the 'Old Ones' of elvish myth and the gods of the Old World pantheon might be one and the same.

It was during these researches that the map to Xo'tlaloqua's resting place 'miraculously' fell into his hands – placed there clandestinely by the Cult of the Yellow Fang, who had identified the desperate wizard as an easy mark. A devout Verenan, Klaus jumped at the chance to delve into a structure that he believed had probably been built by the gods, and study the body of a creature that may have been shaped from divine clay. When he returned with the secrets of creation themselves, then his colleagues at high table would have to stop going on about how many marauders they killed at the Battle of the Lynsk...



Marius van der Wijk

I am the captain here, and I will have order on my ship.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
55	48	47	44	54	64	56	37
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	19	4	4	4	0	0	0

Careers: Seaman, Navigator, Sea Captain

Skills:

- Academic Knowledge (Astronomy)
- Command
- Common Knowledge (The Empire, The Wasteland, Bretonnia)
- Consume Alcohol
- Dodge Blow
- Gossip
- Navigation
- Perception (+10%)
- Read/Write
- Row
- Sail (+10%)
- Scale Sheer Surface
- Speak Language (Reikspiel, Breton, Classical)
- Swim
- Trade (Cartographer, Shipwright)

Talents:

- Disarm
- Orientation
- Seasoned Traveller
- Strike Mighty Blow

Trappings: Good Craftsmanship cutlass (hand weapon), dagger. Trade Tools (navigator's instruments), spyglass, charts and maps. Captain's hat and coat.

Distinguishing Features: Missing his left canine tooth (secret mark of the Cult of the Yellow Fang)

Marius van der Wijk was at home on the sea ever since he was a boy, sailing fishing sloops out of Broekwater in the Wasteland. His talent led him to Marienburg, where he became a respected captain sailing trading ships for the city's merchant guilds. The name he made for himself was as a sober, reliable sailor, who always put the safety of his crew and cargo first.

Marius' career hit the rocks when he encountered a Skaven clan-ship in the waters off Fort Solace, at the mouth of the Manaanspoort Sea. On his return to Marienburg, he tried to report what he had seen, but found that none of the city's authorities would listen to him. Even his own crew refused to back him up, and soon van der Wijk found himself unemployable, accused of being a drunkard, a lunatic, or both. Penniless and doubting his own sanity, van der Wijk became a nervous wreck.

It was at this low point in his life that the Cult of the Yellow Fang made contact with him, through the merchant house of Knagen. For the first time, he found someone else who was willing to admit that the Skaven were real. More than that, the Skaven were *everywhere*, and terrifyingly powerful. The Time of Inheritance was coming, and the only way to survive would be to serve them: those who served them now would be spared the slavery that was in store for the rest of humanity.

If Marius would work for the Yellow Fang, he could have his life back, his career, a ship and a crew. All he had to do was captain a short voyage to Lustria...



Sieglinde Neuwald

You can't reason with beasts. The edge of a blade is the only language these creatures will understand.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
70	41	47	47	48	40	47	52
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	18	4	4	4	0	0	0

Careers: Cadet, Mercenary, Sergeant, Captain

Skills:

- Academic Knowledge (Strategy/Tactics)
- Command (+10%)
- Common Knowledge (The Empire, Bretonnia)
- Dodge Blow
- Gamble
- Gossip
- Intimidate
- Perception
- Read/Write
- Ride (+10%)
- Search
- Secret Language (Battle Tongue)
- Speak Language (Reikspiel, Breton, Classical)
- Swim

Talents:

- Disarm
- Quick Draw
- Sharpshooter
- Rapid Reload
- Specialist Weapon Group (Fencing, Parrying, Blackpowder)
- Street Fighting
- Strike Mighty Blow
- Warrior Born

Trappings: Best Craftsmanship sword, main gauche, two Good Craftsmanship pistols with powder and ammunition for 12 shots. Full leather armour, plate helmet, breastplate, bracers and leggings. Good Craftsmanship clothes.

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

The daughter of the Margrave of Graumark in the Grey Lady Pass, Sieglinde grew up against a background of constant border skirmishes with the Bretonnians on the other side of the mountains. A weak and ineffectual leader, her father came off the worse in these encounters, eventually leading to his humiliating capture and by the Duke of Parravon. The ransom almost bankrupted the family, and lost them what little favour they had left in the Emperor's court.

When her father died some two decades later, still without a son, Sieglinde refused her inheritance – by now only a crumbling castle and a frozen village in the Grey Mountains. Instead, she sought out her uncle Thaddeus Neuwald, the black sheep of the family. Head of the Black Griffons mercenary company, the childless Thaddeus took her in, and she swiftly grew into a formidable soldier under his mentorship.

Two years ago, the Black Griffons were ambushed by beastmen in the Reikwald. Thaddeus was killed by the bray-shaman that led the herd, while Sieglinde was struck down trying to protect him, earning her a scar that would mar her face for the rest of her life. Mauled by the encounter, the Black Griffons have been recovering their strength with Sieglinde as their new leader. Klaus von Stiftanzer's expedition offers them a chance to redeem their name as one of the most professional mercenary companies in the Reikland, to ingratiate themselves with the Colleges of Altdorf – and to make a boatload of gold in the bargain.



Mother Akela

Believe you me, a friend you can trust is worth her weight in gold.

There's many a dark-hearted scoundrel on these waters...

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
48	41	46	45	45	51	49	62
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	0	0

Careers: Seaman, Mate, Rogue, Charlatan

Skills:

- Blather
- Charm (+10%)
- Command
- Common Knowledge (The Empire, The Wasteland, Tilea)
- Consume Alcohol (+10%)
- Disguise
- Dodge Blow
- Evaluate
- Gamble
- Gossip (+10%)
- Perception
- Performer (Storyteller)
- Row
- Sail
- Scale Sheer Surface
- Search
- Sleight of Hand
- Speak Language (Arabyan, Norse, Reikspiel, Tilean)
- Swim
- Trade (Shipwright)

Talents:

- Flee!
- Public Speaking
- Resistance to Disease
- Seasoned Traveller
- Sixth Sense
- Street Fighting
- Swashbuckler

Permanent injuries: Right leg lost below the knee.

Trappings: Cutlass. Good Craftsmanship peg-leg made from narwhal ivory. Manannite robes; earrings and jewellery worth 14 gc, and a necklace of Manannite charms (granting a 5% chance to gain a +10% bonus on tests to resist disease).

‘Mother’ Akela first stepped on board an ocean-going vessel when she was just a child, and has barely been off them since. Having sailed the seas from Lashiek to Erengrad and everywhere in between, her accent is from everywhere and nowhere. Her mother, she believes, was from Al-Haikk – but that is all she knows of her family or her roots.

A woman of ambition and few scruples, she was quickly drawn to a life of piracy. As first mate to Captain Luka ‘the Hawk’, on board the pirate vessel Stromfels’ Spear, she made a name for herself raiding the shipping lanes of the Tilean Sea – that is, until the Spear tried to take a merchant vessel that turned out to be a warship in the navy of Luccini. The crew of the Spear were branded as pirates and taken ashore to await trial.

Using her wits, Akela managed to escape, abandoning Luka and his crew to the tender mercies of the magistrates and making her way north along the coast of the Old World. Now in Marienburg, she finds herself irresistably drawn by the expedition’s promise of fabulous riches to be found in Lustria – and what better way to secure a place of authority aboard Captain van der Wijk’s good, law-abiding ship than by impersonating a priestess of Manann?



Doctor Renata Wackliger

Will you stop fidgeting about?

This is only going to hurt more if you don't hold still...

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	25	31	38	42	54	47	43
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

Careers: Barber-Surgeon, Physician

Skills:

- Academic Knowledge (Science)
- Charm
- Common Knowledge (The Empire)
- Consume Alcohol (+20%)
- Gossip
- Haggle
- Heal (+10%)
- Perception
- Read/Write
- Speak Language (Classical, Reikspiel)
- Swim
- Trade (Apothecary)

Talents:

- Resistance to Disease
- Very Resilient
- Strike to Stun
- Surgery

Trappings: Brass-rimmed spectacles, trade tools (medical instruments), flask of strong spirits.

Renata Wackliger used to be a ship's surgeon with the Imperial Navy before they kicked her out for being drunk on duty. Since then, she has worked in a dingy shop in a Marienburg back-alley, drinking her meagre profits away. She is known throughout the Suiddock as a fine doctor when she's sober, and a menace to her patients when she's not: at such short notice, she's the best the *Maiden of Manann* can get.

Deck Hand

Weigh hey and up she rises, weigh hey and up she rises...



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	31	31	31	31	31	31	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	0

Skills:

- Common Knowledge (The Empire, The Wasteland)
- Consume Alcohol
- Gossip
- Row
- Sail
- Scale Sheer Surface
- Speak Language (Reikspiel)

Talents

- Street Fighting

Trappings: Hand weapon (cutlass or hatchet) or improvised weapon (belaying pin).

Modify the generic Deck Hand profile as follows for the following individuals and groups:

Bill Schaft: +1 A, +2W, +10 T, Int, Fel; +Charm, +Command

Big Kees: +1A, +2W, +10 WS, S, T; +Intimidate; +Strike Mighty Blow

Henrik Visser: +10 Ag; +Pick Locks at +20%

Old Hands (including Bill): +10% to Sail and Row

Branded Men (including Kees & Henrik): +Secret Language (Prison Cant)

Black Griffons Mercenary

Just put down your swords and surrender, It's worse if you fight or you run,

You can do what you please, you can climb up the trees,

But you can't get away from the guns!



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	41	35	35	35	31	35	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills:

- Common Knowledge (The Empire)
- Consume Alcohol
- Dodge Blow
- Gamble
- Gossip
- Outdoor Survival
- Perception
- Speak Language (Reikspiel)

Talents

- Sharpshooter
- Specialist Weapon Group (Gunpowder)
- Strike Mighty Blow

Trappings: Full leather armour, breastplate, helmet, sword, buckler, dagger, firearm with powder and ammunition for 12 shots.

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

Modify the generic Black Griffon profile as follows for the following individuals:

Otto Horst: +1A, +2W, +10 S, T, WP; +Command

Felix Horst: +1A, +10 Fel; +Charm, +Performer (Musician)

THE YELLOW FANG

Rutgar & Rebekka Knagen

Hail the Horned One, for he shall inherit.



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38	38	34	37	46	68	56	60
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	4	2	0	0

Careers: Burgher, Merchant, Cult Acolyte, Cult Magus

Skills:

- Academic Knowledge (Daemonology, Skaven)
- Channelling
- Charm
- Command
- Common Knowledge (the Empire, the Wasteland)
- Disguise
- Evaluate
- Gossip
- Haggle
- Intimidate
- Magical Sense
- Perception
- Prepare Poison
- Ride
- Read/Write
- Search
- Secret Language (Guild Tongue)
- Speak Arcane Language (Daemonic)
- Speak Language (Reikspiel, Breton, Queekish)
- Trade (Merchant)

Talents:

- Coolheaded
- Dark Magic
- Dark Lore (Chaos)
- Dealmaker
- Etiquette
- Linguistics
- Menacing
- Petty Magic (Hedge)
- Public Speaking
- Savvy
- Schemer
- Streetwise
- Suave
- Super Numerate

Trappings: Mask, Good Craftsmanship Clothes, Best Craftsmanship Dagger, Yellow Fang Pendant.

Note: when cast by Rutgar and Rebekka the spells Summon Lesser Daemon and Summon Daemon Pack instead summon Rat Swarms (*Children of the Horned Rat*, p115)

Identical twins born to a family of wealthy Marienburg traders, Rutgar and Rebekka discovered the Skaven – and their gift for magic – when at a young age, Rebekka started talking to rats. They might easily have been killed, but the ratfolk saw potential in these curious man-things, and instead a partnership was born.

Assisted by their friends in the shadows, the House of Knagen has enjoyed a meteoric rise to power in the cut-throat world of Marienburg commerce – and in return, the Knagens have used their agents on the surface to further the schemes of their patron, Plaguelord Bubox of Clan Pestilens.

Vrrkit



Kill-kill! No witnesses!

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
67	46	47	49	60	40	60	34
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	15	4	4	5	0	0	0

Careers: Night Runner, Gutter Runner, Master Assassin

Skills:

- Common Knowledge (Skaven)
- Concealment (+20%)
- Disguise
- Dodge Blow
- Evaluate
- Lip Reading
- Navigation
- Outdoor Survival
- Perception (+10%)
- Pick Locks
- Prepare Poison
- Read/Write
- Search
- Scale Sheer Surface (+10%)
- Shadowing
- Silent Move (+20%)
- Sleight of Hand
- Speak Language (Queekish, Reikspiel)
- Swim
- **Tail Fighting:** Rikki may wield an Ordinary weapon with his tail.

Talents:

- Alley Cat
- Coolheaded
- Fleet-Footed
- Natural Weapons
- Night Vision
- Orientation
- Quick Draw
- Rover
- Specialist Weapon Group (Crossbow, Throwing)
- Sturdy
- Tunnel Rat
- Trapfinder

Trappings: 2 Hand Weapons, 3 daggers, 13 throwing stars. 3 doses of Black Lotus poison.

A Clan Eshin assassin paid by Plaguelord Bubox to ensure the safe delivery of the relic priest, Vrrkit is a masterful killer and a consummate professional. He doesn't care about who his employers or victims are, or why he has been hired – only that the contract is fulfilled.

Thrask & Thurl

Yes, master! Hurry-scurry quick-fast!

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
43	46	32	34	57	39	31	21
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	3	3	5	0	0	0



Careers: Night Runner, Gutter Runner

Skills:

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

Talents:

- Fleet-Footed
- Orientation
- Natural Weapons
- Night Vision
- Rover
- Specialist Weapon Group (Throwing)
- Tunnel Rat
- Trapfinder

Trappings: Hand Weapon, dagger, 4 throwing stars. Grappling hook and 10 yards of Best Craftsmanship rope.

Vrrkit's two apprentices, these assassins-in-training are still more than deadly enough for most targets – but lack their master's iron will.

THE LIZARDMEN



Xo'tlaloqua (Choh-tlah-lock-oah)



A Slann Mage-Priest of the Third Spawning, Xo'tlaloqua was present when the Old Ones uplifted the races of the Old World from the planet's native primates. Slain by the plagues unleashed by the Skaven Clan Pestilens, an echo of their mighty spirit still clings to their mummified remains.

Xo'tlaloqua is dead, and therefore does not have a statline. If the question of destroying Xo'tlaloqua's remains arises, treat them as having a TB of 5 and 25 wounds. Once their wounds are reduced to 0, their mortal remains are reduced to dust and bits of bone, though their immortal spirit may live on.

- **Flammable:** when Xo'tlaloqua is hit by a fire-based attack, any wounds suffered (after deductions for TB and armour) are doubled.
- **Sacred Bindings:** Xo'tlaloqua's bandages are painted with ancient glyphs of warding. They grant 5 AP against non-magical attacks, and inflict a damage 3 hit that ignores armour on any character that attacks the relic priest while standing adjacent to their remains.
- **Incorruptible:** Neither Xo'tlaloqua's corpse nor their spirit can be raised or controlled by necromancy (or any other form of magic). Any caster who attempts to do so immediately receives 1d10 Insanity Points as their minds are exposed to the Mage-Priest's immortal will.
- **Unfathomable Presence:** the first time any character with the Magical Sense skill looks upon Xo'tlaloqua, they must pass a WP test or gain an Insanity Point.

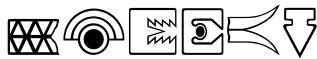
Death Mask of Xo'tlaloqua

Made from solid gold and inlaid with gems, Xo'tlaloqua's death mask was made to shield their remains from the corruption of the mortal world.

Rules:

- The bearer of the mask gains +30% to all WP tests to resist hostile magic, and doubles their TB against magical damage.
- The Dark Magic talent does not function within 24 yards of the mask, and spells from Dark Lores cast by spellcasters in the same radius must discard the highest dice rolled to cast.
- Daemons and Undead within 24 yards of the mask suffer a -20% penalty to their WP, and must pass a WP test in order to take any action that brings them closer to the mask.
- Anyone who removes the Death Mask from Xo'tlaloqua, or takes possession of it from another, must pass a WP test or gain an Insanity Point once per week until it is returned. A character who goes insane as a result contracts the **Cosmic Insignificance** insanity.





Qoatxli

(Koh-atch-lee)

All cohorts advance. Cleanse the temple of these intruders.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
67	13	56	58	28	36	73	20
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	20	5	5	4	0	0	0

Skills:

- Command (+20%)
- Common Knowledge (Lustria)
- Dodge Blow
- Follow Trail
- Intimidate
- Outdoor Survival (+20%)
- Navigation
- Perception (+10%)
- Speak Language (Crude Saurian)

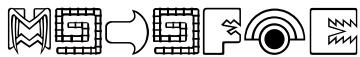
Talents:

- Keen Senses
- Natural Weapons
- Orientation
- Menacing
- Quick Draw
- Scales (3)
- Stout-Hearted
- Strike Mighty Blow
- Strike to Injure
- Warrior Born

Trappings: Obsinite hand weapon, reptile-hide shield. Bronze helmet and breastplate. Gold torcs and bracelets worth 100 gc.

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

Scar-Veteran of the Cohorts of the Mirror Pools, Qoatxli commands the lizardman forces that patrol the rainforest and swamps along the river Qurveza. Marked for greatness in the eyes of their fellow lizardmen by the albino coloration of their scales, they are a grizzled fighter, a relentless pursuer, and a merciless killer. Though human emotions are foreign to them, the pillaging of the Temple of Tepok stirs something akin to hatred in their calculating reptilian mind.



Tehequa

(Teh-heh-kwah)

We all have our part to play in the Great Plan. Mine is here.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
36	36	36	29	49	52	50	46
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	2	2	6	3	0	0

Skills:

- Academic Knowledge (Astronomy +10%, Magic, History, Theology)
- Channelling
- Common Knowledge (Lustria)
- Heal
- Magical Sense
- Perception
- Prepare Poison
- Speak Arcane Language (Arcane Saurian)
- Speak Language (Crude Saurian, High Saurian)
- Swim (+20%)

Talents:

- Aethyric Attunement
- Fast Hands
- Arcane Lore (Heavens)
- Lesser Magic (Dispel, Magic Alarm)
- Keen Senses
- Night Vision
- Petty Magic (Arcane)
- **Aquatic:** can breathe underwater, and swim at full movement speed with no need for Swim tests.

Trappings: Best Craftsmanship quarterstaff, Best Craftsmanship obsinite dagger, gold headdress and jewellery worth 30 gc, feathered cloak worth 20 gc, assorted spell ingredients.

The guardian of the Temple of Tepok, Tehequa spends their days observing the movements of the stars and studying the sacred plaques of Xo'tlaloqua's tomb. They have never encountered humans before, and are not sure what to make of them – but they know that their duty is to protect the tomb against all intruders.



Piqipoqetl

(Pick-ee-pock-et-ul)

Hola amigos!



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
22	42	31	26	45	36	29	41
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	9	3	2	6	0	0	0

Skills:

- Charm Animal
- Command
- Common Knowledge (Lustria)
- Concealment (+10%)
- Dodge Blow
- Follow Trail (+10%)
- Outdoor Survival
- Navigation
- Perception
- Prepare Poison
- Set Trap
- Speak Language (Crude Saurian, High Saurian, Estalian)
- Silent Move
- Swim (+20%)

Talents:

- Keen Senses
- Night Vision
- Orientation
- Rapid Reload
- Rover
- Specialist Weapon Training (Blowpipe, Throwing)
- **Aquatic:** can breathe underwater, and can swim at full move speed without the need for Swim tests.

Trappings: Blowpipe with 20 darts, dagger, flask of Lustrian Tree Frog Poison, flask of Velvet Leaf paste. Gold torcs and bracelets worth 10 gc.

A far-ranging scout from the Temple-City of Tlaxtlan, Piqipoqetl has the natural curiosity of all Skinks, and a fragmentary understanding of Estalian from an encounter with the ill-fated explorer Gonzalo Grijalva. Piqipoqetl is eager to learn more about the rare ‘warmbloods’, but has no understanding of human selfishness and greed.

DARK ELVES



Captain Khaelet

When will you wretched mayflies learn? The seas belong to us.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
61	65	48	45	52	49	55	56
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	15	4	4	5	0	0	0

Careers: Squire, Knight, Noble Lord, Sea Captain

Skills:

- Academic Knowledge (Genealogy/Heraldry, Strategy/Tactics)
- Animal Care
- Animal Training
- Charm
- Command
- Common Knowledge (Elves)
- Dodge Blow
- Evaluate
- Gossip
- Perception
- Read/Write
- Ride
- Sail
- Secret Language (Battle Tongue)
- Speak Language (Eltharin, Reikspiel, Breton)
- Swim

Talents:

- Etiquette
- Excellent Vision
- Lightning Parry
- Master Orator
- Night Vision
- Public Speaking
- Savvy
- Specialist Weapon (Cavalry, Crossbow, Two-Handed, Fencing)
- Strike Mighty Blow
- Strike to Injure

Trappings: Best Craftsmanship great weapon, Best Craftsmanship dagger. Full leather armour, Good Craftsmanship sleeved mail coat, helmet, Sea Dragon Cloak (Old World Bestiary p93)

Armour: Head 2, Body 5, Arms 3, Legs 3

Minor nobility from the southern Naggarothi stronghold of Hag Hall, Khaelet commands the light raiding galley Storm Witch. While other corsair captains focus their attentions on Ulthuan and the East, Khaelet has found success prowling the open seas between Lustria and the Old World. The human vessels that ply this route might come infrequently, but their holds are often filled with gold, ivory and other exotic goods, and their crews are rarely a match for Khaelet's corsairs.

Khaelet sees himself as meant for better things than commanding a slaving ship, and idly dreams of returning to Hag Hall with enough riches to seize control of the stronghold for himself. For this reason, he has not really applied himself to learning the seafarer's craft, and relies on his more experienced subordinates to do most of the actual work.



Maelhir

Do what you love, and you'll never work a day in your life, those are the words I live by.

Of course, they're not really relevant to you. You don't get a choice.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
56	52	43	36	55	31	44	32
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	4	3	5	0	0	0

Careers: Reaver, Slaver

Skills:

- Common Knowledge (Elves, Lustria)
- Consume Alcohol
- Dodge Blow
- Evaluate
- Follow Trail
- Haggle
- Intimidate
- Row
- Sail (+10%)
- Scale Sheer Surface
- Speak Language (Eltharin, Reikspiel, Breton, Estalian)
- Swim
- Torture

Talents:

- Coolheaded
- Excellent Vision
- Menacing
- Night Vision
- Seasoned Traveller
- Specialist Weapon Group (Crossbow, Entangling)
- Street Fighting
- Strike Mighty Blow
- Strike to Stun

Trappings: Best Craftsmanship whip, hand weapon, dagger, helmet, full leather armour, Sea Dragon Cloak (Old World Bestiary p93), 2 pairs of manacles.

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

Khaeleth's slavemaster and strong right hand, Maelhir has been at sea with the Druchii raiding fleets for most of her life. Valued for her loyalty and lack of treacherous ambitions, in truth she is a sadist who will serve anyone who allows her to pursue her one passion – capturing slaves and breaking them beneath the lash.

Pre-Generated Characters

Catalina Castillo

There's no sport in swordplay with Imperials, it's too easy.

No wonder their god wields a hammer.



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38	27	32	27	42	27	31	29
+15		+5	+5	+10	+5		
53	27	36	32	52	32	31	29

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	3
+1	+2	-	-	-	-	-	-
2	14	3	3	4	0	0	3

Careers: Estalian Diestro, Duellist

Skills:

- Academic Knowledge (Science)
- Common Knowledge (Estalia)
- Dodge Blow
- Gossip
- Intimidate
- Read/Write
- Speak Language (Estalian, Reikspiel)

Talents:

- Excellent Vision
- Lightning Reflexes (bonus included in base stats)
- Quick Draw
- Specialist Weapon Group (Fencing, Parrying, Gunpowder)
- Strike Mighty Blow
- Warrior Born (bonus included in base stats)

Trappings: Rapier, main gauche, pistol with powder and ammunition for 10 shots. One set of Best Craftsmanship Clothes, two silk handkerchiefs, one bottle of perfume.

Who is Catalina?

The second child of an ancient but impoverished noble family in Bilbali, Catalina ran away to take up the life of a roving blade rather than follow her parents' wishes by taking holy orders. Since then she has travelled widely across the Old World, honing her skills as a swordswoman; feeling she has exhausted what challenge the Old World has to offer, she now looks for new dangers in the New World. She likes to imagine that the stories of her exploits will sting her parents into shame: in fact, they're simply relieved that Catalina has found another way to take herself off their hands, as the cost of a proper dowry would have bankrupted the family.

What is she like?

Headstrong, proud, something of a show-off.

Motivation

Finding an opponent worthy of her skills.

Mosi Fischer

Oh, this old scar? Got that one landing a Grey Barb off Broekwater Point.

I'll tell you this, sharkskin ain't as smooth as it looks...



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
30	36	44	35	34	30	29	33
	+5	+10	+5	+10	+5		
30	41	54	40	44	35	29	33
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	0	3
-	+2	-	-	-	-	-	-
1	15	5	4	4	0	0	3

Careers: Fisherman, Vagabond

Skills:

- Common Knowledge (The Empire, the Wasteland)
- Consume Alcohol
- Gossip
- Heal
- Navigation
- Outdoor Survival
- Perception
- Performer (Storyteller)
- Row
- Sail
- Speak Language (Reikspiel)
- Swim

Talents:

- Hardy
- Marksman (bonus included in base stats)
- Orientation
- Resistance to Disease
- Very Strong (bonus included in base stats).

Trappings: Hand weapon (cutlass), dagger, fishing spear (counts as a javelin). Leather jerkin. Scrimshawed whale tooth (lucky charm), fish hook and line, bottle of Poor Craftsmanship spirits.

Who is Mosi?

The son of a Wasteland fisherman and a Southlands mercenary who came to Marienburg aboard an Arabyan merchant ship, Mosi was born and raised by the sea. From a young age, he helped aboard his parents' fishing boat, growing into a skilled sailor - but his mother's stories of her far-flung home always tempted him with horizons beyond their humble fishing village. When the mire-pox carried off his parents, he sold the boat and set off to see the world beyond the Wasteland. When he heard stories of lizard-people in Lustria just like the ones his mother told him as a child, the chance to join the *Maiden*'s crew seemed too good to pass up.

What is he like?

Curious, kind-hearted, a little superstitious.

Motivation

Seeing the strange lands and creatures his mother told him of for himself.

Lottie Harkin

One day, the world's going to know the name of Lottie Harkin.

It just doesn't know it yet!



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
23	40	23	21	39	33	29	43
+5	-	+5	-	+10	+5	+10	+5
28	40	28	21	49	38	39	48

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	8	2	2	5	0	0	3
-	+2	-	-	-	-	-	-
1	10	2	2	5	0	0	3

Careers: Servant, Entertainer

Skills:

- Academic Knowledge (Genealogy/Heraldry)
- Animal Care
- Blather
- Charm
- Common Knowledge (Halflings)
- Dodge Blow
- Gossip
- Haggle
- Performer (Singer, Musician)
- Perception
- Search
- Sleight of Hand
- Speak Language (Halfling, Reikspiel)
- Trade (Cook)

Talents:

- Etiquette
- Fleet Footed (bonus included in base stats)
- Flee!
- Lightning Reflexes (bonus included in base stats)
- Night Vision
- Resistance to Chaos
- Specialist Weapon Group (Sling)

Trappings: Hand weapon, dagger, sling. Leather jerkin. Tinderbox, wooden flute, one set of Good Craftsmanship clothing.

Who is Lottie?

A foundling, Lottie grew up working as a serving maid at the Ratzen Coaching Inn on the Altdorf-Marienburg road. Growing tired of the thankless work and the abuse of Frau Ratzen, when she came of age she packed her meagre belongings into a bindle, helped herself to the contents of the inn's strongbox (money, she reasoned, that she had earned), and ran away to the big city to seek her fortune. Busking on the streets of the Suiddock, she soon found Marienburg to be less glamorous than she had imagined, and fame and fortune hard to come by. The voyage of the *Maiden* offers a fresh start, a chance to find songs and stories that will have people falling over each other to hear her perform – and at least it's heading somewhere warm.

What is she like?

Friendly, adventurous, naive.

Motivation

Winning fame and recognition

Agi 'The Hammer' Helgrum

It's a hard world. You can be the fist, or the nose that gets broken. Be the fist.



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	29	37	47	17	27	31	19
+10	+5	+5	+5	+5	-	-	-
52	34	42	52	22	27	31	19

Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	4	3	0	0	2
+1	+3	-	-	-	-	-	-
2	16	4	5	3	0	0	2

Careers: Bodyguard, Racketeer

Skills:

- Common Knowledge (Dwarfs)
- Dodge Blow
- Heal
- Intimidate
- Perception
- Speak Language (Khazalid, Reikspiel)
- Trade (Smith)

Talents:

- Dwarfcraft
- Grudge-Born Fury
- Night Vision
- Quick Draw
- Resistance to Magic
- Specialist Weapon Group (Parrying, Throwing)
- Stout-Hearted
- Street Fighting
- Streetwise
- Strike Mighty Blow
- Strike to Stun
- Sturdy
- Very Strong (bonus included in base stats)

Trappings: Hand weapon (hammer), shield, dagger, knuckle-dusters, 2 throwing axes. Leather jack.

Who is Agi?

An Imperial Dwarf, Agi grew up on the rough streets of Marienburg's Doodkanal, where at a young age he developed a talent for violence. Working as a bodyguard and enforcer for the city's crime lords paid better than any honest work he could find, and since he was dealing with honourless *umgi*, the things they did to one another didn't weigh too heavily on Agi's conscience. It was only when another dwarf, Elgrina Ironback of Karak Ziflin, got on the wrong side of his employers that his distaste for the Marienburg underworld finally got the better of him. He disobeyed his orders and helped Elgrina get out of the city. Now the Three-Penny Bridge Gang are after him, and he needs to get out of Marienburg in a hurry: a long voyage to Lustria sounds just the ticket.

What is he like?

Gruff, cynical, but loyal to his friends.

Motivation

Escaping his past; proving to himself that he still has honour.

Matthias Reichert



Sigmar watch over you brother. Sigmar watch over us all.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
27	27	33	33	27	35	42	40
+5	+5		+5		+10	+10	+10
32	32	33	38	27	45	52	50
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	3	4	0	0	3
-	+2	-	-	-	+1	-	-
1	13	3	3	4	1	0	3

Careers: Initiate of Sigmar, Priest of Sigmar

Skills:

- Academic Knowledge (Astronomy, Theology)
- Charm
- Channelling
- Common Knowledge (The Empire)
- Gossip
- Heal
- Magical Sense
- Perception
- Read/Write
- Speak Arcane Language (Magick)
- Speak Language (Classical, Reikspiel)

Talents:

- Coolheaded (bonus included in base stats)
- Petty Magic (Divine)
- Public Speaking
- Strong-Minded
- Suave (bonus included in base stats)
- Very Strong (bonus included in base stats)

Trappings: Hand weapon (hammer), dagger. Religious symbol (circlet bearing the device of the twin-tailed comet), robes, writing kit, the Book of Hoschenfels (memoir of a witch hunter, full of all sorts of questionable advice about the ways of wizards).

Who is Matthias?

A bright young initiate at the Cathedral of Sigmar in Altdorf, Matthias was picked out early in his career as a clergyman with promise. No sooner had he been ordained as a fully-fledged priest of the Order of the Torch than he became the protégé of one Lector von Ehrenberg, one of the closest allies of the Witch Hunters in the ecclesiastical hierarchy. A hardliner who believed that the founding of the Colleges was a mistake, Ehrenberg has got wind that the College of Light is funding a voyage to Lustria, and wants Matthias to sign on as the ship's chaplain to keep an eye on the wizard in question. Matthias knows that if he can catch this 'von Stiftanzer' doing something heretical, it will do wonders for his career...

What is he like?

Intelligent, ambitious, sometimes a little humourless.

Motivation

Serving Sigmar and His Church.

Appendix I: Lustria

The Common View

Lustria! I had a beau once who wanted to sail to Lustria. Lovely lad, head full of all sorts of ideas. Ruined cities paved with gold, a land of sunshine and summer where even the rain was warm. He said he'd make me a rich woman when he came back. That was fourteen years ago last Wellentag that his ship left Neues Emskrank, and no-one's seen it since.

Rosa Hanteller, Nordland Seamstress

The Green Hell, that is what it should be called. A whole year I spent there, with the Lost Legion. Mosquitoes the size of your thumb, wasps the size of your hand. Snakes that kill with a single bite. Half the men died of fever in the first month after we landed. Sometimes I envied them.

Guido L'Abbronzato, Tilean Veteran

The Scholar's Eye

In fourteen hundred and ninety two, Colombo sailed the ocean blue. This has widely been regarded as a mistake. Since then, at least seven settlements have been founded on the Lustrian mainland, and most have been either abandoned or destroyed, sometimes repeatedly. Despite the fantastic riches the continent has to offer, it seems Lustria is a land innately hostile to human life.

Waldemarr, Scholar of Nuln

The ancient rainforests of Lustria are a very different environment to the fields and forests of the Empire. This appendix presents rules for adventuring in Lustria that try to convey the sheer abundance of life to be found in the Lustrian jungle – and just how much of it is hostile.

Environmental Conditions

Heat and Humidity

The Lustrian climate takes a heavy toll on those who don't dress appropriately. Characters in armour heavier than leather must take a T test after any kind of strenuous exertion (e.g. running, climbing, combat): unmodified if they are wearing only chain, at -10 if they are wearing plate. Failure gives a -10 penalty to all statistics for the rest of the day. The damp air also increases the jam chance of all blackpowder weapons by 5%.

Tropical Disease

Water-Borne Disease: any character who drinks from a water source in the jungle without first boiling it must test T or contract the **Galloping Trots**.

Insect-Borne Disease: characters who suffer prolonged exposure to mosquito bites must test T at +10 or contract **Swamp Fever**.

Disease: Swamp Fever

Description: Carried by Lustria's ever-present mosquitoes, Swamp Fever has probably killed more explorers than all the monsters of the jungle put together. Its onset is characterised by cyclical bouts of fever, followed by debilitating muscle pains, vomiting, and the eventual breakdown of the victim's internal organs.

Duration: 2d10 days

Effects: While afflicted with Swamp Fever, the victim halves their Ag and S. Each day, they must pass a T test or lose 5% from their T. If their T is reduced to 0 or less, the character dies.

Insanity

The relentless dangers of Lustria can put a strain on any man's mind. For those confronted with the ancient works of Lustria's most dangerous inhabitants – the lizardmen – learning their true place in the universe can prove the final straw. A new insanity, Cosmic Insignificance, is provided to represent this particular form of madness.

Insanity: Cosmic Insignificance

A victim of Cosmic Insignificance finds their dreams, and eventually even their waking thoughts continuously invaded with visions of their truly insignificant place in the Great Plan. They are shown that the world is far older than is taught by their religion, and the awful truth that the ancestors of elves, humans, dwarfs and halflings were not created by the gods, but bred from hooting apes.

The sufferer permanently loses 1d10 from their Fellowship and Willpower as they become convinced of the insignificance of human life, and given any appropriate trigger will ramble fearfully about the truths they have been shown, which may open them to accusations of blasphemy against the gods.



Jungle Travel

Journeying through the Lustrian jungle usually requires cutting a path through dense vegetation, as the growth of plant life is so fast that trails can disappear practically overnight. The **Jungle Hazards** table provides a selection of 'random encounters' while travelling through the jungle, to give a flavour of just how dangerous it is. The vast majority of these encounters do not require combat, and can be resolved in the space of a few dice rolls – they are intended first and foremost as a tool to generate atmosphere, not to bog down play.

Jungle Hazards

d100 result	Hazard	Description	Effects
01-07	Toadfruit	Some of the men have found a tree that grows juicy, sweet-tasting fruit with bumpy green skin. It smells a lot better than shipboard rations, and they offer you a slice.	Test Int at +20 to determine if your PC is clever enough to let others try the fruit first. If failed, you are afflicted with painful stomach cramps for the following day, leaving you at -10 S and T.
08-14	Lustrian Tree Frog	One of the sailors has caught a delightful brightly-coloured frog that he wants to show to your PC. As he holds it up, the frog swells and secretes a poison that burns his skin, then leaps at your face. Don't let it touch you!	Test Ag to avoid having the frog land on you. If failed, you are subject to the poison, which inflicts 3 wounds and produces vivid hallucinations, requiring a WP test at +20 to avoid gaining an Insanity Point. If you can catch the frog, its poison can be extracted and applied to weapons with the Prepare Poison skill.
15-21	Blot Toad	You are woken by an awful stench, as if an ogre has broken wind in your tent. A toad the size of a small dog has crept into your tent and is foraging among your provisions. On seeing you have noticed it, it puffs itself into a ball and hisses in your general direction...	This is a Blot Toad (see the Bestiary). It should not present a threat to even the least combat-capable PC, but it is too stubborn to flee: it will remain puffed into a ball until the PC either attacks it or leaves it be. PCs who do not allow it to take what it likes from their stores (choose 1 item at random, prioritising anything edible) run the risk of being coated with its stinking slime.
22-28	Forgotten Idol	You uncover an overgrown stone totem in the shape of some kind of grotesque lizard, about as tall as a man. Its eyes are inlaid with glittering gems.	The gems are worth 5d10gc. The officers will expect you to hand them in so they can be added to the treasure tally. If you conceal them to keep for yourself, you suffer from screaming nightmares for 1d10 nights. Test WP to avoid gaining an Insanity Point.
29-35	Lungblight Spores	Hidden among the leaf litter, a bloated white puffball bursts under your boot, filling the air with choking spores.	Test Int to hold your breath in time. If failed, the spores take root in your lungs, giving you a wet, hacking cough that leaves you feeling permanently fatigued. You are at -10 to S and T and -1 to your Movement for the next 2d10 days.
36-42	Monkey-Eating Spider	A spider the size of a small cat has spun a web across your path. Almost invisible, you walk right into it.	Test Strength to break free from the web before the spider can bite. If failed, you suffer 1 wound and are envenomed, making you tremble uncontrollably and suffer -10 to all Ag and S tests for the next 1d10/2 days.

43-49	White-Tailed Monkeys	A curious troupe of small, black-and-white monkeys come to investigate you while at camp. They have no fear of people, and no respect for personal property.	The monkeys make off with a randomly-chosen item from your list of trappings. With a successful Ag test (to catch the thief) or missile weapon shot (to kill it) you can prevent the theft – otherwise, the item is lost. If the stolen item is food (or if the monkeys are offered food), they will return every subsequent time you roll on this table, in addition to the rolled result.
50-56	Legionary Ants	A vast column of ants swarms out of the jungle, devouring everything in their path. Their path leads right through your tent!	Test Ag at +30: your degrees of success are the number of your belongings that you can save. Any remaining trappings with an Encumbrance of 15 or less, or which are made of materials edible to ants (including leather armour) are destroyed.
57-63	Emerald Hornets	Cutting your way through dense vegetation, you accidentally smash an insect nest, disgorging a swarm of brilliant green, very angry hornets.	Test toughness and subtract your degrees of success from 10. You are covered in inflamed stings for this number of days, during which you are at -10 to all Fel tests and must test WP to avoid scratching yourself in inappropriate situations.
64-70	Basking Asp	A large snake lies basking on the path – perfectly camouflaged among the leaf litter, this is one stick on which you really don't want to step.	Test Perception to spot the snake before you step on it. If failed, the snake attacks: use the profile of a Crimson Asp from the Bestiary. The asp will retreat once it has bitten the offending explorer, or once it suffers any wounds.
71-77	Daemon's Snare Vine	Brushing against a hanging liana, beads of its sticky sap cling to you like glue. Too late, you realise the carnivorous creeper is constricting around you...	You must deal 12 wounds to the vine to get it to release you: it has a TB of 4 and is hit automatically in melee. Each round that you remain trapped, it deals a Damage 2 hit.
78-84	Bloodwasp Larvae	Insect bites on your feet turn out to be more than bites: something has laid its eggs under your skin. Extracting the larvae is a painful and horrifying task.	Take 1 wound, and test WP to avoid gaining an Insanity Point.
85-90	Dragon Lizard Nest	Pushing aside a fern frond, you find yourself face-to-face with a lizard the size of a mastiff, curled up over a clutch of leathery eggs. The lizard hisses like a kettle, crouching protectively over her brood.	This is a Blue-Tongued Dragon Lizard , as detailed in the Bestiary. The lizard will not attack if the explorer backs away from her eggs, but will fight to the death if the eggs are threatened. The eggs are delicious.

91-95	Paradise Bird	A brilliantly-coloured bird swoops through the dense foliage ahead, trailing magnificent tail feathers. Feathers like those would sell for a fortune back in the Empire!	The bird leads pursuers towards large predators as a defence mechanism. It can be brought down by a successful with any missile weapon: any prospective hunters only get one shot before the bird flies away, and must subsequently roll on the predator attack table. The bird's feathers are worth 6d10gc.
96+	Predator Attack	The party have encountered one of the fearsome predators of the Lustrian jungle. They will have to fight to survive.	Roll on the predator attacks table below.

PREDATOR ATTACKS

d100 result	Predator	Description
01-20	Giant Leeches	While wading through a bog, the party are attacked by 2 giant leeches per player. Attacking from beneath the water, the leeches get an automatic Surprise Round.
21-60	Cold One Pack	A hunting pack of Cold Ones picks up the expedition's trail, and look for stragglers to pick off. Determine the composition of the pack from the d100 roll:
	21-40	3 Cold Ones
	41-54	4 Cold Ones
	55-60	3 Cold Ones led by 1 Horned One
61-90	Sarcodon	What appeared to be a rotting log floating in a pool of murky water turns out to be an enormous, primordial crocodile. Unless the players can pass a Perception test vs. its Concealment, the Sarcodon gets a Surprise Round.
91-100	Amaxon Swamp Python	The party's hacking through the undergrowth disturbs a truly enormous snake. It attacks, targeting the fattest-looking PC as its prey and attempting to constrict them. If offered more tempting prey it may become distracted.

The Jungle Map, Jungle Clearing and Jungle Pool maps provided with this adventure are suitable maps for Predator Attacks.

LUSTRIAN BESTIARY

Salamanders

The Common View

I only ever saw one of the flame-spitters once in all the time I was in Swamp Town, and then only by that great bloody sail-fin on its back. Rest of it was below the water, swimming. You can imagine we got out of that part of the swamps pretty quick. Old Kleiner at the harbour always said they hunt in packs, and they don't call him Crispy Kleiner for nothing.

- Rudi Rotgers, Travelling Gambler

The Scholar's Eye

It is well known that the Salamander has no digestive organs, and gets no sustenance except from the heat in which it basks. The good Doctor Boltzmann's supposed 'dissection' proves nothing except his ignorance of established zoology.

- Albrecht Kinear, Professor Emeritus at the University of Nuln

Fierce hunters, dangerous to catch. Many of our beast handlers are hurt trying to train them – but if they were not meant to serve the Great Plan, Chotec would not have given them the gift of fire.

- Xiqetli, Skink Priest of Tlax

Large, aquatic reptiles that haunt the waterways of the Lustrian jungles, Salamanders are deadly ambush predators. They hunt by spitting a stream of venom, which bursts into flame on contact with air. This tarry substance sticks to the Salamander's victim, burning them alive. The Lizardmen have learned to use Salamanders as weapons of war, although the creatures are too vicious to ever truly be tamed.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	0	52	43	30	12	32	2
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	19	5	4	6	0	0	0

Skills:

- Concealment
- Perception (+20%)
- Silent Move
- Swim (+20%)

Talents:

- Keen Senses
- Natural Weapons
- **Spit Flame:** Once every 3 rounds, a Salamander can spit flame. Place the cone template anywhere within 12 yards, and within its line of sight. Any character fully under the cone takes a Damage 4 hit, ignoring armour. Any character partially under the cone must pass an Agility test or take a Damage 4 hit, ignoring armour. Any character who takes damage must also pass an Agility test or catch fire.
- **Aquatic**

Armour: Head 2, Body 2, Legs 2

Terradons

The Common View

I have seen them fishing off the cliffs at the Citadel of Dusk. They fold their wings and plunge like gannets, a hundred feet down into the water. Sometimes they would come back up with small sharks in their talons.

- Lyrilyn of Lothern, High Elf Seafarer

The Scholar's Eye

Unfortunate victims of the worthy Karl Vanderlind and his less worthy grasp of the Classical tongue. Still, it is long-established tradition that the discoverer gets to choose a name, and where would we be without tradition? So 'Terradon' it is.

- Albrecht Kinear, Professor Emeritus at the University of Nuln

When a Winged One hatches from its egg, it will bond with the first creature it sees. The blessed of Itzl take the eggs, so the hatchlings will trust them and carry them when they grow strong enough to fly. They are our eyes in the heavens.

- Xiqetli, Skink Priest of Tlax.

A family of large winged reptiles that can be found in every corner of the Lustrian continent, Terradons are adaptable and opportunistic aerial predators and scavengers. When trained, they make superb mounts for Skink scouts, soaring above deep swamps and tangled jungles on their leathery wings.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	0	44	32	48	20	24	9
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	4	3	3(8)	0	0	0

Skills:

- Perception (+20%)
- Navigation (+10%)

Talents

- Excellent Vision
- Flier
- Keen Senses
- Natural Weapons

Special Rules:

- **Pick up and Drop:** a Terradon that successfully grapples an opponent smaller than itself (i.e. human sized or smaller) may still take flying Move actions while maintaining the grapple (though not Run or Charge actions). If on its turn it chooses to release its victim from the grapple, the victim falls from its current altitude, taking full fall damage. Grapple victims who on their turn take control of a grapple vs. a flying Terradon may force it down one level of altitude each round.

Stegadons

The Common View

Ibn Jellaba wrote of the Horned Beasts that the Al Saurim used in war. My cousin, Qassim, he says he saw one when he was trading in the Gulf of Medes. He said it was as large as an elephant, with a horns like an ox and a beak like a bird. Then again, my cousin Qassim says many things.

- Abdul Al-Makir, Arabyan Merchant

It came on us out of the trees, roaring like thunder. Speared the bosun on its horns, and squashed poor Friedrich flat. It took the ship's cannon to stop it, and even then it took two shots. Made a tasty steak, though.

- Franz Drakken, Nordland Sailor

The Scholar's Eye

The Mighty Ones! They are the strongest of all the servants the Old Ones gave us. They clear the path for our roads and draw the great stones for our temples. Do you not have such creatures in your own land?

- Xiqetli, Skink Priest of Tlax.

Stegadons are among the largest beasts of the Lustrian rainforest. Though mostly herbivorous, they are stubborn, territorial creatures, their mighty horns and armoured hides allowing them to stand their ground against even the most fearsome jungle predators.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	0	57	67	18	14	36	8
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	42	5	6	6	0	0	0

Skills:

- Perception (+10%)

Talents:

- Keen Senses
- Natural Weapons
- Terrifying
- Scales (5)
- Strike Mighty Blow
- Strike to Injure
- Will of Iron
- Unstoppable Blows

Special Rules:

- **Thunderous Charge:** Nothing can stop a charging Stegadon once it builds up enough speed. A Stegadon making a Charge Attack does not have to stop when its charge makes contact with enemies of size equal to or smaller than a horse: instead, it can keep moving up to its full charge distance. Move all enemies that it moves through out of its path, and resolve a Charge Attack against each of them.
- **Mighty Horns:** Stegadon horns are built for battling the biggest predators of the Lustrian jungle. Attacks from a Stegadon's Natural Weapons have the Impact Quality.
- **Living Shield:** A Stegadon's bony neck frill serves as a giant shield for the rest of its body. Missile attacks originating in the Stegadon's forward arc suffer a -10 penalty to hit.
- **Large Target:** If you can hit a barn door, you can hit a Stegadon. Missile attacks targeting a Stegadon receive a +20 bonus to hit.

Armour: Head 5, Legs 5, Body 5

Cold Ones

The Common View

Not much brains, people say. Rolf down at the trading post, he had a week where he kept one chained to a post. Folk had great fun pretending to throw sticks for it, watching it run off and choke itself on the end of the chain. It never worked it out. When it got a whiff of blood, though, it was like the lights went on behind those yellow eyes. That poor kid's dog...

- Rudi Rotgers, Travelling Gambler

They hunt like wolves, working together. They don't kill like wolves, though. You've seen those long claws on the feet? That's how they get you. A quick slash to the back of the leg, or across the belly, so you're still alive when they start to eat you.

- Guido L'Abbronzato, Tilean Veteran

The Scholar's Eye

Of course I know of the Nauglir. My uncle keeps a stable of six. Vicious creatures, but dull-witted. I've heard different stories in the south, some sort of horned breed of Nauglir, more intelligent than the others. Of course, I suppose that just means it's sharp enough not to stop to smell its own dung.

- Amon Kray, Druchii Corsair

Fast-moving bipedal predators, Cold Ones prowl through the Lustrian jungle in packs. When not on the hunt, they may seem slow or even stupid, but when they catch the scent of prey, or when led by the rare Horned Ones, they can work together with a frightening degree of coordination.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36	0	45	47	25	18	29	12
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	7	0	0	0

Skills:

- Concealment (+20%)
- Follow Trail (+20%)
- Perception (+20%)
- Silent Move (+20%)

Talents

- Keen Senses
- Natural Weapons
- Night Vision
- Rover
- Scales (2)

Special Rules:

- **Stupid:** Whenever a Cold One encounters something to distract it, it must make an Intelligence test or stop whatever it was previously doing to engage with the new distraction. If under attack this test is at +20%.
- **Scent Blood:** Once a Cold One has either inflicted or suffered at least 1 wound, the Stupid rule no longer applies, and it becomes subject to the effects of the Frenzy talent instead.
- **Horned One:** To represent a Horned One, add +10 to a Cold One's WS, Int and Ag, +1 to its Movement, and remove the *Stupid* trait. Other Cold Ones do not suffer the effects of the *Stupid* trait when in a pack led by a Horned One.

Armour: Head 2, Arms 2, Body 2, Legs 2

Sarcodons

The Common View

It looked like a big log. Just a rotting log, floating in the swamp. You ever seen a rotting log open its jaws? It's not a sight I'm ever going to forget.

- Franz Drakken, Nordland Sailor

The Captain swore he'd have his revenge on the beast that took his hand. Took a dozen of us out on the river, with spears and boathooks and guns. Damn thing came up right underneath the boat, pitched us all into the water. I thought I'd be safe when I made it to the bank, but let me tell you, those things can run.

- "No Hands" Jacques, Ex-Pirate

The Scholar's Eye

Where the common crocodile is an indolent and slothful creature, the crocodiles of Lustria have to contend with the other terrible reptiles of that cursed continent. Matteus of Miragliano hypothesised that were our Old World crocodiles to be subjected to similar conditions, they might display the same size and athleticism as the Sarcodon. I do not know the truth of his hypothesis – to me it seems an experiment best avoided.

- Albrecht Kinear, Professor Emeritus at the University of Nuln

Enormous crocodilians, Sarcodons have powerful, semi-upright legs that allow them to hunt on the land as well as in the water. They take their prey by stealth, lurking under dark water before exploding to the surface with terrifying speed.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
38	0	56	52	30	9	12	3
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	18	5	5	5	0	0	0

Skills:

- Concealment (+20%)
- Perception
- Silent Move
- Swim (+20%)

Talents:

- Natural Weapons
- Rover
- Scales (3)
- Strike Mighty Blow
- Strike to Injure
- **Aquatic**

Armour: Head 3, Body 3, Legs 3

Amaxon Swamp Pythons

The Common View

See them bones over young Massimo's shop? What do you reckon they're from? Whale? No mate, that's a snake.

- Gustaf Kleiner, Swamp Town Harbourmaster

The Scholar's Eye

The true Swamp Python is about four feet long when it hatches from its egg, but continues growing throughout its life – indeed, we have yet to establish an upper limit for how large these creatures can grow. The sailors' stories of serpents large enough to crush entire ships in their coils are probably fanciful, but I have confirmed reports of a specimen that was forty-two feet from nose to tail.

- Marianne Sosber, Anatomist

*Then cried bold Olav, crow feeder, wave walker,
I fear no worm! Give me the spear that was my father's.
I shall cast it in the serpent's eye!
Brave Olav was the first to die.*

- The Saga of Losteriksson

Sotek! Sotek! Sotek!

- chanting of Skinks at the Pool of the Great Serpent

The Amaxon Swamp Python is the largest of all Lustria's native snakes. A powerful constrictor, it lurks in muddy water and thick forest, preying on anything small enough for it to crush in its coils. As the snakes grows larger and larger with age, this definition quickly expands to include even the mightiest jungle creatures.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	0	64	41	32	10	12	4
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	23	6	4	6	0	0	0

Skills:

- Concealment
- Perception (+20%)
- Silent Move
- Swim (+20%)

Talents:

- Keen Senses
- Natural Weapons
- Rover
- **Constrictor:** A successful grapple attempt does not render a Swamp Python incapable of taking actions as normal, nor confer any WS bonus to other attackers. The python need only spend a half action to maintain the grapple or cause damage to all grappled opponents. It may not grapple more opponents than its Attacks characteristic.
- **Aquatic**

Armour: Head 2, Body 2

Crimson Asps

The Common View

Remember, they're more afraid of you than you are of them. That's why they're so bitey.

- Gustaf Kleiner, Swamp Town Harbourmaster

The Scholar's Eye

The snakes in Lustria have got more kinds of venom than grobi have fleas. The red ones, we call them the one-minute viper. One of them bites you, that's how long you've got. Or maybe thirty seconds for an umgi.

- Bargrund Throllasson, Crew of the Ironclad *Thunderchild*

Crimson Asp venom is deadly, but denatures quickly once extracted from the snake. The best way to use it is to put a live asp into the target's bed.

- Anarthir of S'sildra Tor, Druchii Poisoner

Lustria is home to a bewildering variety of venomous snakes: among all these, the Crimson Asp is one of the most common and the most aggressive. Known for their tendency to chase after those who disturb their nests, the bite of the Crimson Asp brings rapid, excruciating death if not treated at once.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
21	0	10	10	16	6	12	0
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	2	1	1	3	0	0	0

Skills:

- Concealment (+20%)
- Perception (+20%)
- Silent Move (+20%)

Talents:

- Natural Weapons
- Rover

Special Rules:

- **Deadly Venom:** upon receiving at least one wound from a Crimson Asp (after reductions for Toughness and Armour), the victim must make a Toughness test every following round or lose 5 points from their Strength and Toughness. These tests continue until either a test is passed or the victim's Toughness is reduced to zero or below, in which case they die. After passing a test, the victim's stats return to their previous value at a rate of 5 points per minute.
- **Tourniquet:** with a successful Heal test within 30 seconds of being envenomed, the danger of a Crimson Asp bite can be mitigated. Characters who have a tourniquet successfully applied will only lose the limb which was bitten if their Toughness falls to zero, rather than dying. Bites to the head and body cannot be treated with a tourniquet.

Blue-Tongued Dragon Lizards

The Common View

A lizard the size of a dog? Tain't natural.

- Old Lutz, Reikland Farmer

They're smart little beasts. Met a fellow in the Draven Arms who kept one as a pet – actually won the damn thing off him in a game of cards. Would have kept it if it hadn't kept stealing my lunch.

- Rudi Rotgers, Travelling Gambler

The Scholar's Eye

Scholarly opinion is divided as to whether the Dragon Lizards of Lustria are truly venomous, or whether the unclean condition of their mouths simply leads to the wounds they inflict becoming infected. Unfortunately most of the specimens we receive here in Altdorf are either pickled or sadly decayed. A live lizard would settle the matter.

- Marianne Sosber, Anatomist

Blue-Tongued Dragon Lizards are intelligent (for a lizard) scavengers, often found feeding on the carrion left behind by larger predators of the jungle. Armed with a long tail, hooked claws, and a mouth full of sharp teeth, they will defend their territory – and particularly their young – with vigour.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
26	0	26	31	45	10	16	0
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	7	2	3	4	0	0	0

Skills:

- Concealment (+10%)
- Perception
- Swim (+10%)

Talents:

- Keen Senses
- Natural Weapons
- Rover

Special Rules:

- **Festering Bite:** something about the saliva of the dragon lizard gives their bites an unerring tendency to fester. Anyone who suffers wounds from a dragon lizard must pass a Challenging (-10%) Toughness test to resist infection. If failed, the wound becomes infected: the victim must make a Toughness test every following day or lose 5% from all their stats. This continues for 14 days, or until a successful Heal test can be made to clean the infected wound (at a cumulative -10% penalty for every day the wound has gone untreated). If the victim's Toughness is reduced to less than half its original value, the wound has become gangrenous and the affected location must be amputated. If the victim's Toughness is reduced to zero or below, they die.

Giant Lustrian Leeches

The Common View

I use a little rhyme to help me remember. Go a-wadin' without yer breeches, you'll be surely et by leeches.

- Gustaf Kleiner, Swamp Town Harbourmaster

'Orrible beasts. Some folk say Luthor Harkon brought them over, that they've got some vampire blood in 'em and that's why they get so big. Me, I say, have you seen the other things that live here? A three-foot leech is practically normal for Lustria. Either way, they're not too bad fried in butter.

- Norbert Bracebelly, Ship's Cook.

The Scholar's Eye

There was some talk of trying to breed them for medicinal bloodletting. Unfortunately, it's a little harder to prise them off a patient than your ordinary leeches... and a little more urgent to get them off in time. Minor problems. If only I'd anticipated them, there wouldn't have been all that unpleasantness with the Baron's son.

- Heinrich Kraber, Disgraced Surgeon

In the foetid swamps of the Lustrian rainforest, leeches grow to enormous sizes. Feeding off the blood of armoured behemoths such as Stegadons and Bastiladons, these awful invertebrates can be very dangerous to soft-skinned humans, who do not have the same quantities of blood to spare.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
28	0	21	33	28	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	8	2	3	3	0	0	0

Skills:

- Concealment (+10%)
- Silent Move (+10%)

Talents:

- Natural Weapons
- Mindless
- **Aquatic**
- Unsettling

Special Rules:

- **Bloodsucker:** a Giant Leech that lands a successful hit (that is not dodged or parried) attaches itself to its victim, inflicting 1 automatic wound and the loss of 5 points of strength every turn.
 - The leech will not let go once attached: attacks against it receive a +30% bonus to hit, but any misses from other characters hit the victim instead. It can also be pulled off with an Opposed Strength test, which does not require a roll to hit.
 - Victims whose strength is reduced to 0 or below pass out from blood loss.
 - Strength loss is regained at 1 point per hour.

Blot Toads

The Common View

It's always been a point of pride with me, that I could find a way to make anything taste good. That's why I took old Gustaf's wager. I've got to hand it to him, I was wrong.

- Norbert Bracebelly, Ship's Cook

Please Mum, please can I keep Mister Stinky? I'll look after him, I promise!

- Petronella Pfieffer, Child of Swamp Town

The Scholar's Eye

The Blot Toad oozes a foul secretion that makes it inedible to most creatures that would otherwise be its natural predators. Unfortunately, it also makes a habit of feeding upon their eggs, meaning that the smell of its slime sends most of the higher Lustrian fauna into a blind rage. As survival mechanisms go, it's not the most effective.

- Marianne Sosber, Anatomist.

The Blot Toad is a large, ugly amphibian that makes up for what it lacks in strength and agility with its powerful stench. The inveterate enemy of the more dangerous jungle creatures on whose eggs it feeds, it is sometimes smuggled into enemy encampments by Skinks, in order to lure larger creatures to attack.

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	0	24	28	20	2	20	0
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	6	2	2	3	0	0	0

Skills:

- Concealment
- Perception
- Silent Move
- Swim (+20%)

Talents:

- Keen Senses
- Rover
- **Aquatic**

Special Rules:

- **Stench:** Any character with a sense of smell suffers a -5% penalty to their WS while within 2 yards of a Blot Toad. Any character who kills or handles a Blot Toad gains this rule, and a -20% penalty to their Fellowship with all other characters with a sense of smell. The stench persists for 1d10 days, or until they have thoroughly washed with strong soap and burned any clothes they were wearing at the time.
- **Toad Rage:** All other Lustrian predators (except the Giant Lustrian Leech) will attack any character or creature with the Stench before any other target.
- **Eggs!** The Blot Toad's favourite food is eggs. If any character gives it eggs to eat, it will come to view that character as an egg dispenser, and follow them devotedly everywhere they go.

LUSTRIAN HERBALISM

The Lustrian jungle is a herbalist's paradise, rich with plants never before seen on the shores of the Old World. Any PC looking to engage in a little light herbalism can go searching for rare plants in the jungle: if they can pass a Search test, roll on the following table to see what they have found. The seeds of all these plants can be gathered with a successful Trade (Herbalism) test (1d10 seeds per plant), and are worth 1gc per seed to herbalists back in the Old World.

d10 roll	Plant	Description	Rules
1	Manqi Tree	An unassuming tree with greenish-yellow flowers, the Manqi Tree is one of the most poisonous plants of the New World. Nicknamed the 'death apple' by Marco Colombo's explorers, its sap burns the skin on contact, and those who eat its appealing green fruit die from massive internal bleeding.	Caustic Sap: deals 1 wound to anyone who touches the bark, or even stands beneath the tree in the rain. Poison Fruit: anyone who eats the fruit of the Manqi Tree must pass a Hard (-20%) Toughness test or die in 1d10 minutes' time. Both the sap and the fruit can be processed into a poison with a Prepare Poison test – the sap must be applied to weapons, while the poison of the fruit must be ingested.
2	Grenadier Palm	A tall tree with a trunk covered in razor-sharp thorns, the grenadier palm's seed-pods dry out as they ripen, building up torsion inside their leathery skins until they violently explode to spread their seeds across the forest floor.	Exploding Pods: every day, a grenadier seed-pod has a 10% chance of ripening enough to explode. All characters within 6 yards must pass an Ag test or receive a Damage 1 hit. The seed-pods can be triggered before they are ripe by exposure to heat. Thorny trunk: any failed Scale Sheer Surface test to climb a grenadier palm deals a Damage 2 hit to one of the climber's arms (as well as any fall damage)
3	Bird-Eating Flower	A species of carnivorous plant, the Bird-Eating Flower takes the shape of a bell or pitcher, blooming in a stunning variety of colours. The bottom of the pitcher is filled with a pale pink fluid that has a sweet, intoxicating smell: it is to this sugary substance that birds are drawn, and in it that they drown.	Alluring Nectar: the nectar of the Bird-Eating Flower has powerful psychotropic effects. Characters who ingest it gain +10% to all Perception and Intelligence tests for 1d10 hours. The next time they sleep, their dreams are filled with disturbing images – they must pass another Challenging (-10%) WP test or gain an Insanity Point. With an Easy (+20%) Trade (Herbalist/Apothecary) test, this nectar can be bottled and stored.
4-5	Monk's Bark	The reddish bark of this flowering tree flakes and crumbles easily to the touch. Mosquitoes avoid these trees, making the shade of their branches one of the only respite from Lustria's omnipresent biting insects.	Fever Cure: with a Routine (+10%) Trade (Herbalist/Apothecary) test, the bark of the Monk's Bark tree can be ground into a powder that can be used to treat Swamp Fever. Dosing a sufferer with this powder reduces the duration of the disease by 1d10 days, and grants them a +20% bonus on all Toughness tests to resist its effects.

6	Velvet Leaf Vine	A tough liana that climbs the tallest trees of the rainforest, the leaves of this vine are covered with a fine, velvety down. Herbivores that can bite through its woody bark quickly find themselves paralysed by the poison in its sap, and suffocate to death on the forest floor.	Paralysing Poison: with a Challenging (-10%) Prepare Poison test, the woody stem of this liana can be mashed into a black, viscous paste that can be smeared on weapons. Victims who take at least 1 wound from a weapon smeared with Velvet Leaf paste must pass a Challenging (-10%) Toughness test or become paralysed for 3d10-TB rounds. Paralysed characters cannot take actions and are Helpless. The poison also paralyses the victim's lungs: as long as they are paralysed, they are also subject to the rules for Suffocation.
7-8	Lustrian Blackthorn	A small and unassuming bush, the leaves of this shrub have a sweet floral scent. Its flowers attract swarms of brilliant white moths, whose caterpillars feed upon the leaves.	Stimulating Leaves: chewing the leaves of the Lustrian Blackthorn provides a +10 bonus to Ag, Int and Fel for 1 hour. Addictive: Once a character has chewed a number of doses equal to $(WP + T)/10$, they must pass a WP test for each subsequent dose they chew or become addicted. Addicted characters suffer a -10 penalty to WP, Int and Fel any time that they are not under the effects of the leaf. If they can go without the leaf for a full week, they are freed of their addiction.
9	Cadavo's Creeper	A flowering vine, Cadavo's creeper grows extremely fast, rapidly colonising any space made when a giant tree falls. Settlements on the Isthmus are plagued by this vine growing up to cover their buildings practically overnight.	Numbing Paste: with a Trade (Herbalist/Apothecary) test, the creeper can be mashed into a milky paste that numbs sensation when it is spread on the skin. The use of this paste negates any stat penalties from pain, and can be used to give a +20 bonus to Heal tests when performing surgery.
10	Blood Orchid	Preferring to grow over the decomposing bodies of jungle creatures, the Blood Orchid is named for the vivid red of its petals. Its sticky pollen is similarly coloured, and notable for its remarkable ability to clot blood on contact. The Blood Orchid attracts iridescent Bloodwasps as pollinators.	Clotting Powder: the pollen of the Blood Orchid can be collected and made into a powder with a Challenging (-10%) Trade (Herbalist/Apothecary) test. This powder instantly clots blood, allowing the user to stop the Blood Loss condition without a test. Attracts Bloodwasps: any character on whom Blood Orchid powder is used has a 50% chance of being visited by Bloodwasps, who lay their eggs in the wound while they sleep. See the Bloodwasp Larvae entry in the Jungle Hazards table.

Appendix II: Lizardmen

Common View

They say the beastmen look like lizards in Lustria, on account of there being no goats nor Averlanders for them to look like instead. They say it's summer all year round, and the trees grow upside down, and there's women what walk about without a scrap of clothin'. My uncle Jurgen, Morr rest him, he knew a feller what was married to a woman whose great grandfather sailed there with Lord Melchin, so that's how you know it's all true.

- Old Lutz, Reikland Farmer

I fought them with Pirazzo. They came out of the trees, out of the water. Some small as children, others big as orcs and ogres. Stone weapons as sharp as steel. Poisons that turned men's insides to rotten meat. They could have killed us all, I think, but in the end, they let us go. To this day, I do not understand why. I only pray to Myrmidia that I never fight them again.

- Guido L'Abbronzato, Tilean Veteran

The Scholar's Eye

Like all the lesser races, they are full of contradictions, capable of both great wisdom and great savagery. Their Mage-Priests speak to us only rarely, like stern parents to errant children. The Loremasters of Hoeth treat them with respect, and say it was the reptiles who taught our ancestors magic in the earliest of days, as we taught it to you. They learn these things from their books. I, however, have spoken with dragons. The dragons do not remember them so fondly.

- Caradroc, Noble of House Caledor

The specimens that have been presented to the University by our most recent voyage are clearly creatures of Chaos, the same as the common-or-garden beastmen that infest our own forests. Fanciful stories of 'cities of gold' and sorcerous priest-kings are nothing more than dockside fables – these primitives have neither the mental capacity nor the opposable digits to construct anything grander than a mud hut. My recommendation would be for an expedition to purge such creatures from the jungles around our settlements.

- Albrecht Kinear, Professor Emeritus at the University of Nuln

Our Own Words

Before Elves, before Dwarfs, before Men, the Old Ones arrived upon this world. Then came Chaos and the Great Plan of the Old Ones was unmade. We are the last of their servants, and only by our hand shall the Great Plan be restored,

- Inscription upon the eastern boundary stone of the temple-city of Hexoatl

The lizardmen are the true rulers of Lustria, and the guardians of an empire more ancient than all the civilisations of the Old World. This appendix presents rules for using lizardmen in your games of WFRP.

LIZARDMAN ARMOURY

The weapons and armour of the lizardmen are quite unlike those used in the Old World: they have not mastered the art of forging iron and steel, but prefer to work with bronze, wood, and a hard volcanic stone known to Imperial scholars as 'obsinite'. The lizardmen also make prolific use of the many poisons they can harvest from their jungle home.

Weapons & Armour

Blowpipe

The preferred hunting tool of Skinks, a blowpipe is a simple bamboo tube, through which the hunter can launch a small dart by exhaling sharply into one end. Though the darts themselves are too small and light to be more than an annoyance to most enemies, they are almost always dipped in one of the deadly poisons of the Lustrian jungle.

A blowpipe is a missile weapon with the profile given below.

Blowpipe	Enc	Group	Damage	Range	Reload	Qualities
	10	Blowpipe	0	12/24	Half	None

Obsinite Weapons

Obsinite is a type of glassy volcanic rock, as sharp as obsidian but tougher and more durable than steel. Unique to the New World, it is the preferred material from which the Lizardmen make their weapons. Shaping large pieces of obsinite is challenging, so obsinite weapons tend to be constructed from small spikes or blade sections embedded in a wooden frame.

An obsinite weapon cannot be broken by a sword-breaker (or any other mundane means that do not employ immense force), but adds 20% to its encumbrance value. An obsinite weapon will sell for three times its rulebook value to alchemists in the Old World, who are eager to learn about the properties of the stone.

Stegadon Helm

Lizardmen Temple Guard wear ornate helmets made from the skulls of juvenile Stegadons. Besides enhancing the Saurus' already intimidating appearance, these thick bone helmets come with a set of vicious horns that can be used to gore an enemy when other means have failed.

A Stegadon helm functions as an ordinary helmet with an Encumbrance of 60. It grants the wearer +10 to Intimidate tests and Natural Weapons (Horns). Stegadon helms are designed for the long, narrow heads of Saurus warriors: they cannot be worn by humans, elves, dwarfs or halflings without extensive modification.



Jungle Poisons

Lustrian Tree Frog Poison

The potent secretions of these small, brightly-coloured frogs are intended to keep jungle predators from snacking on them – but the Skinks have also learned how to anoint their darts and javelins with tree frog slime. In small amounts, it can induce violent hallucinations, while in large amounts it is deadly.

A character who suffers at least one Wound from a weapon coated in Lustrian Tree Frog Poison (after reductions from TB and armour) must pass a Toughness test or suffer 3 additional Wounds. 30 minutes after any failed Toughness test to resist Tree Frog Poison, the victim must pass a further WP test or suffer an Insanity Point, as they become subject to lurid hallucinations. This effect wears off after 1d10-TB minutes (to a minimum of 1 minute).

Velvet Leaf Paste

Extracted from the Velvet Leaf Vine, this thick, tarry poison acts as a paralytic, immobilising its victim in a matter of minutes. So total is the paralysis that it even prevents the victim from breathing: those poisoned with Velvet Leaf Paste often suffocate to death in the open air.

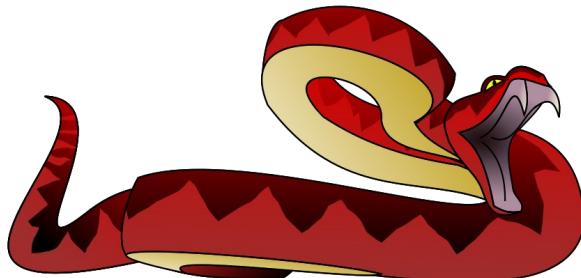
A character who suffers at least 1 wound from a weapon coated in Velvet Leaf Paste (after reductions from TB and armour) must pass a Toughness test or become paralysed for 3d10-TB rounds. Paralysed characters cannot take actions and are Helpless. The poison also paralyses the victim's airways: as long as they are paralysed, they are also subject to the rules for Suffocation.

Other characters can prevent the victim from suffocating by intervening to keep the victim's airways open: this requires the correct equipment (a flexible tube inserted into the windpipe) and a Difficult (-20) Heal test.

Manqi Sap

The sap of the Manqi (or 'Death Apple') Tree is caustic, capable of burning skin on contact and even peeling paint from metal. In the parts of the rainforest where Manqi groves grow, this is a plentiful and effective poison that can be harvested straight from the tree.

A character who suffers at least 1 wound from a weapon coated in Manqinil Sap (after reductions from TB and armour) automatically suffers 1 additional wound. Applying Manqi Sap to a weapon is a delicate business: the poisoner must pass an Easy (+20) Ag test or get some on themselves, suffering 1 wound.



TREASURES OF THE OLD ONES

The pyramid vaults of the Lizardmen hold treasures that were old when the world was young. This table provides a sample of a few for use in games of WFRP.

d100 roll	Item	Description	Rules
01-20	Venom of the Firefly Frog	A small stone pot, sealed with bee's wax and containing a small amount of thick, slightly luminous paste. Harvested from the rare Firefly Frog, this venom can turn even the tiniest scratch into a fatal wound. The pot contains enough venom for 2d10 doses.	A weapon coated with the venom counts as magical, and any attack with it that inflicts at least 1 wound deals an additional 1d10 wounds unless the target succeeds a Hard (-20%) Toughness test. If ingested, the character who ingested it must pass a Hard (-20%) Toughness test or die in 1d10 rounds. Lizardmen receive a +20% bonus to these tests.
21-40	Dagger of Sotek	A stone dagger with a serpent's-head pommel. No less deadly for its ceremonial purpose, its irregular edges are incredibly sharp. The Skaven particularly fear these weapons, for thousands of their number have been sacrificed with just such a blade.	Best Craftsmanship Obsinite Dagger. The wielder gains +1 to the critical value of all critical hits inflicted with the dagger, and causes Fear in Skaven as long as the dagger is visible. Snakes will not attack a character bearing the dagger.
41-60	Curse Charm of Tepok	A jade bauble in the form of a grotesque reptilian face, the power of this charm forces its terrifying visage into the minds of enemy sorcerers, filling them with fear and doubt.	When worn, this charm grants the wearer the Resistance to Chaos talent. Any caster who targets the wearer with a spell must immediately test for Fear as the charm forces itself into their minds: if they fail, they are also subject to a Minor Chaos Manifestation as the energy of their spell goes wild.
61-80	Gleaming Pendant of Chotec	When the small puzzle icons are arranged correctly on this amulet, the air around the pendant becomes distorted and hazy. In a burst of light, this distortion surges out in all directions, blinding the unprepared.	With a successful Intelligence test, the bearer may solve the puzzle and unlock the power within. This has the effect of the Blinding Light spell from the Lore of Light, centred on the pendant. Each time the pendant is used, the puzzle resets itself and cannot be used again for 1d10 days.
81-100	Plaque of Dominion	Covered with the arcane glyphs of the Old Ones themselves, this plaque draws the Winds of Magic for the use of the Slann. The power contained in its graven images can send men mad, as the insignificance of their lives on the cosmic scale of the Great Plan becomes apparent.	All casters of Arcane lores within 8 yards of the plaque receive a +30 bonus to Channelling tests, and may double the bonus to their casting rolls they receive from Channelling. The first time any character looks upon the plaque, they must pass a WP test or gain an Insanity Point. This is a sacred plaque: Lizardmen who see a character carrying it will target that character above all others, and receive a +10% bonus to hit them.

LIZARDMEN

Slann

The Common View

When the lizard-beasts captured us, they brought us before their king, or priest, or god, or whatever it was. It looked like an enormous toad, carried by the other lizards on a great golden chair. It asked us questions about home – about the shape of the coast, and the height of the tides, and the positions of mountains it could never have seen before in its life. Then it just... let us go.

- Franz Drakken, Nordland Sailor

The Scholar's Eye

When Hoeth granted our ancestors the gift of magic, it was the Slann who first taught us how to shape it. Since then they have retreated from our sight, but we still feel their presence in the Aethyr, like thunder beyond the horizon. We sent ambassadors to treat with them during the reign of Bel Shanaar, but those ambassadors were slain. Whatever their reasons, it seems they wish to be left alone.

- Moruleann, Loremaster of Saphery

They think themselves wise, who melted the ice and brought the Chaos winds into our world. They drove us back into the wastes and the high places, and took what had always been ours, only to hide away in their reeking forests when they broke it. They cannot control what they unleashed. Soon enough, they too will feel what it is like to have their world taken from them.

- Ghuranorrak, Dragon Ogre Shaggoth

Our Own Words

We are the first-spawned. The right hand of the creators. The interpreters of the Great Plan. We were ancient before your histories began, and only by our design can this world be put back on its intended course.

- Lord Xltoc of Tlax

Pass me another Itxi grub.

- last words of Lord Ztlocutec, as recorded by their faithful attendants

The Slann Mage-Priests are the sorcerous sovereigns of Lizardman society, ruling over the temple-cities of Lustria from vast stepped pyramids. Though incredibly long-lived and powerful beyond measure, they are a dwindling race – no more Slann have been spawned since the Great Catastrophe, and every Slann that dies through accident, war or disease is an irreplaceable loss. Even after death, their mortal remains are treasured as powerful relics by the lower orders of Lizardmen, holding an echo of the god-like being they once were.

No statistics are presented here for Slann: as mages capable of raising mountain ranges and reshaping continents, their powers are beyond the scope of a WFRP campaign. This is not to say that they should not feature in games of WFRP – only that they are best presented as a plot device, rather than as a monster to be defeated in combat.

Skinks

Common View

Skinks, that's what they call the little ones. They're alright once you get to know 'em – some of 'em have even picked up a bit of Reikspiel. I knew a feller in Swamp Town, he used to go out into the mangroves to trade with 'em. They're much better at foraging in the forest than the Swamp Town folk, and they don't have much concept of money, so it was a tidy little business for him. 'Course old Johann went missin' after he tried to trade 'em back that stone tablet he found in the market. Ripperfish probably got 'im. I'm glad I got out of Swamp Town when I did.

- Rudi Rotgers, Travelling Gambler

The crested daemons, yes, I know these. They are small, like children, but they swim like fish and climb like squirrels. We lost eighteen men to their poisoned darts on the march through the deep marsh, and six more drowned trying to catch them.

- Guido L'Abbronzato, Tilean Veteran

The Scholar's Eye

Skinks are the only Lizardmen you can talk to. More intelligent than the big brutes, but not as dangerous as their Mage-Priests. If they made good slaves then we'd be taking them by the dozen, but they don't do well in the cold. Besides which, most of them would rather starve themselves to death than serve another master. Strange little beasts.

- Amon Kray, Druchii Corsair

The skinks were made to serve as our eyes, ears and hands in this world. Of all our servants, they are the most like you – but they have none of the selfishness of your kind.

- Lord Xltoc of Tlax

Our Own Words

Why do New Ones question their place in the Great Plan? Only the Slann can understand it. Skinks are content to take our place without understanding. Skinks know, everything happens for a reason. No need to know what the reason is.

- Xiqetli, Skink Priest of Tlax

Skinks are the worker caste of Lizardman society. Talkative, inquisitive and excitable, they can also be skittish and lacking in emotional affect, struggling to understand the things that cause the younger races pain or distress. They communicate as much through body language as through sound, using rapid head movements and raising, lowering, and changing the colour of their tall, fin-like crests.

Though largely civilians, Skinks will join the Saurus cohorts in times of war with no thought for their own safety or comfort – after all, they exist only to serve the Great Plan, as interpreted by the Slann. Small and nimble, Skinks are equally at home in water as on land and can breathe through their skin in the manner of a frog, allowing stealthy Skink skirmishers can spring devastating ambushes from Lustria's many waterways.

Skink Skirmisher



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
21	36	26	26	36	31	25	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	8	2	2	6	0	0	0

Skills:

- Common Knowledge (Lustria)
- Concealment
- Follow Trail
- Outdoor Survival
- Perception
- Prepare Poison
- Set Trap
- Speak Language (Crude Saurian, High Saurian)
- Silent Move
- Swim (+20%)

Talents:

- Keen Senses
- Night Vision
- Specialist Weapon Training (Blowpipe, Throwing)
- Rover
- **Aquatic**

Trappings: Blowpipe with 20 darts **or** 3 javelins and a shield. Dagger. Flask of Manqi Sap.

Skink Beast Handler



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
26	31	26	26	36	31	25	30
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	8	2	2	6	0	0	0

Skills:

- Animal Care
- Animal Training
- Concealment
- Common Knowledge (Lustria)
- Outdoor Survival
- Perception
- Ride (+10%)
- Speak Language (Crude Saurian, High Saurian)
- Silent Move
- Swim (+20%)

Talents:

- Keen Senses
- Night Vision
- Rover
- **Aquatic**

Trappings:

Salamander Handler: Goad (counts as a spear), sling bag of raw meat.

Terradon Rider: Obsinite hand weapon, 3 javelins and a shield. Flask of Manqi Sap. Terradon.

Saurus

Common View

Oh, the old lizard skull? Ugly beggar, isn't it. My grandad brought it back with him in seventy-nine, after he sailed with Lord Rutgar. Wanted to put it up on a pole as the inn's sign, but grandma wasn't having that, so it ended up gathering dust behind the bar. See those teeth? He always used to show me the scars on his arm those teeth gave him. When he was drunk he'd talk about the two other men that died killing the damn thing.

- Kaspar Horst, Nordland Innkeeper

I was just a child when the skjelldyr burned Skeggi. We would see the little ones from time to time – sometimes they would even talk with us. Jarl Eirik must have offended them in some way, so one day they sent the big ones. They came out of the forest without warning, smashed Eirik's shield wall like a hammer smashes glass. My mother died fighting them, but she bought enough time for father and I to get to the boats. So no, I don't particularly want to go back.

- Astrid Tryggsdottir, Norse Freeholder

The Al-Saurim are like ants. The small ones, these are the worker ants, that fetch the food, build the hive, and so on. These are the ones with which we can trade. Then you have the soldier ants. They are big, slow brutes, but they are not nearly as dumb as they look. These are the ones from which we run.

- Abdul Al-Makir, Arabyan Merchant

The Scholar's Eye

The Saurus were bred for a single purpose, to cleanse the world of disorder. They serve faithfully, but it is proof of this world's fallen state that their work is never done.

- Lord Xltoc of Tlax

Our Own Words

The Cohort of the Jaguar will takes the east flank. The Cohort of the Copper Snake will take the west. The Cohort of the Eclipse takes the centre. We form the horns of the Stegadon. Leave none alive.

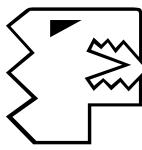
- Hzlochti, Oldblood of Pahuax

Saurus are the Lizardman warrior caste, serving no purpose except for war. Large, powerfully built and armoured in thick scales, every part of a Saurus' body is a weapon, from its jaws to its talons to its powerful tail. A Saurus' grasp of language is limited, and in most areas their intelligence is markedly less than that of the Skinks – but in matters of warfare, they have an instinctive understanding of tactics, and a predator's eye for weakness.

Saurus do not grow weaker as they grow older, and if not killed in battle a Saurus will become more and more dangerous through hard-won combat experience. Most Saurus leaders are marked out by their scars, and some of the oldest and most deadly of their kind are centuries or even millennia old.

A blessed few Saurus are selected to act as Temple Guard, based on the auspices of their spawning. These warriors guard the Slann Mage-Priests and the holy sites of the Old Ones with unwavering vigilance. Marked out by their ceremonial Stegadon helms, they will fight to the death to protect their charge.

Saurus Warrior



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	10	46	46	21	19	51	11
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	4	4	4	0	0	0

Skills:

- Common Knowledge (Lustria)
- Intimidate
- Outdoor Survival
- Perception
- Speak Language (Crude Saurian)

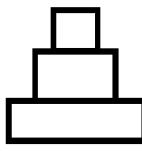
Talents:

- Keen Senses
- Natural Weapons
- Menacing
- Scales (3)
- Stout-Hearted
- Strike Mighty Blow
- Warrior Born

Trappings: Obsinite hand weapon or spear, reptile-hide shield

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

Temple Guard



Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
51	10	51	51	26	19	68	11
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	17	5	5	4	0	0	0

Skills:

- Common Knowledge (Lustria)
- Dodge Blow
- Intimidate
- Outdoor Survival
- Perception (+10%)
- Speak Language (Crude Saurian)

Talents:

- Cool-headed
- Keen Senses
- Natural Weapons
- Menacing
- Scales (3)
- Specialist Weapon Group (Two-Handed)
- Stout-Hearted
- Strike Mighty Blow
- Warrior Born

Trappings: Obsinite halberd and hand weapon, reptile-hide shield, Stegadon helm, bronze breastplate.

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

Kroxigor

Common View

There are goblin-sized lizards, and orc-sized lizards, so of course there have to be troll-sized lizards. Like the little ones, they swim. One fell upon our baggage train by hiding in the water so that only its nose remained above the surface. It smashed three carts, four mules and half a dozen men before our crossbows brought it down. If Giuseppe hadn't hit it in the eye I think it might have killed a dozen more.

- Guido L'Abbronzato, Tilean Veteran

The Scholar's Eye

They are powerful beasts, but truly stupid, even by lizardman standards. The Skinks give them direction – in fact they seem far closer to the Skinks than to the Saurus, despite the greater difference in size and intelligence. If you kill the little ones they can get quite irate... as my last crew found to their cost.

- Amon Kray, Druchii Corsair

The Old Ones took from nature that which they needed for each of their children. For the Skinks, they needed skill. For the Saurus, they needed savagery. And for the Kroxigor, they needed strength.

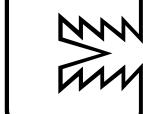
- Lord Xltoc of Tlax

Kroxigor provide manual labour for the Lizardman temple-cities, using their enormous strength to lift and carry great blocks of stone at the direction of the Skinks. While they spend most of their lives in peaceful productivity, in times of war their sheer size and strength makes them terrifying soldiers in the armies of the Slann. Accompanied into battle by cheering Skinks, they wield huge stone clubs and axes, chained to their wrists so that they do not forget their weapons in the heat of battle.

Kroxigor

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
36	6	56	48	18	12	36	12
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	26	5	4	6	0	0	0



Skills:

- Intimidate
- Perception
- Speak Language (Crude Saurian)
- Swim (+20%)

Talents:

- Keen Senses
- Natural Weapons
- Fearless
- Frightening
- Scales (3)
- Strike Mighty Blow
- Specialist Weapon Group (Two-Handed)
- **Aquatic**

Trappings: Obsinite great weapon

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