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LIBER MUTATIS™  
THE BOOK OF CHANGE







# LIBER MUTATIS

## THE BOOK OF CHANGE

### A RESOURCE ON TZEENTCH, THE CHANGER OF WAYS

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## CHAPTER ONE

# THE CHANGER OF WAYS

What mortal does not desire to comprehend the mysteries of destiny, or to harness awesome magic power? The Chaos god Tzeentch holds the keys to such terrible knowledge. His price, however, is steep – his worshippers become pawns in his incessant game to undermine civilisation and to outflank his fellow Ruinous Powers. Tzeentch rewards his followers with mutation and insanity, and when they die, he claims their souls as his playthings.

Tzeentch is known by a thousand epithets. He is the Weaver of All Fates, who spins a tangled web to achieve his incomprehensible ends. He is the Great Conspirator, whispering evil counsel in the ears of monarchs, and nurturing murderous ambition and rebellion among their subjects. He plucks the strings of jealousy and resentment to make evil-minded men and women dance like marionettes at his command. He is the Great Sorcerer, tempting scholars with forbidden truths, and inspiring wizards to delve into the darkest aspects of their lore.

Above all he is the Changer of Ways, who watches in fascination as mortal flesh warps at his touch, and as natural form gives way to his anarchic imagination.

In grimoires proscribed by sane men, disciples of Tzeentch have scribbled their visions of their divine master. No two descriptions are alike.

Sometimes the god is represented as a mist of shifting colours, or as a huge daemon with a vulturous beak and multi-hued wings. Sometimes he is envisaged as a giant whose head and torso are impossibly one, with great horns rising from his shoulders, and whose skin crawls with leering faces that repeat his every utterance in a thousand subtle nuances. The black orbs of his eyes are said to sparkle like the endless depths of the empyrean, and his brow is furrowed as though he is ruminating over an unsolvable puzzle. The Winds of Magic curl around him like a rainbow of serpents. His sacred number is nine, and his rune resembles a flame or perhaps a writhing snake.

Tzeentch's worshippers believe that he reigns from an Impossible Fortress deep in the Realm of Chaos. At its heart, protected by a crystal labyrinth of inconceivable geometry, is the Hidden Library, a hall of eternal dimensions that stores all the knowledge of the universe. Tzeentch stares for eons into the Well of Eternity for clues from the past and the future that will help him fulfil his schemes.

When Tzeentch stirs from his reverie, treachery, insanity, mutation, and strife afflict the world.







Only scholars bereft of reason dare philosophise on the Realm of Chaos. No one can say where or even whether it exists, but it spills into the real world from the Chaos Wastes in the far north.

*Some hypothesise that the dominion of the Ruinous Powers is also strong far to the south, and that Chaos grips the entire world like a terrible claw. Sometimes the rituals of Chaos worshippers tear the fabric of existence, allowing daemons and mutating energy to leak into reality from the Realm of Chaos.*



## THE GREAT GAME

Over the centuries, half-sane scholars corrupted by Chaos have secretly attempted to decipher the purposes of the Great Conspirator. Most of their claims are contradictory. However, many mention the legend of the Great Game – a mythical contest of war and wits fought between the four Ruinous Powers. The Dark Gods ally with one another only when it suits them, and often fight against each other for the most spurious reasons. Tzeentch, Slaanesh, Nurgle, and Khorne constantly compete to become the most powerful of the Chaos gods. They are united only in their determination to destroy the civilised world.

The Great Game is played out in three arenas. Within the Realm of Chaos, the four gods send armies of daemons and the most powerful of their mortal champions to assault each other's domains. However, the defences surrounding their infernal kingdoms are almost impossible to breach.

The second theatre is the Chaos Wastes of the mortal world, where warrior-wizards lead barbarian tribes and warbands loyal to Tzeentch against the mortal armies of the rival Chaos gods. The slaughter takes place on battlegrounds that constantly warp and change as a tempest of Dark Magic rages overhead. Battles are won and battles are lost, and no single deity ever dominates.

These battles are testing grounds for their champions, where the weak fall and the strong are prepared for the main arena of the Great Game: the civilised realms of the Old World. The Ruinous Powers try to entice mortals living in those realms to betray their birthright and worship Chaos, and command those they corrupt to sow anarchy and desecration.

Tzeentch will often use his Chaos cults to thwart the plots of those who follow the rival Ruinous Powers, but cults dedicated to Tzeentch also compete among themselves to attract the eye of their god. The Great Conspirator enjoys fostering treason and deception even among his own followers.

The cults prepare the way for an invasion of Chaos hordes not seen since the Great War Against Chaos. Even in the midst of that invasion, the Ruinous Powers competed to ensure that their own forces emerged dominant, and Tzeentch used all his cunning to obstruct the achievements of his brother gods. Over two hundred years later, rumours that the End Times are nigh can again be heard in the streets and taverns of the Empire.

Bands of roaming zealots loudly proclaim that doom is at hand, and the civilised nations gird for war against the north again. The countless battles fought between the Chaos armies in the Chaos Wastes have produced a mighty champion who bows to all the Ruinous Powers with equal respect. This is Archagon, whose ruthless feats have earned him the title Lord of the End Times. Under this warlord, the Ruinous Powers hope to unite their forces to finally destroy civilisation, though no doubt the Great Game will continue unabated, and the champions of the Chaos gods will challenge each other while the Old World burns around them.

Tzeentch's ultimate goal is utterly unknowable. Perhaps the Great Game and even the destruction of the Old World are merely amusing diversions for the Great Schemer? The realisation of his greater plan, if he has one, is lost in the mists of the far future. His conspiracies often appear to be self-defeating and contradictory, for he has intricately planned each ineffable manoeuvre far into eternity. To even begin to unravel his intentions is to invite madness. Indeed it could be said that only the mad can truly understand the ways of the Great Schemer, for perhaps he is mad himself, and his plans are, in fact, utterly devoid of all reason.

## THE SORCERER GOD

Eight thousand years ago, the god-like Old Ones dominated the world. They constructed a great portal situated in the northernmost continent which they used as a gateway to this reality. Beyond this gate seethed a Chaotic multiverse, the abode of the Ruinous Powers, whom the Old Ones kept at bay using unimaginable magical forces. Today, very little evidence remains that this mysterious race ever existed, for a cataclysmic event eradicated them.

The gate's mechanisms failed, and Chaos exploded into the world, warping the north and south poles into desolate wastes of Chaos. Raw magical power howled across the lands like a black wind, twisting nature in its wake, and warpstone rained down in an unceasing, mutating torrent. A massive rock of this Chaotic matter was spat into the heavens, becoming the Dark Moon known today in the Empire as Morrslieb.

Daemons took physical form, and their uncountable armies attacked the world's surviving inhabitants, but the elves in Ulthuan and the dwarfs in the Old World each separately withstood the hordes. The elves conjured a vortex that drained the flood of unadulterated magic, sucking the daemons back into the Realm of Chaos.

Today Dark Magic still leaks from the Chaos Wastes, but the high elves continue to maintain the vortex, and the raging maelstroms of Chaos energy subside into the eight Winds of Magic as they drift south. The Waystones of Ulthuan draw magic to the island, to be



All hail to the glory of the Greater Conspirator, Ruiner of Nations and Arch-Disseminator of Lies. As Magister of the Occult Order of the Trichroic Disk, I beseech thee Tzeentch to hear our prayers and accept our humble sacrifice: a youth of noble blood, anointed with his own tears.

My brethren, it brings me great pleasure to see you assembled here to worship the Changer of Ways, he who grants us true freedom. We spit in the eyes of the emperor who shackles us with his rules and decrees. I almost pity those weaklings who crawl at the hem of the emperor's cloak, seeking protection he cannot provide. They fear freedom, and do not deserve life. They look to the past and tremble at the thought of the glorious future that Tzeentch has planned for them. Their Empire has been stagnating now for over two thousand years. It is time to fell this rotten trunk, so that new and stronger shoots may grow and eclipse it. Soon, my brothers and sisters, soon! The End Times are nigh!

A curse on the theogonists who bind our souls with false rituals. They demand that we worship feeble gods: that toothless dog Uric, craven Shall ya, goddess of weakness; the hag Perena, whose obsessive laws constrict like a noose around the neck of a condemned thief. These deities are so impotent that they have even allowed themselves to be upstaged by a mortal usurper, the tyrant Sigmar, a pretender god with pretend powers.

The feeble gods of the Empire demand obedience but give nothing in return. In contrast, Tzeentch rewards us by augmenting our very flesh. We are proud to bear his sign on our skin: the sacred brand of the serpentine flame - a symbol of his fleeting, ever-changing nature. We yearn for his mutating caress, which elevates us above the mundane throng. In his wisdom, Tzeentch has so far only gifted us with subtle signs of his favour, so that we may remain hidden from the accursed witch hunters.

But when our brethren in the Chaos Wastes sweep down upon the Empire to purify with runeswords and magical flame, our flesh will erupt into a form more pleasing to our divine lord, and we shall not be bound by the constraints of mere human sinews and tendons. And when the End Times are upon the world, Tzeentch has intimated that I, your devoted leader, will become the first among equals: a daemon prince - the miracle of a mortal man given Chaotic form. I shall sit at the foot of our lord's throne in the Impossible Fortress, winged and magnificent and all knowing. I swear that I shall intercede on your behalf before our mighty master.

Tzeentch is indeed generous with his gifts. It makes me laugh to think of those imbeciles in the Colleges of Magic whose beards grow long and white as they scratch at the surface of arcane knowledge. They will never command the magic that Tzeentch has bequeathed to us. They will never learn spells so subtle, yet so devastating. Let us praise the Changer of Ways for allowing us to summon his formless minions to our temple, so that we may learn the arcane secrets that they gibber at us. Let us thank him for guiding us to the sacred tome, The Clavicule of Peraldus, from which we have gleaned our invocations. We now possess the power of demi-gods. When Chaos comes we will topple the idols of Sigmar, and supplant them with statues of ourselves. We shall tread the icon of the warhammer underfoot, and reconsecrate Sigmar's temples to the glory of Chaos, and all will fear our magic and obey us.

But we cannot be complacent. We must pave the way for the coming of the hosts of Tzeentch - his mighty warriors and daemons rippling with hellfire. Subtlety pleases our god, and we must worship him not only with prayers and sacrifices but also with acts of intrigue and sabotage. A cunning remark will ignite a riot among the workers and peasants. A sly suggestion will persuade the merchants to withhold their tithes to the Imperial treasury. Our influence among the nobility is growing - the Imperial court is rife with the rumours we have started discrediting the emperor's name. Perhaps it will be an aristocrat's knife that begins the civil war.

What sweet anarchy a well-placed word can inspire!



origin without eventually becoming corrupted? Only time will tell. Meanwhile, Teclis and the other loremasters of Ulthuan keep careful watch over the wizards of the Empire.

The Empire is damned if it doesn't use magic, and may be damned if it does. Perhaps Tzeentch himself was the architect behind this conundrum. The Colleges of Magic were only founded as a response to the last great Chaos incursion – was their creation part of the Great Conspirator's eternal plan? If so, civilisation is truly doomed.

## WEAVER OF ALL FATES

Tzeentch hatches plots and treasons throughout the world to suit his grand schemes. Of all the nations in the Old World, the powerful Empire seems to attract his interest the most. The sly lies of the Great Conspirator sway nobles, wizards, and commoners alike.

### POLITICAL CORRUPTION

There are many paranoid individuals in the Empire convinced that the Great Schemer is the puppet master behind every treasonous plot that threatens the Imperial crown. They may not be far wrong. The Empire's cutthroat political system is the perfect playground for Tzeentch's agents.

Most nobles in the Empire are loyal to the emperor and devout worshippers of the Imperial pantheon, but there are a few who commit their souls to Chaos. Greed, lust for power, the desire for revenge against an untouchable rival, or perhaps a secret mutation are all reasons why this handful of aristocratic ne'er-do-wells abandon all reason and worship the Changer of Ways. Tzeentch has a particular attraction to a minority of wealthy patrons of learning whose mansions or castles contain enviable libraries.

Jaded by mundane literature, they are tempted to pay a hefty price for rare and illegal tomes from blackmarket dealers to titillate their intellectual curiosity. Within these pages they learn of the esoteric powers that Tzeentch grants to those who bend their knee to him, and they experiment with the dreadful invocations scrawled in these mouldering books. By this time it is too late, and they have already delivered their soul to the Great Sorcerer.

### INNOCENT PAWNS

Even nobles who hate Chaos, and would give their dying breath to defend the Empire from the Ruinous Powers, may become innocent pawns in Tzeentch's game. The nobility surround themselves with advisors, admirers, and hangers-on, many of whom are not nobles themselves, but drawn to the corridors of power by their desire for wealth and influence. The inflated egos, arrogance, and aspirations of these courtiers make them open to corruption. Frustrated in ambition, and impatient for power, the most desperate of these underlings might dare to mouth silent prayers to the Changer of Ways.

Such an individual might subsequently find that his noble patron takes more heed of his advice, and favours him above his fellow courtiers. As the courtier's entreaties to Tzeentch become more extravagant, prayers evolve into sacrifices – of animals at first, then of people who will not be missed. Now the courtier discovers that falsehood slips from his silver tongue more believably, and he masters the subtle nuances of body language and wordplay that can beguile his audience. The courtier's patron laps up every bit of crooked counsel that his trusted advisor feeds him. However,

dissipated by the vortex. However, Dark Magic sometimes gathers in pockets, and Morrslieb occasionally spits warpstone from the sky, or the mutating stuff drifts as dust from the far north.

The shamans of the marauder tribes claim that during this time, when Chaos first entered the world, the most powerful of the Ruinous Powers was Tzeentch. This was his time, when magic and mutation ran rampant. Khorne, Nurgle, and Slaanesh grew fearful that he would eclipse them, and deposed him in a massive battle fought in the Realm of Chaos.

They hurled Tzeentch from a mountain peak, and he shattered on the ground into ten thousand pieces that flew across infinity, each shard metamorphosing into a magical incantation. Today these ten thousand spells trip from the tongues of magic users all over the world. Tzeentch's power faded, and equilibrium now exists between the Chaos gods, though each strives for dominance in their Great Game.

This myth demonstrates that all magic ultimately derives from Tzeentch, and to cast a spell is to manipulate the very essence of the Changer of Ways. Philosophers in the Empire are largely ignorant of this terrible fact (or suppress the knowledge, fearful of the consequences should the truth get out). Teclis took a great risk in founding the Colleges of Magic. Human wizards are not as resistant to Chaos as elves, and there is always the risk that their magic will destroy, or worse, corrupt them.

However, the zealots of the Templars of Sigmar are wrong to think that the Empire should return to the burning times, when all magic users were persecuted as agents of Chaos. With the growing power of Chaos in the north, and the growing influence of Tzeentch's cults in the Old World, the Empire is vulnerable without magical protection of its own. But the question remains: can the Colleges of Magic continue to use arcane power that is essentially of Chaotic



the courtier himself is wholly in the thrall of his dark master, and Tzeentch uses him to influence the unsuspecting nobleman to the detriment of the Empire.

Mankind fascinates Tzeentch, and he is intrigued by humanity's capacity for deceit, ambiguity, and contradiction. As a consequence, he cannot resist dabbling in the affairs of mortals, to satisfy his urge to manipulate and control. For example, it was Tzeentch who was the prime architect behind the infamous Scandal of the Shroud, though this fact will not be found in any history or collection of memoirs.

## REVOLT AND SUBVERSION

The Changer of Ways delights in revolt and anarchy, toppling the old order and heralding a new one, only to bring that crashing down as well. The Empire sows its own seeds of discontent among the common populace, who are denied a say in politics and are kept impoverished by taxes and oppressed by harsh laws. Tzeentch waters these seeds and nurtures them, pruning where necessary, until the mutterings of dissent grow into outright rebellion that threatens to undermine the teetering edifice of the Empire.

Tzeentch can contort an agitator's quest for social justice into a burning desire to overturn society. The instigator of the riots that challenge authority may never realise that he is an instrument of the Changer of Ways.

Nine years ago, Walther Flieser, a rat catcher from Grunburg, was commissioned to eradicate a nest of vermin in the cellars of the mansion of the town's mayor, Meinhart Gierig. Exploring the shadowy and expansive cellars, Flieser accidentally stumbled upon a shrine devoted to Tzeentch, the skulls of sacrificed victims laid out before the altar, each marked with strange sigils. He fled in horror, but told no one of his discovery, for surely he would be accused of slander. Mayor Gierig was outwardly a pious man, whose charitable works won him respect among the community.

Flieser took it upon himself to bring the mayor to justice. He could not trust the authorities, but used his influence among Grunburg's underworld to convince the local crime boss of his discovery. A duo of thieves broke into the mayor's cellars and, following Flieser's instructions, confirmed the shrine's existence. The crime boss, Johannes Ehrlich, was a devout man despite his dishonest vocation, and was enraged by the mayor's perfidy. He used his influence to raise the ire of the townsfolk against Herr Gierig. Flieser himself led a mob of pitchfork-wielding commoners to the mayor's mansion, all baying for Gierig's head on a pole.

The mayor's militia joined the rebellion, and Gierig's own watch captain dragged him out into the streets and threw him to the crowd, which hacked him to pieces. Flieser showed the mob the blasphemous shrine, and the enraged townsfolk burned the mayor's residence to the ground.

A pogrom ensued, where suspected Chaos cultists were dragged from their homes and butchered. Although most of the Chaos worshippers who had belonged to the mayor's cult were executed, the rioters used the violence as an opportunity to settle personal scores, and many innocent people died too. Inevitably, the Imperial authorities sent in troops to restore order, though not before much of the town was set aflame. Among the many buildings destroyed by the inferno was Grunburg's ancient Temple of Sigmar that

housed a collection of sacred relics, many of which had been borne into battle with great effect during the Great War Against Chaos. These irreplaceable artefacts were lost in the fire.

Walther Flieser escaped the carnage and fled into hiding in the Reikwald Forest. However, soon after, he developed an unscratchable itch on the side of his neck. Over the ensuing days, the itch turned into a lump, which grew into a fleshy protuberance the size of his head. Horrified, Flieser fled deeper into the woods, ashamed of his affliction. The flesh hardened into a skull, and formed a face – the mocking twin of none other than Meinhart Gierig, which loudly cursed Flieser night and day. A band of mutant outlaws soon discovered the monstrosity: one head weeping dementedly while its twin of more aristocratic visage spat obscenities at it. The rebel is probably still with those outlaws to this day.

The mutation was Tzeentch's way of rewarding the innocent dupe who had unwittingly furthered his plans. The Great Conspirator had corrupted the greedy mayor with false promises of power, and willingly sacrificed him and his cult by allowing his secrets to be revealed by the rat catcher, knowing what destruction would ensue once Gierig's faith in Chaos was made public, and knowing that artefacts sacred to Sigmar would be destroyed in the process.

## CORRUPTING MAGIC USERS

Tzeentch is the master of all magic, and he considers all spell casters to be his servants, whether they are aware of this dubious honour or not. A wizard who manipulates the Winds of Magic risks awakening the interest of the Great Sorcerer. If a spellcaster fails to control the fickle Winds of Magic he might be dragged screaming into the Realms of Chaos.

### RUINOUS RIVALS

In the myths of the marauder tribes, Tzeentch regards the other Ruinous Powers only as means to achieve his inscrutable ends.

He may ally with his brother gods, but as soon as their usefulness expires, he will readily betray them. He is rightly apprehensive of sybaritic Slaanesh, and enjoys baiting unsophisticated Khorne. However, Tzeentch feels nothing but contempt for Nurgle, god of disease and decay, and will only join forces with him in extreme circumstances.

Whereas the Changer of Ways delights in incessant chaotic renewal, the Plaguelord is content to wallow in stagnation, corrupting by means of gradual atrophy and ruin. Tzeentch's schemes invariably include undermining Nurgle's plans, and the Great Sorcerer's cultists are often directed to thwart the efforts of the worshippers of the Lord of Decay.

On the battlefield, Tzeentch's sorcerous champions will often challenge Nurgle's diseased protagonists, even if they are supposed to be fighting together. The bickering and infighting is incessant, even in the face of a common foe.





## THE POWER OF WARPSTONE

Warpstone is sacred to the followers of Tzeentch due to the virulent mutations it causes. However, the competition to claim a warpstone lode can be fierce. Sorcerers of other Chaos powers, renegade wizards, and necromancers all seek it out as it augments their magic, and skaven use it to power their infernal spells and machines.

If the Imperial authorities detect warpstone in their lands, wizards from the Colleges of Magic will ritually contain the evil substance, and priests of Sigmar and Shallya will cleanse the area of taint. There is no known way to safely destroy warpstone, so the Imperial authorities store any they recover in the vaults beneath the pyramidal College of Light, where a thousand wards render it dormant.

Use of warpstone is punishable by death according to Imperial law.

The formation of the Colleges of Magic by Magnus the Pious and the high elf mage Teclis means that a College wizard who follows his training is less likely to open a rift to the Realm of Chaos than an untutored and erratic hedge-wizard. The Colleges drum into apprentices the dangers of consorting with Chaos, and inspire in most of them a selfless dedication to the Emperor and a hatred of the Empire's enemies.

However, a minority of wizards have, in the past, betrayed their College and succumbed to the lure of forbidden knowledge dangled before them by Tzeentch and his daemonic minions. The Great Sorcerer's most infamous coup was his corruption of Egrimm van Horstmann, High Luminary of the College of Light, but there are other rogue wizards who have acknowledged him as their master.

It is said that each College of Magic employs a small but dedicated group of Battle Wizards and Master Wizards to observe each and every member of their order, from the lowliest apprentice to the Supreme Patriarch himself. These secretive individuals, known colloquially as Vigilants, dedicate themselves to search for any sign of corruption within the Colleges, and bringing renegade College Wizards to justice.

The faintest suspicion of Chaos taint is met with immediate imprisonment in the dungeons of the College of Light, followed by a clandestine trial presided over by the most irreproachable of the

accused wizard's peers, a Master Vigilant. A wizard who is found guilty is summarily executed, though to honour his status, he is allowed to choose the manner of his death.

All this is done covertly, for fear that the Templars of Sigmar becoming involved – nobody wants witch hunters snooping around the Colleges. Should a rogue wizard somehow escape justice, his flight ascertains his obvious guilt, and he is hunted down by the Vigilants who are sworn to destroy rogue wizards by any means necessary. Again, they make all effort to avoid confrontation with the witch hunters, and so many Vigilants operate covertly, and sometimes use independent groups of trusted agents to help them track down their quarry.

Tzeentch no doubt finds the tension between the Colleges of Magic and the witch hunters most amusing. His minions are tasked to do all they can to exacerbate this rivalry.

## CHAOS CULTS OF TZEENTCH

Individual followers of Tzeentch within the Empire rarely act on their own, preferring to gather in secret cults of like-minded men and women to do their master's bidding. The leader of a cult dedicated to the Great Schemer relishes the challenge of winning hearts and minds to his god's cause, using persuasion, falsehood, and perhaps blackmail to increase his congregation.

These cults are often well established, having burrowed into Imperial society over decades, or perhaps even centuries. They remain undetected, waiting patiently for a sign that the End Times are nigh, when they can reveal themselves as devotees of Tzeentch and openly contribute to the destruction of the Empire and the elevation of the Ruinous Powers as the masters of the Old World.

Chaos cultists of Tzeentch range from all walks of life, and are often egalitarian in outlook, regarding any form of rule or governance as despotic and detestable to their anarchic lord. They often congregate in their secret covens wearing bizarre masks and robes to hide their identities and demonstrate that all are equal before Tzeentch.

Of course, worshippers of Tzeentch are full of contradictions, and in reality each cult is headed by a leader who maintains his or her position with cunning and ruthlessness, for each other cultist is a potential rival who also desires to be Tzeentch's chosen one. Competition can be deadly. Such skulduggery is extremely pleasing to Tzeentch.

### IN SERVICE TO TZEENTCH

These cults may try to gain favour from the Great Conspirator in a number of ways. They might sabotage the infrastructure of their town or city, attempt to corrupt Imperial officials, or do away with them if they are incorruptible. There are even cults of Tzeentch within the Imperial army which try to undermine morale by poisoning rations, waylaying paycheests, or assassinating officers. Devotees of Tzeentch prefer to use subtle methods of murder so that the death appears to be a tragic accident. The leader of the cult generally plans this subterfuge, inspired by fervent dreams that he believes are communicated to him directly from his god.

Tzeentch never makes things easy for his worshippers – they must follow obscure clues to deduce their master's desires, and enact convoluted plans to reach their objectives. They will find them-



selves spending as much time competing with the cults of rival Chaos gods as they do working to undermine Imperial rule. Often they will carry out a scheme in the name of the Great Conspirator only to discover that they have been acting directly against the interests of another cult of Tzeentch.

Because cultists of Chaos must maintain strict secrecy at all times, for fear of discovery by the hated witch hunters, there is little communication between disparate cults of Tzeentch. Altdorf, for example, has several cults, either dedicated to Tzeentch or one of the other Ruinous Powers, mostly ignorant of the existence of the others. Disorder and disorganisation are marks of the Chaos cults, unsurprisingly enough.

### TURNING POWER BACK ON ITSELF

Although few cults of Tzeentch harbour rogue College wizards, most include members who have some magical ability. Perhaps they have learned spells from grimoires in the cult's hidden library, or have been taught by one of Tzeentch's daemonic minions summoned in a dreadful ritual fuelled with human blood.

To summon a daemon of Tzeentch is a tricky business, for it will use all its guile to wheedle out of any pacts it makes with its summoner. Once it discovers a loophole, it will break free from its oaths and spitefully reduce the cultists who dragged it to the mortal world into a mass of twitching, betentacled flesh, before returning to its daemonic otherworld.

### RITUALS OF RUINATION

The ultimate goal of many cults of Tzeentch is to perform horrific rituals that will open a gate to the Realm of Chaos, allowing Tzeentch's daemons to swarm into this dimension and wreak havoc. Fortunately such rituals are so complicated that very few cults successfully accomplish them. Should the cult's leader stumble on a single syllable, his mistake could condemn the entire fraternity to be torn through the fabric of reality into the Realm of Chaos where they are devoured by daemons.

The last time a cult is known to have successfully cast such a dire summoning ritual within the Empire was in 2518, when the citizens of Auerswald awoke to find a riot of daemonic horrors cavorting in the streets, mutating everything they touched. It took two weeks for the Imperial army to cleanse the streets and a further year before priests completely purified the town. However, the inherent dangers do nothing to stop cults of Tzeentch from attempting to summon daemons, for success will surely win them great favour from their infernal lord.

## GIFTS OF THE GREAT SCHEMER

No sane, civilised mortal would willingly worship this terrible god. Only the desperate or the utterly mad offer their souls to Tzeentch, and once they do so, they are irrevocably altered in mind and body, never to be the same again. The Great Schemer must ensnare his followers with spurious promises.

### MORTALS AND TZEENTCH

The High Elves of Ulthuan and Wood Elves of Athel Loren, as well as dwarfs and halflings, despise Chaos in all its aspects. It is against their nature to worship the Ruinous Powers, and they have a



natural resistance to the mutating powers of Chaos. What Tzeentch cannot control, he seeks to destroy, and he is bent on the annihilation of all races that resist him.

Humans, however, are eminently corruptible. When Chaos first erupted into the world, eight thousand years ago, mankind was still a primitive race. Many humans were warped into beastmen. Many more were tainted by Chaos, and their ancestors unwittingly carry this taint to this day.

More about how the different races are affected by corruption can be found in *Chapter 3: Corruption Rules*, starting on page 16.

### THE PROMISE OF KNOWLEDGE

Tzeentch uses wisdom and magical lore to hook mankind. He mutters the illicit secrets of the universe in dreams, and those who listen will inevitably become his devotees. Driven mad by Tzeentch's whispers, his disciples pour their tainted thoughts onto parchment, and so the corruption spreads. The Imperial authorities violently suppress such infernally inspired knowledge. Despite the harsh penalties, the acquisition of such rare and desirable lore often proves too much of a temptation for unscrupulous scholars.

### THE GIFTS OF MADNESS & MUTATION

Many believe that the insane are able to comprehend Tzeentch's divine plans. Among the barbarians of the northern wastes, and among Chaos cults, madmen are honoured for being touched by the Changer of Ways. However, in the Empire, uneducated people (and many educated ones) shun those afflicted with acute madness, or openly persecute them.

Whereas madness is often perceived as Tzeentch's gift to the mind, mutation is his gift to the body. Of all the Chaos gods, the Changer of Ways is the most generous with the reward of mutation. His followers glorify in their tainted flesh.



## THE MARK OF TZEENTCH

Loyal servants of Tzeentch may develop a serpentine form on their flesh, resembling a sinuous flame. It sometimes glows with a shimmering light, or appears to undulate of its own accord. This is the Mark of Tzeentch, and his disciples consider it a sign of their god's favour.

It is rumoured that those with the Mark possess the ability to perceive the immediate future before it occurs, and develop a mastery over the Winds of Magic. Their presence can be unsettling to those not corrupted by Chaos.

Among cultists, the mark usually occurs in a place which can easily be hidden, such as under the breast or on the upper arm. The initial phase of a witch hunter's interrogation involves a close search of the suspect's shaved, naked body for these marks. Their discovery is a sure sign of guilt.

More information on the Mark of Tzeentch and its rules in play can be found on page 20.



**O**pen your eyes! You foolish people. Oh, how the Great Schemer has you all caught up in his grand designs!

*Dare you think he did not plan for this? Foresee this? With my death, I fulfil my role in his most maleficent work. And you – yes, you! – with my death, you have now fulfilled your role in his great plan, as well!*

*– Cultist's last words before being burned alive by a mob in Frederheim*

Some men and women who loathe Chaos may inexplicably become mutants later in life. In the Empire, everyone, from the highest noble to the lowest beggar, fears the affliction of mutation, for it is an instant death sentence – a physical sign of Chaos corruption.

Those unfortunate folk who cannot hide their mutations must flee into the forests to avoid the wrath of the witch hunters. They have no choice but to submit themselves to the Ruinous Powers, and they join other refugee mutants to survive. Many mutants worship Tzeentch, regarding themselves as his chosen progeny.

## THE PROMISE OF DAEMONHOOD

Daemonhood is the ultimate reward for many of Tzeentch's followers. The prize of immortality is irresistible to short-lived humans. Tzeentch rarely fulfils his promises, however, and only rewards the most exceptional of his disciples. The favoured one's body will rebel as flesh remoulds itself, new limbs and tentacles sprout from muscle, and faces and chattering maws push out from his enlarged torso. If the devotee is lucky, a pair of leathery wings will unfold from his shoulders, and he will shed all vestige of humanity like an old, ragged cloak. The new daemon will become a powerful harbinger of the Changer of Ways.

However, the fate of many disciples is to devolve into a mewling spawn of Chaos, a mindless many-tentacled thing of terror. Tzeentch's mortal followers worship these monstrosities, hiding them in pits below their secret sanctums and feeding them human sacrifices to the Changer of Ways.

## MINIONS OF CHANGE

Tzeentch is the Chaos God of magic, treachery and eternal change, and patron to any who seek lost or forbidden knowledge. Weaving the fates of mortals as if they were but puppets in a cruel play of his own design, Tzeentch cares little for the petty rivalries of the other Gods, concerned only with the manipulation and corruption of others to suit his dark agenda.

Watching others destroy themselves unwittingly at his behest is a source of endless amusement to Tzeentch, whose greatest strength lies in the manipulation of others, and countless are the times that his rival Chaos Gods have made war upon each other at some perceived slight, as not even they are beyond the reach of his lies. So fathomless are Tzeentch's plans that whole generations can pass between cause and effect, a harmless action taken one day maturing into the ruination of cities many years later, though seemingly impossible that one could have been responsible for the other.

It is therefore of no surprise that the servants and worshippers of Tzeentch are amongst the most deceptive and treacherous enemies of mankind, corrupting from within with murder and lies, or working from the shadows, manipulating others to do their bidding. Rare indeed are the times that the minions of change resort to open conflict to achieve their goals, though in such circumstances, one can expect to see the full power of Dark Magic unleashed with deadly skill, as Tzeentch's followers are often blessed with a fearsome magical ability as a boon from the God of Magic.

A variety of these minions are covered in more detail in *Chapter 4: Minions of Change*, starting on page 21.



## THE HORDES OF TZEENTCH

North of Kislev, and beyond the desolate Troll Country, lies the freezing realm of Norsca, home to the bloodthirsty Norsemen who ply the Sea of Claws in their dragon-prowed longboats, pillaging the Empire's coastal settlements. Even further north, across a frozen strait, are the Chaos Wastes, blasted by ice storms and howling many-coloured winds.

Even in this inhospitable land, so corrupted by Chaos that it ripples with constant change, tribes of brutish human marauders, collectively known as the Kurgan, manage to survive by hunting mutated monsters for their flesh, attacking rival tribes for food, women, and sometimes human meat, or raiding the southern lands for plunder and prisoners for sacrifice. The Norse and the Kurgan fear and adore the Ruinous Powers. Although most tribesmen honour all four of the gods of Chaos, with a respect born from fear, many tribes favour the patron deity of their chieftain.

Tzeentch, or Tchar as he is known amongst the Kurgan, is a popular god among tribal shamans and sorcerers. Even those who favour Slaanesh or Nurgle sometimes offer supplication to the Great Sorcerer in return for magical boons. Many sorcerers of Tzeentch are also potent fighters, armed with destructive magic weapons and armour covered in arcane sigils. Tzeentch's champions are heavily mutated, utterly insane, and blessed with magic powers and martial prowess beyond mortal reckoning.

However, the tribes who worship Tzeentch as their sole patron are not numerous. Most marauders prefer the bloodiness of Khorne, the glittering prizes offered by Slaanesh, or Nurgle's gift of resilience. What Tzeentch's warbands lack in numbers, they make up for with cunning. Warriors of Tzeentch are masters of espionage, subterfuge, and sudden ambush, using guile rather than brawn to disrupt and then destroy their enemies. The tribes of Tzeentch also go into battle carrying totem banners bound with powerful magic.

## MARAUDERS OF TZEENTCH

A marauder of the Changer of Ways will have the Mark of Tzeentch displayed prominently on his flesh, perhaps upon his forehead, cheek or right hand. His body will ripple with mutations, and his eyes might glow menacingly with the power of his god.

The tribesman might be tattooed from head to foot with arcane symbols, a painful rite of passage. Magical fetishes might hang from his belt, or are braided into his hair. Crude runes are scratched into the blade of his weapon.

### SPECIAL MARAUDER OF TZEENTCH RULES

To represent a marauder of Tzeentch, use the characteristics for a Marauder found on page 53 of the *Tome of Adventure*. However, a Marauder of Tzeentch also has the Mark of Tzeentch (see page 20) and at least one mutation.

## CHAOS WARRIORS OF TZEENTCH

Chaos Warriors of Tzeentch are highly individual and no two look the same. A Chaos Warrior's plate armour and shield might be engraved with intricately patterned sigils that radiate with raw power, or flow with blinking eyes or gibbering mouths, or perhaps it is inscribed with minute arcane text, making the wearer literally a walking grimoire.

The horns of his helmet might twist to form the symbol of his master, and a rainbow of light might shine from his visor. Mutations ravage his flesh, his Chaos armour melting and reforming around any extra appendage that sprouts from his body. Some Chaos Warriors of Tzeentch are accomplished spellcasters, making them deadly and unpredictable foes.

### SPECIAL CHAOS WARRIOR OF TZEENTCH RULES

To represent a Chaos Warrior of Tzeentch, use the characteristics for a Chaos Warrior on page 53 of the *Tome of Adventure*. The Chaos Warrior has the Mark of Tzeentch (see page 20) and at least one mutation. If he is a spellcaster, he may use the Blasphemous Litany action on page 55 of the *Tome of Adventure*, or the Arcane Bolt action on page 69 of the same book.

## CHAOS SORCERERS OF TZEENTCH

The Chaos Sorcerers of Tzeentch are among the most potent spellcasters in the Known World, for they have sold themselves to the Great Sorcerer in return for unlimited magical power. Chaos Sorcerers of Tzeentch are described in detail on page 26.

## BEASTMEN & TZEENTCH

Beastmen are creatures of pure Chaos and so exalt all four Ruinous Powers equally. However, sometimes a she-gor spawns a whelp that is clearly a chosen one of the Changer of Ways, its fur patterned with the Mark of Tzeentch, or its horns curling to form that god's unholy symbol. These creatures are known as Tzaangor, and are feared and respected among their herd.

### SPECIAL TZAANGOR RULES

You can represent a Tzaangor simply by giving a beastman the Mark of Tzeentch, as described on page 20.





## INTERLUDE

# SCANDAL OF THE SHROUD

Tzeentch's followers constantly work toward their master's inscrutable aims – often unwittingly. The Great Conspirator works in mysterious and confounding ways, and the schemes attributed to his grand designs are varied and many.

Following is a recollection of one such scheme, which has become known as the *Scandal of the Shroud* by those with the insight to see the subtle influence of Tzeentch's manipulation that set things in motion. These scholars and historians rely exhaustive research, ancient texts, or zealous fervour to support their claims.

However, others argue that any such conclusions are all just speculation and conjecture, historical coincidences and hearsay that prove nothing save the active imagination of the person seeing some greater intelligence at work where none exists.

## A HISTORY LESSON

Gunthar von Bildhofen, brother of Magnus the Pious, was a charismatic champion of the common man, who would have proved a popular and able emperor had he succeeded to the throne, as everyone expected him to. Magnus had elevated him to the position of Grand Duke of Middenland, which was left vacant after the Great War Against Chaos.

At his capital in Middenheim, von Bildhofen, an outsider, came to rely on the counsel of Ar-Ulric, the High Priest of the Cult of Ulric. This was despite the fact that the cleric had shamed himself at the start of the Great War by castigating Magnus as a blasphemer when he came to the City of the White Wolf for military support.

The high priest was hostile towards the Cult of Sigmar, which Magnus revered. This ancient religious rivalry was quietly fostered by the high priest's most trusted counsellor, Rolf Lugner. This trust would soon be betrayed, however.

This treacherous advisor secretly worshipped Tzeentch, and had wormed his way into the Ar-Ulric's confidence. Lugner gradually persuaded his patron, who still smarted from his humiliation at the hands of Magnus, that the Grand Theogonist of Sigmar plotted to usurp the position of emperor in order to institute a theocracy ruled from Sigmar's temple in Altdorf. Fearful of this rumour, the high priest convinced von Bildhofen of its veracity. Both agreed that something had to be done.

## THE MIRACLE OF THE SHROUD

In 2369, the Emperor Magnus passed to the halls of Morr. At his state funeral, the Grand Theogonist revealed the miracle of the shroud that had covered Magnus's corpse. Magnus's saintly features had become supernaturally imprinted on the cloth. The mourners were awed.

However, von Bildhofen's suspicion, magnified by the rumours spread by Lugner, overcame him. Scarlet with rage, he publicly insulted the high priest, claiming that the shroud was a callous trick to win support for the Cult of Sigmar. The mourners were mortified by this blasphemy, and von Bildhofen was forcibly ejected from the memorial ceremony. Only his status as the dead emperor's brother saved him from arrest.

Needless to say, when it came to the selection of Magnus's successor, none of the Elector Counts deemed von Bildhofen fit to rule, fearing Sigmar's wrath should the man who had insulted his high priest be elected emperor.

Thus Magnus's crown passed instead to Count Leopold of Stirland, a much lesser man than Grand Duke Gunther. Had Magnus's heroic brother ascended the throne, he would no doubt have proved a capable emperor, who would have strengthened his realm, but instead he ended his days in disgrace, forced to abdicate as Grand Duke of Middenland by the machinations of the vengeful Grand Theogonist.

## THE SCHEME UNFOLDS

It was the grandson of Count Leopold, Emperor Dieter IV, who proved such an incompetent and greedy ruler that he allowed Marienburg to secede from the Empire in 2429, severely weakening the Empire's economic strength. He was eventually deposed by Wilhelm III, Prince of Altdorf, which causes antagonism between Stirland and Altdorf to this day.

Likewise, the current Graf of Middenheim, Boris Todbringer, is descended from von Bildhofen. Although he is outwardly a loyal supporter of Karl Franz, does he secretly resent the fact that he has a stronger claim to the throne? This does nothing to heal the historical rift between Middenheim and Altdorf. Lugner's poisonous tongue has caused divisions within the Empire even to this day.

## SUCH IS TZEENTCH'S WILL

This is how Tzeentch works – pulling the skeins of history so that a single event will snowball into a crisis over time. He is often seen as the most patient, subtle, and devious of the Ruinous Powers.

Tzeentch may wait for centuries for a plan to come to fruition, as he manipulates dozens of interwoven threads, intricately tied together in delicate, complex knots. And while a virtuous man may attempt to undo one of Tzeentch's knotted schemes, only time will tell if in truth he merely set the knot more securely.





## CHAPTER TWO

# CORRUPTION & MUTATION

This chapter provides background and setting information on corruption and mutation, their supposed origins and their insidious spread throughout the Old World. The next chapter introduces new rules covering corruption and mutation in the game.

## THE SOURCE OF CORRUPTION?

At the top of the world, where the warp gates of the Old Ones are said to have once stood, lie the Northern Chaos Wastes. The wastes are shifting and insane landscapes where reality and the realms of the daemonic gods of Chaos bleed into one another. The power of Chaos is transformative. Where it broaches on the mundane world it warps things into strange shapes for inscrutable purposes.

Those who worship Chaos celebrate such change. Many of them journey to the far north to pit their skills against one another. The followers of Chaos hope to attract the approval of the ruinous powers through contests of martial prowess or destructive magic. They wish for what they see as the ultimate reward, the transformation of their mortal shells into those of powerful and deathless daemons.

Part of this process is the twisting of their bodies and minds. Such changes are known as mutations and there are a myriad of ways in which they can occur. No two mutations are identical. One follower of Chaos may find a pair of antlers, tall and wide like those of an elk, sprouting from his forehead. Another may find that his skin turns bright green and warty. Followers of Chaos regard all mutations as the result of having gained the eye of the gods. Those who bear them are regarded with a certain reverence, even if the changes wrought upon them have rendered them bestial.

However, blameless and unwary people are also victims of the corrupting power of Chaos. When the warp gates shattered the resulting catastrophe showered the Old World with shards of warpstone, a rock with wondrous and baleful properties that is created from the solidified matter of Chaos.

Warpstone is a deep black or darkest green, so dark that it seems shrouded in shadows even under direct sunlight. Contact with warpstone, or prolonged proximity to it, can cause mutation. Even the most pious priest, or virtuous maid, even the innocent unborn, can find their flesh in revolt under its malign influence. Those afflicted are known by many names, though they are most often called 'altereds', or 'mutants'.





# MUTANTS IN THE EMPIRE

The Empire is far from the Chaos Wastes. Most of its citizens wouldn't dream of risking their souls through the worship of the Chaos gods. However, mutant children are occasionally born, and some adults find themselves becoming altered in later life, even in centres of civilisation such as Altdorf.

Scholars provide a number of possible reasons for these occurrences. Morrslieb, the smaller of the world's two moons, is alleged to consist wholly of warpstone. The light of the moon is said to cause mutation in those who dally too long beneath it. Warpstone dust is sometimes blown in on strong northerly winds and shards of it fall from the night sky as meteorites. People say that wizards who cast spells too recklessly risk mutation, and that trafficking with daemons or the undead is a sure fire path to mutation. Many believe that mutation can result from sinful behaviour and impious desires.

The authorities of the Empire take a hard line on mutants. Ancient edicts deem them tainted by Chaos and therefore enemies to be destroyed, no matter how rational or benign a particular mutant might appear.

Imperially sanctioned Witch Hunters and members of the Knightly Orders track down and kill mutants with the same pitiless zeal they show sorcerers and daemons. Nobles and town councils levy bounties on mutants as aggressively as they do on outlaws and goblins.

Folk in the Empire regard mutants as physically disgusting and morally abhorrent. Whenever a mutant amongst them is exposed, many people gather in droves to witness its execution. The preferred way to put a mutant to death is to burn it at the stake, a spectacle sure to delight a crowd. Witch Hunters who uncover a number of mutants in one area have been known to hold them prisoner for weeks before their execution. News of such a mass burning can draw crowds from miles around, and works wonders for a Witch Hunter's reputation.

## SURVIVING AS A MUTANT

Those who find themselves altered by mutation do not immediately fall into the worship of Chaos, despite the proclamations of nobles and priests. To develop a mutation is an incredibly distressing occurrence, not only does the unfortunate mutant find his own flesh in revolt, but his neighbours will view him with horror and sell him out to the authorities – assuming they don't just kill him themselves.

There are those who find it hard to turn over mutants. Some parents of mutant infants don't have the stomach to conspire in their offspring's execution. In rural areas it is common for parents to leave such babes in the woods. The luckier mutant children abandoned in this way are discovered by roving herds of beastmen, who raise them as their own.

It is a widespread belief that as a mutant's body changes his mind warps as well. Certainly priests of Sigmar teach that mutation and wickedness go hand in hand, and that the deformities mutants bear are a mark of the malice in their souls. Most other religious authorities in the Empire agree. Even relatively broad-minded experts on the subject of mutation state that to become a mutant marks the beginning of an inescapable moral degradation.

Some members of the Shallyan and Verenan cults defy conventional views of mutation. Such radicals are careful in voicing their beliefs, for their superiors invariably support the authorities on the matter, but they privately assert that judging people based on appearances is wrong. Rumours persist of certain remote Shallyan templehospices that offer mutants sanctuary, even treatment. Senior members of the cult are quick to hush up such gossip.

Some mutants seek the aid of medical professionals. This is a risky business, as many physicians would sooner alert the authorities than attempt to treat a mutant. That said, a minority of them are open-minded enough (or venal enough) to attempt surgical removals of mutated body parts. Even if a mutant is lucky enough to find a sympathetic physician his problems are not over, undergoing surgery is a dangerous business in the Empire at the best of times.

Most mutants are too poor to afford a competent surgeon, and don't have the connections to find sanctuary amongst radical Shallyans. They try to remain inconspicuous amongst the ranks of paupers who inhabit urban rookeries. Some of them may be able to conceal their afflictions indefinitely, though most will either be exposed as mutants and executed, or inducted into the ranks of Chaos Cults where they make useful pawns.





## THE LEGEND OF REIKWALD MAX

This song (shown to the right) was once popular with Reikland street children. It was sung to accompany a game in which one child, the Witch Hunter, chased others. Those the Witch Hunter caught joined the chase. The last child caught became the Witch Hunter in the next game.

The lyrics refer to a figure from folklore. During the reign of Empress Beatrice the Monumentally Cruel many folk in the Reikland lived as outlaws in order to escape rapacious religious persecution. The bandit Max and his gang operated near the village of Teufelfeuer. They were remarkable in two ways. Firstly they regularly made gifts of their booty to those most burdened by Beatrice's taxes. Secondly, whilst most of the outlaws were fully human, Max and his closest henchmen were mutants. For four years Max avoided the authorities, and became something of a local hero. However, his luck did not hold out forever. He was captured and taken to Altdorf for torture and execution. His horned head graced a spike on Altdorf's east gate as a warning against mutation and banditry for many years.

In the time of Magnus the Pious the moral guardians of Altdorf tried to alter the meaning of the game and song, to imply that the chaser was a mutant who corrupted those he caught. This new version did not catch on, so a by-law was passed to the effect that anyone found playing the game or singing the song would be flogged.

Max remained a popular boy's name in the town of Teufelfeuer until 1111, when it was burned to the ground by the famous Witch Hunter Fabergus Heinzdork.

## FOLK TALES & RUMOURS REGARDING MUTANTS

Many scholars in Altdorf are aware of the sad fate of the Bretonnian playwright Bruno Malvoisin, whose work *The Baneful Lusts of Diogo Briesach* was rumoured to be so salacious that it delighted Slaanesh himself.

Bruno allegedly became a mutant shortly after the play was premiered, developing a rill of tentacles around his neck and other deformities. He vanished before the Witch Hunters found him but his fate remains a warning to all those who mock the gods.

Such a cautionary tale is typical of those that are told to young children who behave badly, or take the names of the gods in vain. Quite what it was that so pleased the Dark Prince of Chaos is unknown, as the play was subsequently banned and all known copies of the first folio were thrown onto a bonfire in Altdorf's Konigplatz.

It is common for mothers to warn their children off from certain antisocial habits on account of them "making a mutant of you!" Some naïve folk believe such scolding even in adulthood, so common superstition in the Old World holds that mutation can result from nose picking, onanism, pulling faces, refusing to wash behind the ears, disrespecting your elders, and so on.

*My left foot sprouted three new toes  
And from my brow some antlers rose*

*My yard long tongue lolls to and fro  
And my left eye glows when I blow my nose*

*The Witch Hunters on my tail won't catch me  
For I'm a bandit bold, and they can't match me*

*They hunt me through the fields of wheat  
And up the wald and down the street*

*'Cause my teeth are green and my eyebrows meet  
And I dance Westerland Hornpipes on cloven feet*

*The Witch Hunters on my tail won't catch me  
For I'm Reikwald Max, and they can't match me*

*By the thirteen fingers of my right hand  
I swear they'll never drive me from this land*

*'Cause watching my backs are the boys from the band  
Seven foot Gerd and four-eyed Brand*

*The Witch Hunters on my tail won't catch me  
For I'm Reikwald Max, and they can't match me*

– *The Legend of Reikwald Max*  
a once popular rhyme among  
Reikland street children

Some optimists believe mutations can be cured. They speak of a young nobleman from the south who was captured by a champion of the dark gods and taken to the Chaos wastes. Gone but not forgotten, members of his family organised an expedition to rescue him. They did not realise what sort of beast he had become, a hulking creature with a wolf's head and claws.

He discarded his bow and rapier, preferring to fight tooth and nail. Confronted with the mutant, a family retainer gave his life in order to save the man who was now a monster. The act of self sacrifice redeemed the altered beast, who became the young aristocrat he had been before his ordeal.

Few tales about mutation end so happily, and the moral guardians of the Empire deny that such a story is true. Or even remotely possible, for that matter.





## CHAPTER THREE

# CORRUPTION RULES

This chapter introduces new rules covering the accumulation of corruption, the risks posed by having too much corruption, and mutations. The GM should become familiar with these rules before bringing them into play, and may wish to share some of this information with his players the first time they are exposed to a corrupting influence, or if their characters conduct research or investigate corruption, mutation, or Chaos in more detail during the game.

### SHOW SOME MERCY!

As you will no doubt soon realise, developing mutations is very bad for a character's well being! Becoming a mutant is effectively a death sentence in the Empire unless a character goes to great length to disguise his deformities. Even lucky and careful mutant characters will effectively cease to be functioning members of society.

With such great risks at stake, GMs are advised to use these rules sparingly and to make sure that their players are forewarned as to the dangers of touching warpstone and other artefacts carried by the followers of Chaos. After all, every child raised in the Empire is told numerous cautionary tales against such foolhardy behaviour.

Bear in mind that, whilst PCs might be reckless enough to ignore lessons they should have learned on their mother's knee, NPCs are not likely to allow PCs to endanger them or their families.

For example, should a party of PCs enter a village whilst openly bearing shards of warpstone or some hideously profane artefact trailing wisps of tainted energy, they will cause panic. Most Empire folk simply assume that those who carry Chaos artefacts are worshippers of the dark gods, and they will take appropriate measures to eliminate them.

### CORRUPTION IN PLAY

Corruption is one way to track a character's exposure to the unpredictable effects of Chaos. Characters can suffer from corruption in a number of ways. It can attract misfortune, cause madness, or lead to the most overt sign of corruption – mutation.

When a character is exposed to a corrupting influence he potentially accumulates corruption. Corruption is represented by purple diamond-shaped tokens. These tokens are gained and kept in a similar way to stress or fatigue counters, and should remain visible to the players and GM. They come in 1 and 5 point denominations for easier tracking.





## CORRUPTING INFLUENCES

A variety of different encounters or events may trigger the accumulation of corruption. The magnitude of the event indicates how difficult it is to shrug off the effects, as well as the potential amount of corruption that may be generated. The following levels of exposure indicate the inherent risk when first coming into contact with the triggering event.

Subsequent exposure to the same trigger may have the same magnitude and risk, or the GM may choose to lower the difficulty if the character succeeded particularly well during previous exposure.

In each instance, a failed check results in corruption equal to the challenge level. Regardless of the check's success or failure, the character also suffers one corruption for each Chaos Star generated during the check.

For example, failing an **Average (2d) Resilience check** after minor exposure to a corrupting influence results in two corruption. Succeeding at a **Hard (3d) Resilience check** while generating one Chaos Star when exposed to a moderate corrupting influence results in one corruption.

Finally, some creatures may have attacks or special abilities which inflict corruption, in addition to other effects. In these situations, the amount of corruption gained will be listed with the ability.

### MINOR EXPOSURE: AVERAGE (2D) RESILIENCE CHECK

This level of exposure includes low grade or minimum exposure to a corrupting influence. Could also be used to represent exposure over time to an otherwise trivial corrupting influence.

Examples could include:

- + Prolonged exposure to skaven, beastmen, or Chaos cult paraphernalia or locations
- + First hand witness to daemonic activities or rites
- + Contact with a traveller of the Chaos Wastes
- + Brief exposure to a small warpstone chunk

### MODERATE EXPOSURE: HARD (3D) RESILIENCE CHECK

Moderate exposure reflects a more pronounced single event or circumstance, or more prolonged exposure to a corrupting influence. Could also be used to represent exposure over time to an otherwise minor corrupting influence.

Examples could include:

- + Prolonged exposure to a Chaos Warrior, daemonic cult, or tainted paraphernalia or locations
- + Contact with a cursed weapon, profane artefact, or daemonic entity
- + Exposure to a large amount of warpstone

### MAJOR EXPOSURE: DAUNTING (4D) RESILIENCE CHECK

This represents high grade or more prolonged exposure to a corrupting influence. Could also be used to represent exposure over time to an otherwise moderate corrupting influence.

Examples could include:

- + Wounded by a cursed weapon, profane artefact, or daemonic entity
- + Exposure to the savage Chaos Wastes and its environs
- + Consumption of warpstone powder
- + Direct exposure to a large amount of warpstone, or using warpstone to fuel spells

## CORRUPTION THRESHOLDS

The different races of the Old World have varying tolerance to the corrupting effects of Chaos. From the viewpoint of dwarfs and elves, humans tend to be frail and easily susceptible to the ravages of Chaos. This perception is partly due to the fact that dwarfs and elves enjoy an incredibly high tolerance to Chaos, and are not affected by mutation the way humans are.

An individual character's corruption threshold is based on his race and his Toughness rating.

- + **Human:** 5 + Toughness
- + **Dwarf:** 10 + Toughness
- + **High Elf:** 10 + Toughness
- + **Wood Elf:** 10 + Toughness

These thresholds apply to all members of that type of race. So all humans, whether from the Reikland, Nordland, or Talabheim, have the same corruption threshold.





# THE EFFECTS OF CORRUPTION

There are two main effects of corruption.

The first is a relatively minor effect, that of inviting danger and adversity. This effect can be triggered by the GM at any time to make a check more challenging for a character with corruption.

The second effect is triggered when the number of corruption points a character has exceeds the character's corruption threshold. Such a condition is very dangerous for a character as they will develop insanity or mutation as a result.

## GM INVOCATION

Over the course of play, the GM has the option to "invoke" a character's corruption, weaving into the story that the exposure to corruption or taint is rearing its head. The GM narrates how the corruption is manifesting, which makes the upcoming task more challenging. The corruption might manifest as an overwhelming sense of temptation, painful cramps, or whispered daemonic voices only the character can hear.

Mechanically speaking, before a player performs an action, the GM may take one of the character's corruption points and replace it with a purple challenge die that gets added to the task's dice pool. The corruption token is returned to the general supply. No more than one corruption may be invoked in this manner per check.

## MUTATION & INSANITY

Once a PC has accumulated more corruption points than his character's threshold (based on the character's Race and Toughness), the corruption has ravaged the character's body and manifests as a mutation (for humans) or insanity (for elves, dwarfs, and other races).

### MUTATION

For humans and other susceptible races, when the corruption threshold is passed, the player draws a mutation card from the deck. In addition to its other effects and rules, each mutation card has a severity rating, which indicates how much corruption is consumed in the transformation. For example, if the PC suffers from a mutation with a severity 4 rating, he returns 4 corruption point tokens to the supply when he draws that card.

If, after a mutation, the character is still above his corruption threshold, another mutation card is drawn, the process being repeated until the PC has corruption points equal to or less than his threshold.

### INSANITY

Dwarfs and elves (as well as a few other notable races like halflings) are notoriously resistant to the ravages of corruption. Not only do these races have a significantly higher threshold than humans before succumbing to corruption, they are not afflicted by physical mutations.

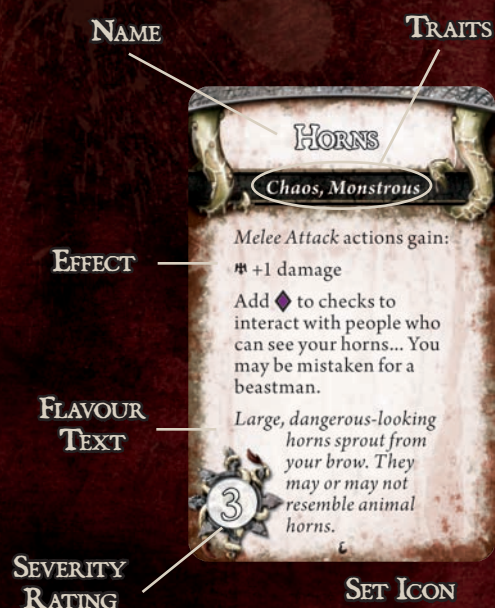
Rather, when a member of one of these races accumulates corruption greater than his threshold, he gains an insanity. He draws an insanity card from the deck, until he has acquired an insanity with

the *Supernatural* or *Chaos* trait, or an eligible trait based on his race – such as an insanity card with the *Dwarf* trait being drawn by a dwarf character.

In addition to its other effects and rules, each insanity card has a severity rating, which indicates how much corruption is consumed in the transformation. For example, if an Elf PC suffers from an insanity with a severity 3 rating over the course of this process, he returns 3 corruption points to the supply when he draws that card.

If, after acquiring an insanity in this manner, the character is still above his corruption threshold, another insanity card is drawn, the process being repeated until the PC has corruption points equal to or less than his threshold.

## MUTATION CARDS



**Name.** The name of the mutation, providing some flavour and context for the impairment listed.

**Traits.** Each mutation card has one or more traits. These may be compared to the triggering effect to see what sort of mutation occurs.

**Effect.** The mutation's game effect is listed here.

**Flavour Text.** The description helps add context and additional information about the mutation.

**Set Icon.** Each card is marked with a set icon to quickly identify which product the card is from.

**Severity Rating.** This number indicates how severe the mutation is. The higher this number, the more corruption the mutation consumes as it manifests.



## AMASSING MUTATION

The human body can only withstand so much corruption and Chaos energy before it loses all semblance to its former self and devolves into a hideous monstrosity, known as a Chaos Spawn (*Tome of Adventure* page 52). These horrible mutations also wreak havoc on the mind, eroding an individual's sense of self and ability to function.

### FALLING TO CHAOS

If a character accumulates more mutations than his Toughness rating, he is immediately transformed into a Chaos Spawn (see *Tome of Adventure*, page 52).

Those unfortunate enough to witness the transformation may wish to seek cover, before their former ally attempts to rip them apart with an amorphous, multi-hued pseudopod. The horrific transformation causes Terror 2.

After transforming into a Chaos Spawn, the character is no longer suitable for a player to run, and a replacement character should be considered. From this point on the character becomes an NPC and the GM decides what becomes of him.

The Chaos Spawn may disappear, heading towards the Chaos wastes, he might run wild in an orgy of bloodshed, or may follow the characters for a while at a distance, bonded to them by foggy memories of companionship.

If a character accumulates more mutations than his Willpower rating (and has not yet devolved into a gibbering Chaos Spawn), he immediately gains a permanent insanity for each mutation greater than his Willpower. For example, a PC with Willpower 3 would immediately gain a permanent insanity once he gains his fourth mutation, and another permanent insanity if he gains a fifth mutation.

## LOSING CORRUPTION

Once corruption has been gained, the two most common ways to lower the character's corruption are the two methods described earlier – the GM invoking the corruption to influence a task, or the corruption manifesting as a mutation.

However, the GM should also consider other means by which a character may be able to remove corruption. These alternate means should be significant stories, perhaps the central theme or motivation behind a series of adventures, or the ultimate reward for a dramatic and exciting campaign. Here are just a few suggestions.

- ✦ Completing an important holy quest to eradicate a corrupted zealot and his throng of followers, at the behest of the Cult of Sigmar
- ✦ Receiving a blessing from the High Priestesses of the Cult of Shallya for stopping a grand plot by a group of Nurgle Cultists
- ✦ Successfully surviving a harrowing, convoluted experiment for the Colleges of Magic that sought to unravel the very nature of corruption
- ✦ Destroying a powerful profane relic or artefact, purging a dangerous source of corruption from the Old World



- ✦ Cleansing an important wood elf forest glade of a tainted beastmen herdstone and the mutant Wargor and his followers who gather there
- ✦ Recovering an ancient elven artefact with curious healing properties from a mysterious temple hidden deep in the Reikwald Forest, and returning it to a High Elf Ambassador in Marienburg

Even with these suggestions in mind, it is strongly encouraged that the GM not allow corruption to simply heal over time or through rest. Corruption and the taint of Chaos are serious risks and afflictions in the Warhammer Fantasy setting.



**W**oe is he who bears the mark of Chaos.  
For he is already dead, though his mind  
may not yet know it.

– Canticle Six, from *Litany of the Damned*





# MARKS OF CHAOS

In addition to gaining corruption points and eventually acquiring mutations or insanities as a result, there is another way a character may be touched by Chaos – he may bear a Mark of Chaos.

A Mark of Chaos is a sign of favour from one of the Ruinous Powers, often bestowed upon a loyal subject. It is a brand connecting the person to his foul deity, and an outward sign of his devotion. Marks of Chaos can come in many different shapes, styles, or designs, but are clearly associated with their Ruinous Power and often the actual symbol of that god. Here are just a few examples.

- + A Mark of Tzeentch may manifest as a pulsing blue Chaos Star, a raven tattoo that appears to be flying across the subject's skin, or a sinuous, writhing flame emblazoned on the subject's back.
- + A Mark of Nurgle may be a distended boil oozing foetid pus, an open sore weeping a stream of maggots, or a pox-marked patch of vaguely green-tinted skin that constantly sheds and peels.
- + A Mark of Khorne may change the marked person's eyes to deep, blood red, it may manifest as a dark red battle scar still wet with crimson blood, or a skull-shaped knob or deformity on the marked one's flesh.
- + A Mark of Slaanesh may be a subtle, intoxicating scent of musk lingering to the person, a slightly dreamy, purplish tinge to the marked one's lips, eyes, and hair, or the growth of additional nipples.

Followers of the same Ruinous Power have an uncanny intuition, allowing them to sense when someone bearing their deity's Mark of Chaos is nearby. Bearers of a Mark of Chaos usually go to great lengths to hide it from non-believers, as recognition of such a sign is a death sentence, sure to draw the attention of Witch Hunters, angry mobs, or worse.



## THE MARK OF TZEENTCH

Assigning a Chaos Mark to an NPC is a new option GMs can use to distinguish or tailor encounters to suit the story or challenge his players. The leader of a powerful cult, or an NPC who has been lured to Tzeentch's service by the promise of knowledge or power may be so marked by the Changer of Ways.

The Mark of Tzeentch has two different passive effects. First, a character targeting someone bearing the Mark of Tzeentch with an action suffers 1 stress if they generate one or more ⚡ in their check, in addition to any other effects the Chaos Stars may impose.

Second, a character bearing the Mark of Tzeentch is imbued with arcane abilities. He can acquire and cast spells with the *Tzeentch* trait, and automatically acquires the Channelling and Spellcraft skills, as well as the Channel Power action, powering his spells like a wizard does. If the character so marked already has Channelling or Spellcraft acquired or trained, he gains an additional fortune die to all related checks.

The GM may wish to detail other effects, possibly positive or negative, for a Chaos Mark, as well. For example, a character bearing a Chaos Mark may suffer difficulties when forced to interact with people who are not affiliated with his chosen Ruinous Power, as he struggles to keep his mark and devotion a secret – for if the secret were to be revealed, the Witch Hunters would burn him at the stake.

The exact nature and magnitude of these additional effects are left up to the GM.







## CHAPTER FOUR

# THE MINIONS OF CHANGE

### NEW RULE: STANCE TYPES

Several of Tzeentch's Minions have stance ratings unlike other creatures. A stance with a slash (i.e., **CL/RI**) indicates that the GM chooses *one* of the values when attempting an action. A stance with a plus (i.e., **CL+RI**) indicates that the GM applies *both* ratings to a check, meaning that several of Tzeentch's minions will roll both conservative and reckless dice in the same check.

### NEW RULE: ADVANCED CREATURES

Some of Tzeentch's Minions have icons listed next to their entries indicating a number of action cards, by type, the GM can select to help customise the creature and add diversity and greater challenge to these formidable opponents. The GM may select any action cards of the appropriate type for which the creature meets the requirements listed on the card. Tzeentch's Minions may ignore any restrictions by College of Magic for any *Spells* they have access to, up to a Rank equal to its Expertise rating.



Melee



Ranged



Support



Spell



Blessing

### USING THE MINIONS OF CHANGE

The minions of change epitomise the enemy within in its purest form. Those who would seek out and destroy the followers of Tzeentch, unless by happy chance encountering irrefutable proof of their actions, must be prepared to search for clues and investigate any leads, no matter how small. Tzeentch's cultists are masters of secrecy and deceit, and reveal themselves only to their most trusted brethren and retainers. The minions of change are skilled in the arts of illusion and deception, gifted with a diabolical intellect, and cover their tracks well.

It is of no surprise to find that the Templars and Witch Hunters of Sigmar believe the cults of the Changer of Ways to be the most dangerous, as they are always the hardest to find and expose. Often the first signs of a Tzeentch cult's activities are only discovered in the aftermath of their dark purpose already having been achieved, long after the protagonists have made their escape, and always to the great suffering of the local populace.

Indeed, it is hard to guard against cultist infiltration in society when even the most senior city nobles or military advisors could in fact be secret worshippers of Tzeentch themselves, as none are completely beyond the reach of his promises and lies.



## LESSER DAEMONS



To attempt to catalogue the myriad forms of the daemons of Tzeentch is almost impossible, by nature of their constant evolution. Still, there seem to be certain forms of lesser daemon that share common ground enough to be identified to a certain extent. Their bizarre nature still makes this difficult, though it seems that daemons of a similar type are often found together, gibbering maniacally and blasting their enemies with daemoniac fire of every hue.

**Frightening:** All Lesser Daemons of Tzeentch cause Fear 2 when first encountered.

### HORRORS OF TZEENTCH ☠☠☠

Cackling incoherently with demented glee, searing daemoniac flame erupting from outstretched fingers, Horrors of Tzeentch are truly chaotic in form. Scarcely taller than a goblin, they are swirling blurs of mercurial daemoniac energy coalescing and dissipating on a whim, never maintaining a discernable form for more than a heartbeat.

The only constant, if such a word can be used to describe such an unorthodox creature, is in a Horror's luminescent skin tones, varying from shades of bright pink to those of a sea blue. Hardened warriors that have fought them and lived to tell of it claim that Horrors are usually pink in colour at first, but should their mortal shell be wounded, they are not destroyed, but appear to split into two smaller and more vicious replicas that are blue in colour.

These new, malicious daemons attack with renewed vigour, lashing out at those that harmed their previous form with flickering bolts of magical fire. Only once the two blue Horrors are destroyed can one be sure that the daemon has been truly banished.

**Malicious Division:** When a standard Horror of Tzeentch is defeated, it is replaced the following round by two Horror of Tzeentch henchmen.

### FLAMERS OF TZEENTCH ☠☠☠☠

Flamers are abominable amalgams of daemoniac flesh and tooth-filled maws, bounding in huge leaps towards their victims before engulfing them in waves of multicoloured, magical flame that erupt from the cavernous apertures at the end of their two, long arms. Hunched, and tubular in shape, a Flamer can tower over a man if it rears up to its full height, though they can vary in shape and size as one might expect from a daemon of the Changer of Ways.

Their mewling jaws shriek with delight as they ignite the very fabric of reality itself, searing flesh and armour alike, the burning residue melding into semi-aware, mocking parodies of their surroundings for a few brief seconds before slowly dissipating. In a similar vein to Horrors of Tzeentch, Flamers are quite instinctive creatures and require the leadership of a more powerful daemon to heed any but the most rudimentary instinct.

**Arcane Physiology:** Flamers of Tzeentch do not suffer critical wounds. Critical wounds inflicted are treated as normal wounds.

### SCREAMERS OF TZEENTCH ☠☠☠☠

With a wing span well over two meters, the Screammers of Tzeentch gracefully glide through the sky like otherworldly mantas, seeking their next victim to devour. With a merciless, predatory instinct that belies their elegant exterior, Screammers gather in schools, soaring and drifting upon the winds of magic, before swooping down upon their hapless prey, ripping them to shreds with razor-sharp teeth and horns, or eviscerating them with the vicious spines on their tails.

Despite the seemingly fragile nature of their slender frames, their daemoniac resilience affords them moderate protection against incoming blows, but it is the difficulty of hitting such swift, airborne creatures in the first place that makes Screammers so hard to fight effectively.

### DISCS OF TZEENTCH ☠☠☠☠

Discs of Tzeentch are highly desirable and popular steeds, reserved only for Tzeentch's most favoured minions. Be they powerful heralds of the Changer of Ways or revered cult magisters, the prestige afforded by such an obvious sign of their infernal master's blessing is a position of esteem that many aspire to, but few actually achieve.

The primal and temperamental natures of Screammers limit their effectiveness as mounts, despite the advantage airborne steeds provide, but Discs of Tzeentch are Screammers that have been bound and metamorphosed into much more stable and reliable mounts. Discs are similar in shape and size to Screammers, but can be completely round or symmetrical, and are often covered in or consist of many eyes, scales or sometimes more bizarre and esoteric substances such as gold, glass or even fire.

**Flight:** Screammers of Tzeentch and Discs of Tzeentch do not need to perform manoeuvres to disengage from opponents before moving. They can move away from engaged opponents as if they were not engaged, unless those opponents can also fly.

**Chaos Steed:** A rider mounted on a Chaos Steed can move with the mount for free, and gains  $\square$  and +1 damage on *Melee Attacks* against targets who are not mounted.



| CREATURE             | ST   | TO   | AG   | INT | WP | FEL | A/C/E | WOUNDS | STANCE |
|----------------------|------|------|------|-----|----|-----|-------|--------|--------|
| HORROR OF TZEENTCH   | 4(5) | 4(2) | 4(1) | 2   | 3  | 2   | 5/2/1 | 14     | R1     |
| FLAMER OF TZEENTCH   | 4(5) | 5(1) | 6(2) | 3   | 4  | 2   | 6/2/2 | 16     | R2     |
| SCREAMER OF TZEENTCH | 4(6) | 6(2) | 4(1) | 3   | 5  | 2   | 4/2/1 | 20     | C1+R1  |
| DISC OF TZEENTCH     | 5(6) | 6(2) | 4(1) | 3   | 6  | 2   | 5/2/1 | 22     | C1+R1  |

**DAEMONIC STRIKE**

*Daemonic, Tzeentch*

WEAPON SKILL (ST) vs. TARGET DEFENCE

Used By: Lesser Daemons of Tzeentch  
Engaged with target

**Effect:** The lesser daemon lashes out with tentacles, claws, razor sharp teeth, or its other natural weapons.

- ✦ The attack inflicts normal damage
- ✦✦✦ The attack inflicts +2 damage, and the target suffers 1 stress
- ✦ The target's stance is moved one space toward a neutral stance
- ☠ The attacker loses 1 aggression die from its budget
- ✧ The attacker suffers 1 wound

**HORRIFIC ASSAULT**

*Daemonic, Tzeentch*

DISCIPLINE (WP) vs. DISCIPLINE (WP)

Used By: Horror of Tzeentch  
Engaged with target

**Special:** If the target is suffering from corruption, add ☐ to this check

**Effect:** The fiend's tentacles and claws all extend wickedly, hurling their might at one target

- ✦ The attack inflicts normal damage
- ✦✦✦ The attack inflicts critical damage
- ✦✦✦ As above, and the target suffers 1 corruption
- ✦ The attack causes Fear 1 to all enemies engaged with the horror
- ✦✦ The target suffers 1 corruption
- ☠ The target may perform a free manoeuvre
- ☠☠ The attacker loses 1 die from its Aggression budget
- ✧ The attacker suffers 1 wound

**SCORCHING FLAMES**

*Daemonic, Tzeentch*

BALLISTIC SKILL (AG) vs. TARGET DEFENCE

Used By: Flamer of Tzeentch  
Not engaged with target, target within medium range

**Effect:** The gibbering Flamer of Tzeentch spews forth a violent jet of searing flames

- ✦ The attack inflicts normal damage
- ✦✦✦ As above, and the attack inflicts 1 wound to all the target's allies within close range of the target
- ✦ All targets injured by the attack suffer 1 fatigue
- ✦ All targets injured by the attack suffer 1 stress
- ✦✦ The primary target suffers 1 fatigue each time a recharge token is removed from this action
- ☠ The Flamer of Tzeentch suffers 1 wound
- ✧ The Flamer of Tzeentch suffers 1 critical wound

**OVERRUN**

*Daemonic, Tzeentch*

WEAPON SKILL (ST) vs. TARGET DEFENCE

Used By: Screamer of Tzeentch, Disc of Tzeentch  
Not engaged with target, target within medium range

**Effect:** The daemonic creature flies straight at the target, using its sheer bulk in an effort to overwhelm its foes. The daemon may move to a new location within medium range as part of this attack

- ✦ The attack inflicts normal damage to the target
- ✦✦✦ The attack inflicts normal damage to up to two additional targets in the same engagement as the primary target
- ✦✦✦ As above, and all affected targets gain the Overwhelmed condition for two rounds
- ✦ All enemies in the target's engagement are knocked prone, unless they suffer 1 fatigue to remain on their feet
- ☠ The target may perform a free manoeuvre
- ✧ The target may perform a free manoeuvre



## GREATER SERVANTS



**Unfathomable Power:** All actions and skill checks targeting a Greater Servant gain ◆

**Terrifying to Behold:** All Greater Servants cause Terror 3

### LORD OF CHANGE ☠☠☠☠☠☠☠☠



The most powerful servants of Tzeentch are the avian Lords of Change. Commanders of Tzeentch's legions on the battlefield and architects of his great plan, these mighty creatures are spellcasters beyond compare. Suffused with raw chaotic energy, a Lord of Change commands the winds of magic with an aptitude that only one born of the Master of Sorcery could hope to achieve. Lords of Change are hyper-intelligent, independent, and often have their own agenda, interpreting their master's will to suit their own individual designs. It seems that such improvisation is encouraged, as Tzeentch himself is ever open to the endless possibilities of change.

First amongst these fell daemons is Kairos, the right hand of Tzeentch, known to mortals as Fateweaver. Kairos survived being hurled into the Well of Eternity, but somehow emerged after spending an age within its fathomless depths with twin heads, able to see the past and the future as readily as others see the present. Kairos is truly the master of destiny, the preternatural abilities and limitless knowledge granted by his time in the Well securing his place as the greatest and most favoured of the daemons of Tzeentch.

As might be expected from one of Tzeentch's greatest daemons, a Lord of Change can alter its shape or colour at will, taking whichever form suits it at that moment in time, but will usually take the shape of an enormous bird-like figure. They have multi-coloured, feathered wings and a beaked head like a bird of prey, but stand at least twice the height of a man on long legs ending in sharp, diamond-hard talons. They lean hunched over an ornate staff, grasped in similarly clawed hands, though to underestimate its relatively slight physique is to invite a swift and certain death.

**Master of the Arcane:** A Lord of Change has three ranks of training in Education, Guile, Intuition, Observation and Spellcraft. It does not need to channel power to fuel its spells.

### DAEMON PRINCE OF TZEENTCH ☠☠☠☠☠☠



The ambition of every mortal worshipper of Tzeentch is to achieve ultimate power and be elevated to the rank of Daemon Prince. However, only the most treacherous, deceitful, manipulative, and dedicated of Tzeentch's servants will ever achieve this glory. When a mortal is transformed into a Daemon Prince, he grows immeasurably in size, and sprouts a long, snaking tail of sinewy flesh. His hands and feet become fearsome talons, and large horns erupt from his distended skull.

However, these distinguishing features are the only similarities that Daemon Princes share, as their personalities, traits and even the mutations they received in their former life can dictate the outcome of their transformation, and they are infinitely varied in shape and hue. These Daemon Princes are powerful spellcasters, many of them having been sorcerers or powerful lords of Tzeentch before their daemonic rebirth. They often have enormous, feathery wings in a similar style to the Lords of Change. A Daemon Prince is so large and powerful that it can kill a man with but a casual swat of its murderous talons, but most of them carry an ornate blade or a lavishly decorated staff, the better to slay their victims.

Daemon Princes of Tzeentch are second only to the Lords of Change in power and prestige, but retain much of their individuality, and are not merely extensions of their master's will in the same way as the other daemons of Tzeentch. The fact that they were once mortal themselves allows the Daemon Princes a far greater understanding of those that serve them, and they ruthlessly use this knowledge to corrupt and manipulate their pawns to achieve their goals. Existing as they do in both the physical and magical realms, they can perceive the various strands of fate with a skill that not even the most favoured of Tzeentch's mortal vassals can rival.

**Arcane Surge:** When a Daemon Prince of Tzeentch inflicts a critical wound, he gains 1 expertise die to his budget.

**Potent Foe:** A Daemon Prince of Tzeentch has two ranks of training in Discipline, Intuition, Resilience, and Weapon Skill

### THE CHANGELING ☠☠☠☠☠



Perhaps the greatest of Tzeentch's mysteries is the true identity of the meddlesome daemon known as The Changeling. Able to assume any form and flawlessly impersonate the voice and traits of anyone it chooses, keeping track of The Changeling's whereabouts is an impossible task. Even the Flesh Hounds of Khorne have failed to track the mischievous troublemaker down, despite hunting it many times. Only Tzeentch himself, it seems, knows of The Changeling's whereabouts at any given time, but is happy to let his pet get up to its usual mischief, revelling in the discord that follows in its wake.

Should The Changeling ever assume its normal form, if it truly has one, it will certainly be to suit its own ends. Shrouded in an all-encompassing cloak, it stands shoulder height to a man, though such a state would likely be temporary at best, as The Changeling bores very quickly, and rarely maintains even its own form for long. Should the Changeling become involved in the schemes of others, anything will be possible, and neither side can be sure of who, if any, will benefit from (or even be aware of) its capricious involvement until it has left to seek further amusement elsewhere.

**Master of Deception:** The Changeling has two ranks of training in Charm, Coordination, Guile, Intuition, and Stealth.

**Master of Mischief:** After an action is successfully performed against the Changeling, add one additional recharge token to the action. After an action fails against the Changeling, add two recharge tokens to the action.



| CREATURE       | ST   | TO   | AG   | INT | WP | FEL | A/C/E  | WOUNDS | STANCE |
|----------------|------|------|------|-----|----|-----|--------|--------|--------|
| LORD OF CHANGE | 7(8) | 8(2) | 7(4) | 10  | 8  | 6   | 9/9/9  | 36     | C2+R2  |
| DAEMON PRINCE  | 8(8) | 8(3) | 5(3) | 6   | 8  | 5   | 8/6/5  | 30     | C1+R3  |
| THE CHANGELING | 4(5) | 5(2) | 5(2) | 8   | 6  | 9   | 4/10/6 | 30     | ANY    |

### FATEBREAKER

Daemonic, Tzeentch

WEAPON SKILL (ST) vs. TARGET DEFENCE

Used By: Greater Servants of Tzeentch  
Engaged with target

**Effect:** Tzeentch's servant focuses its master's inscrutable powers into a formidable attack.

- ✦ The attack inflicts normal damage
- ✦✦ The attack inflicts critical damage, and the target's stance is moved one space toward a neutral stance
- ✦ The target suffers stress equal to its stance depth
- ✦✦ The target suffers 1 corruption
- ☠ The target may perform a free manoeuvre
- ✧ The attacker suffers 1 wound

### MASTERS OF FATE

Daemonic, Tzeentch

WEAPON SKILL (ST) vs. TARGET DEFENCE

Used By: Lord of Change, Daemon Prince of Tzeentch  
Engaged with target

**Effect:** The Greater Daemon strikes a powerful blow against the target, manipulating its destiny.

- ✦✦ The attack inflicts critical damage, and the target's stance is moved one space toward a neutral stance
- ✦✦✦ As above, then collect all the target's wounds (including critical wounds), turn them face down, shuffle them, and deal out a new set of critical wounds equal in number to the critical wounds the target was suffering from. Return the remaining wounds to the target as normal wounds
- ✦ The target suffers 1 corruption
- ✦✦ The target gains the Perplexed condition for 2 rounds
- ➡ The target suffers 2 corruption
- ☠ The attacker loses 1 aggression die from its budget
- ✧ The attacker loses 1 expertise die from its budget

### ARCANE BLAST

Daemonic, Tzeentch

SPELLCRAFT (INT) vs. TARGET DEFENCE

Used By: Lord of Change, Daemon Prince of Tzeentch  
Not engaged with target, target within medium range

**Effect:** The Greater Daemon hurls a bolt of dreadful arcane energy at its target

- ✦✦ The attack inflicts Int + 8 damage and the target suffers 1 stress and 1 fatigue for each ✧ generated by the check
- ✦✦✦ As above, and the target gains the Ill-Fortuned condition for one round for each ✦ generated by this check
- ✦ The target loses 2 power or 2 favour
- ✦ The target gains the Exposed condition for one round for each point of corruption it has
- ✦✦ The target suffers 1 corruption
- ☠ The attacker suffers 1 wound
- ✧ The attacker suffers 1 critical wound

### THE GRAND DECEPTION

Daemonic, Tzeentch, Reaction

NONE REQUIRED

Used By: The Changeling  
Attacked by an enemy within medium range; see below

**Special:** The Changeling must expend one Expertise from its budget to use this action. The Changeling performs this action on another character's turn, as a reaction to a *Spell*, *Ranged Attack*, or *Melee Attack* targeting the Changeling. The Changeling cannot use this reaction against *Blessings*

**Effect:** Before rolling the incoming action's dice pool, add one to the dice pool. If the action succeeds, the attacker suffers all effects and consequences of the action, equal to the effects the Changeling suffers. If the action fails, remove one recharge token from The Grand Deception.



## ENIGMATIC DISCIPLES



**Mastering the Change:** Enigmatic Disciples may spend Cunning dice from their budget to convert additional characteristic dice into stance dice. For each Cunning die spent, the GM may choose to convert a ♦ characteristic die into either a ● reckless or ● conservative die – they do not have to be spent on the same die type.

### SORCERERS OF TZEENTCH ☠☠☠☠



Masters of the darkest magic, Chaos Sorcerers are rightly feared. To face one is battle is to know that your very soul is in jeopardy, but it is those that have dedicated themselves to Tzeentch that wield the greatest power. Champions as they are of the Master of Magic, the Sorcerers of Tzeentch have the deepest knowledge of the dark arts, and possess the necessary skills to perform the greatest acts of daemonic summoning.

Often found in an advisory position to powerful champions of the Gods seeking their gift of foresight, the scheming and manipulative nature of Sorcerers of Tzeentch will usually leave little doubt who wields the true power behind the scenes, though their supposed masters usually remain oblivious to that fact.

A Sorcerer of Tzeentch will traditionally be garbed in robes of deep blue, and will almost certainly bear signs of mutation, such as an avian head, tentacles, or hands and feet that end in razor-sharp talons. Some Sorcerers wear lavishly detailed belts and shoulder pads of jewel-studded gold, whilst others wear baroque suits of skull-emblazoned Chaos Armour and ornate helmets.

All will carry a magic staff that blazes with evil power, engraved with runes of hate and disharmony that are an anathema to the witch-sight of their rivals in magic. Particularly favoured Sorcerers

may receive the gift of a daemonic Disc of Tzeentch to carry them into battle, offering them unrivalled speed and manoeuvrability - a superb platform from which to unleash their devastating spells.

**Gift of Sorcery:** Sorcerers of Tzeentch have Education, Magical Sight, and Spellcraft trained. They favour spells with the *Tzeentch* or *Chaos* traits and do not need to channel or spend power to fuel their spells.

### SORCERER LORDS ☠☠☠☠☠



Even among the skilled and devoted Sorcerers of Tzeentch, some ascend to a level of arcane power that rivals the mightiest wizards the Colleges of Magic have at their disposal. These individuals are called Sorcerer Lords, and the magic they wield is truly frightening.

A Sorcerer Lord is a formidable opponent – cunning, devious, and cruel. He may lead an entire warband of fellow disciples or daemons of Tzeentch, manipulating the talents of his followers as easily as he manipulates the Winds of Magic in service of the Great Conspirator.

**Improved Gifts of Sorcery:** Sorcerer Lords of Tzeentch have two ranks of training in Education, Magical Sight, and Spellcraft. They favour spells with the *Tzeentch* or *Chaos* traits and do not need to channel or spend power to fuel their spells.

**Arcane Inspiration:** When a Sorcerer Lord of Tzeentch inflicts a critical wound against a target, add 1 die to its Expertise rating.

### HERALD OF TZEENTCH ☠☠☠☠



For those brave or desperate enough to call upon Tzeentch for aid, many will choose to attempt to summon a daemonic Herald to interpret the infinite complexity of their master's divine will, or receive his unholy blessing.

These maniacal creatures are particularly intelligent and powerful Horrors specifically created by Tzeentch for this purpose. Heralds of Tzeentch are a more stable type of Horror, their binding magics mean they do not split into blue horrors when struck. Their unearthly powers are not to be taken lightly and they are close in their master's council.

Only the most powerful sorcerers would attempt to summon one of the greater daemons or ancient daemonic princes, and even then only under the direst of circumstances, but daemonic Heralds seem to strike the right balance between risk and reward. Heralds of Tzeentch should never be underestimated however, and are more than a match for all but the most potent Sorcerer, with due care and attention taken at all times during summonings.

**Power Drain:** Heralds of Tzeentch cause Terror 2. Arcane spellcasters encountering a Herald of Tzeentch lose 1 power for each ☆ generated on the Terror check. For each power lost in this manner, add 1 Cunning die to the Herald's Cunning budget.



| CREATURE           | ST   | TO   | AG   | INT | WP | FEL | A/C/E | WOUNDS | STANCE |
|--------------------|------|------|------|-----|----|-----|-------|--------|--------|
| SORCERER           | 3(4) | 3(1) | 3(1) | 6   | 5  | 3   | 2/6/2 | 12     | C1+R1  |
| SORCERER LORD      | 3(5) | 4(2) | 3(2) | 7   | 6  | 4   | 3/8/4 | 16     | C1+R2  |
| HERALD OF TZEENTCH | 4(5) | 4(2) | 5(2) | 4   | 4  | 1   | 4/6/2 | 15     | R2     |

### SORCEROUS STRIKE

Basic, Chaos, Tzeentch

WEAPON SKILL (ST) VS. TARGET DEFENCE

Used By: Enigmatic Disciples  
Engaged with target

### MAGIC RIFT

Chaos, Tzeentch

SPELLCRAFT (INT) VS. TARGET DISCIPLINE (WP)

Used By: Sorcerer of Tzeentch, Sorcerer Lord of Tzeentch  
Target within medium range

**Special:** If the attacker is within close range of a character with 5 or more power, reduce the difficulty modifier by ■

**Effect:** The Enigmatic Disciple strikes out with its staff, arcane focus, or sorcerous claws

- ♣ The target is struck for normal damage and loses 1 power
- ♣♣ The target is struck for +2 damage and loses 2 power
- ♣ The GM adds 1 recharge token to one of the target's actions
- ☠ The attacker suffers 1 wound

**Special:** Add ■ to the difficulty modifier for each enemy engaged with the Sorcerer of Tzeentch

**Effect:** The Sorcerer of Tzeentch tears a rip in the Winds of Magic, suffusing the target with raw magic energy

- ♣ The target draws Miscast cards and resolves their effects as if he had miscast an arcane spell that generated ✨
- ♣♣ The target draws Miscast cards and resolves their effects as if he had miscast an arcane spell that generated ✨✨
- ♣♣ The target suffers 1 stress
- ☞ All enemies in medium range suffer 1 stress
- ☠ The attacker suffers 1 wound
- ✧ The attacker loses 1 expertise from its budget

### VEIL OF TRICKERY

Chaos, Tzeentch, Support

SPELLCRAFT (INT)

Used By: Herald of Tzeentch

### ARCANE EXPLOSION

Chaos, Tzeentch

SPELLCRAFT (INT) VS. TARGET DISCIPLINE (WP)

Used By: Sorcerer of Tzeentch, Sorcerer Lord of Tzeentch  
Target within close range

**Special:** Add ■ to the difficulty modifier for each enemy engaged with the Herald of Tzeentch

**Effect:** The Herald of Tzeentch surrounds itself with enigmatic energies to thwart and confuse its opponents

- ♣ While Veil of Trickery is recharging, the Herald of Tzeentch gains +1 Defence and +1 Soak
- ♣♣ As above, and while Veil of Trickery is recharging, any action targeting the Herald of Tzeentch that generates one or more ✨ resolves those ✨ as if the attacker had miscast an arcane spell
- ♣ Enemies engaged with the Herald of Tzeentch gain the Demoralised condition while this ability is recharging
- ♣ Enemies engaged with the Herald of Tzeentch gain the Exposed condition while this ability is recharging
- ☠ The Herald of Tzeentch loses 1 die from its Cunning budget
- ✧ Enemies engaged with the Herald of Tzeentch pay perform a free manoeuvre to disengage

**Special:** Add ■ to the difficulty modifier for each enemy engaged with the Sorcerer of Tzeentch

**Effect:** The Sorcerer of Tzeentch unleashes a torrent of arcane energies that surge outward from its body!

- ♣ The attack inflicts Int + 5 damage, plus 1 wound to all enemies engaged with the Sorcerer of Tzeentch
- ♣♣ The attack inflicts Int + 5 critical damage, plus 2 wounds to all enemies engaged with the Sorcerer of Tzeentch
- ♣ Enemies engaged with the Sorcerer of Tzeentch suffer 1 fatigue
- ☠ The attacker suffers 1 wound
- ✧ The attacker suffers 1 wound



## CULT OF THE BROKEN WHEEL



Working secretly from the shadows for many years, the disciples of The Cult of the Broken Wheel have long sought the downfall of the Imperial Colleges of Magic. Worshippers of Tzeentch, the god of magic and forbidden lore, the cultists of The Broken Wheel view the practises of the eight Colleges as a betrayal of the art of sorcery, structuring and controlling the winds of magic instead of revelling in the chaotic, untamed nature of their dark arts.

With this in mind, it is of little surprise that the hub of their activities lies in Altdorf itself, where the magnificently eccentric buildings that form the Colleges are to be found, though other cells, or 'spokes' as the cultists refer to them, operate in many other cities of The Empire, much in the same way as extensions of the Colleges themselves do. The Gold College, for example, has extensive ties with Nuln's gunnery schools and foundries, and a large spoke of The Broken Wheel's cultists are based within the city walls, interfering and undermining the efforts of the alchemical metallurgists of the Lore of Metal.

The cult's rumoured founder and magister, a disgruntled wizard by the name of Matthias Volker, was expelled from the Colleges for using a forbidden spell and killing a rival in a magical contest. It was this ignominious humiliation that stirred in him a need to seek retribution against those that had shamed him. Seeing an opportunity to foster a useful new asset in the heart of the Empire, Tzeentch spoke to Volker in dreams and visions, nurturing his hatred and feeding his lust for knowledge of the dark arts.

It wasn't long before his illicit activities attracted other, like-minded renegades from the Altdorf underground, and he soon developed a powerful following of cult members from all walks of society. In the true nature of a cult of Tzeentch, Volker kept his enemies closest, successfully planting many spies and moles within the secretive Colleges of Magic, and used his contacts to

sow discord and mistrust between the colleges. On many occasions, wizards from rival colleges almost came to blows as a direct result of the lies and mistruths spoken by infiltrated agitators at Volker's behest, and he amassed a collection of stolen wizard staffs that he used to power his arcane rituals in secret. Little is known of what ultimately happened to the rogue wizard, but at the climax of a powerful daemonic summoning, the vortex of magical energies that he had unleashed went awry, and Volker disappeared in a blaze of uncontrolled energy, along with many members of his coven, and was never seen or heard from again.

How he had displeased Tzeentch is unknown, but that he must have somehow done so is beyond doubt. His legacy still lingers to this day however, and his loyal followers work tirelessly to fulfil his dream and destroy the Colleges of Magic for their lack of vision. How many of the cult's spies still remain within the walls of the Colleges, none can say, but the inside knowledge they can provide is an invaluable asset to the cult's activities.

Despite many thwarted plots over the years, these setbacks have done nothing to dampen the resolve of the cult's members. Their greatest triumph to date is the murder of the former Amethyst College Patriarch, Heinz Liebermann. An agent of the Broken Wheel posed as one of his household staff and mixed the powdered remains of a Null Stone into his porridge. An enchanted shard of obsidian that is used to still the winds of magic in its vicinity, the latent effects of the Null Stone slowly drained the wizard's powers throughout the day as his body digested his tainted breakfast.

Temporarily unable to call upon his formidable magical abilities, the aging wizard was easy prey as his 'loyal' retainer drove his coach down the wrong alley on his way to see the apothecary. Heinz was ambushed and dragged into the cellar of an abandoned building, before being tied to a large wagon wheel and ruthlessly beaten to death, the attacks so severe that the wooden wheel itself was broken in the act. His shattered body was weaved between the spokes of the broken wheel and strung from the walls of one of the College's buildings in the middle of the night. It is believed that it was from this terrible act that cult took its name.

Cultists of Tzeentch are the most cunning and secretive of all, and members of The Cult of the Broken Wheel are no exception. This is with good reason, for Tzeentch often blesses his followers with the boon of mutation, and his minions must go to great lengths to avoid these blatant signs of heresy from being discovered. Cult members appear to be harmless shopkeepers or household servants by day, but in secret, when amongst their fellow brethren, their mutations are revealed and worn openly as a sign of their God's favour.

Warpstone is highly sought after by the cult's members, and regularly used to achieve their aims, either to poison those they seek to destroy, or as part of their arcane rituals. Regular proximity to this deadly substance can also lead to mutation and change, though as far as The Cult of the Broken Wheel are concerned, these too are blessings from Tzeentch, and the end more than justifies the means.

### NEWLY INITIATED & CULT MEMBER ☠☠

### BROKEN WHEEL LEADER ☠☠☠

**Plans Within Plans:** Members of Cult of the Broken Wheel have Guile trained.



| CREATURE            | ST   | TO   | AG   | INT | WP | FEL | A/C/E | WOUNDS | STANCE |
|---------------------|------|------|------|-----|----|-----|-------|--------|--------|
| NEWLY INITIATED     | 3(5) | 3(0) | 3(1) | 3   | 3  | 3   | 2/3/1 | 8      | C1     |
| CULT MEMBER         | 3(5) | 4(1) | 3(1) | 4   | 3  | 3   | 3/4/1 | 10     | C1/R1  |
| BROKEN WHEEL LEADER | 3(5) | 4(1) | 3(2) | 5   | 4  | 5   | 3/6/3 | 12     | C1+R1  |

### WHEELING STRIKE

*Basic, Cultist, Tzeentch*

WEAPON SKILL (ST) VS. TARGET DEFENCE

Used By: Cult of the Broken Wheel  
Engaged with target

**Special:** If another member of the Cult of the Broken Wheel is engaged with the target, ignore the difficulty modifier

**Effect:** The Cultists weave, sway, and twist strangely, looking to unbalance their foes before striking

♣ The target is struck for normal damage

♣♣ The target is struck for normal damage and suffers 1 stress

♣♣ The target suffers the Exposed condition for 2 rounds

☠ The attacker suffers 1 wound

### THE PRICE OF KNOWLEDGE

*Cultist, Ruinous Power, Tzeentch*

GUILE (FEL) VS. TARGET DISCIPLINE (WP)

Used By: Cult of the Broken Wheel  
Within close range of the target

**Special:** If a member of the Cult of the Broken Wheel is engaged with the target, reduce the difficulty modifier to ■

**Effect:** The Cult members use their unfathomable insights to confuse, rattle, and impair their opponents

♣ The target moves 1 space toward a neutral stance, and whenever a recharge token is removed from this power, the GM places it on one of the target's actions

♣♣ As above, and add 2 recharge tokens to this action

♣ Add 1 recharge token to this action

☠ The target may immediately perform a manoeuvre after the attacker completes this action

☼ The attacker suffers 1 wound

### FOR THE GLORY OF TZEENTCH!

*Cultist, Tzeentch*

LEADERSHIP (FEL) VS. TARGET DISCIPLINE (WP)

Used By: Broken Wheel Leader  
Engaged with target

**Special:** If another member of the Cult of the Broken Wheel is engaged with the target, add □ to the dice pool

**Effect:** The Broken Wheel Leader rallies his followers to assault the cult's enemies

♣ The attack inflicts normal damage

♣♣ As above, and all enemies engaged with one or more members of the Cult of the Broken Wheel suffer 1 wound

♣ All enemies engaged with one or more members of the Cult of the Broken Wheel suffer 1 stress

☠ The attacker suffers 1 wound

☼ All members of the Cult of the Broken Wheel in close range (including the attacker) suffer 1 wound

### BREAKING THE WHEEL

*Cultist, Tzeentch*

GUILE (FEL) VS. TARGET DEFENCE

Used By: Broken Wheel Leader  
Target within medium range

**Effect:** The Broken Wheel Leader invokes Tzeentch to corrupt his enemies

♣ One random normal wound affecting the target becomes a critical wound

♣♣ As above, and the target suffers corruption equal to the critical wound's severity rating

♣ Enemies engaged with the Broken Wheel Leader suffer 1 corruption

☠ The attacker suffers 1 wound

☼ All member of the Cult of the Broken Wheel in close range (including the attacker) suffer 1 wound



# FEATHERED FIENDS



The included adventure, *Winds of Change*, features a new type of creature called Feathered Fiends. They are twisted mutations spawned by Tzeentch's influence. Feathered fiends are birdlike creatures created when a human eats food tainted with warpstone dust and ritualistically infected by the Cult of the Broken Wheel.

If that human is a wizard, the effects are more severe and varied, resulting in a Coloured Fiend – a feathered fiend with a connection to one of the colours of magic. Each colour fiend looks and behaves differently. They are parodies of college wizards and appear at first glance similar to a wizard of that order, only strangely exaggerated.

## SPECIAL FEATHERED FIEND RULES

**Colour Bound:** Unlike other minions of Tzeentch, a Coloured Fiend can only access Rank 1 spells with the *Tzeentch* trait or tied to its associated wind of magic. They rely on Tzeentch's wild magic to fuel their spells, without having to channel power.

### AMBER COLOURED FIENDS ☠☠☠

The amber fiend appears as a huge, hairy man-like beast, seemingly dressed in ragged furs. Its eyes are wild, its teeth like fangs and its fingers long claws. It attacks by pouncing upon its victims like a wild animal and tearing at its flesh in a bloody frenzy. An amber fiend can use Amber Order spells.

### BLUE COLOURED FIENDS ☠☠☠

The blue fiend appears as a lanky figure in long, flowing robes, covered in shimmering stars. Its body insubstantial, no flesh can be discerned. The stars float around the figure as if independent of it. A blue fiend can use Celestial Order spells.

### GREEN COLOURED FIENDS ☠☠☠

The green fiend looks like a large muscular human with ragged hair bedecked in a cloak of leaves and thorns. Where it steps the city becomes suddenly lost to nature. Cobbles and bricks crumble to sand. Weeds and shrubs grow up suddenly. A green fiend can use Jade Order spells.

### GREY COLOURED FIENDS ☠☠☠

The grey fiend is almost a living shadow, barely discernible, except for glowing red eyes. It leaves long tendrils of darkness in its wake, like a cloak. In combat, it prefers to emerge from the darkness to strangle its victims with illusory hands. A grey fiend can use Grey Order spells.

### PURPLE COLOURED FIENDS ☠☠☠

The purple fiend is dressed seemingly in the darkness itself, trailing an air of emptiness and even death in its wake. It floats above the ground and its empty black gaze brings terror to any who looks upon it. A purple fiend can use Amethyst Order spells.

### RED COLOURED FIENDS ☠☠☠

The red fiend simply strolls through the city in a billow of angry smoke, setting fires wherever it steps, leaving scorched ground and embers in its wake. It takes the form of a blazing pyre in human shape, its two eyes burning even more brightly than the rest of it. A red fiend can use Bright Order spells.

### WHITE COLOURED FIENDS ☠☠☠

The white fiend appears as a ghostly, shining apparition, bedecked in silver and white. It floats serenely through the air just above the ground. Everywhere it casts its gaze burns under the brightest light and when it is attacked it shimmers and becomes suddenly ethereal. A white fiend can use Light Order spells.

### YELLOW COLOURED FIENDS ☠☠☠

The yellow fiend appears as a shining statue of pure gold, brought to life. It wields a sword and shield and is bedecked in golden armour, with a long golden cloak trailing behind it. A yellow fiend can use Gold Order spells.

### BOBO ☠☠☠☠☠

The adventure also includes a daemonic bird servant of Tzeentch called Bobo. Bobo's disguise in the adventure is that of a pet parakeet. Its true form is far more terrifying, which is reflected in the statistics presented here.

**Who's A Pretty Boy?** Bobo can transform from its parakeet form to its true daemonic form as a manoeuvre. Witnessing Bobo's transformation for the first time causes Terror 2. After Bobo's transformation is complete, it causes Fear 2.

**Bobo's Erratic Whims:** Bobo uses the same stance as the target of its actions. If performing an action without a target, Bobo's stance is considered **CL#R2**.



| CREATURE        | ST   | TO   | AG   | INT | WP | FEL | A/C/E | WOUNDS | STANCE  |
|-----------------|------|------|------|-----|----|-----|-------|--------|---------|
| FEATHERED FIEND | 3(5) | 3(1) | 4(1) | 3   | 3  | 2   | 2/3/0 | 12     | CI/R1   |
| COLOURED FIEND  | 3(5) | 4(2) | 4(2) | 4   | 4  | 2   | 2/4/1 | 14     | CI+R1   |
| BOBO            | 5(6) | 6(2) | 5(2) | 4   | 5  | 3   | 4/5/2 | 16     | SPECIAL |



### FEATHERED FRENZY

Daemonic, Tzeentch

WEAPON SKILL (St) vs. TARGET DEFENCE

Used By: Feathered Fiends, Coloured Fiends, Bobo  
Engaged with target

**Effect:** In a blur of sharp beaks, brightly coloured feathers, and slashing claws, the fiend lases out at its target.

♣ The attack inflicts normal damage

♣♣ The attack inflicts normal damage, plus additional damage equal to the target's stance depth

♣♣ Add 1 die to the attacker's Aggression budget

☠☠ Subtract 1 die from the attacker's Aggression budget

✧ The attacker suffers 1 wound



### UNRAVEL REALITY

Daemonic, Tzeentch

DISCIPLINE (WP) vs. DISCIPLINE (WP)

Used By: Coloured Fiends, Bobo  
Target within close range

**Special:** If the target is suffering from corruption, add ☐ to this check

**Effect:** The colour fiend's daemonic essence taints the surrounding area, blurring the lines between the real and unreal

♣ The target suffers 1 stress

♣♣ The target suffers stress equal to the target's stance depth

♣♣♣ As above, and the target suffers 1 temporary insanity with the *Supernatural* or *Chaos* trait

♣♣ The target must make a **Hard (3d) Resilience check** to avoid gaining corruption (see *Chapter 3: Corruption Rules*)

☠ The target may remove one recharge token from any of its cards

☠☠ The fiend loses 1 die from its Cunning budget

✧ The fiend loses 1 die from its Cunning budget



### TZEENTCH'S FAVOUR

Daemonic, Tzeentch

DISCIPLINE (WP) vs. RESILIENCE (To)

Used By: Coloured Fiends, Bobo  
Not engaged with target, target within close range

**Effect:** The fiend attempts to bestow Tzeentch's dark gifts upon the target.

♣ The attack inflicts 1 wound, the target suffers 1 corruption, and the attacker suffers 1 wound

♣♣♣ The attack inflicts 1 critical wound, the target suffers corruption equal to the target's stance depth, and the attacker suffers 1 wound

♣♣ The target suffers 1 stress

☠☠ Add 2 additional recharge tokens to this action

✧ The fiend suffers 1 critical wound



### FEATHER DART

Daemonic, Tzeentch

BALLISTIC SKILL (Ag) vs. TARGET DEFENCE

Used By: Feathered Fiends, Coloured Fiends, Bobo  
Not engaged with target, target within medium range

**Special:** If the target is suffering from corruption, add ☐ to this check

**Effect:** One of the fiend's brightly coloured feathers flies at the target, its quill growing long and sharp as it approaches

♣ The attack inflicts normal damage

♣♣ As above, and the target suffers 1 fatigue

♣ Add 1 recharge token to one of the target's *Active Defences*

♣♣ Add 1 recharge token to one of the target's *Active Defences*

☠ The target may perform a free manoeuvre

☠☠ The attacker suffers 1 wound

✧ The attacker suffers 1 critical wound





## CHAPTER FIVE WINDS OF CHANGE

**STOP!** This chapter presents an adventure titled *The Winds of Change*. If you are a player **stop reading now** or you'll ruin the surprises your GM has in store for you.

Change is coming to Altdorf. The Broken Wheel, a cult of Tzeentch, is working to undermine the very core of Altdorf society. If the plans it has laid in the slums of Altdorf are allowed to hatch, it could even mean the end of the magical Colleges. And then the armies of the Empire will be severely, even disastrously, weakened.

Hugbert Munkhaus, a member of the Broken Wheel, has received a gift from his master, Tzeentch. It is a pink, parakeet-like bird called Bobo that he always keeps nearby in a small brass cage. The unassuming bird is actually a daemonic servant of the god of change and is directing Hugbert in a plan to ruin the Colleges of Altdorf!

The scheme is quite complex, but Hugbert is a dedicated follower and has the aid of several other cult members. He must kidnap eight wizard apprentices, one from each College. That part of the scheme is already in action and a number of apprentices are held prisoner in a temple to Tzeentch beneath the Oggasse district of Altdorf. The apprentices are destined to be sacrificed to Tzeentch in a terrible ritual at midnight on Geheimnisnacht.

Before that can happen, however, the cult must create eight living vessels fit to receive the sacrifices. This part of the plan is also well under way. A hospice kitchen in Oggasse is giving out daemonic eggs with their normal food. Those who frequent the hospice kitchen unlucky enough to consume one of these eggs may succumb to Tzeentch's corruption. After an agonising and terrible transformation they become Feathered Fiends – horrible, desperate mutants; willing pawns in Tzeentch's game that are the needed receptacles of daemonic power for the latter stages of the plot.

This scenario involves the party investigating Oggasse, where they will pick up clues to Hugbert's plot. This should eventually lead them into the sewers beneath Schmutzplatz. There they discover the temple to Tzeentch and attempt to prevent the ritual.

### A MATTER OF SCALE

This adventure is designed for a party of Rank 1 PCs. If the PCs are in their second career they may need slightly more challenge during combat. Because the adventure is about a race against time, quick thinking and a ready wit are the most useful weapons, but the combat encounters can be adjusted to suit a more proficient party. Despite their fearsome look and reputation, the feathered fiends are not powerful foes, and the GM can use them in larger flocks against seasoned PCs. They are detailed on pages 31-32.



Yuri Popov (page 35) should hang out with a formidable gang, so he has enough followers that the PCs would think twice about opposing him directly. Having gangs of muggers and other locals be more powerful is not necessary, however. If the PCs have reached the stage that the odd cutthroat or passing bully no longer scares them, then that is their hard-earned advantage (which may prove their undoing if they take encounters too lightly).

If the party is large, advancing the time more quickly might be a useful way to challenge them, especially if they split up a lot and accomplish several things at once.

The climax of the adventure is likely to involve a big fight, and it is here the GM needs to be most careful. It is easy enough to add more feathered fiends guarding the temple. Coloured fiends are more capable opponents, and are designed to meet the party alone or in pairs. If three or more get together it could challenge even an experienced Rank 2 party. Of course, the later the party gets to the temple, the more of these things will be let loose upon the world.

## GETTING STARTED

Because of the themes of the adventure and its magical nature, it is recommended to play *Winds of Change* with at least one of the PCs as an apprentice or acolyte of one of the Altdorf Colleges. The scenario assumes that this is the case. The apprentice will be briefed by his College alone, but it is assumed that the apprentice knows people who will help him out: the rest of the PCs. The apprentice's magical expertise will be vital to the the adventure.

There will be a number of clues flying around. Which ones the PCs follow will be up to them, but they should converge on the heart of the matter eventually. Because the locations used in the adventure are focused in a small area, investigating one strand will likely lead to the discovery of other (seemingly unrelated) clues. The primary factor in a party's success will be the speed with which they can follow up the various threads; they are working against a clear deadline. It follows, then, that the GM can influence the speed of their investigation by which clues and obstacles he puts in their way.

**GM Resources:** The GM can use the Investigation and Clock-tower tracking sheets to help manage the pacing of this adventure. These and other resources are described in more detail on page 48.

## INVOLVING THE PCs

Fortunately, the GM does not have to worry about intricately involving the other PCs in this adventure. Once the wizard PC has been instructed to investigate, it will be that PC's responsibility to get the party together. If they are new characters, the players can arrange between themselves how they know each other and what influence the apprentice can bring to bear. If they are part of an established party, then the wizard PC should find it easier to convince his friends to help out. The GM should award fortune points and adjust party tension based on how well the wizard does, and how much fun the group has assembling for the investigation.

## A MISSING APPRENTICE

The wizard PC is summoned to the quarters of Macarius Vant, a senior wizard of his College. He is known to the PC as a respected and important figure. Macarius Vant has the ostentatious robes of his rank and his room is full of artefacts and paraphernalia associated with his order. He is scholarly and absent-minded.

## GEHEIMNIS & THE OLD WORLD

Geheimnistag (day of mystery) and Geheimnisnacht (night of mystery) are important dates in the Old World's calendar. Despite Morrslieb's unfathomable course through the heavens, it always appears full, alongside a full Mannslieb, only on this night and Hexensnacht.

It is the time when this world and the next are said to converge, bringing life to the dead and power to the Aethyr, a time when magic is more potent and less predictable. It is a time of evil when the world is visited by strange spirits and daemons. The people celebrate it by dressing up and feasting, but by nightfall, they make sure they are safely indoors.

In the run up to the climax of the adventure, the PCs will see Morrslieb becoming gradually more full, with the vague hint of a leering face peering down upon the PCs. This is clearly a portentous sign that should leave the party apprehensive and push the party tension meter up a notch, too. It should be apparent to the PCs and the players that as Geheimnisnacht approaches so too does the denouement of the adventure. If this is not clear, then as the GM, you'll need to come right out and provide plenty of hints.

**Strange Times:** To simulate the bizarre effect Geheimnis has on the winds of magic, a GM may wish to add one extra ■ Expertise die and one extra ◆ Challenge die to all Channelling and Spellcraft checks.

The example dialogue presented in the *A Small Favour* section on page 34 can be tailored to suit the relevant College. The wizard explains that Hermann Gratz was on a mission to discover the source of strange winds emanating from around Schmutzplatz. He also warns the apprentice that Geheimnistag is nearly upon them, and if the winds are from a malevolent source, then they will surely be at their most potent and dangerous at midnight on Geheimnisnacht.

The wizard can be as vague as he likes as to the source of the reports. Macarius explains that Apprentice Gratz had been sent down to the area because of a variety of reports and augurs that pointed to strange and illicit magic use. The nature of the reports varies based on the College involved.

Perhaps College contacts got wind of cult activity centred on the area. Those with strong magical sight noticed a strange taint in the winds flowing through the area. The Celestial College has predicted the situation through portents and signs, whereas the Grey College has heard rumours from their agents throughout the city. The Light College has sensed the very source of the winds somewhere in the distance, while the Jade College feels disturbances in the ley lines crossing that area. Other sources of information could be the sightings of a strange monster in the area and the disappearance of apprentices from other Colleges.

The Colleges have mysterious ways and means, and it is in their interests to keep them mysterious, even to apprentices. The GM should give the PC the information he feels suits his College and will point the PC in the right direction. Although finding Apprentice Gratz is a priority, continuing to investigate his original mission is equally important as Geheimnisnacht approaches.



In truth, the lurching bureaucracies that some Colleges have become means that these sorts of missions often get passed around between different wizards. As far as the College is concerned, this is not something that is particularly important or perceived as dangerous. It is just a standard function in the daily life of the institution. After all, if they thought it was going to be truly important they would surely send someone with more experience than the PC... right? Little do they suspect that the plot they are sending the PC to investigate could unravel the Colleges of Magic.

## A SMALL FAVOUR

If your party has a wizard PC, you can read or paraphrase the following conversation with a superior wizard from the PC's order to set things in motion:

*Now then, listen here. We need a small favour. The matter is quite straight forward. We have... misplaced...an apprentice. Rather embarrassing; if it were to get out.... So we're relying on you to find him, quietly. Now the apprentice, Hermann Gratz, was not the sort to turn renegade and discover the joys of Dhar. Er... I don't think so, anyway. He was on a simple errand for the College and just vanished.*

*He went down to Schmutzplatz in Oggasse, to the south of the city proper, just to have a look round for us. It was just a run of the mill enquiry. And he never came back. So we'd appreciate it if you'd get yourself down there and look for him.*

*Of course, get whoever you need to help you out, provided you can trust them. But you will be on your own as far as the College is concerned. You must now rely on your own faculties, like a baby bird leaving the nest to fly for the first time.*

## THE BROKEN WHEEL

The local sect – or “spoke” – of the Broken Wheel cult (see pages 28-29) is headed ostensibly by **Hugbert Munkhaus**, the owner of a pet bird shop on Schmutzplatz in Oggasse. The real leader of the plot and the power behind their efforts is actually **Bobo**, Hugbert's pet parakeet. Bobo is a gift sent by Tzeentch to oversee the operation. Bobo instructs Hugbert on every detail of the plan, and Hugbert in turn commands his fellow cultists. The cultists are not aware of Bobo's true nature, but they do have the feeling that Hugbert has been especially chosen by the god of change.

The other cultists include **Yuri Popov**, an immigrant from Kislev who is the muscle behind the group. He is charged with kidnapping the apprentices and keeping a band of local thugs at his beck and call. **Leo Duerr** is a mutant veteran soldier who masquerades as a beggar with no legs. He looks after the imprisoned apprentices in the Chaos temple. **Ethel Rammstein** has infiltrated the Shallyan hospice kitchen and has been introducing Bobo's daemonic eggs to the meals they serve there.

The Broken Wheel is facing its own race against time. The cultists must collect the eight College apprentices before the end of Geheimnistag. Capturing Hermann Gratz was likely the final (or penultimate) piece to their puzzle. If they need another apprentice, this gives the PCs an opportunity to stumble upon a kidnapping in progress. The apprentices are vital to the Wheel's plan. If the PCs manage to prevent the cultists from having all eight apprentices at the critical moment, they will thwart the plot. At the GM's discre-

## MAGICAL SIGHT & TZEENTCH

When the winds of magic are manipulated by the powers of Tzeentch, they are skewed and shifted in a certain, unmistakable way, leaving traces and patterns discernible to those with magical sight. Tzeentch magic leaves behind swiftly shifting winds, of unstable hue and intensity. This can be repulsive to a College wizard, yet at the same time, it holds an attraction, some sort of tantalising promise.

The winds billowing in the wake of a sorcerer of Tzeentch appear strange to one who has not perceived such a thing before, such as an apprentice on a task for his college. But one thing is for sure: once sensed, it stays with the wizard, and he will recognise it whenever he senses it again.

*Tzeentch Magic* can be offered as a specialisation of the Magical Sight skill. This will confer a bonus to an experienced wizard trying to detect even the faintest influences of the dark god of change.

tion, it might be possible to carry out the ritual with only a few apprentices present; in this case, the cultists might be able to create six or seven coloured fiends without a completed circle at the ritual.

## HUGBERT MUNKHAUS (CULTIST)

Hugbert is a mild-mannered, soft-spoken shopkeeper who never raises his voice. He has a narrow face with strands of grey hair combed over a shining pate and dresses in out of fashion, slightly faded garb. As the head of a potentially devastating Chaos plot, a less likely figure is hard to imagine.

Hugbert is pleasant and accommodating in conversation, and does nothing to arouse suspicions. If PCs become belligerent, Hugbert denies everything. He has plausible excuses to misdirect the PCs and buy time. If scrutiny grows too intense, Hugbert takes Bobo and disappears into the sewers until the ritual. Leo Duerr is able to find him down there, and carry out any instructions. Hugbert keeps the key to the cages in the temple on his person at all times.

Hugbert is a Broken Wheel Cult Leader with Charm trained.

## BOBO (DAEMON)

Bobo is a daemon of Tzeentch, disguised as a small, pink parakeet-like bird. It tweets occasionally, and also repeats the odd word Hugbert says to it, as cover, even though it finds this demeaning in the extreme. If anyone asks, Hugbert says he got Bobo from a seaman who brought it back from a voyage to the New World. See pages 30-31 for Bobo's Stats.

Bobo talks to Hugbert and keeps him informed of Tzeentch's plans. The daemon can also talk to and compel other birds. Aware of Magpie's power in the local area, Bobo contrived for Hugbert to give the fellow a gift of, appropriately, a magpie named Magnus. Magnus has freedom to roam Magpie's pawn shop and keeps an eye on things there for Bobo and reports back to the daemon.

Also, Bobo has conditioned a pigeon, Harry, to keep an eye on things around the square. No doubt the PCs will soon attract Harry's attention, who tells Bobo about them.



## WHO'S A PRETTY BOY, THEN?

Bobo can turn into a more impressive daemonic form, a multi-limbed, pink feathered creature with a gaping maw full of sharp blue teeth and blank, shining pale blue eyes. The transformation into this form causes Terror 2. Bobo is loathe to make such a transformation as it would undo the daemon's ruse, and shatter its host's body. Bobo's cage is never securely locked; it has a catch that Bobo is dexterous enough to open and close whenever he wants.

Bobo is producing daemonic eggs at a rate of several per day. Despite Bobo's small size, the daemon manages to lay large eggs indistinguishable from hen's eggs, save for the fact they have a slight pink hue.

Once the ritual is done, Bobo emerges from his cage, transforming into its pink daemonic form, and makes the most of its freedom here in the world, slaying indiscriminately and causing mayhem while it has the chance.

Because Bobo is central to the plot, the GM should be careful about revealing its true nature in front of the PCs. Bobo's favoured approach is to stay disguised as a little bird. As a daemon, Bobo is much stronger and tougher than its small bird-form would suggest, so it could easily survive encounters meant to dispatch a normal bird. If the PCs capture or kill Hugbert, Tzeentch's plan still goes on. Bobo chooses Ethel to take Hugbert's place, if she is still in the picture. But it could even pick on a previously unknown and unsuspecting local to continue the plot. However, the ritual will likely stall without Bobo.

## YURI POPOV (CULTIST)

Yuri is one of the most well-known and most feared sights around Schmutzplatz. From the wilds of Kislev, he certainly looks the part of a fierce marauder with his shaven head, long ponytail, and bushy Kislevan moustache. He sports an array of tattoos over his body and face. He is not fond of wearing too many clothes, either. Even the Empire's winter feels warm to him. He came to Altdorf looking for the fabled streets paved with gold, and was disappointed to find the poverty here worse than in his native steppes. He has since fallen back into the worship of the same dark gods his corrupted family raised him with.

Yuri has mad eyes and a fierce demeanour which means very few people have the nerve to confront him or stand in his way. He often pretends not to understand Reikspiel and launches into long rants in his local Kislevan dialect.

Yuri fits in well with the other down-and-outs that hang around Schmutzplatz, except he is much fiercer, and most of the others are frightened of him. He also has a reputation for coming by money easily, and paying his fellows for services that would get them all hanged should the watch catch them. Lately, he has been kidnapping apprentices. Yuri thinks he knows who he can trust, and as poverty is rampant in Oggasse, he has no problem recruiting whoever he needs for odd and odious jobs for the Broken Wheel.

Yuri and his gang eat regularly in the Dove of Love. He knows enough to avoid the eggs, although he encourages his gang to eat them, "To make them big-strong, like Yuri!" Yuri has a rough map of the sewer system which shows the way to the temple.

Yuri Popov is a Broken Wheel Cult Member, with Strength 4 and 6 Aggression.

## LEO DUERR (CULTIST)

Leo is an old, battle-scarred soldier, with long grey hair and straggly beard. He has no legs, which he claims he lost fighting for the Empire against the greenskins in the mountains. This is completely true. He is a cultist of the Broken Wheel and is a regular fixture on Schmutzplatz, begging and keeping an eye out on behalf of the cult. He sits on a wheeled cart and uses his crutches to push it about.

Leo may just come across as a down-and-out like many of the others in Schmutzplatz, and that is an impression he is happy to give. The effect is enhanced because he reeks. This is actually because of his frequent visits to the sewers, but it could easily be put down to poor personal hygiene.

Leo now has four, long, prehensile tentacles where his legs used to be. The tentacles are thin and remarkably strong. He is able to conceal them easily enough, wrapped under and around his body. When no one is looking he walks about on them and is extremely quick and agile. The tentacles allow him to climb sheer surfaces with relative ease and to manipulate objects almost as dexterously as with his own hands. The old veteran is extremely grateful to Tzeentch for these gifts, even if he has to conceal them most of the time. Leo is an enthusiastic follower of the dark god.

Leo looks after the captured apprentices. And by 'look after' Hugbert instructed him to keep them barely alive until it is time for the ritual. Leo is keeping them drugged so they are in no state to escape. He is the perfect choice for this job, as his mutation means he can get through the sewers to the temple extremely quickly. Leo has a key to the apprentices' cages.

Leo Duerr is a Broken Wheel Cult Member, with the *Exotic Locomotion* mutation and Agility 4.





## ETHEL RAMMSTEIN (CULTIST)

Seemingly young and attractive, Ethel Rammstein is a schemer with a vicious streak. She is undoubtedly beautiful, with long red hair and slightly built with a seemingly vulnerable frailty. She has followed Tzeentch throughout the city of Altdorf, teaming up with various spokes of the Broken Wheel. Even when the plots are uncovered and other members brought to justice, Ethel has evaded capture and believes Tzeentch has long-term plans for her.

Ethel thinks on her feet and knows how to turn a situation to her advantage. If the plot requires someone to go to the PCs with misinformation to throw them off the scent, or to cast blame at innocent parties, Ethel is ready. She looks innocent and devout, and her Shallyan robes certainly compound this. Although she knows little about the Imperial religions, she is sly and quick-witted enough to create outlandish, but actually believable, lies. Whatever Ethel says, she comes across as entirely credible.

Ethel also knows how to look after herself. She keeps two needle-like blades hidden within her bodice which she wields expertly, and her simple necklace (with dove-like emblem) can be employed as a garrote. Ethel also has a map of the local sewer system and temple.

Ethel is severely mutated. She is more than one hundred years old, and her body is a hideous, contorted wreck of sinuous pink and blue flesh. Fortunately for her, Tzeentch has chosen to keep her face looking as it did when she turned 18. This is why Ethel wears gloves, and clothes that leave only her neck and head bare; Shallyan robes are perfect for this disguise. She has been serving the whims of Tzeentch in the city for more than a century.

Ethel Rammstein is a Broken Wheel Cult Member, with the *Ageless Form* mutation and Fellowship 4.

## PART ONE: GEHEIMNIS

Likely, the PCs arrive at Schmutzplatz wondering what to do. Magical sight alone will not solve the problem for them. They cannot just focus on the magical winds and be led directly to the temple or Hugbert's attic. Whatever eddies remain at this stage need to be inspected much more closely than just standing on the square.

Because the PCs can do what they want, and because this part of the adventure is open-ended, a variety of things can happen. The PCs will likely start to ask around, meeting the locals, and checking out key locations on the square. They may learn about the recent sightings of the "the Monster of Oggasse" and wish to hunt it. The GM can run *Welcome to Schmutzplatz* on page 42, which acts as an introduction to many of the characters and features of Schmutzplatz.

A number of events occur while the PCs are looking around. These events should eventually lead the PCs to the heart of the matter, but also build up a picture of life on the square. The more details that are foreshadowed in the build up to Geheimnisnacht, the more the events in the temple will make sense to the players. As long as the PCs make an effort to ask questions and investigate, one clue should lead to another, and the PCs eventually led towards the Broken Wheel and to the sewers.

### OGGASSE

Oggasse is the name of an informal district in south Altdorf, east of the Nuln road. It's out of the way and considered unimportant. The area's cheap housing attracts workers from other provinces and the poorer locals. Deeper into the district from Schmutzplatz, the area quickly turns unpleasant. The housing here was once respectable, but is now run down.

During the day, Oggasse is a colourful place awash with folks going about their daily business, making and spending money. The locals usually get by well enough, even if most don't have much money to spare, and there is some sense of community. As night approaches, the district echoes with the sound of boisterous drinking and high-spirited conversations. Night time is dark and quiet. Gangs of footpads and thugs own the streets and law abiding locals keep themselves behind closed doors. The watch generally prefer to ignore the place as much as they can.

### SCHMUTZPLATZ

Schmutzplatz was once a pleasant and genteel square, the focus of much activity for this corner of Oggasse. It has seen better days but is a functional and relatively safe part of town. The old half-timbered buildings line the small square overlooking the informal market of opportunist street vendors who gather there.

Near the centre of the square is a small watch post. It is little more than a shed adorned with the Imperial eagle and painted with military blazons. The paint is faded, the wood rotting. The area is no longer a focus of watch activity, but to fulfil a statutory obligation, a watchman comes for two hours every day and sits inside the post if it is raining, or lounges outside if the weather permits.





The subject on everyone's lips these days is "the Monster of Oggasse." Many people seem to have seen the thing, although there are varied descriptions. The citizens do not realise yet that there is more than one of the creatures.

## KEY LOCATIONS

A number of important locations in the Schmutzplatz are detailed here. Following each location are several possible NPC encounters the characters may have, if the GM wishes to introduce some of the locals, use an NPC to convey clues, or help bring life in the Schmutzplatz into greater focus.

### THE CLOCK TOWER

The centre of the Schmutzplatz square is marked by a tall clock tower. Once grand, it was bequeathed by local merchants many years ago when the area was more prosperous. The clock tower has long since fallen into disrepair and ruin, a testament to how far the neighbourhood has fallen. The ground floor is stone, and the next four storeys are half-timbered. They taper upwards precariously. The structure looks like it might come down if someone sneezes.

The clock faces at the top face out at the cardinal points but are all smashed and broken, as is the clock mechanism. The clock depicts Mannslieb and Morrslieb in different configurations, lending a certain astrological or otherworldly undertone to the structure.

At the base of the clock tower is a stone fountain, now little more than a trough. The centrepiece of the fountain used to be a stone carving of a griffon. All that survives are the griffon's torso and his taloned claws. The water has long since stopped flowing. Now, it catches rain water, which is enough to make it a regular stopping point for the animals of the area, especially the birds. There is a dedication to Taal carved along the base of the trough which is now covered in grime, but it can be made out, "*Drink deeply of my riches for it brings life.*" Suffice it to say some sort of rich life is floating in the trough, but no one would really want to drink deeply of it.

### NPCs ENCOUNTERED NEAR THE CLOCK TOWER

- ✦ **Captain Steik:** A tall, inscrutable watch captain. Should the PCs want to collect or discuss the reward for the Monster of Oggasse they will have to talk to the captain. The watchhouse on Klammeringstrasse is a few minutes walk from Schmutzplatz, though the captain rarely visits the square.
- ✦ **Kaspar Knapp:** The local rat catcher, grimy and uncouth. Knapp has information about the sewer system, if anyone can stand talking to him. If shown, he recognises the sewer maps for what they are. He has glimpsed Leo slithering through the tunnels on a couple of occasions, believing it to be the Monster of Oggasse, and now avoids the sewers under Schmutzplatz.

### DOVE OF LOVE

One thing that brings folks to the square is the Dove of Love kitchen run by the sisters of Shallya. Twice a day they dole out food to the area's homeless and hungry. A long queue of undesirables forms before the dole, and the square has become a hang out for a large number of the jobless. With the Eagle of Luccini conveniently next door, lushes can save money on food and spend it at the pub.



The kitchen is run by Sister Lena Marks, a petite, attractive initiate who looks much too timid to be running a place like this in the heart of a rundown neighbourhood. She is as tough as old boots though and takes trouble from no-one. The down and outs who eat the free food love her fiercely.

Lena is a devout, hard-working Shallyan who always puts the good of others before herself and works to help the less fortunate. She performs a brief service to Shallya before the daily food doles. Anyone who is not respectful of the goddess of mercy is sent to the back of the queue. The food is not always soup. It is a meal of whatever Lena can get her hands on.

At the moment the kitchen is serving a stew of cabbage, leeks and potato with a hard boiled egg. It is surprisingly edible, though no one would describe it as good. Recently, Hugbert Munkhaus has been donating wheels of cheese to the hospice kitchen, and so everyone now gets a small piece of Grubentreich with their meal.

The kitchen is the ground floor of a narrow building donated to the cult of Shallya by a pious slum-lord. The food is cooked on a fireplace at one end and is stored in a larder. The rest of the room is filled with rows of trestle tables and benches. The kitchen opens for a few hours around lunch time and a few hours in the evening, every day of the year. As part of her novitiate Lena was charged with running the place for six months, but she has been doing it for more than three years now and won't leave.

Ethel Rammstein is not a real Shallyan, she is just a volunteer that asked Lena if she might help a month or so ago. She told Lena that she needed a practical way to give thanks for her relatively comfortable life and helping in such a place was perfect. Ethel claims to be a devout Shallyan. Lena is not that interested in Ethel's story, as she is glad of the help. If pressed, Lena agrees there is something odd





about Ethel's attitude, but she would consider Ethel a friend. Ethel wears long robes covering her entire body, extremely similar to the Shallyan robes worn by Lena, making it easy to mistake Ethel as an actual Shallyan sister.

As a member of the Broken Wheel, and a participant in Hugbert's plot, for the last three or four weeks, Ethel has been slipping Bobo's daemonic eggs into the kitchen's egg store.

### NPCs ENCOUNTERED AT DOVE OF LOVE

- + **Joseph Hoppe:** A down-and-out frequenter of the Dove of Love. If Hoppe sees someone heading for the Dove he will warn them off it. The last couple of times he tried to eat there, he puked everything up soon afterwards. So now he thinks it is poisoned, and has given up on the place. *'By the way, could you spare the price of a meal, Sigmar bless you?'*
- + **Verena Mollers:** A poor, nearsighted beggar. Verena's husband, Jute, has been missing for several days. She has no idea where he might be, and it is not like him to go missing. Verena suspects that her husband has been carried off by the Monster of Olgasse. Actually the poor man has turned into a feathered fiend. They often used to eat at the Dove.

### THE EAGLE OF LUCCINI

This was once a grand stone building with intricate carvings and ornamentation upon its crenelated façade. Now it is falling down, with large cracks across its stone walls and a crumbled and abandoned annex. The sign, a green eagle upon a red and white striped field, is faded and looks more like a chicken now. Locals often call the place 'the Tilean chicken' which is the name for a spiced chicken stew served there – as well as an insult to Tileans in general.

The place is all spit and sawdust with no pretensions of quality. The landlord, Mauric Wissen, piles it high and sells it cheap. He has poor, nameless beer and cheap wine, which he pretends is Tilean. There is a sign for Thunderwater Ale in the window but the last of that was sold years ago. There is an air of quiet degeneracy, as if the entire clientèle is resigned to everything getting worse. There is the odd burst of excitement, especially surrounding the recent monster sightings, and occasionally a fight breaks out.

Yuri Popov drinks here, as do many of the down-and-outs who eat at the Dove of Love next door. Whenever Yuri needs a gang of strong-arms to kidnap an apprentice wizard or beat up some snooping PCs, he recruits them from the Eagle of Luccini. Three of Yuri's most reliable thugs are Klaus Reitner, Anders Schlamm and Johann Winkelmann. These are the three that helped him kidnap Hermann Gratz. It would not be at all easy, but if the PCs do happen to get one of them to talk he would have a lot of interesting things to say about Yuri and his nefarious actions.

Landlord Mauric Wissen is greasy, chubby, and hairy. He has given up trying to exert even the smallest control over what goes in his tavern. He pours the beer and takes the money. If anything happens, he hides behind the bar or slips out the back until the commotion dies down. He knows it is not worth his while to betray any of his customers, especially Yuri, and so greets any conversation, other than talk about the weather, with a disinterested shrug.

### NPCs ENCOUNTERED NEAR EAGLE OF LUCCINI

- + **Thomas Bratchen:** A young pie seller who carries around meat pies (for only 4 brass each) on a large tray, selling them for his mother. The owner of the Eagle of Luccini chases Thomas away from his customers. Thomas keeps his ear to the ground and knows a surprising bit of what goes on in Schmutzplatz for a ten year old. Thomas knows a number of people who claim to have seen the monster, and can point the PCs in their direction.
- + **Gerfried Breschler:** A wandering knife-sharpener with three fingers on one hand. He caught a glimpse of Leo Duerr scuttling about the other day, and thinks it was the monster. He describes what he saw to the PCs if they agree to get their blades sharpened: 2 brass for a dagger, up to 6 brass for a sword.

### OLDE WORLD OF BIRD

This is Hugbert Munkhaus's creature shoppe. He has run it moderately successfully for 20 years, and it is becoming more popular to keep small birds as pets in several Reikland towns. Even some of the poorest people save up to buy a bird as a companion. Hugbert sells birds and related produce like birdseed and cages. The shoppe window is backed by a single large cage full of sad looking birds scrapping for a decent perch. When the birds are purchased, Hugbert deftly nets and cages them.

Throughout the rest of the shoppe there are a number of cages with solitary birds or breeding pairs. The more expensive animals get cages to themselves. Hugbert keeps Bobo behind the counter while they are in the shoppe. Sometimes he can be seen talking to the bird, or having a conversation with it. In the back room of the shoppe are supplies and spare cages. There is also a writing desk carved in the shape of a bird, wings outstretched, where Hugbert does his paperwork.

If the PCs visit Hugbert and the Olde World of Bird, they may wish to explore the place a bit more – especially once they acquire clues that may implicate Hugbert in the mysterious goings-on.



There are stairs leading up to Hugbert's living rooms. Above these, reached by a ladder through a trap door, is the attic where Hugbert and Bobo have made a shrine to Tzeentch, with a distinct eight-pointed Chaos star engraved on the floor. There is also a trap-door leading to stone steps which go down to the building's cellar.

There is also cut-up wheel of Grubentreich cheese, from which Hugbert has removed the poison he provides to Leo Duerr (which is hidden in the hollow wheel). Once he recovers the drug, he donates the cheese to the Dove of Love.

### HUGBERT'S CELLAR

The cellar has the usual sort of supplies one would expect. Normal food and drink for Hugbert, alongside sacks of birdseed and related items. There are also other tools and supplies, things like paint and a ladder. There is a large iron birdcage down here, big enough to fit a man in; it must be for a large, exotic bird. Its locking mechanism appears damaged, as if someone had been trying to bend it. Concealed beneath some sacks of birdseed is a wooden trapdoor, which requires a **Daunting (4d) Observation check** to discover, unless someone moves the birdseed out of the way, in which case the door is automatically spotted. This trap door has no steps and leads straight down into the sewers. Among the sacks of birdseed are a few leather pouches containing the sedative drug.

The cage is used to keep kidnapped apprentices in for a short time while Hugbert waits for them to be picked up by Leo. This means that there will be some trace of the relevant wind about the cage, if someone with magical sight inspects it. With an **Average (2d) Observation check**, PCs also find the odd scrap of distinctively coloured cloth snagged by the cage, and some drops of blood.

If the GM wishes to step up the pace of the scenario, there can be an apprentice imprisoned in the cage when the PCs discover it. He is dosed up on sedative to keep him quiet and docile while he waits Leo's arrival. When Leo arrives, he unlocks the cage and carries the drugged apprentice down into the sewers, to the temple, where he will lock him once more in one of the cages down there.

### HUGBERT'S ATTIC

This is a small room at the top of Hugbert's house on Schmutzplatz. Under instruction from Bobo, Hugbert has turned it into a shrine to Tzeentch, and also a quiet place where the bird is free to lay its daemonic eggs in peace. The rafters around the nest have been painted in blood with strange symbols (a dark, magical language that Bobo knows). Also, hung around the place are four multi-coloured robes, embroidered with similar symbols and adorned with feathers, which the cultists are to wear during the ritual.

The floor is littered with many feathers, harvested from feathered fiends and the birds downstairs. Numerous bird carcasses are nailed to the rafters. At one end of the attic is a wooden bowl which has been converted into a nest. It is lined with feathers and scraps of clothing. There are a half dozen daemonic eggs in the nest, waiting to be collected and brought to the Dove of Love. Above the nest hangs a huge, unidentifiable, bird-like skull and beak. (It is actually from a dead feathered fiend).

Laid neatly on the nest's small table is a long, sharpened bone decorated with dozens of multi-coloured, iridescent feathers. This is the Wand of Feathers, a powerful but corrupt magical artefact (this item has its own item card, included with the *Winds of Magic*). If it is nearly time for the ritual, Hugbert will have taken the robes and the wand down to the temple.

There is a window on the opposite side of the room, overlooking the square. There is also a small opening under the eaves that allows access for birds. Bobo uses it if it needs to get in or out, and the birds Magnus and Harry regularly use this entrance to bring their reports to Bobo.

Once a batch of eggs is ready to be collected, Hugbert hangs a distinctive blue cloth in the window. This is the signal for Ethel to collect them. When the cloth is not hanging in the window, it is placed on the sill. When she sees the signal, Ethel goes round the back of Olde World of Bird and knocks on the back door, with a 'slow-fast-fast-slow' coded knock. Hugbert then hands over a small basket of eggs which Ethel hides in her robes, and hands back an empty basket from the previous delivery. This has been happening every few days for the past three or four weeks and will continue until Geheimnistag; you can never have enough daemonically corrupted mutants roaming the slums and sewers, after all.

Viewing all the profane and daemonic trappings generates Fear 2.

### NPCs ENCOUNTERED AT OLDE WORLD OF BIRD

- ✦ **Ada Grauthoffel:** A befuddled old lady with a stooped back and an empty birdcage. Her last pet bird, Polly, died after only one week (actually it was two years, but she forgets things) and she is on her way to Olde World of Bird to demand a replacement. The PCs might see her arguing with Hugbert outside his shoppe, as she chooses a new pet from the window display.
- ✦ **Dorthe Koch:** A fortune teller and charm seller. Her charms are useless, but she may be able to offer some sort of insight. If a PC is looking for the monster, she can tell them a street name where one can be found... maybe.





## MAGPIE'S PAWN SHOPPE

Magpie is a halfling who runs this pawn shoppe in Schmutzplatz as if he were some sort of fine couturier to the nobility. He is sophisticated and urbane, a very unexpected character to find down in Oggasse, especially running such an establishment. He speaks very precisely and employs the sort of vocabulary you might expect from a College Master Wizard, rather than a underworld fence.

The presence of this shoppe is one of the reasons that Schmutzplatz is relatively safe and the brightly painted window frames, neat window boxes and well-kept facade give this corner of the square a genteel ambiance. Even the drunks boisterously turning out of the Eagle after an evening of boozing are respectful enough to whisper as they pass Magpie's front window.

The pawn shoppe is a front, as many pawn shoppes are, for criminal activity. Despite this, Magpie does not believe in letting standards slip; the shoppe is neat and tidy, and contains a number of interesting and obscure items. The best items are arranged in glass-fronted display cases, while others are set on large tray drawers that can be inspected quickly and easily. The place is so full of stuff that it would take days to go through the whole shop. Magpie has an excellent knowledge of his stock, and if a customer impresses him he offers as much assistance as he can. If a customer is uncouth, messy, or rude then he does not bother to help.

Magpie also does a lot of lending and buying of debts. He is therefore a powerful figure, with a lot of enemies. That is why the huge bodyguard stands at his door, vetting anyone who attempts to enter. Magpie is just as concerned that his customers are neat and clean, and show some sort of decorum as he is that they may be assassins sent to settle a score.

With an **Average (2d) Observation check**, PCs looking around the shoppe notice a number of displays holding badges and insignia just like ones that wizards wear or adorn their robes and hats with. For example, there are a number of brass stars and a matching cres-

cent moon from a Celestial apprentice, and some decorative iron keys on a chain with a flame motif fob, undoubtedly from a Bright apprentice, and so on. They are here because they were taken from kidnapped apprentices, by Yuri Popov and sold to Magpie, to raise money to help finance Bobo's scheme.

Magpie is well aware of who sold them; he has a great memory for that sort of thing. But, he is the consummate businessman and wants a decent price for imparting this knowledge. The GM should let the halfling get the best possible deal he can out of the PCs. Magpie is that good at driving a bargain. If the PCs leave the shoppe in some sort of debt to Magpie, so much the better.

At the GM's option, someone the PC knows well (perhaps even Macarius) could be in debt to Magpie. This offers some scope for the PC to negotiate with the Halfling, and also to win some favours with his contacts. In addition, if the PCs do need money urgently, Magpie is a good person to know, although the PCs should realise that he charges high interest, and has no tolerance for defaulters.

The PCs will undoubtedly notice that a magpie flies free inside the store. It eyes the PCs beadily and then flies off to another part of the shoppe to perch upon a display case, seemingly taking in all that is going on. The bird was a gift from Hugbert to Magpie – the bird vendor told the halfling *"I saw this magpie and thought of you."* Magpie was very amused, and named the bird Magnus. Unbeknownst to the halfling, Magnus is Bobo's agent and reports back to the daemon regularly. Every night, it slips out of the shoppe through a small hole near the ceiling. Therefore, anything that the PCs find out in Magpie's eventually gets back to Bobo and Hugbert.

If a player is interested in a particularly unusual or unexpected item, especially if it is the sort of thing that cannot normally be found for sale, there is a chance that there may be something comparable available at Magpie's. The player should make a **Charm (Fel) check** against a difficulty chosen by the GM (based on the item's rarity/obscurity) to see if the weird and wonderful item just happens to be in the shoppe. A failed check that generates boons means the item is not currently in stock, but Magpie knows someone who can get hold of it.

Although Magpie is a funny-looking and unusual halfling, the PCs should not underestimate him. He is a fence for half the crime gangs in Oggasse and a personal friend to many crimelords. He has a large and competent bouncer at the front of his shop, and there are three more in the back room gambling. The players should be aware that he is powerful individual, even if their characters have lots of things to make fun of him about, behind his back.

### NPCs ENCOUNTERED AT MAGPIE'S

- ✦ **Emmerich Los:** An old whittler who keeps his eyes and ears open. Emmerich makes and sells simple wooden goods in the square. He sits all day whittling, and notices a lot of what goes on. He has seen Hugbert and Yuri talking conspiratorially quite a lot, and wonders why a respectable shoppekeeper would have business with a thug. He suspects that Yuri steals birds, then sells them to Hugbert, who then sells them to customers – which Yuri will steal back. If Emmerich is at Magpie's after the PCs leave the halfling's shop, Magpie's goons chase the whittler away for "disturbing the clientele."
- ✦ **Anina Kniss:** A charm seller with a scarred face. Anina is a seller of lucky charms and traditional cures. She keeps her face covered by a heavy black shawl to hide hideous scars she suffered last month when she got into an argument with Ethel



Rammstein. Ethel took her down a dark alley and beat her senseless. Anina tried to bring this to the attention of Lena Marks but Ethel was so quick-witted she easily made Anina look like a senseless liar.

## THE OWL'S QUILL

Rudo Rudsson, the proprietor of the Owl's Quill, is an aged flame-haired dwarf, with a lined face and studious demeanour. He wears a single, thick monocle which has trained his face into an asymmetrical expression of surprise. He keeps an inky quill tucked behind one ear, which has turned a patch of his beard dark blue.

Rudo came down from the Grey Mountains many years ago to start a new life for himself in Altdorf. Unfortunately, the dwarf never managed to shake off his strong dwarf accent, or learn the finer points of Reikspiel. So, although his calligraphy is impeccable, he struggles to make any sort of living as a scribe. A sign hangs proudly in the window stating, "*Wrods read and wrote. No wrod to long.*"

Rudo is pleasant, for a dwarf, and a gossip. However, his accent is so thick that it is barely intelligible as Reikspiel. He is interested in the monster that has appeared in the district and has a number of theories as to what it is. Within a few moments of beginning a conversation about it, Rudo explains his latest theory in detail, and if the PCs stick around, he explains another one, and another.

- ✦ **Crackpot Theory 1:** Rudo thinks the monster is actually the Emperor's griffon, Deathclaw. It has escaped from the zoo, or wherever it is kept, and is roaming the rooftops looking for food. Perhaps it has been injured in a jousting incident. The palace guards are looking for it everywhere. And they're too frightened to tell the Emperor they've lost it.
- ✦ **Crackpot Theory 2:** It might be a giant monkey from the Southlands that was being smuggled to Kislev to join the Tsarina's crack giant monkey regiment. It obviously managed to escape as its ship passed through Altdorf, and has come to Oggasse because it's on the way back home, more or less.
- ✦ **Crackpot Theory 3:** Perhaps it is a wood elf spirit, sent to Altdorf to spy on the Imperial palace. A magic tree that has been granted the power of flight by sacrificing Reiklander children to some wood elf goddess. The monster probably got lost in Oggasse because wood elves aren't very good in the big city, and from a distance, the clock tower looks a bit like one of the towers of the palace, probably.

Rudo caters to the people of Oggasse who need documents written up. He also reads things for the illiterates in the area, which often leaves them none the wiser. Plainly, business is not good. The shoppe is run down and there is very little custom. In any case, he spends far too much time at the Eagle of Luccini, or reading sensationalist pamphlets and fanciful bestiaries.

Rudo supports himself mostly with his side-line in forgeries. He makes crooked documents for many of the minor crime gangs of Oggasse. Needless to say, his forgeries are likely only to fool the illiterate and the desperate. Magpie doesn't use him.

Coincidentally, Rudo's back room is constructed directly above the covered well head of the dwarfen cistern that is being used by the Broken Wheel as their temple to Tzeentch. Rudo has heard the odd noise below, usually at night. The appearance of the Monster of Oggasse that has got Schmutzplatz abuzz is making Rudo think that the noise is down to that. He tells anyone who asks that he

often hears the monster at night, but he has never actually seen it. He assumes the noises are coming from outside and above his building.

If someone uses magical sight in the room at the rear of the Owl's Quill, they perceive an unusual and intense mixture of the various winds of the apprentices who have been captured thus far, and a pervading influence of Tzeentch. The GM can use this as a means to allow the PCs to find the temple, if necessary, avoiding a slog through the sewers, if they investigate and give Rudo a good reason to allow them access to his back room.

## NPCs ENCOUNTERED AT THE OWL'S QUILL

- ✦ **Big Gunter:** A massive, gentle, mute day-labourer. Gunter can neither speak nor read, but he got a good, first-hand look at a feathered fiend the other day. He's brought a copy of the *Monster of Oggasse* notice (see handout) to Rudo in the hopes that the dwarf will read it to him.
- ✦ **Oswald Wysen:** A drunkard beaten up by Yuri Popov. Wysen was drinking with Yuri and some of his men one night, and overheard talk of kidnapping wizards. Wysen took the liberty of asking for a few silver coins to keep his mouth shut. Yuri and his men beat Wysen severely. Wysen took the hint and will be careful about telling his story. On the other hand, if money is involved, he could be persuaded.

## WELCOME TO SCHMUTZPLATZ

This scene is good way to introduce the PCs to the square. It presents a typical day in the life of Schmutzplatz with some characters from the scenario. This can include or lead on to many of the events herein and can be adjusted and expanded to taste using the people and suggested events presented here. Immersing the players in details will help give the impression of a vibrant cityscape full of people with lots happening. It does not matter if the PCs cannot take it all in at once; people and events can be described again later on, as the PCs have a chance to get used to the area.

Ideally, the party arrives the day before Geheimnistag (enough time to investigate, but not enough time to dawdle). When they arrive, the PCs find the market in full swing. There are no permanent stands, but several dozen barrows lined up in uneven rows. Each barrow has a once-brightly-coloured canopy to keep off the worst of the weather. The locals are careful about what they buy; money doesn't flow freely here.

There is a line forming outside the Dove of Love, waiting for the first meal of the day to be served. Occasionally a hungry soul or two from a nearby street joins the queue, or perhaps come out of the Eagle of Luccini, waiting in line for their food. Yuri arrives with three or four henchmen and pushes to the front of the line. No one tries to stop him (unless Lena spots him).

The door to Magpie's Pawn Shoppe opens and a scruffy looking man is thrown head first from the premises, landing in the mud of the square. The bodyguard yells, '*Magpie says don't come back until you've had a wash.*' The ejected man shouts a few insults back before skulking away towards the Eagle of Luccini.

The PCs might notice a reward poster nailed to the door of the watch-post, in which case provide them the **Monster of Oggasse handout**. The dwarf Rudo Rudsson is reading the notice out to some local youths, in a horribly thick, almost impenetrable dwarf accent. The youths are trading idle banter about which one of them



is going to find the monster first and collect the reward. This degenerates into a few pushes, but doesn't go any further. It's quite clear that none of those involved are going to make good on their bluster. Rudo then wanders towards the Eagle of Luccini.

Two carts collide in a narrow road just off the square. A farmer making a delivery of hay runs into Julius Florentz on his way to Olde World of Bird. Both carts tip over spilling their goods across the street. Florentz is only interested in quickly retrieving his cheeses (especially the secretly marked ones containing the drugs he delivers to Hugbert), while traffic backs up behind them. Those waiting to get a move on can't resist contributing to the debate, and soon half the street is involved.

On another part of the square, several kids decide that Leo Duerr the beggar must be a mutant because he has no legs. They start chanting Sigmarite slogans and throwing stones at him. He shouts at them that he is an old war veteran and fought for the Empire, and that they should show more respect. He could probably sort it out, easily enough, but if a PC steps in on his behalf that would be a good way to have the group meet him.

In a few moments, Lena and Ethel open the door to the Dove of Love and the crowd pushes forward with a cheer. The people at the back become restless, and a fight breaks out. Two down-and-outs trade a couple of blows before Lena spots them and marches across to sort them out. In a few moments the ashamed combatants sheepishly shake hands and are sent to the back of the line. If the PCs try to help they are told politely and firmly that the matter is in hand.

## ASKING AFTER GRATZ

If the PCs ask anyone about the apprentice Hermann Gratz and describe him, nobody seems to be able to help. No one has seen him. No one recalls anyone who looked like him. As a College apprentice, Gratz would certainly stand out. This should lend an air of mystery to proceedings, and set the tone for locals being uncooperative, until the PCs make the effort to ingratiate themselves.

**GM Note:** For the record, Gratz is still alive, captured by the Broken Wheel before he even got to Schmutzplatz. He is currently locked in a giant bird cage deep in the sewers, below Schmutzplatz, waiting to be sacrificed to Tzeentch. No one saw him get kidnapped, and those who kidnapped him won't admit this to the PCs, of course, at least not without some well-aimed coercion.

## STIRRING UP TROUBLE

Build an eight space progress track with an event on the 5th and 8th space. Place a Trouble tracking token on the first space. This "Stirring up Trouble" progress track is used to determine when the Broken Wheel has had enough of the PCs sniffing around and decide to deal with them.

A check that generates one more more ✱ while the PCs are interacting with locals in and around Schmutzplatz advances the Trouble token one space. If the PCs make a mess of a social situation or otherwise draw attention to themselves, the GM may advance the Trouble token at his discretion.

## SPIES IN THE SKIES

Harry the pigeon is a servant of Bobo. It appears as a common, filthy pigeon giving no clue that it is unnatural, except the uncanny way it seems to follow the PCs around. The PCs might get a notion that they are being watched. And they may notice that every time they look up into the sky the bird is always there. If the PCs do anything interesting, Harry swoops down and perches on a handy ledge, overlooking them. If they go indoors, once they emerge, Harry is seen waiting for them, only to fly off again, and continue hovering above them.

The PCs might decide to take a pot shot at the bird. If they hit Harry – requiring a **Hard (3d) Ballistics Skill check** – they kill it. Bobo will not be pleased; advance the Trouble token one space.

## YURI'S ATTENTION

When the Trouble token reaches the 5th space, Yuri decides to confront the PCs and tell them to mind their own business. Yuri confronts the PCs in a public place, if possible, and any bystanders may be intimidated into backing Yuri. He won't outright attack the PCs unless he and his thugs are attacked first.

If the Trouble token reaches the 8th space, Yuri and his thugs ambush and assault the PCs. If the PCs choose to retreat or flee, the thugs do not pursue, content with dishing out a beating and thinking the PCs have learned their place and will be leaving. There is one thug per PC. The thugs use the Soldier profile from page 66 of the *Tome of Adventure*.

Remember that Yuri and his gang have the advantage of local knowledge and are able to pick right moment, providing them with ☐☐ on their initiative checks for the combat. They do their best to make the attack swift and decisive. Yuri has been intimidating, bullying and fighting people all his life and knows what he's doing.

## FEATHERED FIENDS

Anyone who has eaten one of the daemonic eggs from the Dove of Love may mutate into a feathered fiend. His body becomes wracked with pain and contorted with the mutating power of Tzeentch. He sprouts multi-hued feathers across his face and arms, which will spread all over his body. At the same time, his shifting bone structure causes his clothes to rip and fall off. His hands and feet become



sharp talons, and his arms lengthen into wing-like limbs. His head sprouts a long beak and his eyes enlarge and bulge. Seeing the transformation causes Terror 2.

The victim becomes in tune with the desires of Tzeentch and listens to its instructions. The spawn tries to find somewhere safe to hide until Geheimnis. It skulks along rooftops and other high places, feeding on rats and pigeons. Occasionally it might attack a dog or small child. It uses its talons to climb and its wings to glide short distances. When the time comes, it makes its way down into the sewers and towards the hidden temple.

While they bide their time, the feathered fiends inevitably attract attention, and make a spectacle of themselves occasionally. This has already attracted the public's attention and will attract the PCs, too. Because much of their investigating will be going on around the square, the PCs have a good chance of encountering one or more feathered fiends up close. If they kill the mutants, this does not thwart the Broken Wheel's plans as many more spawn are being created than required for the ritual. The sewers could well be crawling with them for a while after Geheimnistag.

The PCs may think the fiends are the entire focus of their investigation. The hook could, at its simplest, be that the PCs spot one of the fiends and attempt to track it down, believing it holds the key to the fate of Hermann Gratz, which in a way, it does. In any case, it is plainly a thing of the dark gods and needs to be killed or captured, if only for the protection of the locals.

The feathered fiends, while terrible and disturbing, are not technically daemons. At this stage they are mutants, specifically mutated to Tzeentch's design. It will not be until the ritual that a daemon might be conjured into the world and enter the body of the fiend.

## INVESTIGATING THE MONSTER OF OGGASSE

With the number of sightings of the strange beings around Schmutzplatz, locals have invented the 'Monster of Oggasse.' In fact there are many feathered fiends around the place by now, but nobody has thought that there may be more than one, thus far. It should be easy enough to hear about an eye-witness. If the PCs encounter such a witness, if they have not already acquired the **Monster of Oggasse handout**, now is the perfect time to have an eye witness provide them with a copy.

Jurgen Kraft claims to have seen the monster last night. He is at the Eagle, telling anyone who will buy him a drink what it was like. As the day has worn on his tale is getting more and more outlandish; people prefer it that way, but it still holds a grain of truth.

Kraft is a lanky, indolent labourer. He is not much of a thinker, but has decided to milk his good fortune at seeing the monster by getting free drinks. He does not have the wit to realise that his tale might be worth more than that. If the PCs buy him a drink, he tells them the latest version of the story. If they make a point of asking for the "real" version, he obliges, though he still plays up his bravery, as he doesn't want anyone to know he ran off screaming as soon as he saw the thing.

Other, slightly different accounts can be heard from various people in the area if the PCs take the time to search for other witnesses.

## SOCIAL INTERACTION IN THE SCHMUTZPLATZ

The traits listed on the career or party cards can give an indication of how certain characters acclimate or respond to Schmutzplatz and how they might get along with the locals. The place is run down and poor. There are many jobless folk, labourers, and paupers around. For example, a character with the *Menial* trait is more likely to be accepted amongst the locals. A character with *Urban* is not going to be noticed as looking out of place, and a *Combat* character is a lot less likely to get mugged.

Similarly, Magpie aspires to gentility, and Lena is an educated disciple, so they are more likely to trust a character with *Academic* or *Religion* traits. Essentially, the more career traits a character can relate to, the better they are likely to get on with that PC, and fortune dice or other bonuses should be awarded accordingly.

The PCs might hear about residents of Oggasse who have gone missing. Rumour might have it that they have been eaten by the Monster of Oggasse. The missing people have been eating at the Shallyan hospice kitchen of necessity, so it is unlikely anyone will have any money to offer the PCs for their help in looking for them.

## A LIVING, BREATHING STINKHOLE

As the PCs investigate, the GM should remember that everyone they see and meet is there for a reason and everyone is going about their daily routine. Although the PCs may be atypical and unusual, the majority of the citizenry will not go out of their way for them; why should they? PCs may be the centre of the game but they are not the centre of life in the Schmutzplatz.

The flower seller they ask for directions has got better things to do than prattle with PCs. She has flowers to sell, gossip to trade, and painful bunions. The watchman they report suspicious activity to has had 20 years of people reporting suspicious activity to him; the more outlandish the report, generally the more unreliable it is.

The lay of the land should be worth describing too. Oggasse is an old district that has seen better days. The houses would have once been desirable but many are now split into many abodes by unscrupulous landlords, overcrowded and dilapidated. Many are 4 or 5 storeys high, with overhangs which block the sunlight from the street. The ground floor is often built of stone, with half timbered upper floors getting ever more precarious as they rise above the crowded streets. The streets are uneven and often filthy, though the sewer system does its job to drain the worst of it away.

The slum areas around the square are a maze of narrow, twisting streets. Locals will know the area like the back of their hand, and PCs will easily become disoriented and lost, especially if they enter in an emergency or at speed. If they get into a fight or pursuit there they will have a clear disadvantage.





## LOCAL INTEREST

The attitude of the locals towards the party could vary a great deal depending on what the party looks like and how the characters behave. A bunch of wizard's apprentices is going to stick out, and the locals won't take too kindly to them, especially if they start being pushy and demanding. A group of well armed and armoured mercenaries also stands out, but, nobody is going to want to pick a fight with them. Civilian types will not attract too much attention unless they are particularly wealthy looking.

Dwarfs often attract a second glance. Elves on the other hand are going to get a third, and maybe a fourth glance, and are looked at with fear and suspicion by almost everybody. But probably the most remarkable group, one that everyone will have some reason to distrust, and which will stick out the most, is a broad mixture of many races and professions all hanging out together and working as if one. Yes, a typical PC party.

## UNFOLDING EVENTS

As the PCs investigate around Schmutzplatz, the area is bustling with activity, with many NPCs to talk to and interact with. The PCs should have enough to keep them busy for some time. If needed to pick up the pace, the GM may wish to run one or two of the events described below. The GM should decide which scenes work best depending on the progress the PCs are making or what the story currently needs to move it along. If the PCs spend a lot of time hanging around Schmutzplatz, they may have several of these encounters.

If the PCs have their own plans and concentrate on different aspects of the scenario, the GM may wish to improvise his own scenes accordingly, especially to reward the players for active play, good thinking, and solid hunches. For example, if the PCs suspect

Lena or Ethel and keep an eye on the back door of Dove of Love, they should be rewarded by spotting Ethel slipping out and making her way around the back alleys to arrive at Olde World of Bird – where they see her meet with Hugbert. If they suspect Leo and follow him around secretly, then they should be rewarded by noticing him slip off down into a sewer, leaving his cart and crutches hidden behind a handy barrel. If they are keeping an eye on Yuri, the GM could run *Kidnapping in Progress* with the PCs watching things unfold from a much more advantageous angle.

### KIDNAPPING IN PROGRESS

In this event, the Broken Wheel requires one more apprentice. This is especially relevant if the PCs have already freed one of the apprentices. The scene works better at night, but if the Wheel is desperate then they might have to act during daylight.

Yuri and his gang of thugs have found an appropriate apprentice in another part of town. Yuri has used a venomous blade on the hapless wizard, Agneta Rinkl. They then bundled her onto a cart and covered her with a dirty canvas. Yuri plans to wheel her back to Schmutzplatz.

Yuri pays his thugs and sends them to the Eagle, before going to the back of Hugbert's place on his own. He knocks on the door and waits for Hugbert to answer. The pair carry the apprentice inside, and down into the cellar where they lock her in the giant cage there. Yuri then leaves and joins his colleagues at the Eagle. Agneta will be picked up later and taken down to the temple by Leo, using the sewer entrance in Hugbert's cellar.

If the PCs have staked out Hugbert's house, or the Schmutzplatz area in general, then they see this going on, though it might not be apparent exactly what is happening. Otherwise, the PCs may come across this suspicious looking band wheeling their cart through the streets and something unusual alerts them. They might notice blood dripping from the cart, or see a limb flop from beneath the canvas, or catch a glimpse of a distinctively coloured robe, or just find the gang too furtive to pass over.

Should a fight break out, Yuri's priority will be to grab the apprentice (Agneta is fortunately small and skinny), and attempt to lose any pursuers by making his way through the back streets and alleyways, which he knows well. Meanwhile the thugs put up a fight, delaying the PCs for a few rounds, or until they realise they are outclassed, at which point they break and run.

### CLOCK FIGHT

One of the PCs, or an NPC they are dealing, with notices movement and a ruffling of feathers at the top of the clock tower. This could well be the Monster of Oggasse! Apart from very drastic measures, like burning down the whole structure, it looks as if they will have to climb up to check it out.

The clock tower is rickety and patently unsound. It sways in the breeze and creaks ominously. An old locked door (the watch had the key once, but lost it years ago) can be easily forced to allow access or picked – an **Easy (1d) check** for the appropriate skill. Every one of the floors is a simple box with a trap door in the roof, accessible with a rickety stairwell running along the interior wall.

The PCs should have a nail-biting time climbing to the top in the dark, not knowing what to expect, the tower in danger of collapsing. Perhaps there is just an eagle nesting up there. Perhaps a fiend



glides off as soon as the PCs arrive, to disappear over the distant rooftops of Oggasse. Perhaps a fiend is up there, and will fight to the death, or at least until heavily wounded.

The GM should give plenty of warning that the structure is unsafe, and that the PCs will be taking a real risk. It is easy enough to climb up and down the building without causing it to collapse, but should a fight break out up there, with a number of PCs, the chances of a collapse sharply increases. As ✱ are generated in checks in the tower, the GM should describe the tower swaying and creaking ominously, timbers cracking and plaster breaking to build tension.

## A SPAWNING

This event works well when occurring suddenly, interrupting whatever the PCs are up to at that time – and close enough to let them get a good look at what's happening. One of the regulars from the hospice kitchen mutates into a featured fiend before their eyes!

The unfortunate NPC is going about his business, doing an odd job, drinking at the Eagle, or even eating at the Dove. Perhaps it is a member of Yuri's gang. He shouts in agony and look in bewilderment at his hands and arms. Then he screams as his entire body mutates. Anyone nearby stares in shock or run for their lives, attracting PCs to the scene. Remember that witnessing the horrific transformation causes Terror 2.

Once the transformation is complete, the fiend looks around as if getting its bearings and waddles off trying to find somewhere dark and safe to hide. If attacked, it makes a few slashes with its talons before retreating. If cornered, it fights to the death.

If the PCs defeat the mutant, even as locals are fleeing around them, word spreads quickly of their deeds. Thereafter they will be treated much better by everyone, gaining □ on all future social interactions. In addition, locals who have information relevant to the fiends might well approach the PCs and volunteer their clues.

## STOPPING THE DOLE

If the PCs manage to work out that the food from Dove of Love is creating feathered fiends, they may try to stop it. If they sabotage the food while the kitchen is shut, that will work in the short term, but Lena will be determined not to let a small setback put her off, and is resourceful enough to come by the means to get her kitchen up and running again as soon as possible, and Ethel will be ready with extra daemonic eggs.

If the PCs try to stop sister Lena doling out the soup, things will quickly turn bad for them. You do not have to be Balthasar Gelt to work out that stopping attractive young ladies giving free food to hungry and hardened men cannot end well.

Even if the PCs explain themselves impeccably to the sisters and get them to understand at least a bit of what they suspect, the hospice kitchen's clientele will not understand. And Ethel will be devious in subtly encouraging them to fight the PCs or drive them off. She will also try to turn Lena against the PCs.

If the PCs appeal to the diners, they will have to offer more than just words. Throwing money at them would certainly help. Otherwise, the PCs will be hard pressed to avoid a fight. Bear in mind that Yuri and Leo are in the vicinity and they will come to the conclusion that the best way to sort this out is to get the locals to riot and attack the PCs. Whatever the outcome, it is likely that word will get back to the Cult of Shallya in the city, and the PCs could well have a bad reputation for a very long time to come.

A good way to end a riot at the dole queue would be to have one of the down-and-outs mutate into a feathered fiend amidst all the other excitement, as described in *A Spawning* above.

## PURSUE A FIEND INTO THE SEWERS

If the PCs haven't discovered the sewers and time is pressing (especially if they are attempting to track down a fiend), they could find one on its way down towards the temple, by way of the sewers. The scene could involve some keen pursuit across the rooftops and through the narrow streets of Oggasse for added tension.

If the PCs win the pursuit, they cut the fiend off just as it reaches the sewer drain, making it obvious that is where the thing is heading, but not denying the PCs their quarry. However, it could be advantageous to the party to pursue the fiend through the sewers on its way to the temple. If they do win the pursuit, they could be allowed to follow it underground without being noticed. If the fiend wins the pursuit, the GM should decide whether the PCs find the sewer entrance but soon lose the fiend in the darkness, or they get no sniff of the sewers whatsoever.

If they do find the sewer entrance, the PCs come across Leo Duerr's cart and crutches stashed behind a barrel near the sewer drain. Leo has hidden them here while he goes into the sewers to check on the apprentices or prepare for the ritual. The PCs might wonder why he has left them behind, and where he could have gone.

# PART TWO: THE NICK OF TIME

Eventually, the PCs learn that the Broken Wheel is up to something, or are curious where all these feathered mutants are creeping off to. At this point, they may descend into the sewers and attempt to find the Chaos Temple.

The goal of this part of the adventure is to have the PCs arrive at the temple just in the nick of time to stop the ritual (and then transition to *Part Three: Changes*). Depending on the needs and desires of your group, this part of the adventure can be skipped entirely or it can be a protracted series of running battles through the sewer tunnels, a harrowing chase, or a gauntlet of nasty traps.

## THE SEWERS

The sewers under Altdorf are a vast and convoluted system constructed over many generations. Some sections are impressive structures in good repair, while other parts are narrow crumbling ruins. Some have quick flowing water while others are vile stagnant quagmires of unspeakable filth. The whole system is infested with rats and other far more terrible creatures.

Several of the tunnels are constructed with built-in raised walkways, allowing the PCs to walk along the side of the channels of sewage. Other times, they will be forced to wade through the muck. In spots, the sewage is only a couple of inches deep, in other places, several feet...or more. It is impossible to see just how deep the sewer water is.

The temple and the feathered fiends have a distinct presence visible to those with magical sight, so characters with that ability will be useful for navigating the sewers.



## EATING A TAINTED EGG

If the PCs eat at the Dove of Love or pick through its egg supply randomly, there is a chance they will end up with one of Bobo's daemonic eggs. The GM rolls ♦ On a ✱ result, the egg in question is in fact a daemonic egg.

Eating a tainted egg exposes the PC to a Major source of corruption, requiring a **Daunting (4d) Resilience check**, as detailed on pages 16-20. Should this exposure cause the character to mutate, he needs to attempt a **Hard (3d) Resilience (To) check**. If he fails this check, rather than drawing a mutation randomly, he transforms into a feathered fiend. This transformation subsumes the character's will to that of Tzeentch – his adventuring career is over, and he is now a devoted (and expendable) servant of Tzeentch forever more. If the PC was a wizard, he may become a coloured fiend of the appropriate type.

## ONE ROUTE TO CHAOS

Below is described one method of managing this portion of the adventure. Feel free to modify it to suit the pacing of your story.

Build a nine-space progress track, with event spaces at the 5th and 9th space, to manage the exploration of the sewers. If the PCs are shadowing a cultist or fiend, **opposed Stealth, Observation, Magical Sight**, or even **Intuition checks** can be used to advance the tracker. If the PCs are navigating the sewers on their own, **Average (2d) Observation, Intuition, Magical Sight**, and perhaps **Folklore checks** can be used instead.

If the PCs are following a map (perhaps obtained from Yuri Popov), these are **Easy (1d) checks** instead. Failures, or ♠ or ✱ results yield an array of mishaps – falling into sewage, foul air, evil-tempered rats, and the like. As a general rule, ♠ results should inflict fatigue or stress, while ✱ results can inflict wounds.

When the token reaches the first event space, the PCs come across a flock of feathered fiends equal in number to the party. These monsters are superfluous to the ritual, and have been sent by Bobo to guard the temple. They fight until one remains, then the last feathered fiend runs off into the sewers at random, attempting to lead the PCs on a wild goose chase. When the token reaches the final event space, the PCs have found the temple.

## PART THREE: CHANGES

In this chapter the PCs come across a temple to Tzeentch. Hopefully they do this when it is ready for a ritual, filled with apprentices, fiends, and cultists. This results in a spectacular climax where the party fight the cultists and fiends in an effort to stop them summoning daemons to set loose upon the city.

### THE TEMPLE

When the PCs reach the temple, they will see that a section of sewer wall has caved in blocking the flow of effluent and forming a pool that has flooded, covering the walkways in foot-deep sewage. The sewer water does eventually reach the height of the rubble and

continues on its way. But the cave-in has exposed an area that was never part of the sewer system, an ancient dwarfen cistern that is now being used by the Broken Wheel as a temple to Tzeentch.

The cistern's feed has long since been dried up and the area is now bone dry. It was built by the dwarfs for a structure now long lost to the ravages of time. The Owl's Quill is the most recent building built on the old dwarfen site, taking advantage of its sturdy foundations. There is a half-covered opening at the top of the cistern which used to be the well head. It is now under the floor boards of the Owl's Quill, but it will not take much to shift the boards. If the ritual succeeds, the newly created coloured fiends will fly or crawl up through the well head and break through the floor boards, into Rudo's back room, and from there proceed to ravage Oggasse.

The circular temple is about 40 feet across and about 20 feet high. It is of much better construction than the sewer system. The walls are smooth, showing the skills of a lost era. The walls slope inward as they rise, reminiscent of a bottle kiln. There is a spiral stone staircase lining the wall, allowing access up to the well head, although anyone larger than dwarf-size needs to crouch or crawl during the latter stages. Sound echoes through the temple, and even the smallest whisper seems to carry to every part of the structure.

The temple is arrayed with candles and lamps. If it is empty when the PCs arrive, these are not yet lit. The floor of the temple is painted with strange runes and signs, in blood. The eight-spoked wheel symbol dominates the design. At the end of each spoke in the wheel is a large iron birdcage. These are occupied by kidnapped apprentice wizards. The wizards are left in a drugged state of perpetual semi-consciousness so they cannot muster their magical ability. One of the apprentices is Hermann Gratz.

Depending on how the PCs have done, and how well the cult has progressed, every cage may be filled, ready for the start of the ritual. If it is time for the ritual, the cultists will be present, along with eight feathered fiends. As the ritual begins, the PCs will have their work cut out stopping the machinations that are in motion.

### GETTING THERE EARLY

If the PCs have made a competent and speedy investigation, they deserve to get to the temple early. They come across the darkened cistern with eight cages arranged around the circumference, and in each cage is a drugged apprentice. The cages have heavy padlocks, which require a **Hard (3d) Skulduggery check** to pick or a **Daunting (4d) Athletics check** to break. Leo and Hugbert have keys.

Getting there early, releasing the apprentices and leading them to the surface would be a resounding victory for the PCs. They would have thwarted the Broken Wheel, but it might not present the ideal denouement to those wishing for a big fight and a heroic finale.

### THE RITUAL

The ritual is a Tzeentch rite whispered by its agent, Bobo, into the ear of Hugbert Munkhaus. It is not written down. The bird-dae-mon tells Hugbert what to do as the ritual progresses, whispering the invocation for Hugbert to repeat out loud. This is a strange way of doing things, and the PCs might notice what is going on. This should provide a clue as to one way to halt the ritual.

Hugbert stands in the centre of the circle wearing his robes, holding the Wand of Feathers, invoking the ritual. Once the ritual begins, the fiends stand obediently beside their assigned cages, unless directed otherwise by Bobo or Hugbert. The rest of the



## THE SEWER MAP

The maps that Yuri and Ethel carry were drawn for them by Hugbert to show them the way to the temple. It has no surface features on it, except for one storm drain entrance, which is located just off Schmutzplatz.

There are a good number of drains throughout the area, so without knowing which drain is marked, the map might not be much use. The only other significant feature on it is the temple itself. The rest is just a load of lines.

Having the sewer map should make the task of finding the Chaos temple much easier than going into the sewers without one. Depending on the pacing of your adventure, the sewer map might be the final piece of the puzzle the PCs need to transition to the finale, or it might be just another mysterious clue.

Of course, if the PCs haven't yet deduced the existence of a cult, then the map won't mean much to them...yet.

cultists stand by watching in awe. The ritual takes several minutes to complete. As it progresses, the runes and symbols begin to glow with ever-changing colours that light up the entire temple.

Hugbert, bathed in rainbow light, turns to one of the apprentices. He points the wand of feathers at the apprentice as he chants. Colour is drawn from the apprentice, the colour of his magical wind. This kills the apprentice. The aura surrounding Hugbert become that colour and the temple is bathed in that single hue. After manipulating and brightening the colour, Hugbert sends it back, like a jet of fire towards the fiend beside the dead apprentice. As the fiend absorbs the magical colour, the ritual summons a daemon into the fiend's body. The fiend and daemon merge into a coloured fiend, a wild parody of a College wizard.

### TIMING

The whole process of summoning each daemon takes some time, so the timing of the PCs' arrival can make a big difference. If they get there before any fiends become 'coloured' they might be able to stop any of them being created. Even if they arrive after the ritual begins, they will have time to stop further summoning.

Coloured fiends already created might be a hook to further adventures. The PCs may feel obliged to try to track them down and put an end to their mayhem.

If the PCs disrupt the ritual, the cultists (except Hugbert) intervene. Leo is especially agile in a fight, climbing around the walls to attack from unexpected angles. Bobo sends extra feathered fiends to fight, but needs some to use them in the ritual. The ritual cannot be delayed for long. The power Hugbert is manipulating must find a focus or it will burn him up, so a feathered fiend will always need to be on hand.

While the ritual progresses, Hugbert is enveloped in the shielding fires of Tzeentch. He gains +4 Soak Value from the ritual. If the ritual stops for any reason, the power dissipates quickly and the magical shield protecting him dissipates, lowering by 1 each round until it is exhausted.

If things go badly for the cultists, Ethel is the first to flee. Once Bobo decides that the ritual cannot create any more coloured fiends, it assumes its daemonic form and seeks vengeance.

### STOPPING THE RITUAL

The ritual is strict in its requirements. It needs eight apprentices, one from each College. And it needs eight daemonic receptacles, the feathered fiends. And it needs a mortal to invoke it, to summon the daemons to the material world. And it needs to be performed at the height of Geheimnisnacht. The runes and the circle painted in blood are not a requirement but they help focus the power more quickly. The wand of feathers helps channel magical energy, too, but is not required. If it is missing, then things take slightly longer.

However, once it is underway the ritual is flexible. The daemons are summoned one at a time. If only some of them are summoned and then the ritual stopped, it can still be re-started. If one of the apprentices or feathered fiends is killed, the other daemons may still be summoned.

- ✦ If Bobo is killed, the ritual cannot continue. It's the only one who knows the words. However, Bobo is not very easy to kill.
- ✦ If Hugbert is killed, the ritual stops temporarily –until Bobo finds a mortal replacement to perform the incantation. This can be one of the other cultists, or one of the PCs if they can be coerced into it. It should be left to the discretion of the GM whether one of the drugged apprentices is in a fit enough state to perform the ritual, and can be forced into it.
- ✦ If the PCs kill all the apprentices, then their life force will not be available to power the ritual, and so it must end. PCs considering this as an option should bear in mind they might have an apprentice in their party. If they kill all the feathered fiends, then that will work, too. But there are other fiends, around the sewer system that Bobo can summon to take their place.
- ✦ If the ritual is stopped or delayed until dawn, then it cannot be attempted again until next Geheimnis. And if the PCs do manage to thwart Bobo's plans, it will hunt them down with a vengeance and not rest until they are destroyed.

## LOOSE ENDS

If the party does well, they have averted the ritual summoning and the people of Altdorf can sleep through Geheimnisnacht oblivious to how close they came to disaster. They should go back and report to the College that sent them, but even the College might not appreciate (or understand) what was accomplished. It is not in the Colleges' nature to celebrate such triumphs grandly. The wizards will make a note of the success and share a quiet word about a good prospect in the ranks, and that will be that.

If some hideous parody of a College wizard emerges from Schmutzplatz and lays waste to a section of the city, on the apprentice PC's watch, this will not go unnoticed by his College. He has failed a College-appointed task. How this affects the rest of his career should be up to the GM.

Should eight hideous parodies emerge from Schmutzplatz, the PCs have failed utterly and could be in serious trouble. The College could well send the apprentice on a long and dangerous quest to make amends, and of course, as they are partly to blame, it would make sense for his friends to join him on it.



## SURVIVING CULTISTS & REPERCUSSIONS

If Hugbert survives, he is called unto Tzeentch to be exalted in his presence. Well... actually Bobo eats him; there's only so much humiliation a daemon pretending to be a parakeet can take. Bobo serves Tzeentch once more, and will soon be seen on the shelf in Olde World of Bird waiting for the next owner of the shoppe to sell it to some unsuspecting customer.

Yuri continues to hang out with his gang waiting for the Broken Wheel to call on him once more to run some dubious errand, though he may stay away from Schmutzplatz for a few weeks if there is more investigation into the ritual or kidnappings.

Ethel disappears effortlessly into the seamier side of Altdorf life, lying low for a while. She has all the time in the world to serve her master. As she is a very capable murderess, she has no problem making a living until the Broken Wheel call on her again.

Leo has quite enjoyed his time in the sewers, running about without fear of being discovered, and he decides to stay down there. He emerges at night to hunt the streets of Oggasse for unsuspecting prey, enjoying a new reputation as of the Monster of Oggasse.

## GM TOOLS & RESOURCES

*Winds of Change* includes several tools to help the GM manage different aspects of the adventure, as shown here:



The Time Tracker should make it clear to the PCs that they are operating under a tight deadline. By a measured but inexorable advancement of this tracker, the GM can keep the pressure on the players, reinforce the realism of the story, and slowly accelerate the pacing to a climactic finish. If everything clicks together perfectly, the time tracker can be used with the investigation tracker to produce a “nick of time” finish to the adventure.

The primary purpose of the Investigation Tracker is to keep the investigation (and the plot of the adventure) moving forward. By advancing the token each time the PCs uncover a useful clue or otherwise further their investigation, you can let them know they're on the right track. If the PCs are investigating but not quite putting things together, the tracker prompts you to reveal key pieces of the puzzle as the event markers come up.



This double-sided map of Schmutzplatz might be found etched into a table in the Eagle of Luccini, or simply made available to the PCs at the start of their investigation as a way of structuring the adventure and their actions. One side labels key locations, and can be kept hidden from the PCs until such time as you decide that they've explored enough to warrant flipping the map over.

The Monster of the Oggasse can be a red herring or a vital clue to the mystery of Schmutzplatz, depending on how it's presented and interpreted by the PCs. This broadsheet pamphlet might be found nailed to the watchpost in Schmutzplatz, or perhaps being read at the Owl's Quill. It might even be discarded and crumpled in the Eagle of Luccini, or carried about by a citizen on the street for unknown purposes.

### REWARD!

The burghers of Oggasse hereby give notice that through their devout trust in the word of Sigmar and their own personal generosity that they have made available to the person (or persons) able to present before the duty officer of the Oggasse watchhouse on Klammeringstrasse, to his satisfaction the deceased remains of the hideous beast dubbed the “Monster of Oggasse” known to be terrorising this good borough, a reward of a sum of no less than 20 (twenty) silver shillings for their efforts.

Captain Steik, Oggasse watch

*Handout: Monster of Oggasse poster*









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