

WARHAMMER[™] COMPANION



A GRIMOIRE OF ARCANES KNOWLEDGE FOR
WARHAMMER[™]
FANTASY ROLE PLAY



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Welcome to the **Warhammer Companion**, the first in a semi-regular series of journals devoted to **Warhammer Fantasy Roleplay**. It's also subtitled a 'grimoire of arcane knowledge for WFRP'. And with good reason: there's lots of the stuff in it!

In the following pages you'll find four stand-alone adventures that you can use as part of your own campaign, two new character careers, new rules for magic items and spells, new weapons (including, by popular request, new firearms rules) and a new system for armour damage. Plus a special section devoted to Jack Yoevill's Warhammer novel, **Drachenfels** (and keep an eye out for the forthcoming **Castle Drachenfels** adventure setting). Phew! Of course, as is usual with all WFRP campaigns, the GM's word is law – but we think you'll find that everything here has its place in a good campaign.

Finally, if there's something that you really want to see in a future **Companion** or something that you liked in this one – write and let us know! But remember: if you want a reply enclose an SASE or IRC.

■ Mike Brunton & Graeme Davis

This short article adds two new kinds of Chaos Familiar – usable only in **WFRP** – to those published in *Slaves to Darkness*. When a Chaos Sorcerer gains a Familiar, roll on the *Familiar Type Table*.

Familiar of Service

A Familiar of Service is generally a mindless automaton, capable of carrying out any set of instructions to the letter. It has no decision-making capacity, and will grind to a halt if presented with a choice, remaining stationary and inactive for D6 turns before it can be persuaded to accept new orders, so instructions must be phrased very precisely, with no conditional orders and no chance of ambiguity.

This type of Familiar is normally used for repetitive menial tasks and for carrying equipment; it is immensely strong, but will not fight under any circumstances – not even in self-defence. If the same Familiar is granted a second time, it gains a bottomless pocket – an opening in its body or clothing in which it can store any object which is not more than 1 foot by 6 inches in its dimensions.

Familiars of Service normally take the form of small humanoid.

If a Familiar of Service is killed, its master's **S** is halved, rounding fractions up.

Familiar of Sense

A Familiar of Sense enhances one of its master's senses. The Chaos Sorcerer gains the ability to see through the Familiar's eyes, hear through its ears, or smell through its nose, wherever it may be. He must simply stand still and concentrate for one round.

To determine the nature of a Familiar of Sense, roll a D6:

D6 Roll	Sense
1-2	Sight
3-4	Hearing
5-6	Smell

If this a Familiar of Sense is granted a second time, the existing Familiar gains the ability to pass on another sense to its master. If a Familiar of the same sense is granted twice, the Sorcerer gains an enhancement skill – eg *Acute Hearing*, *Excellent Vision* – while using the Familiar's senses. You'll have to design an *Acute Sense of Smell* skill for yourself!

Familiars of Sense may take a variety of forms, from small humanoid creatures to disembodied floating eyeballs, ears or noses.

If a Familiar of Sense is killed, its master loses the sense associated with it; eg, if a Familiar of Sight dies, its master becomes blind. The sense will be restored if the spellcaster gains another Familiar of the same type.

Familiar Type Table

D100 roll by Chaos God			Familiar
Nurgle	Slaanesh	Tzeentch	
01-20	01-10	01-20	Combat*
21-25	11-15	21-30	Magic – focus*
26-35	16-25	31-45	Magic – power*
36-45	26-35	46-60	Magic – spell*
46-55	36-45	61-75	Magic – storage*
56-75	46-75	76-85	Sense
76-00	76-00	86-00	Service

Familiar of Sense

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
4	41	34	4	3	5	60	1	43	43	43	43	43	5

Familiar of Service

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fcl
4	0	0	10	3	5	60	2	89	89	6	89	89	0

* Other Familiars are as detailed in *Slaves to Darkness*.

Chaos Familiars



The HOWLING SEASON

"Sigmar's spirit! 'Ey, there's an old man over 'ere!"

"Poor soul. There is nothing to be done here. He is beyond even Shallya's healing hand."

"'Ere, look't those wounds – looks like wolves got an 'old of 'im. An' look at the plants round 'im – all dead! That ain't natural at all. I don't much like this place – too much o' Môrr's work round 'ere!"

"Wait! He still lives!"

This is designed a diversion for a group of adventurers who are travelling through a forested region far from the nearest town. We have used Kurtwallen, a village of hunters and trappers located some 40 miles north of Salzenmund. The adventurers find a dying Cleric of Taal, and uncover signs of wolves acting against their natures. Something is amiss...

"HEY, WHAT'S THAT OVER THERE?"

The dying Cleric lies not far from the roadside or riverbank. The vegetation around and beneath him is strangely withered, as if all the goodness had been sucked from it, and how he can survive with such terrible wounds is a mystery. Before expiring, he gasps out a few words about wolves and some mysterious threat – enough to intrigue the adventurers, but not enough to give them any firm information. Here are a few ways to draw attention to the dying Cleric:

Moaning and Groaning: Obvious, but effective. The adventurers hear the moans of the dying Cleric, lying off to the side of the road.

"Wolves... Kurtwallen... Destroy... Taal's will... Beware the..."

"Wrong – 'e WAS alive. Now then, what's 'e got in 'is pockets? Anythin' good? Something's got to pay for the funeral!"

"Your humour is misplaced. If we are to show respect for this soul we must look into these animals that concerned him so."

"Now, 'ow did I know you were goin' to say that?"

A Wicked Wind: A particularly strong gust of wind, sent by Taal himself, whips down on the adventurers. Followers of Taal or characters with *Theology* skill recognize the source of the wind on a successful *Int* test. The wind may be strong enough to force the adventurers to take shelter in the woods near the body, it might drive their boat to the riverbank at the convenient spot, or it might simply blow a hat over to the body.

The Mourners: Sensing Taal's presence in the Cleric, forest animals accumulate around the body. Perhaps the adventurers come across a few animals on their way to pay their last respects – a fox and a rabbit, perhaps – making their way earnestly to the body, their usual relationships forgotten for the moment. This is sure to attract curious characters, particularly Rangers.

Mind Your Head: A short but vicious thunderstorm blows up. Lightning crashes down right beside one of the adventurers' horses, which bolts into the forest. The rider has a disagreement with a low branch and lands next to the body of the Cleric. The character should be shaken but not badly hurt – 1 *Wound* maximum – and his horse should be easy to recover.

Some adventurers may choose to avoid the whole business. Fine. But remember, Taal has a personal



stake in this and may drop a few subtle hints – a storm, horses inexplicably going lame near the village and just as mysteriously recovering once the business has been attended to, and so on.

OF WOLVES AND WICKEDNESS

Two hundred years ago during the last Incursion of Chaos, this area was overrun by monstrosities and abominations beyond imagining. Among the Chaos hordes was a band of Werewolves – not the usual Werereatures, but foul things who owed their mutable shapes to Tzeentch, the Changer of the Ways. They howled around the very gates of Middenheim, but when The Empire rallied to the call of Magnus the Pious they were thrown back into the forest, and finally hunted down by the Templars of the White Wolf for their blasphemous forms. The site of the band's defeat – now its grave-site – has become a focus of Chaotic power.

In keeping with the subtle ways of Tzeentch, the site's evil nature is not immediately apparent. A clearing in the forest, the graveyard seems perfectly idyllic – maybe too much so. Regardless of surrounding weather, the sun always shines there. Birds always chirp (though none can be seen – a successful *I* test is needed to notice this) and winds never rise beyond a slight breeze. Anyone entering the clearing who makes a successful *Coolest* (*Daemon Lore* +10) senses some inexplicable feeling of dread. The only concrete sign of Tzeentch's influence was a wrought-iron mask embedded face-up in the earth at the centre of the clearing – human on the left side and lupine on the right, this mask belonged to the leader of the Werewolf band.

For decades the clearing remained undisturbed, save by Tzeentch's followers who would occasionally take refuge there. A little over a year ago, however, that changed. A brave group of hunters and trappers came from Salzenmund to colonise the forest and establish a fur trade in the North. By chance, their settlement of Kurtwallen was only about eight miles from Tzeentch's clearing. Beastmen attacked the village but were repulsed. It was then that Tzeentch laid a more subtle plan to protect the corrupt sanctity of the burial-place.

Eight months ago one of the trappers, Boris Jager, decided that he could no longer live within the walls of the growing village. The influence of Tzeentch was behind his decision, changing his mind by subtle degrees to turn his understandable love of the forest into an aversion to Human society. Dangerous as the forest was, Jager would not be dissuaded, and built himself a cabin in the woods about two miles from the grave-site. The latent power of this site permeated the hunter, and he became increasingly mutable to the Changer's will. Now, he is a Werewolf not unlike those who perished here two centuries ago, and he is dedicated to protecting their final resting-place as a sanctuary of Chaos.

Using a newly-found power to control the wolves of the forest, Jager established a reign of terror which has lasted for three months. At first, the villagers took to the forest with torches, crossbows and dogs to hunt the wolves down, because this looked like the work of no more than a normal wolf pack. Their searching was in vain, and the attacks became more frequent and more terrible.

The villagers never stray far from the village in daylight, and stay behind locked gates and doors at night. Only when food runs short do they brave the woods; most of livestock has already been slaughtered. Trapping is at a standstill – too many have set out of a morning to tend their traps and failed to return. Only stubbornness and a refusal to be the first to leave keeps the villagers in Kurtwallen.

Naturally, the villagers wonder how Jager, in his isolated cabin, has so far escaped the wolves. He hangs wolfbane on his door and claims it scares the wolves away, *"and they've been at my door many a time"* but villagers have continued to die despite being garlanded with the herb. The reclusive Jager is viewed with awe for his continued, solitary survival. He comes into Kurtwallen from time to time to sell pelts, and has even brought food to the beleaguered village. As well as deflecting any possible suspicion, Jager's visits to Kurtwallen allow him to assess the effectiveness of his terror campaign and plan his next moves.

Until recently, Jager's plans have been working. Five days ago, however, an adventurous young villager named Gregor decided that something had to be done. He secretly set out one night to trap the wolves, hoping to win the adoration of his people. By some chance he avoided detection by Jager and the wolves, and happened upon the clearing of the burial-site. He failed to sense the evil of the place, but found the half-buried mask and took it back to Kurtwallen. So far, he has told no-one of this: *"Maybe I can sell it. Then I can afford to travel to Altdorf where the rivers run gold! They say all adventures begin there! Before long, the name of Gregor the Bold will be known as far as Salzenmund!"*

Though the mask symbolizes corruption and Chaos, it is not magical and has no evil powers in itself. Jager immediately discovered the theft of the mask and knew the villagers were responsible. This desilement of his sanctuary must be avenged!

The morning after the theft of the mask, a Cleric of Taal came to the village. He had sensed the corruption of the forest, and knew the rumours of the unseen wolves that killed for pleasure and never ate what they killed. Clearly, this was against nature, and should be investigated.

Jager had heard of the Cleric's presence, and assumed that it was he who had desecrated the clearing and stolen the mask. His wolves inflicted terrible wounds on the Cleric, but Taal would not release him into Morr's realm, sacrificing the life-force of the plants on which he lay to keep his servant alive until some other means could be found of dealing with the situation. And at this point, who should stumble across the cleric but our gallant adventurers...

Unknown to the adventurers, they are seen with the Cleric by one of Jager's wolves. Since the Cleric wasn't carrying the mask, Jager assumes he has told them where it is hidden. He is desperate to recover the missing relic, and realises that killing the adventurers won't gain him the information he needs.

WHAT NOW?

Surrounding the body are a number of wolf tracks. They can be followed by a character with *Follow Trail* skill, but break up as the wolves dispersed in various directions after the attack, according to Jager's orders. Some particularly large tracks can be followed for a short distance, in the direction of the village, before they disappear. This was Jager, who resumed his Human form and went toward the village before returning to his cabin. A skilled hunter, he was able to cover his trail.

The adventurers may decide to follow a random set of wolf prints, but it doesn't do them any good. They may even catch up with the wolf, but it certainly can't (and won't) tell them anything. The obvious course is to visit Kurtwallen.

HUNTING THE HUNTER

At some point during their trek through the wilderness, the adventurers come across a man stalking a deer. This is Adolf Jager, a local trapper. Learning about the adventurers' presence, he has arranged for them to find him so that he may join their investigation and get his hands on the mask or find out where they have hidden it. By letting *them* 'find' *him* he hopes to deflect any obviously unjustified suspicions the adventurers may form.



The adventurers may try to avoid Jager. In that case the deer is startled by their movements and Adolf becomes 'aware' of their presence. The adventurers may also approach Jager openly. If the players still aren't sure what to do, you can move things along by suggesting that the group isn't sure where Kurtwallen is, and this man assuredly would.

If Jager's quarry is frightened off by the adventurers, he plays the irate hunter, and angrily demands to know what they think they are doing in the woods. After a brief conversation, he will offer to escort the adventurers to Kurtwallen – *"I've a string of traps hereabouts and I don't want to find any folks' toes lyin' about."* If the adventurers tell Jager about the Cleric, he feigns shock: *"Taal have mercy on us all! 'E only blessed me th' other day – said Taal was smilin' on me since I don't trap or hunt more'n I need to survive. We all warned him not to go into th' woods, but 'e was set on it, an' this is 'ow it turns out!"*

Either way, Jager wants to ingratiate himself with the party so they trust him with more information. If they are still suspicious of him, he might save them from a charging bear or some other natural hazard on the way to the village.

KURTWALLEN

The village of Kurtwallen, present population 37, is as shown on the map. Though the village has no inn, the adventurers can stay in the loft over the stables. Any character who insists on spending nights outside the village constantly sees shadows moving out of the corner of his eye, and hears the baying of wolves in the distance. If that doesn't scare him back into the village, Jager may leave his wolves with orders to kill the character if he cannot be there to command them personally.

Rumours

While the adventurers are in and around the village they will be searching for clues that might lead them to the whereabouts of the wolf pack. Here's a short list of rumours the villagers relate: some are true, some are exaggerated, and some are pure fantasy.

1. Middle-Aged Father of Six: *"The youngest Werner of the three was out playin' one morning close to the woodyard. A 'orrible beast jumped from the woods and grabbed 'im up! If'n I didn't have the other two Werners I'd be most upset."*

2. Animal Herder: *"Fer about a year now I bin losin' 'ead. Dem blasted wolves (spits) bin snatchin' 'em from right under me nose! Der not even afeared to break in the pen at night!"*

3. Roadwarden: *"There've been men sent into the forest. They either find nothing or don't come out at all. Just last month I found a body outside the village here. He'd been bit by wolves, that was clear enough. Funny thing is, I found one set of prints – big ones – that stayed clear of the kill. Never seen the like."*

4. Trapper: "Earlier in th' season I was chased by a bunch o'them. Comin' 'ome late from settin' the traps. You could 'ear 'em 'owlin' first. Course I started runnin'! Could feel 'em breathin' on the back a' my neck! Barely made it indoors a'fore they was jumpin' all over an' yelpin' fer blood!"

Events

As well as rumours and enquiries, there are a few things that can happen to help things along, without giving the adventurers just waiting for the wolves to come to them. Here are a couple of ideas:

Cry Wolf

A boy comes running through the streets yelling "The wolves! The wolves are coming!" His large Reikland Shepherd Dog runs through the gates after him, barking excitedly. Behind him, heading towards the gate, are three grey, four-footed shapes, emitting blood-curdling howls. The villagers run in all directions in a blind panic, screaming for the adventurers to save them.

The boy and some friends are playing a prank. The 'wolves' are actually three other boys, down on all fours and with stolen wolf-pelts draped over them. Give each character an **Int** test, applying the following cumulative modifiers:

- +10 Ranger
- +10 Elf
- +10 Hunter
- +10 Druidic Priest (with wolf familiar)
- +10 Cleric/Initiate/devout follower of Taal or Ulric
- +10 Elf Beastfriend
- +20 Player states character is looking at 'wolves'

Characters who pass the test will see through the childish deception. However, in the panic and confusion there is a chance that people will simply attack the supposed wolves, which would be unfortunate. The ruse will be exposed when the first attack strikes home, however, and further attacks can be called off.

For the sake of the story, no boy should be permanently injured. Reduce the effects of any Critical Hits if necessary. Parents of wounded children might well want to lynch the adventurers, but the village elder establishes order, realising that they are not at fault. Still, wounding children inflicts a -30% **Fel** modifier on further dealings with the villagers.

The boy who runs through town warning of wolves is Gregor, the possessor of the mask – although the adventurers have no way of knowing at this stage. After the incident he feels ashamed of himself, realising that he's not yet ready to be an adventurer or a man. This shame will prompt him to turn the mask over to the adventurers near the end of the adventure.

Son Of The Wolf

The village idiot seems like a typical – well, village idiot. Little does anyone suspect that he was once an Initiate of Ulric, from Middenheim. Showing cowardice in the face of a challenge to arms, the Initiate was stricken mad by Ulric and driven from the city.



He stumbled upon the village about three months ago, two weeks before the wolf attacks began.

More out of half-remembered habit than actual reverence, the idiot secretly maintains a small shrine to Ulric in the woods. He's stupid, but sly enough to avoid the wolves. At night one of the adventurers spots the idiot skulking into the woods. Anyone can follow him to the shrine, which he defends with his life. The nature of the shrine is recognized on a successful **Int** test. Followers of Ulric as well as Initiates and Clerics of any sort recognise it immediately.

Whether the idiot is tied to the wolf attacks is unclear. He can't give any coherent information, but it should become apparent that he's innocent.

For one thing, he is subject to *terror* of wolves and any mention of them will make him cringe in fear. This is partly a result of his being punished by Ulric, although he can't remember his past. He just knows that wolves are very, very angry with him. It's clear that he's not feigning this terror, so he can hardly be the evil power behind the wolves.

Secondly, he has a small brand in his forehead, in the shape of a wolf's head; this will be found if the adventurers hold him down and look through his filthy matted hair, or some violent motion (such as turning to run) might reveal it to any character who makes a successful **I** test (*Excellent Vision* +10). A successful **Int** test (*Theology* +10, Initiate of Ulric +10, Cleric of Ulric +10 per level) reveals that this

brand shows that the man was once expelled from the priesthood of Ulric for some crime. If he has had anything to do with wolves or they with him, it would have been a long time ago, for no wolf will come near a man accursed of Ulric.

The villagers, however, assume the worst and want to string the idiot up. The adventurers can let them, or try to stop the lynching. The village Elder is a follower of Ulric and can be persuaded of the idiot's innocence by proof of his past priesthood.

This is a small red herring, designed to keep the adventurers busy as they try to piece the facts together. Even if the adventurers realise that the idiot can't be *controlling* the wolves, they might assume that the wolf attacks are a curse inflicted on him by Ulric, following him around wherever he goes. They should soon realise that this is wrong, though – the idiot has never been near any wolf attack, and very few of those who have died had ever so much as said good morning to him. Still, if Jager is with the adventurers, he will try to convince them that the idiot is jinxed, just to throw them off the scent.

A Wolf in Lamb's Clothing

While the adventurers are wandering around the countryside with Jager, they will have a number of opportunities to see through his disguise. Most of these consist of subtle observations, and in themselves they are not conclusive evidence that Jager is a Werereature, but they may certainly arouse suspicion. Some or all of these hints may be dropped after the adventurers learn to accept and trust Jager. Don't make too much of them – just let the adventurers notice and make up their own minds.

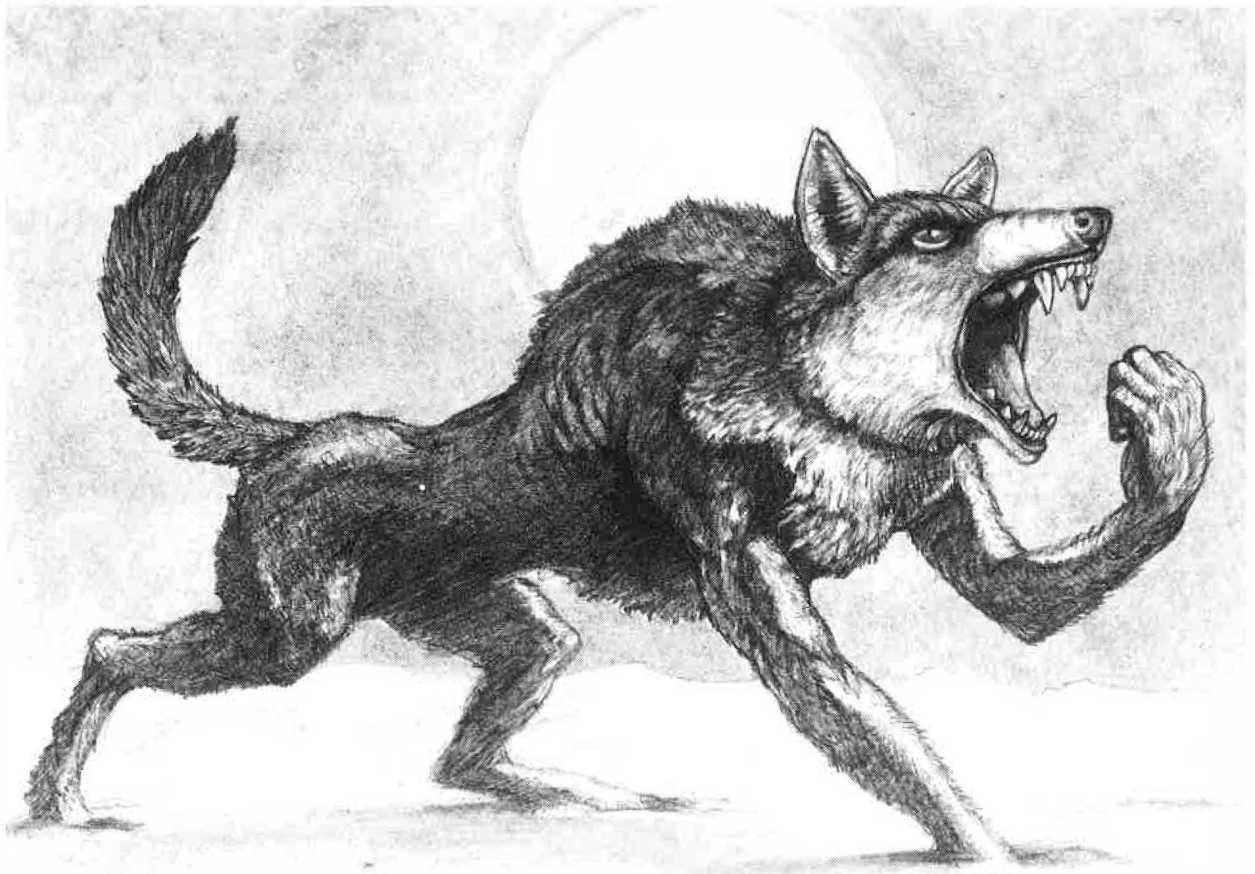
1. Passing a man butchering a pig in the village, the adventurers notice Jager licking his lips. It could be simply that he's hungry, but there's a strange light in his eyes...
2. Walking through the village, the group passes a wolf pelt hanging on a wall to dry. On a successful **I** test, it will be seen that Jager's jaw clenches, as do his fists. The sight seems to upset him. If he is questioned, he will respond: "*Killin' these wolves just makes 'em more mad. Wolves is vengeful like that!*" A Ranger who makes an **Int** test realizes this is not true, but this might be no more than a piece of folklore.
3. If the adventurers ever visit Jager's cabin (a sparsely-furnished one-room affair. There is nothing of obvious value but a pouch of 38 GC is hidden under a floorboard), anyone who cares to look will find that there are no wolf pelts around. If no-one specifically looks at the pelts, give everyone an **I** test (Hunters/Trappers +10) to notice this. Jager explains that he's afraid of killing a wolf in case the pack takes revenge. Again, Rangers may see the falsehood of this statement on a successful **Int** test. It might be no more than another piece of folklore, although whether a seasoned trapper would believe in such stories is another matter.

You might like to step up the clues as the adventurers spend more and more time with Jager:

4. Someone might notice that his teeth are unusually sharp, or that his tongue is unusually long – not to the point of mutation, of course, but strange all the same.
5. Characters with *Animal Care* skill might notice Jager's body odour – now, no-one in this part of the world exactly smells like a bed of roses, but Jager has a distinctive aroma, vaguely reminiscent of a dog that's just come in from the rain. Of course, he *does* handle an awful lot of animal skins.
6. Something startles or annoys Jager, and he turns round with a distinctly canine growl deep in his throat – well, it's not as if he actually barked, is it?
7. Just after sunset, the adventurers are walking through the village with Jager. His eyes seem to reflect the torchlight as he turns to speak – just like the eyes of a great cat or a wolf...
8. If you need to be particularly obvious, you could have Jager leaving wolf-like footprints even though he's wearing boots. Or he could cast a shadow with a wolf's head.

It's up to you how far you go with dishing out these clues, but try to avoid giving the adventurers too much information on a silver salver. It takes a lot of the challenge out of the investigation if Jager suddenly acquires a large, flashing neon sign reading "I am a Werewolf".





Barking Up the Wrong Tree

It could well be that the adventurers and Jager will spend a lot of time together, with the adventurers looking for some kind of clue about the wolf attacks and Jager trying to steer them off the scent. This is all very entertaining up to a point, but the adventurers (and the players) could become dispirited if they spend too much time and effort without ever feeling that they're getting somewhere.

In addition to this, Jager is only hanging around with them in the hope that they'll reveal something about the whereabouts of the mask – which they never will because they know nothing about it. So Jager's patience is going to give out sooner or later, as well. Besides which, if the adventurers continue to snoop around for too long, Jager might not be able to prevent them from discovering the burial site.

The timing of this next phase of the adventure is up to you. Keep an eye on your players, and watch for signs of them getting restive. Then give them one last red herring before Jager reveals his true colours.

We Want Information...

Jager makes his move when he and the adventurers are next in an isolated area, deep in the forest. He will try to lead them into such a situation if necessary. Jager seems to be in good unusually good spirits, and is whistling tunelessly as they make their way

through the forest. Elves and characters with *Acute Hearing* will find this noise especially uncomfortable, as there are some excruciating notes just at the upper end of the normal Human hearing range.

Under cover of his merry whistling, Jager is signalling to his wolf pack, calling them in for an attack. The wolves' approaching howls are heard almost immediately. The party will probably assume a defensive position, preparing for attack. Jager also does so, facing into the forest, away from the adventurers. The howling of the wolves comes from all directions, and the occasional brief movement or the glint of an eye can be seen in the underbrush.

The party is surrounded, but the wolves show no sign of attacking. They show no sign of going away, either. There is a slight pause once everyone has bunched together, readied weapons, and done whatever else they want to do.

Then, Jager spins round to face the adventurers. He has changed to wolf-man form, and he snarls "*Where is the mask?*" The adventurers, of course, don't have the faintest idea what he's talking about. Any character who fails a **CI** test (modified by up to +/-20 according to how suspicious that character has been of Jager so far) will blurt out "What mask?" or "I don't know!" before he can stop himself.

If the adventurers admit they know nothing, refuse to talk, or come up with a bluff that is transparently lame, Jager loses patience.

"Very well," he snarls, "You have chosen your fate." Then he throws back his head and gives vent to a bloodcurdling howl. The wolves charge into the attack, and Jager transforms into full wolf form. He must make a **CI** test for *frenzy* immediately; if he fails he will join in the fray, otherwise he will stand off and let his wolves do the work.

Battle!

The number of wolves is up to you. Assess the party's combat strength roughly, and give them enough wolves to make for a very hard fight – say two wolves for each Warrior, Ranger or Wizard, one or two for each Rogue according to how good he is in a fight, and one for each non-spellcasting academic. The wolves attack from all directions, and fight until reduced to zero *Wounds* or forced to leave combat by a critical hit, magic or psychology rules. If Jager is killed, his control over the wolves comes to an end, and they immediately break off the attack and flee.

If all the adventurers are killed or incapacitated, Jager leaves the area with his wolves, leaving them for dead. Fate Points can be expended in the normal way, and lucky survivors can recover in the forest and strike back at Jager, or go to Kurtwallen for healing (there is a Herbalist in the village). Unless the adventurers are sure to cover up their return to the village, word quickly spreads that they're still alive. Before long Jager finds out and tries to finish what he started, waiting for the adventurers to venture beyond the village walls.

No, Really...

No villager is going to believe the adventurers if they claim that Adolf Jager is a Werewolf. Jager knows this – indeed, he's spent a lot of time and effort in building up his cover. The adventurers will suffer a -30 **Fel** modifier to any tests involved in trying to convince the villagers that Jager is a Werewolf. If the adventurers press the point they will be thrown out of the village and into the forest, where Jager and his wolves are waiting. The only way to convince the villagers of Jager's nature is to make him change form in public.

Suspicious Minds

It's possible that the adventurers may attack Jager before he's ready to reveal his true form. If this occurs in the wilds, Jager summons his wolves and transforms on their arrival. If in the village, he looks to the villagers for help – remember, they think he's a hero – but if the adventurers press their attack he may have no choice but to summon the wolves to help, which he will do by howling. The pack comes to his rescue in D3 turns. Whether the villagers help fight the wolves is up to the GM. They're tough people, but they have been reduced to near-hysteria by the wolf attacks.

If Jager is exposed but somehow survives, he goes into hiding in the forest. He's still bound to the grave-

site, so he can't wander far. If a manhunt (wolfhunt?) ensues, Jager makes his last stand at the grave site where his predecessors died.

THE MASK

A short time after Jager is exposed as a Werewolf, Gregor – the boy who played the cry-wolf trick – shamefully approaches them, clutching something wrapped up in sacking. He holds it out to one of the adventurers.

"I found this in the forest – it's what gave me the idea to play that bad joke. I don't deserve to have it. Maybe you can use it to rescue orphans or something. I'm still too young to be like you, but... someday I'll be old enough and I'll be known throughout the land!"

If asked, Gregor will willingly lead the adventurers to the clearing where he found the mask.

If Jager is still alive at this point, the adventurers can use the mask to force a change from him. Jager is obsessed by the need to recover the mask, and every round that it's in his sight but not in his possession he must make a **CI** test to avoid transforming. If he gets hold of the mask at any time, he will run off into the forest at top speed, with the mask in his hand (or jaws!), desperate to return it to its original place. In his hurry he neglects to cover his tracks, and he can be trailed to the burial site easily (+15 to relevant tests by characters with *Follow Trail* skill).

THE CLEANSING

With the mask in their possession, the adventurers automatically recognise the corruption inherent in the clearing. The only way to eliminate that corruption is through a proper burial ceremony performed by a Cleric of Mórr. Digging in the clearing quickly exposes the skeletons buried there. An Initiate or Cleric of Mórr immediately realizes that a burial ceremony is needed to cleanse the site; other characters realise this on a successful **Int** test. The ceremony is the only way to break Tzeentch's grip on the clearing.

EXPERIENCE

Experience point awards are as follows:

- 20-40 for good role-playing.
- 10 for not harming the boys. If any boy is harmed, all the adventurers lose 30 points.
- 10 for dealing with the idiot.
- 10 for keeping the villagers from lynching the idiot.
- 20 to the character seeing through Jager's disguise.
- 60 for defeating Jager.
- 40 for defeating or freeing the wolves from Jager's control.
- 50 for the character suggesting a proper burial ceremony to lift the curse of the clearing.

Taal's Reward

If the adventurers are able to avenge the Cleric's death, break Jager's grip over the wolves, and lift the curse on the clearing, Taal grants them an automatic blessing. For one month, they are immune to poisons, enjoy comfortable weather according to the season, and are never bothered by predatory animals.

PROFILES

Profiles are only given for the key characters in this adventure, and it could be that you will need to generate profiles for the villagers. According to the level of detail you need, you can approach this in one of three ways.

The simplest is to treat all the villagers as standard Humans from the *Bestiary*, adding skills as you think appropriate. If you need more detail, you could borrow 'standard' villagers from the *Profiles* section of another **WFRP** adventure book – *Lichemaster* and *Ghostwood* are particularly useful in this respect. Alternatively, you might generate a selection of Hunters, Herdsmen, Trappers and the like from scratch.

Adolf Jager – Trapper, Werewolf

Playing the trapper, Jager has brown hair and beard, stoops slightly, walks with a limp "Forgot where my trap was – heh, heh." He is invariably dressed in furs. Throwing off his disguise, he stands over six feet and demonstrates wolf-like qualities: his snout protrudes, his body hair grows and turns grey, his eyes gleam with a yellow light, and terrible fangs extend beyond his upper lip.

M WS BS S T W I A Dex Ld Int CL WPFel
4 47 41 4 5 9 57 1 37 75 43 40 33 30

Skills: Concealment Rural; Follow Trail; Orientation; Row; Secret Language – Ranger; Secret Signs – Woodman's; Set Trap; Silent Move Rural; Spot Trap.

Possessions: Furs (0/1 AP, body); crossbow and ammunition; hand axe; 3 animal traps; 12 GC, 16/5.

In wolf form, Jager has the following profile:

M WS BS S W I A Dex Ld Int CL WPFel
9 50 0 4 4 17 2 - 75 43 40 33 -

Notes: Jager has the ability to summon wolves from miles around and can control their actions at will. He's subject to *frenzy*, and while frenzied he must make a **WP** test each round or adopt wolf form; returning to Human form requires a successful **WP** test when *frenzy* has ended.

The Wolves

M WS BS S T W I A Dex Ld Int CL WPFel
9 33 0 2 2 5 30 1 - 10 10 14 14 -



Special Rules: bite attacks, with a 20% chance of causing infected wounds. Fear fire.

Child Pranksters: Gregor & Friends

M WS BS S T W I A Dex Ld Int CL WPFel
3 20 35 2 2 5 38 1 33 19 29 29 29 29

Possessions: Wolf hides (0/1AP, all locations).

Gregor's Dog

M WS BS S T W I A Dex Ld Int CL WPFel
6 41 0 2 2 2 30 1 - 43 14 43 43 -

Special Rules: subject to *hatred* of any creature which has harmed or attempted to harm Gregor in the last ten minutes, otherwise slobbers over everybody and anybody. Bite attack. Fears fire.

The Idiot

M WS BS S T W I A Dex Ld Int CL WPFel
4 33 20 3 4 6 33 1 29 15 15 10 15 15

Possessions: Club.

Disorders: Amnesia; Dementia (see **WFRP** rulebook).

□ Ken Cliffe

GO AHEAD ORC Make my day...

In the **WFRP** rules, there are two personal firearms listed, the blunderbus and the pistol. Both do the same amount of damage, although ranges and load/fire times are different. This was never intended to be more than a nod of the head towards the possibility of firearms, and is adequate for basic games. However, there was a surprising range of firearms available in our world when it was at the same level of technology as the Warhammer world, and in this article we cover a few new firearm types, as well as looking more closely at the firearms rules in the rulebook.

Range & Strength Modifiers

As the rules stand, a pistol causes a **S3** hit at any range from point-blank to 50 yards. Realism fans can use the set of options given here to vary the strength of a firearm according to the range of the target. We also add a new range graduation, *point-blank*. For all firearms, point-blank range is 3 yards or closer.

In the *Revised Firearms Chart*, ranges are given just as on the *Missile Weapon Chart* on p128 of the **WFRP** rulebook. But here, each range number is followed by a second number. This is the effective strength (ES) of the weapon at that range.

Cost, Availability & Encumbrance

All firearms are *very rare*, but some of these weapons may be rarer than others. Certainly, PCs will almost never see a Jezail on open sale, and then the vendor will get every penny he can for it... Although all other firearms are classed as *very rare*, some are rarer than others. Arquebuses and duelling pistols are comparatively common, being only slightly rarer than ordinary pistols and blunderbuses. Swivel guns are a little rarer still, but may be found sometimes. The others will generally have to be made to order, upping the indicated cost by D10 x 10% at your discretion.

Weapon	Cost	Enc	Availability
Arquebus	100 GCs	75	Very Rare
4 barrel Duck-Foot	175 GCs†	30	Very Rare
Duelling Pistol	500 GCs	25	Very Rare
Henricus Salus	175 GCs	30	Very Rare
Jezail	—	60	Almost Unknown
Pike Gun	125 GCs	150	Very Rare
Swivel Gun	200 GCs	150	Very Rare
6 barrel Volley Gun	300 GCs†	400	Very Rare

† +25% per additional barrel.

Weapon Descriptions

Arquebus

The arquebus is similar to a blunderbus, but lacks the flaring barrel and fires a single ball similar to a pistol ball but heavier. It is coming into vogue as a replacement for the crossbow in Tilea, Estalia and Bretonnia, but it is still unreliable and prone to misfires, which makes it less popular with the troops than with their masters.

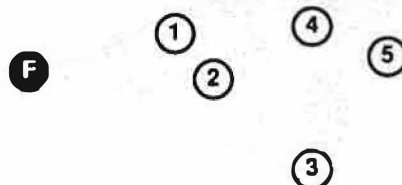
An arquebus is generally used with a rest – a forked stick which keeps the long barrel level, making it easier to aim and fire. A character using an arquebus with a rest must spend a round setting up the rest before firing. On the other hand, a character using an arquebus without a rest suffers a -20 'to hit' penalty. Improvised rests may be used, such as the top of a wall, a rock, a window-frame, etc.

Blunderbus

Like the swivel gun (see below), a blunderbus may be loaded with a variety of projectiles, from a number of pistol balls to stones, broken glass, rusty nails and anything else that comes to hand. Because of this, a shot from a blunderbus may spread, and may be able to affect a number of creatures which are close together. The following is an optional rule, to take into account the 'spread' of shot from a blunderbus.

If firing into a group (as defined in **WFRP**, p 126), roll a D4 to determine the amount of 'spread' in the shot. The die roll indicates the number of creatures which can be hit by the shot. Roll to hit each one individually. Each creature hit takes damage as normal. When firing at a single creature who is not part of a group, determine hits and damage normally.

A blunderbus requires only a single shot of powder per firing, but fires 4 balls at once when loaded with standard shot.



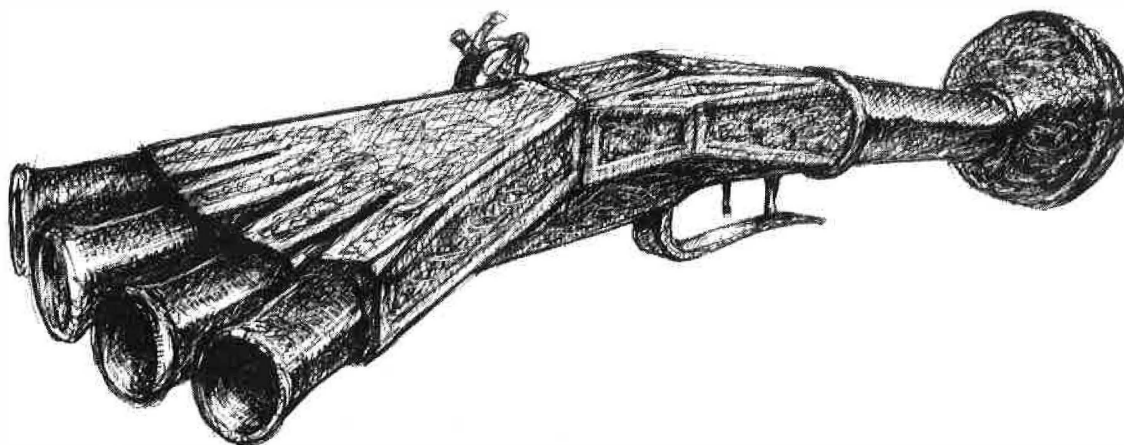
Duck Foot Pistol Fire Arc

In this example, five targets are within the fire arc. The weapon is the commonest type of duck-foot, with four barrels. Four 'to hit' rolls are made, one for each barrel. Three hits are successful. Since there are five possible targets, a D6 is rolled, re-rolling results of 6. On the first hit, a 2 is rolled, indicating that target number 2 is hit. On the second hit, a 6 is rolled. Because there are only five targets, this is re-rolled, and a result of 4 indicates that target number 4 is hit. On the third hit, a 2 is rolled – target number 2 is hit twice!

Duck-Foot

The duck-foot is basically an ordinary pistol, but it has four (sometimes five or seven) barrels, in a splayed pattern like the toes of a duck's foot. While not a sharpshooter's weapon, it is fairly intimidating, and is popular with ships' captains for dealing with mutinous crews. Certainly it is a useful weapon when firing on a group (see **WFRP** p 126). Unless you, the GM, decide otherwise, only four-barrelled weapons should be available to adventurers.

Assuming a 45° fire arc, decide how many creatures may be hit (one per barrel). Roll 'to hit' for each barrel, then randomly determine which potential target is hit. See the boxed example for a description of this procedure.



A duck-foot requires one shot of powder per barrel per salvo.

Duelling Pistol

Some of the most talented gunsmiths in the Old World have spent long hours in the pay of spoiled fops and rich duellists, refining and improving the basic design of the pistol. The result is the duelling pistol – very similar to an ordinary pistol, but more finely-crafted and reliable. Characters with *Specialist Weapon – Firearms* skill gain a +10 'to hit' bonus when using a duelling pistol, and all users benefit from the weapon's increased reliability. It is only half as likely to misfire as a normal pistol – check for misfire only when the 'to hit' roll is an even number (ie 22, 44, 66, 88, or 00).

Pike Gun

One problem with a firearm is the time it takes to reload. In many cases, this can mean that it is only usable once before hand-to-hand combat is joined. The pike gun is an attempt to get the best of both worlds. The gun barrel also forms the shaft of a polearm or battle-axe. In practice, it is a compromise which does neither weapon any favours. In both its uses it suffers from a -10 'to hit' modifier, and the gun adds +20 to misfire effect rolls owing to the strain involved in using its barrel as a polearm.

Henricus Salus

Named after its inventor, 'Dirty' Henrico Tagliatelli of Sartosa, this fearsome weapon is best described as a large pistol or a small cannon. Firing shot as large as an arquebus, it causes fearsome damage to a target, but can be

almost as dangerous to its wielder owing to its terrific recoil, which is focussed on the wrist of the hand holding the gun. Every time it is fired, the firer must make a *Strength* test; on a failed test, consult the following table:

S+D6	Result
2-3	Broken wrist – arm is incapacitated until medical attention is received.
4-5	Strained wrist – arm is incapacitated for D4 hours; medical attention halves this time.
6-7	Strained wrist – arm is incapacitated for 6D10 minutes; medical attention halves this time.
8-9	Strained wrist – arm is incapacitated for D10 minutes; medical attention halves this time.
10+	Jarred wrist – gun leaps from user's hand; user may do nothing for the next round.

The Henricus Salus requires 2 shots of powder per shot – but it *doesn't* need two bullets!

Swivel Gun

The swivel gun is a larger version of the blunderbuss, designed to be fixed to a swivel mounting on a ship's rail or the roof of a coach. Like the blunderbus (see above), it can be loaded with improvised ammunition. Also like a blunderbus, the shot may spread; use the following procedure to calculate the effects:

If firing into a group (as defined in the **WFRP** rulebook, p126), roll a D6 to determine the amount of 'spread' in the shot. The die roll indicates the number of creatures which can be hit by the shot. Roll to hit each one individually. Each creature hit takes damage as normal. When firing at a single creature who is *not* part of a group, determine hits and damage normally.

Revised Firearms Chart

Weapon	Ranges				Load/fire times
	Point Blank	Short	Long	Extreme	
Arquebus	3/4	30/4	60/4	300/3	2 rounds to load, 1 round to fire.
Blunderbus	3/5	24/3	48/3	250/2	3 rounds to load, 1 round to fire.
Duck-foot*	3/4	8/3	16/3	50/2	2 rounds/barrel to load, 1 round to fire.
Duelling Pistol	3/4	8/3	16/3	50/2	2 rounds to load, 1 round to fire.
Henricus Salus	3/4	8/4	16/4	50/3	2 rounds to load, 1 round to fire.
Jezail	3/4	36/3	72/3	400/2	3 rounds to load, 1 round to fire.
Pike Gun	3/4	12/3	24/3	50/2	2 rounds to load, 1 round to fire.
Pistol	3/3	12/3	24/3	50/2	2 rounds to load, 1 round to fire.
Swivel Gun	3/6	24/4	48/3	100/2	4 rounds to load, 1 round to fire.
Volley Gun*	3/4	12/3	24/3	50/3	2 rounds/barrel to load, 1 round to fire.

Numbers under Ranges are range in yards/Effective *Strength*

*These weapons fire multiple shots – see individual weapon descriptions.

The Swivel Gun requires 3 shots of powder per shot, and is loaded with 6 balls per firing when using standard shot.

Creatures with a *Strength* score of 5 or more may use a swivel gun hand-held, without the mounting; however, this imposes a -10 'to hit' penalty, and each time the gun is fired, the firer must make a successful *I* test or be knocked down by the recoil, spending the next round prone. A character who is knocked down must make a successful *T* test or lose 1 *W* point, regardless of armour; if the character falls below zero *W* as a result, use the **Sudden Death Critical Hit Table**.

Volley Gun

The volley gun is based on a simple piece of Dwarven logic:

Q. What's better than a gun?
A. Lots of guns.

The weapon consists of a number of arquebus-like barrels mounted side-by-side or in a 'pepper-box' configuration. However, few Dwarven smiths are mad enough to build such a weapon with more than ten barrels – there's always the possibility of an explosion to consider! Because of its size and weight, it is invariably mounted on a wheeled frame, and is similar in appearance to the early Nordenfolt and Gatling guns of our own world. All the barrels are fired by a single trigger.

Roll once for each barrel to hit the designated target, then re-roll all the misses *once*. Any which hit on the second chance are targeted according to the following table:



<i>D6</i>	<i>Result</i>
1-2	Nearest creature to left of target
3-4	Nearest creature to right of target
5-6	Nearest creature behind target

When a creature behind the target is hit, it is assumed to be because the target creature has moved slightly, exposing them to the fire. You may *not* fire one of these guns at a wall in the hope of getting this result and hitting someone who is hiding behind the wall!

Needless to say, a volley gun requires one shot of powder and one ball per barrel per salvo.

Jezail

This long-barrelled light arquebus is the main firearm in Araby, but as yet few have found their way to the Old World, and nearly all of these are in the hands of collectors and rulers. It has a longer range than an arquebus, but has less stopping power.

Like the arquebus (see above), the jezail requires the use of a rest.

Some Thoughts on Firearms

Many GMs – particularly those who have come to **WFRP** from other fantasy roleplaying games where gunpowder weapons are not used – may feel nervous at the thought of letting PCs loose with firearms. They may feel that they make the PCs too powerful, giving them a technological edge over most opponents and the capacity to do terrifying amounts of damage.

Many players will want their characters to get hold of gunpowder weapons for exactly the same reason.

However, if you look at the rules and game statistics, both here and in the rulebook, you'll see that firearms aren't nearly so terrifying as you might think. They are certainly nowhere near as deadly as certain magic spells and items, for example.

Even so, you may sometimes need to stop arquebus-packing PCs from acting like Billy the Kid and shooting up everything they see. This is fairly easy to do without being unreasonable:

They'll All Want One

You've probably seen that little glint of avarice lighting up the eyes of a player when his character has a chance of getting hold of a firearm. Well, there are a lot of other people who feel the same way.

Outlaws will strip their victims of firearms along with their other valuables, and Watchmen might insist on firearms being left in the barracks under lock and key, only to find that they had mysteriously 'disappeared' when the adventurers come back for them. And what might a group of

Beastmen do with a few kegs of powder? It doesn't bear thinking about, really.

Characters who go around advertising the fact that they are carrying firearms will attract unwanted attention in just the same way as characters who throw money about. You can use this idea to introduce a variety of short adventures: the adventurers trying to recover their stolen weapons; the stolen weapons being used in a political or cultist murder and being left on the scene to incriminate the adventurers; the desperate race to stop Beastmen (or whatever) doing something drastic with the guns and powder they stole from the adventurers and so on.

If there is no other solution, you can use one of these means to separate the PCs from their guns once and for all.

Offensive Weapons

Being noisy, messy, and thoroughly dangerous, guns tend to make law-abiding citizens rather nervous. In **Warhammer City** (p28), we learned that you can't take certain weapons into Middenheim – most cities and large towns will probably insist on characters leaving all firearms and gunpowder locked up in the gatehouse before they enter.

Reload Times

Firearms are nerve-rackingly slow to reload. By making sure that you enforce the reload times, you can make your players realise very quickly that Dirty Harry would have had a very tough time in the Warhammer world. In the end, a lot of characters won't be able to stand having to do nothing but reload for a couple of rounds while the Nasties are bearing down on them, and gunplay will end up being more or less restricted to the first round of a combat.

If you want to be really mean, you might have characters make a **Dex** test when reloading under stress (eg with several Orcs thundering towards him); according to the severity of failure, he might suffer one of the following problems (GM's choice):

- ☐ -10 *Initiative* modifier on the firing round;
- ☐ Need to spend an additional round reloading – will the Orcs get there first?
- ☐ Automatic misfire;
- ☐ Forgot the powder – gun produces a heartwarming *click* but nothing else;
- ☐ Forgot the shot – a loud bang, but no damage;
- ☐ Left the ramrod in the barrel – gun fires normally, doing 3x normal damage, but cannot be used again until the ramrod is recovered.

Running Out

The more shots Our Heroes fire, the quicker they will run out of powder. Now, it can be very difficult to get hold of powder when you're out in the wilds. There's not an alchemist or pharmacist for miles and miles, and the few people you meet who might actually have some gunpowder will be very reluctant to part with it, no matter what they are offered. After all, coachmen and the like carry gunpowder weapons because they need them to preserve their lives

and the lives of their passengers. They don't go out *looking* for trouble, like some people.

Gunpowder, as you will see on p295 of the **WFRP** rulebook, is a *Rare* commodity. Some cities may even have restrictions on its sale. So it should be fairly easy to run the adventurers out of powder and then spring something on them. This will encourage them to save their guns for special occasions in future. It will also make them think twice about doing Guy Fawkes impressions with kegs of powder.

Damp

Gunpowder won't function at all if it gets damp. So the PCs have to be very careful where and how they pack it. There are all sorts of opportunities to soak Our Heroes' powder and put their firearms out of action for a while – driving rain, swollen rivers that must be crossed, and so on. Powder which is actually in a weapon is especially prone to damp. And of course, the more securely powder is stowed, the longer it takes to unpack. On the other hand, if a character comes up with the idea of stowing the powder inside his shirt and keeping a *Protection from Rain* spell going all the time, you should let him get away with it. Such ingenuity deserves to be rewarded.

Advanced Misfires

The firearms misfires table on p129 of the **WFRP** rulebook covers three possible misfire effects; here is an expanded misfire table, covering a few more.

D100 Misfire Result

- | | |
|-------|---|
| 01-20 | Partial burn. Not all the powder catches; range and effective strength are halved (rounding fractions up) for this shot only. |
| 21-50 | Charge fails to ignite; try again next round |
| 51-70 | Charge fails to ignite; reload and try again |
| 71-80 | Slow burn, or 'hang fire'. The priming goes off, but nothing else seems to happen. However, the weapon will fire in the following round, with potentially dangerous consequences. Anyone who is stupid enough to look down the barrel of a gun which has hung fire takes an automatic point blank head hit. Anyone |
| 81-90 | Flash in the pan. The powder around the touch-hole ignites in a bright flash, but the gun does not go off. The gun must be reprimed before it can be fired again; this takes one round. The firer suffers a -10 penalty to his BS on the reprimed shot, due to an understandable degree of nervousness about what is to happen next... |
| 91-99 | Burn-round. The powder catches, but the shot is either insufficiently wadded or a little too small for the barrel. The net result is that the heat of the burning powder welds the shot into the barrel. The weapon is now useless, and has a 50% chance of exploding if anyone tried to use it again. |
| 00 | Weapon explodes. User takes normal hit, weapon destroyed |

☐ Neal Harvey, Thomas Boyd & Graeme Davis

THE BEASTFRIEND

A NEW ELVEN CAREER FOR WFRP

The Elves are attuned to the wild and to living things more acutely than any other humanoid race in the Warhammer world. Not surprisingly, their gods reflect this, and one of their major deities is Karnos, the Lord of Beasts, whom Humans identify with their own ancient deity of wild places, Taal.

Humans and other races have domesticated animals by taking them out of the wild and taming them; Elves work differently. To an Elf, the practice of breaking an animal's spirit to 'tame' it is barbarous and typically Human; they prefer to gain an animal's willing co-operation rather than force it into servitude. Humans see an inconsistency between this attitude and the Elven love of hunting, but Elves contend that their hunting is no different in terms of being 'natural' than the hunting of a wild cat or a pack of wolves. Like any other wild hunters, they take only what they need to survive. Hunting is not a sport for Elves.

Out of this rapport with nature is born the uniquely Elven career of the *Caraidh* or Beastfriend. All Elves have the potential for beast-friendship; some are

born with it, while others may develop it during their lives. The Beastfriends develop their natural affinity for a particular animal species to an extraordinary degree. They have even been known to fight with Elven armies, their beasts alongside them on the battlefield, in defence of their forest homes.

Like Wardancers, Beastfriends live alongside other Elves in their forest settlements. They are less aloof than Wardancers, however, and mix freely with their kin. Nevertheless, on occasion, a Beastfriend may take his beasts and leave the settlement to live as a wandering adventurer.

BECOMING A BEASTFRIEND

The Beastfriend career is open to any Elf who follows Karnos, and may be entered from any other career. As well as spending the normal 100 experience points for a career change, the character must take to the forest for a certain time, preferably in the company of one or more Beastfriends who will be in charge of training.

In game terms, the GM should handle this in the same way as other career changes (a quick look at *Practice Makes Perfect* in **The Restless Dead** may be useful), bearing in mind that the initial training to effect the career change must be undertaken in a forest environment.

The first step in becoming a Beastfriend is to determine the species with which the individual has a particular affinity. The GM can determine this secretly, bearing in mind the character's personality, or the GM and player can discuss the decision and agree on a species, or the player can roll on the following table:

D20 roll	Species	Beastfriend Title
1-4	Bear	Caraidh Bruinn
5-8	Boar	Caraidh Much
9-10	Hawk	Caraidh Iolair
11-12	Horse	Caraidh Aech
13-16	Hound	Caraidh Cu
17-20	Wild Cat	Caraidh Cadhmorr

These are the most common friend-species. There are rumoured to be others, but these are seldom seen, even by the Elves themselves. It is said, for example, that among the High Elves of old, rare individuals-



BEASTFRIEND CAREER DESCRIPTION

Advance Scheme

Beast	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
Bear		+10		+2	+2	+2						+10		
Boar		+10		+1	+1	+2	+10					+10	+10	
Hawk	+1	+10	+10			+1	+20			+10	+10			
Horse	+1			+1	+2	+2					+10	+10		
Hound	+1	+10				+2	+10			+10	+10	+10		
Wild Cat	+1	+10		+1		+1	+20				+10		+10	



Skills

Animal Care
Animal Training
Call Animal†
Charm Animal*
Follow Trail*
Orientation
Sixth Sense

* Upon entering the career, a Beastfriend automatically gains these skills with respect to his specific friend species *only*. To gain full use of these skills, they must be bought with experience points as normal.

† This is a new skill, available only to Beastfriends. The Beastfriend may call a number of animals from his friend species to him at any time, provided that he is in a forest in which they are native species (in effect, any forest in the Old World).

The Beastfriend makes a **Ld** test, and if the test is successful the animals will appear in 2D10 minutes. They will appear in the following numbers:

Bear	1
Boar	D3
Hawk	1
Horse	1
Hound	D3
Wild Cat	D3

A Beastfriend may not make a second call while accompanied by animals from a previous calling.

In addition, a Beastfriend gains other skills according to the species with which he is allied:

Bear	Specialist Weapon - Fist Weapons; Street Fighter; Strike Mighty Blow.
Boar	Frenzied Attack; Street Fighter; Strike to Injure.
Hawk	Dodge Blow; Flee!; Strike to Injure.
Horse	Acute Hearing; Flee!; Ride - Horse.
Hound	Acute Hearing; Frenzied Attack; Street Fighter.
Wild Cat	Concealment Rural; Silent Move Rural; Specialist Weapon - Fist Weapons.

Trappings

There are no particular trappings associated with the Beastfriend career, although many Beastfriends arm and dress themselves in styles reminiscent of their friend species: thus, the *Caraidh Much* or Boar-friends favour curving, tusk-like daggers, while the *Caraidh Brutnn* and *Caraidh Cadhmorr* (Bear-friends and Cat-friends respectively) use clawed knuckle-dusters.

Career Exits

Initiate (Karnos)
Wardancer
Scout

from the highest nobility were born with the gift of Dragon-friendship, which could not be learned by those not born to it. These were the *Beith-Caradan* Dragon-riders, thought by some to be no more than legend, and believed by others to be sleeping in the deepest forests with their mounts, awaiting an appointed time when they will be needed to save the Elven race from certain destruction.

Having entered the career and determined the friend species, the new Beastfriend must go alone into the forest and, using their *Charm Animal* skill, befriend one or more members of their friend species. The maximum numbers of each species which may be befriended at one time are given in the boxed career description (see previous page).

ANIMALS IN COMBAT

All Beastfriends can command their animal companions to fight with them. This requires a **Ld** test (based on the Beastfriend's **Ld**).

Bear

A Bear has the following profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
4	33	0	4	4	11	30	2	-	24	10	24	24

A Bear fights with two *claw* attacks. Wounded bears are subject to **frenzy**, and cause *fear* in creatures less than 10 feet tall.

Boar

The forest Boars commonly found associated with *Caraidh Much* are smaller than the plains Boars described in the rulebook (p233) as being ridden by Goblins. They cannot be ridden. They have the following profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
6	33	0	3	3	11	30	1	-	10	14	14	14

Boars have one *gore* attack; boars with a Beastfriend do not cause *infected wounds*. Wounded boars are subject to *frenzy*.

Hawk

A hawk has the following profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WPFel
1	40	0	1	1	3	50	1	-	6	6	6	6

If a successful attack causes *additional damage* (see **WFRP**, p122), ignore all damage rolls. Instead, the attack causes 1 point of damage to the head and the target is permitted an **I** test to avoid losing an eye



(+10 bonus for wearing a full-face helmet or a visor of any kind). Hawks fly as *swoopers*, and have the normal protections against missile fire (see **WFRP**, p129).

Horse

The *Caraidh Aech* or Horse-friends often ride the horse to which they are bonded. Some rare individuals may be bonded to the whole of a chariot-team. If the Beastfriend makes a successful **Ld** test at the start of a combat, the horse may act in all respects like a Warhorse (see **WFRP**, p239), and makes all *fear* tests using the Beastfriend's **Cl** score instead of its own, while the Beastfriend gains a +20 bonus to all *Risk* tests involved in riding; this bonus includes the normal +10 bonus for *Ride* skill.

Hound

The hounds used by the *Caraidh Cu* are the specially-bred Elven hunting dog. They should be treated as war dogs (see **WFRP**, p235).

Wild Cat

The *Caraidh Cadhmorr* are found in the company of the great Wild Cats of the Old World (see **WFRP**, p234). A Wild Cat will always *leap* at the end of a charge into combat.

KARNOS, LORD OF BEASTS

Description: Said by some Human theologians to be an aspect of Taal, the Old Worlder god of nature and wild places, Karnos is one of the major deities of the Wood Elf pantheon, being the master of the forest animals among which Wood Elves live. He is the patron of Beastfriends, and is worshipped by some Elven Scouts and Hunters.

Karnos is normally portrayed as a composite being, over ten feet tall, with an Elven body but the head and tail of a stag. It is said that he can also take the form of any forest creature at will.

Alignment: Neutral. Nature favours neither good nor evil, and so neither does Karnos.

Symbol: Like Taal, Karnos is represented by a stag's head with branching antlers. Elven Clerics of Karnos dress in the same way as other Elves.

Area of Worship: Wood Elf settlements throughout the Old World.

Temples: The whole of the forest is Karnos' temple; wherever his beasts wander, he is present. However, there are places which are more special to his worship than others: certain natural clearings, rocks, trees and so on. A Wood Elf automatically recognises these places; members of other races cannot. Elves will almost always try to keep other races away from holy ground.

Friends and Enemies: Followers of Karnos are generally well-disposed to other Wood Elves, and to those of other races who follow Taal, Rhya and the Old Faith. They do, however, maintain that Taal is a combination of a number of Wood Elven deities including Karnos, rather than Karnos being an aspect of Taal. By and large, followers of Karnos are indifferent to followers of other Old World deities, and they regard the cults of Chaos and the deities of the Goblinoids with unremitting hatred.

Holy Days: Karnos has two main holy days: the middle of spring, when food becomes plentiful and young are born, and the middle of autumn, when all species must prepare themselves for the coming of winter. The dates of these festivals are not fixed in the Imperial Calendar, but are calculated from various natural signs by a method set down in Elven tradition, so they vary from year to year.

Cult Requirements: Any Wood Elf may follow Karnos; most worship the whole Wood Elven pantheon in some degree.

Strictures: All followers of Karnos must keep the following strictures: never harm an animal except in self-defence or for food (since Elven hunts are always followed by great feasts, hunting is acceptable); never allow an animal to be harmed, except in the similar circumstances; do everything in your power to force Goblinoids, Beastmen and Chaos mutants out of the forests.

Spell Use: Clerics of Karnos can use all Petty Magic, Elemental Magic and Druidic Priest spells, except *Tap Earthpower* and *Create Sacred Grove*.

Skills: Initiates of Karnos receive *Charm Animal* instead of *Secret Language - Classical*. Clerics of Karnos may roll once on the *Ranger Skills Table* at each level, re-rolling if necessary until they receive a skill which they do not already possess. This is in addition to the skills listed for each level in the **WFRP** rulebook (p151). Clerics of Karnos may gain the skill *Call Animal* at each level above Initiate, taking a different species each time.

Trials: Trials set by Karnos always involve the defence of the forest and its animals. This can involve driving away those who threaten animals, ranging from a lone Human trapper to a Goblinoid or Chaos warband. In rare cases, a trial might be to relieve the suffering of animals - by freeing animals captured for pit-fights, for instance. The latter kind of trial has led to a certain amount of conflict with Humans in the past, but entertainments such as bear-baiting are less common than they once were, and Humans increasingly regard them as barbaric and unnecessary.

Blessings: Skills favoured by Karnos are all those to do with animals - *Animal Care*, *Animal Training*, *Charm Animal*, *Ride* and *Trick Riding*, and occasionally others, according to the circumstances. Favoured tests are mainly **CI** and **Fel** tests made in circumstances when animals are closely involved. On rare occasions, a one-shot use of *Call Animal* skill may be granted. Punishments, as usual, will generally be the reverse effects of blessings, but Karnos may also inflict a character with the *Animal Aversion* magical disability (see **WFRP**, p138).

■ Graeme Davis



armour has too many feelings

It is a common criticism of fantasy roleplaying systems that armour lasts forever – no matter how much pain and misery reaches the character **inside** the armour, the armour itself is always left intact. Here is a simple armour damage system, for use with **Warhammer Fantasy Roleplay**.

COMBAT DAMAGE

Most wounding hits are assumed to cause negligible damage to armour – maybe a dent in plate, a few chain links severed, but nothing *really* serious. Once in a while, though, something more serious will happen: a devastating blow which shatters the armour along with the flesh beneath, the chance cutting of a vital strap or buckle, or some similar thing. To simulate this, a piece of armour will be damaged if the location it covers:

- ☐ takes a critical hit;
- ☐ takes a wounding hit which scores *additional damage*;
- ☐ takes a wounding hit with an attack roll of 01;
- ☐ is hit with a *Strength* of 7 or more, *regardless* of whether the hit causes actual wounds.

A damaged piece of armour encumbers a character normally, but provides no protection until it is repaired or replaced.

Layered Armour

If a character is wearing more than one piece of armour on a location – plate over chain, for example – then the inner piece of armour is unaffected *unless* the damage comes from a critical hit or a hit of *Strength* 7+. In these two cases, *all* non-magical armour on a location is damaged.

Magical Armour

Magical armour is much more resilient than the normal variety. A piece of magical armour is not damaged automatically: when one of the conditions above is fulfilled, roll a D6. On a roll of 1, the armour loses 1 armour point. When its AP value is reduced to zero, it counts as damaged.

Shields

Shields behave slightly differently to other pieces of armour, since they can protect any location.

If a shield is being used, it is damaged whenever armour damage is indicated. If the armour damage is due to a critical hit or *Strength* 7+, the armour on the indicated location is also damaged, otherwise, it is not.

A damaged shield continues to function normally, but the second time a shield is damaged, it is destroyed. Therefore, you must keep careful track of whether your character's shield is *whole*, *damaged* or *destroyed*.

When a shield is destroyed, we assume that the materials of the shield has been completely hacked away from around the iron boss. The shield no longer provides any protection, but the heavy iron boss is still intact, and may be used to parry at a penalty of -20. Characters with *Specialist Weapon - Fist Weapon* skill may use the shield-boss as a weapon (I +10, D -2, Parry -20).

Magical Shields

Magical shields act in the same way as normal shields, except that when a magical shield is damaged, it loses 1 armour point. It is not destroyed until it has been reduced to zero AP. The boss of a destroyed magical shield has no magical properties, but it can be used as a weapon by a skilled character as described above.

NON-COMBAT DAMAGE

A wide range of things – such as some spells, fire and falling – can damage armour (and the character wearing it), without involving combat – or more importantly, without affecting a specific body location in the way that combat does.

When an armoured character takes damage which doesn't involve a specific location, use the following procedure:

1. Calculate the base damage of the event. This is the result of the dice roll for damage, before adjustments for *Toughness* and other factors.

2. Adjust for the cause of damage. Adjustments are as follows:

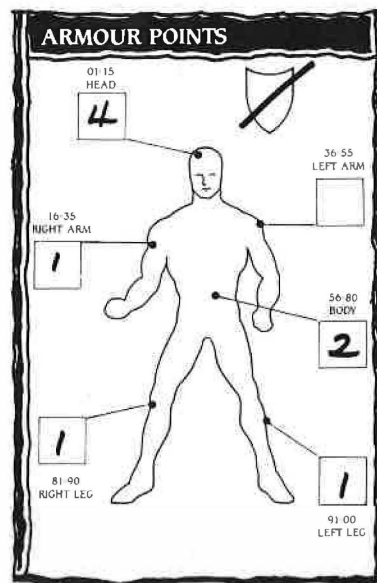
Magical fire	x½
Magical lightning	x½
Other magic missile	x1
Dragon breath etc	x½
Non-magical fire	x¼
Incendiary	x¼
Jumping/Falling	x1
Failed Risk test	x¼
Gunpowder misfire	x½
Bomb	x1
stomp/constrict	x1
Magical missile dodged	x½, cumulative
Attack Strength 7+	x2, cumulative

Fractions are rounded down. Note that poison and disease *never* affect a character's armour.

3. Check for armour damage. Roll a D6 for each piece of armour worn by the character, and count those that score *less than* the adjusted base damage.

Example of Non Combat Damage

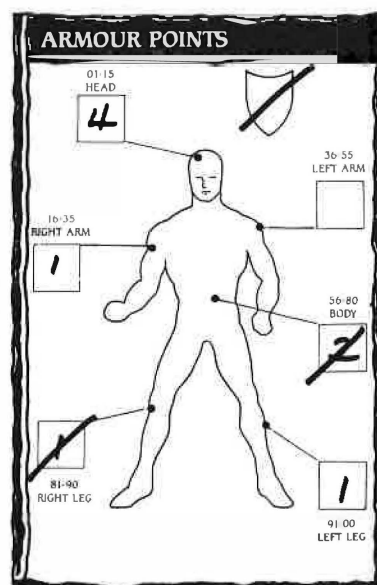
Max the Warrior is hit by a **Fire Ball** spell and suffers 8 points of damage before his Toughness is taken into account; it would have been 4, but he failed his dodge. Max lost his shield in an earlier battle, and is wearing the following armour:



The base damage of the spell is 8, halved to 4 because it is magical fire. Max is wearing five pieces of non-magical armour (we'll deal with his magical helmet a little later), so his player rolls 5D6 and counts those that score 1-3.

The dice rolls are 3, 1, 1, 5, and 4 – three rolls count, indicating that three pieces of armour have been damaged.

The next stage is to roll for the location of the three damaged pieces of armour. The first roll is 38 – left arm; since Max has no armour on his left arm (he was relying on his now-lost shield), this is rerolled as 88, damaging the right greave. The second roll is 66, damaging Max's breastplate, and the third roll is 70 – another body hit, damaging the mail shirt.



Max's helmet is dealt with last. Because of its enchantment it adds 4 to the D6 roll, which means that the roll can't possibly be lower than 5 – so the Fire Ball doesn't affect it.

Max's armour looks like this after the spell has had its effect.



4. Determine location of armour damage. Having determined how many pieces of armour are damaged, roll on the hit location chart to find the location of each damaged piece. Reroll results which give an unarmoured location, but do not reroll duplicates.

If a location has more than one piece of armour on it (eg plate over chain), start at the outside and work inward.

Magical Armour

When determining non-combat damage to magical armour, use the normal procedure but roll separately for each piece of magical armour, adding its armour points to the D6 roll.

REPAIRING ARMOUR

Damaged armour may be repaired. The process requires a character with *Smithing* skill to make a successful **Dex** test. Each successful test restores 1 AP to one area of the piece of armour being worked on. A failed test means that the piece of armour being worked on cannot be repaired further. Of course, you should note that any piece of armour can only be repaired to its original AP value.

For example: a smith is repairing a sleeved mail shirt, whose left sleeve has been damaged to the point of

*uselessness. If the **Dex** test is successful, the damaged sleeve is repaired back to its original 1 AP. If the test is failed, the sleeve is beyond repair.*

Leather Armour

Leather armour behaves in exactly the same way as metal armour, except that *Tailor* skill is required to repair it, rather than *Smithing*.

Shields

Damaged and destroyed shields cannot be repaired – they have to be made anew.

Magical Armour

Repairing magical armour requires the skills *Magical Awareness* and *Manufacture Magic Items* in addition to *Smithing*, and the test is made on the average of **Int** and **Dex**. A failed test means that the entire piece of armour loses all magical virtue, functioning thereafter as a nonmagical – and damaged – piece of the same type.

Mithril armour may only successfully be repaired by a Dwarven artisan with *Smithing* skill and **Int** and **Dex** both 30+.

MAGICAL PROTECTIONS

If a character has a magical protection against some source of damage – an *Arrow Invulnerability* spell or a *Robe of Fire Resistance*, for example – then the character's armour and other equipment enjoys the same protection.

If a character has a magical protection which reduces the damage caused by a creature or a weapon type, such as a *Ring of Protection* against swords, armour damage is determined normally.

If a character has a magical protection which reduces the damage caused by a non-weapon attack, such as a *Ring of Protection* against fire, the reduction is applied to the base damage calculation.

ANTI-ARMOUR MAGIC

Some magical weapons, spells and attack forms are stated to have a particular effect against armour. These attacks ignore this armour damage system, and proceed exactly as stated in their individual descriptions.

□ Graeme Davis



"Look, it's got to come out. You've got no choice."

"Uh. In Mórr's name, you're not touching my leg with that knife."

"Well, if you won't let me see to it – and that arrow-head's got to come out, you know – then I'll have to take you to a doctor."

"Oh great....aghh. And what will we pay him with – kind words?"

"I just happen to know of a cheap physician, so don't worry about it."

"What do you mean cheap, none of 'em are ch....NO! You don't mean... But he's mental. Shallya's mercy, don't let **him** touch me. I'd sooner keep the arrow, if it's all the same. You take me to him and I'll...oh...AH...ARGHHH."

"Well... You're in no condition to argue, so that settles it – Erich it is. So..."

Is there a Doctor in the House?

Introduction

At some time or another, every character will require medical attention. There are various institutions which provide such a service, but circumstances may narrow down the adventurers' choice. Physicians are expensive. The Temple of Shallya may ask awkward questions. The most likely port of call therefore is an independent such as Erich Hinfällig. A discreet visit to Erich will provide a fair patch-up job at very reasonable rates. However, like all doctors, he is not easy to see without an appointment; something that his Halfling assistant Hartwig emphatically points out.

Setting

Erich's clinic is a dilapidated house in the Ostwald district of Middenheim. Or it can be anywhere else you need it to be; most cities have a few like him. They are usually to be found in one of the poorest areas of the city, where interference from the Physicians' Guild is minimal.

Reputation

Erich is extremely cheap – on average about a third of what a regular surgeon would charge. If the character decides to do without any drugs, a complete treatment can cost less than half the price of a normal consultation!

The underworld and lower classes – who form the bulk of his clientele – know Erich as a good physician, who charges a fair price for a fair job: "Well, if yer can't afford to be done proper like, you could see Erich. He's patched me up a few times – 'ere, 'ave a look. All right, so the scar ain't so pretty, but I was goin' t'give the Gravtn's Ball a miss this year anyway. An'

it's 'eld t'gevver well enough. A word to the wise, though – whatever you do, though, don't let him put you out...y'could end up a leg short if y'don't watch 'im. I'm serious!"

Adventurers will also know him: "Try old Hinfällig. I've used him a good few times, and he ain't bad. Pretty cheap too. That dog bite I took when trying to...liberate some goods, I took that to old Erich. He gave me some kind of paste to rub on it – stank worse than an Ogre's armpit, it did. Did the trick, mind you. Yep, as you're in the same line of work I'd recommend Erich, you can do a lot worse than him. Mention my name when you see him."

Members of the Physicians' Guild and other high class professionals won't know of him in his current identity, but they might remember his previous life (see Erich Hinfällig): "Erich? Oh, yes. I remember Erich...Erich Carroburg if my memory serves me. Yes, very talented; a natural gift for the knife, I'd say. Would have gone far but for... well, he was Human, and who's mind can hold up under something like that? Don't know what happened to him; he just vanished. Probably ended up in the gutter somewhere with a bottle for a friend... such a shame. Waste of a real talent."

Erich Hinfällig

Erich Hinfällig is a tired, old man. He looks about 55, but is only 34. He is 5ft 9in tall and running to flab. His hair is pure white, long and unkempt, while his eyes are hazel and twitch uncontrollably. His most prominent feature however, is his left leg – or rather his lack of it. He was forced to amputate it himself,

following a wound inflicted by some weapon of Chaos.

This experience, not surprisingly, had a deep and terrible effect upon the mind of the young doctor. He drank to forget, but nothing could stop the nightmares; he drank to steady his hand, but it shook all the more. His patients made sympathetic noises, and quietly took their business elsewhere. He was finished. When he left Nuln, he left Erich Carroburg behind him – and thus was born Erich Hinfällig. The next two years saw him stumbling from one job to another, sinking deeper into alcoholism and despair. At last he found himself in Middenheim, squatting in a deserted warehouse, a broken man with no purpose in life.

However, his fellow squatters – and a Halfling thief named Hartwig in particular – quickly became aware of his knowledge of medicine. He was prevailed upon from time to time to dress wounds which couldn't be taken to 'straight' physicians, and he effected some reasonable cures. Despair had achieved what alcohol could not. No longer caring, he no longer shook; depression filled his mind so completely it left no room for nightmares.

Erich's ring of contacts expanded as news of his usefulness spread. Not caring about answers, he asked no questions; not caring about money, he charged no fees – although Hartwig was quick to establish himself as the physician's 'partner' and see that both of them were well provided for. At last, a nameless benefactor – rumoured to be the one known only as 'the Man' – provided the wherewithal for a surgery to be equipped in the slums, where anyone could receive treatment at a fair price, or a warm bed to die in if they were beyond help.

Many came to him for help. Erich had finally found a place where he was needed. This, he felt, was what he was born to do. Struggling against drink and depression, he gathered together the tattered rem-



nants of his self-respect. Erich Carroburg was still dead, but Erich Hinfällig had begun to remember him. With Hartwig's staunch support, fourteen months on, Erich is a changed man. He still suffers from occasional amnesia – whole episodes of the past four years have been wiped out – and he has a pronounced stammer. Sometimes he still succumbs to

It was a bitter Marktag evening in late Ulriczeit, and the Imperial Expressway coach was nearing the end of its journey. The roofs of Nuln could just be seen in the distance, rising out of the surrounding forest into the chill air. There was only one passenger on board tonight, a doctor visiting the renowned University of Nuln.

Erich Carroburg folded the paper in two and put it inside his case with an air of satisfaction. Everything was prepared for his lecture the following morning. He moved the curtain and peered out into the evening gloom, eyes straining to pick out landmarks he might know. Expecting to see the city, he was not surprised by the crimson lights in the forest. He was very surprised when they blinked.



The pain in his leg was immense, but he dared not move or cry out. The edges of the wound oozed with a purple ichor that took the skin off his fingers when he touched it. Blood ran down his face from his lower lip, where he'd bitten it to stop himself screaming. Staying

silent had saved him from the fate of the coachmen – now being consumed with gusto by those deformed parodies of nature. Their claws tore ragged pink strips of flesh from the still-living bodies, cramming it into foaming jaws. With their insane jabbering and wailing in his ears, Erich passed out.

When he regained his senses, the air was silent, chilled and dark. The pain in his leg had receded to a dull ache. He looked down, puzzled – his five years of medical experience could not prepare him for what he saw. From his knee down, a myriad of tiny tentacles were waving in the still air; they spread out along the ground, tentatively stroking the blood-sodden earth. Nothing remained which he could recognise as a foot.

Fighting to stop his hands shaking, he reached out to the black leather bag by his side. The moonlight played on the edge of the saw as he brought it out. He took a deep breath, and jammed a thick wad of cloak between his teeth.

There was only one thing to do...

the lure of alcohol or black depression. But on his better days – which are becoming more common – he feels that what he is doing is worth something. That he is worth something.

He despises the Physicians' Guild, its obsession with fees and its stranglehold on the availability of treatment. The corruption within it sends him into bitter furies, raging against the price set on life and healing. In his blacker moments, he will sit for hours pondering his downfall, and wondering how he can stop such things happening to other people. He is cynical about religion and its followers, and has become a staunch critic of the cult of Shallya – who knows what risks you run when you appeal to a deity for healing? He knows that the gods are uncaring – what did they do for him, in his hour of need? He is obsessed by the threat of Chaos, having experienced it at first hand.

On most other topics he is reasonable and easy-going, never making a judgement until he knows the facts; he has seen enough of life to realise that appearances can be deceptive.

Erich is a softly-spoken man, who never says more than he needs to. This comes partly from his doctor's training and partly from a conscious desire to hide his stammer. Many people take him as a native of the city, since terseness is a well-known characteristic of Middenheimers.

In time, Erich hopes to regain the rank he lost in society, and ultimately to reach a position from which he can do some real good – abolishing the corrupt Physicians' Guilds and making need, rather than money, the guiding principle of a physician's life.

Doctor Erich Hinfällig, Beggar (Ex Physician)
M WS BS S T W I A Dex Ld Int Cl WPFel
 1 28 24 4* 6* 10 51 1 61 35 55 52 50 31

Age: 34

Skills: Consume Alcohol; Cure Disease; Drive Cart; Excellent Vision; Heal Wounds; Manufacture Drugs; Prepare Poison; Read/Write; Scroll Lore; Secret Language – Classical; Silent Move Urban; Surgery; Very Resilient*; Very Strong*.

Possessions: bottle of rotgut; crutch; dagger (I +10, D -2, P -20); 2 doses of Ranald's Delight.

Alignment: Neutral

Insanity Points: 4

Disorders: Manic (I +6, Fel -5); Stammer (Fel -5).

Reactions: Erich's general attitude to those above him on the social ladder is one of dislike. They all care for money rather than right and justice. He has become an inverted snob since his fall from grace. In addition, Erich dislikes Clerics of all kinds. Initiates, Clerics, Physicians and their Students, Nobles, and all other characters who move in 'society' rather than among the proletariat all suffer a -10 penalty to all Fel tests when dealing with them.

Hartwig Flatbush

Hartwig is a plump middle-aged Halfling, only 4ft tall but solidly-built with curly dark hair. His eyes are dark brown, and never miss a trick – they are always darting about, watching everything at once. He appears to be rather sullen – he rarely smiles, and when he does it is usually the smirk of someone who considers himself superior.

Brought up in the village of Rottefach near Altdorf, Hartwig is the only son of the village Inkeeper and his wife. His childhood was quite happy until, at the age of 24, he was kidnapped by slavers and ended up as a cook and servant for a cruel Estalian wine merchant. Regularly beaten for no reason other than his master's pleasure, he learnt to expect the blows but could do nothing to stop them.

He endured this for two years until – one night in Marienburg, where his master was trading – he snapped. In the early hours of the morning he murdered the cruel merchant and, taking all of his money, set off for Middenheim and a better life. But, within sight of the Fauschlag rock, Hartwig was robbed by outlaws, only just escaping with his life.

Penniless again, he had no choice but to carry on into the city and settle where he could. He fell in with the Thieves' Guild, who gave him work as a lookout. He rarely got a fair share of the spoils, and became very dissatisfied with the arrangement. He parted company with the Guild, and took to selling meat pies around the marketplace. Following numerous complaints about the pies and rumours about where he obtained his meat, he found himself squatting in a deserted warehouse in Ostwald with no money and no idea of what to do next.

Then, one morning, a beggar appeared. With a wooden leg and a severe drink problem, he seemed to be nothing special – just another down-and-out. There was, however, something different about him. Hartwig sidled over and introduced himself...

A harsh life has made Hartwig brusque, bitter and intolerant – unusual for a Halfling. Having spent most of his life suffering at the hands of prejudiced, cruel and selfish people, he expects the same from everyone. His trust is hard to earn, but once given it is unconditional and lifelong. He is sarcastic and short-tempered, and the one thing he really can't stand is being patronised because he is a Halfling. He is very proud of his heritage (like most Halflings) and he knows an impressive range of invective in a good few languages.

Hartwig's main duties are cooking (which he doesn't mind) and cleaning (which he does). He also acts as Erich's assistant, receptionist, business agent and general minder. The Human still doesn't have both oars in the water (as they say in Marienburg) most of the time, and someone has to look after the practicalities. Hartwig does this extremely well, with a typically Halfling down-to-earth attitude.

He still has some dealings with the Thieves' Guild,

but this is a cloely-guarded secret which he keeps even from Erich. He might act as a contact for an adventurer he decides he can trust.

Hartwig Flatbush, Halfling Thief, ex-Cook
M WS BS S T W I A Dex Ld Int Cl Wp Fel
 3 31 32 3 2 7 61 1 53 19 12 23 38 17

Age: 28

Skills: Blather; Concealment Urban; Cook; Dodge Blow; Drive Cart; Evaluate; Herb Lore; Palm Object; Read/Write; Secret Language – Thieves' Tongue; Secret Signs – Thieves'; Silent Move Rural; Silent Move Urban; Sixth Sense.

Possessions: Dagger (I +10, D -2, P -20); Willam, a pet white mouse, lives in Hartwig's breast pocket – Hartwig feeds Willam on kitchen scraps and can often be seen petting him.

Alignment: Neutral

Reactions: Hartwig's difficulty to relate to people is reflected in his low **Fel** score. In addition, merchants suffer a -20 modifier to **Fel** tests when dealing with him.

Erich & Hartwig

The relationship between Erich and Hartwig is quite simple: Erich has a natural ability as a surgeon but had lost the will to use it; Hartwig is a bossy Halfling who, having met the one person outside The Moot whom he considers unselfish, is not about to sit by and let such a skill go to waste. Erich is the talent, while Hartwig is his conscience and driving force.

"What are you doing, you idiot! You look a real mess. How do you expect to treat anyone in that state – well?"

"T-treat them to (hic) what?"

*"Not treat them to what, **Treat** them! Mother Esmeralda give me strength! Treat their **Wounds**. Remember wounds? You **are** a doctor sometimes."*

"If-ff(hic!)iff you shay sho (snigger) I m-mussht be."

"You ought to be ashamed of y'self, you did. Look at you. Glve me that damn bottle before I shove it so far down your throat you get wine-stains on the seat of yer pants!"

"S-shorry H(hic!)artwig. It was only a s-sip (hic)."

"Oh... that's all right. Come on, you damn fool, let's get you sobered up"

Cost of Treatment

Erich normally charges 15/- plus a percentage of the cost of the raw materials he uses. Currently this is 110%, though this may be *haggled* down to a mini-

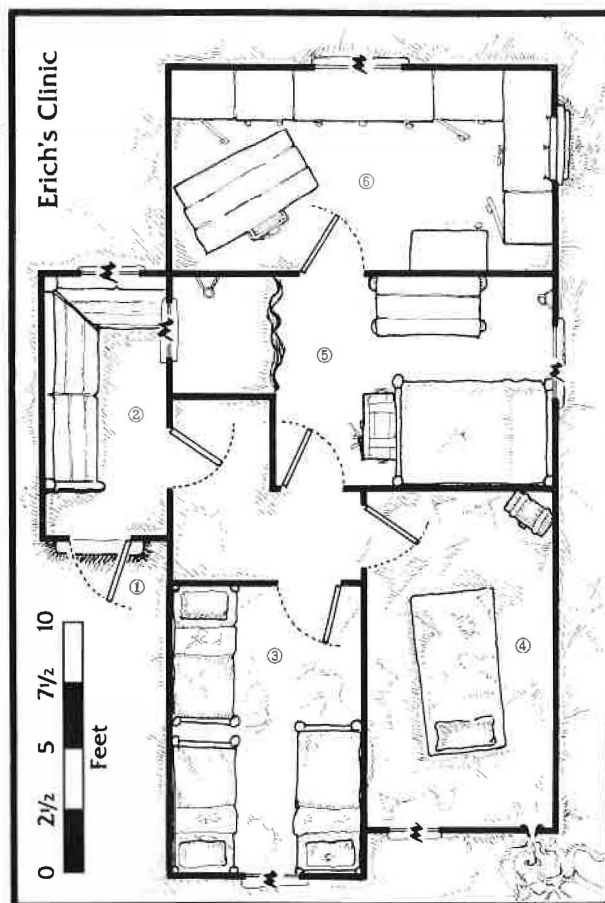
mum of 80%. If the patient decides to do without any drugs (brave man), there is still the minimum charge of 15/- to cover Erich's other expenses.

The following table gives the costs for the drugs he keeps in stock. These are the costs to him – he will charge them to patients at the agreed price. He can obtain other drugs at the normal prices, although delivery for such items is usually two or three days.

Drug	Cost
Eye Sand	2GCs
Geshundheit	15/-
Ranald's Delight	5/-
Spiderleaf	15/-
Tarrabeth	10/-
Valerian	5/-

The Clinic

This single storey, shabby wooden building lies unobtrusively amongst the slums of the Ostwald district of Middenheim, just off the Ecke Strasse. The haunt of numerous gangs and home of the city's low-life, very few buildings here are occupied for any length of time – homes vanish in nocturnal arson attacks and the inhabitants of the streets are never the same two days running. It is a testament to Erich's position within the community that the clinic has remained intact for so long – indeed, any person threatening Erich or the clinic is unlikely to survive until the next sunrise, such is his value to people who live here.



Locals will be able to point out the clinic quite easily. Searching for it is harder; its only identifying feature is a peeling picture of a pestle and mortar on the door, badly painted and already faded.

The building itself is made of various hardwoods, lashed together with nails and rope. It is in a very poor state of repair, the few windows having long since been boarded up to keep out the rain. The once whitewashed walls are stripped down to the bare wood by the bitter wind, leaving nothing but a few pale patches underneath the eaves. Moss now covers most of the roof, here and there the rot has broken through to let the rain into the rooms below.

There are two doors into the building, though the back door is unsafe and was nailed shut with heavy planks some time ago.

Erich's Routine

Erich lives and works at his clinic, and can be found there 80% of the time during the hours of daylight. The rest of the time he is in the Altmarkt buying food and herbs. He is always in the building at night.

1. Front Door

This is an oak door, bolted from the inside during the night but open during the day. There is a peeling pestle and mortar painted on it, although this is very faded and will only be noticed on close inspection or if a character is deliberately looking for this sign.

Giving the door a slight push will cause it to swing open quite violently with a loud creak – the top hinge is very unsafe and in urgent need of attention. This makes the door itself quite easy to break down (T 2, D 3). The bolt is useless but makes Erich feel secure.

2. Waiting Room

This room is fitted with wooden benches to sit on, and sawdust all over the floor to bleed on. The sawdust is replaced when it gets really foetid, but this is not as often as it could be.

The normal procedure when you enter is to go up to the 2ft-square window between the waiting room and the kitchen, and knock on the shutters. The shutters fly open like a gunport, and Hartwig – out of sight because of his height – abruptly demands what the characters want. *"Take a seat. Doctor Erich 'll see you in a moment. I'll tell him you're 'ere"*. He then slams the shutters closed again, and won't open them for at least another five minutes. He's got other things to do besides standing around chatting to patients.

How long a character has to wait for treatment is largely up to you. You may decide that Erich sees the adventurer immediately, or you may want to him to wait his turn by having an NPC already in the waiting room. This would be an ideal opportunity for the party to have a chat with one of the locals and get the feel of the area. An NPC patient is given below.

This is also an ideal moment to give the clinic some atmosphere (a scream followed by a long period of silence, for instance), or to introduce Hartwig to the party you could have him bustle into the room and shout at an injured character for bleeding on the floor:

"Oh, Mother Esmeralda give me strength. I have to mop up that floor, you know! Could you at least 'old the cut tergevver? 'Ere, gi's yer cloak. Wrap it around like that, and there you are. Do I 'ave to think of every-thing for you?" He leaves, muttering darkly.

Gunnar 'Schleim' Holzbeck, Patient

Born a beggar, Gunnar has never really improved his status in life. Although he has never tried to better himself, it is not all his own fault. Nature has not been generous to him; he is small and extremely fat, with long, greasy black hair and rotten black teeth bared in a perpetual smile by his hare lip. His voice is nasal and high pitched, and his general manner can only be described as fawning.

He is something of a hypochondriac, and has visited Erich so often in the past that Hartwig ignores him as a matter of course. This suits Gunnar perfectly, he will happily sit here for hours and give anyone who comes a brief version of his medical history.

"I've got pox, I have. Great red fings. Ooze pus an' stuff, they do. Course, this ain't the first time I've 'ad it. Last time was right after me leg. Run over by a cart an' bust it. Couldn't walk fer weeks. An' that set off one o' me attacks, that did. Coffin' up green bile every-where, I was, throwing up all down me front – right 'orrible, it was. That's when I infected me chest wound, the Doctor says. But I don't mind that so much – it's the pox, y'see. Good doc' Erich; he'll gimme sum-mat for me pox."

M W S B S S T W I A Dex Ld Int Cl WP Fel
4 32 37 3 4 6 28 1 38 24 22 26 21 24

Skills: Beg; Concealment Urban; Consume Alcohol; Secret Language – Thieves' Tongue; Secret Signs – Thieves' Signs; Silent Move Urban.

Possessions: The clothes he stands up in.

3. Ward

This is where those patients requiring long-term treatment are looked after. There are three very old and shabby beds here, of which D3-1 are filled at any one time (two sample occupants are described in *Adventure Hooks* below). Most long-term patients are adventurers and other such types. Locals who have sustained injuries or caught diseases that require prolonged treatment often don't even survive past the diagnosis stage.

Erich also keeps his medicine cabinet in this room. It is little more than an old wooden writing desk with a fold-down top, and is not very secure against the efforts of a thief. To prevent thefts Erich makes no secret of the fact that many of the herbs in the desk are deadly poisons, and the poisons are not easy to distinguish from the beneficial drugs.



Contents of the Medicine Cabinet

At any given time the medicine cabinet contains the following herbs and poisons all in a prepared state and in the given quantities. Dangerous preparations are marked with a cross.

- ✓ **Eye Sand:** 6 doses. This is a *tranquilliser*, similar to Moonflower but it affects all races, *including* Elves. The character must make a **WP** test to stay awake. If the test is passed the user gains a +20 bonus on *fear* tests, but reacts with half his normal **I** score and suffers a -10 penalty to all other tests. Its effects last for D3 hours.
- ✓ **Gesundheit:** 2 doses. On a successful **Int** test by a physician with *Cure Disease*, this preparation will stop the effects of an infected wound, restoring all lost **Dex** points in D6x10 game turns.
- ✗ **Manbane:** 3 doses. Affects Humans, Dwarfs, Halflings and Gnomes. The victim must make a *poison* test against each dose consumed; the effects for each failed dose as follows: 1 dose, unconscious for D8+4-**T** hours; 2 doses, paralysed for D8+4-**T** hours; 3 or more doses, death.
- ✗ **Nightshade:** 4 doses. The victim must make a *poison* test against each dose consumed; the effects for each failed dose as follows: 1 dose, drowsy (all percentage characteristics reduced by -10) for D8+4-**T** hours; 2 or more doses, death. The victim must also make a **WP** test against each dose, each failure meaning the gain of D6 *Insanity Points*.
- ✗ **Oxleaf:** 2 doses. The victim must make a *poison* test against each dose consumed; each failed dose having the following effects: 1 dose, drowsy (all per-

centage characteristics reduced by -10) for D8+4-**T** hours; 2 or more doses, paralysed for D8+4-**T** hours. The victim must also make a **WP** against each dose, each failure meaning the gain of D6 *Insanity Points*.

- ✗ **Ranald's Delight:** 4 doses. This is a stimulant, the first dose of which increases all characteristics by +1/+10 for 2D3 hours. Each dose thereafter will increase the duration by a further 2D3 hours. When its effects wear off the adventurer's characteristics will drop by -3/-30 from their original levels for a number of days equal to the number of doses taken.
- ✓ **Spiderleaf:** 3 doses. On a successful **Int** test by a physician with *Heal Wounds* this will stop *Terminal Bleeding* immediately, or after D4+1 rounds if the test is failed.
- ✓ **Tarrabeth:** 3 doses. On a successful **Int** test by a physician with *Heal Wounds* this will induce 24 hours sleep and will thereafter restore 1 **W** to *severely wounded* characters, or 1D3 **W** to *heavily wounded* characters.
- ✓ **Valerian:** 4 doses. On a successful **Int** test by a physician with *Heal Wounds* this will restore 1 **W** to *lightly wounded* characters.

4. Operating Theatre

This is where Erich carries out all treatment of his patients, from bandaging cuts to amputating limbs. Ever since he had to cut off his own leg without anaesthetic, Erich has been very reluctant to treat patients unless they are unconscious. Indeed, he tries to insist

MEDICAL TREATMENT

The following optional advanced rules may be used instead of those given in the **WFRP** rulebook. For each of the three types of wound that result from a critical hit – terminal bleeding, broken limbs and amputated limbs – the Physician makes a *treatment roll* on the correct table.

The *treatment roll* reflects the skill of the Physician, the seriousness of the wound, and the health of the patient. This is a D100 roll, with the following modifiers:

Physician's Modifiers

Physician's skill	+(Average Dex + Int)
No Heal Wounds skill	-100
No Surgery skill	-50

Patient's Modifiers

Health of patient	+(current T x 5)
Patient is conscious	-20

Critical being treated...

Critical Value +1	-5
Critical Value +2	-10
Critical Value +3	-15
Critical Value +4	-25
Critical Value +5	-40

Hygiene of 'operating theatre'

Well-cleaned room	+5
Average room	+0
Poorly-cleaned room	-5
Street/open air	-10
Sewer (or similiar)	-15

Further modifiers are at the GM's discretion.

Each of the tables has a list of additional modifiers, which are used only when rolling on that table.

For example, Erich (**Dex** 61, **Int** 55, so modifier +58) is treating a beggar who has been stabbed. The knife used in the attack has inflicted a +3 critical (-15) and the beggar has **T** 5 (+25). The net modifier to the D100 roll on the *Terminal Bleeding Table*, then, is 58+25-15 = +68.

"Look. There's no risk at all. All he's going to do is take the arrow out."

"That's all very well for you to say. It's not stuck in your – **arghhhh!** Shallya's Mercy save us all! When did he last clean this place?"

"It's only a bit of dirt. Never hurt anybody, a bit of dirt. And I thought you were a big tough warrior..."

"I am, but I'd sooner take my chances with the mag-gots... I mean, that knife's blunt as well as covered in somebody else's guts!"

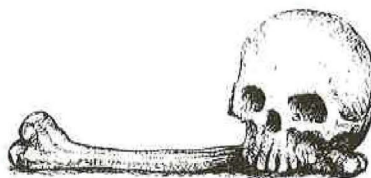
Terminal Bleeding Table

Modified

D100

Result

55 or less	The treatment appears to succeed, but after D4+1 hours internal bleeding causes massive haemorrhaging and the patient dies.
56-70	Patient falls into a coma for 10- T weeks. There is a cumulative 10% chance that the patient will die each week. The attendance of a Physician during this time will lower this to a cumulative 5% chance per week. During the period the patient is in a coma he is on zero W . If he then regains consciousness he is restored to 1 W immediately, and will thereafter be treated as <i>heavily wounded</i> .
71-85	The bleeding is stopped successfully and the patient falls asleep for 24 hours. However, the patient is now prone to migraine attacks. Whenever a test is made against Ld , Int , Cl , WP or Fel (successful or not), all percentage characteristics drop by -5 for a period of D10 hours.
86-95	The bleeding is stopped successfully and the patient falls asleep for 24 hours. Unfortunately the patient now has low blood pressure. Each time the patient takes a Cool test and fails by more than 30% he will faint for D4 turns, after which he will be groggy (-1/-10 on all characteristics) for another D10 turns.
96-105	The bleeding is stopped successfully and the patient falls asleep for 24 hours, after which he is restored to 1 W and is considered to be <i>lightly wounded</i> . But, over a period of D4 hours, it becomes clear the wound is <i>infected</i> ; consult the WFRP rulebook for the treatment required.
106-130	The bleeding is stopped successfully and the patient falls asleep for 24 hours, after which he is restored to 1 W and is considered to be only <i>lightly wounded</i> . However, during treatment, a blood clot formed on one of the patient's lungs, causing his breathing to become loud and laboured. Permanently reduce the patient's I by -10 points.
131-155	The bleeding is stopped successfully, and the patient falls asleep for 24 hours, after which he is restored to 1 W and is considered to be <i>lightly wounded</i> .
156-165	As above. In addition, if the Physician can make a successful Int test a further D3 Wounds may be restored to the patient immediately.
166-175	As 131-155 above; but the patient immediately gains D3 W .
176+	As 166-175 above; but the patient is only asleep for 12 hours and regains D3+1 W .



Broken & Dislocated Limb Table

Modifiers for Broken/Dislocated Limb Table

- +10 if successful use of Heal Wounds skill was made in the field, when the injury was sustained.
- 10 for each day that has passed since the injury was sustained.
- 20 if the same limb has been broken before.

Modified

D100 Result

- 45 or less The treatment appears to succeed, but after D4+1 hours it becomes clear that severe damage has been done. The limb must be amputated. Roll on the *Amputated Limb Table*, using the same modifier as you used on this table (with a further +10 modifier, as the amputation is being carried out deliberately).
- 46-60 The treatment fails. The limb is permanently useless. *Leg: M x 1/2*, must use crutch; *Arm: Dex x 1/2, BS x 1/2*, no shields, bows or two-handed weapons, may have to use hand weapons wrong-handed.
- 61-70 The treatment is almost successful. The patient is restored to 1 **W**, and is considered to be *lightly wounded*. The limb is strapped up and incapacitated for a further D4+1 weeks. There is, however, a permanent disability in the limb. *Leg: M -2 (min 1), I -20; Arm: Dex -20, BS -20*. If sword arm, **WS** -20.
- 71-80 The treatment is mostly successful. The patient is restored to 1 **W**, and is considered to be *lightly wounded*. The limb is strapped up and incapacitated for a further D4+1 weeks. However, the joint will always be a little stiff. *Leg: M -1 (min 2), I -10; Arm: Dex -10, BS -10*. If sword arm, **WS** -10.
- 81-95 The treatment is almost successful. The patient is restored to 1 **W**, and is considered to be *lightly wounded*. The limb is strapped up and incapacitated for a further D4+1 weeks. However, the limb is much weaker than it once was, and is prone to occasional locking. *Leg: if any I test failed by 30 or more, M -1, I -10 for D4 hours; Arm: if any Dex test failed by 30 or more, Dex -10, BS -10 for D4 hours*. If sword arm was injured, **WS** -10 also.
- 96-145 The limb is treated successfully. The patient is restored to 1 **W**, and is considered to be *lightly wounded*. The limb is strapped up and incapacitated for a further D4+1 weeks, after which time it can be used as normal.
- 146-155 As 96-145 above; but the limb is only strapped up and incapacitated for D3 weeks.
- 156-165 As 146-155 above; but patient gains D3 **W** after treatment.
- 166 plus As 146-155 above; but patient gains D3+1 **W** after treatment.

Amputated Limb Table

Note: Once the limb is removed, either by the surgeon or by a wound received in combat, a roll should first be made on the *Terminal Bleeding Table*. A result of 131 or better indicates the bleeding has stopped, and the wound may be cauterised normally – a roll may now be taken on this table, applying the effects of this table only. A roll of less than 131 indicates that although the wound may still be cauterised (a roll on this table), the result rolled on the *Terminal Bleeding Table* is also applied.

In addition, if the patient is conscious when the treatment is applied he gains D6 *Insanity Points* and passes out.

Modifiers to Amputated Limb Table

- +10 if the amputation is being carried out deliberately by a Physician (this modifier applies to the roll on the *Terminal Bleeding Table* as well as the *Amputated Limb Table*).

Modified

D100 Result

- 45 or less The patient has lost too much blood. He dies without regaining consciousness.
- 46-60 Patient falls into a coma for 10-**T** weeks. There is a cumulative 10% chance that the patient will die each week. The attendance of a Physician during this time will lower this to a cumulative 5% chance per week. During the period the patient is in a coma he is on zero *Wounds*. If he then regains consciousness he will be restored to 1 **W** immediately, and will thereafter be treated as *heavily wounded*.
- 61-105 The wound is cauterised successfully and the patient falls asleep for 24 hours. However, over a period of D4 hours it becomes clear the wound is *infected*, and further treatment is required to cure this condition. See the **WFRP** rulebook for details of treatments.
- 106-155 The wound is cauterised successfully and the patient falls asleep for 24 hours. After a further D6+6 days the patient is restored to 1 **W** and is considered to be *lightly wounded*.
- 156-165 As 106-155 above, but the patient only takes D6+4 days to reach a *lightly wounded* state.
- 166-175 As 106-155 above, but the patient only takes D4+4 days to reach a *lightly wounded* state.
- 176 plus As 106-155 above, but the patient only takes D4+4 days to become *lightly wounded*. In addition, the patient gains a further D3 **W** points when he reaches such a state.

Effects of Missing Limbs

- One leg **M** x 1/2, **I** -20.
- Both legs **M** = 1, **I** -50.
- One arm **Dex** x 1/2, **BS** x 1/2, no shields, bows or two-handed weapons, may have to use wrong hand.
- Both arms **Dex** = 0, **BS** = 0, **WS** = 0.

that the patient is out for any treatment he performs, even bandaging minor cuts. It is dangerous to agree to this, as the only sedative Erich uses is Eye Sand, a drug to which the patients can become addicted.

The risk of addiction to the anesthetic is, however, the least of the patient's worries. Although Erich is a talented physician, he is still not in a very balanced state of mind. If he is given the chance (ie no-one is in the theatre with him and the patient is unconscious) he will take a quick swig of the 'surgical' alcohol – just to steady his hand, you understand – and will continue to do so until he makes a successful **WP** test, at -10 due to his *Consume Alcohol* skill. Every other drink will lower all of his percentage characteristics by -5. As well as making each **WP** test harder, this will have an effect on his ability as a surgeon.

Even *this* is not the worst hazard facing the character! Ever since his accident Erich has been obsessed with cutting out the Mark of Chaos wherever he finds it. If there's an odd-shaped birthmark on the character's leg, Erich will chop the limb off, just to be on the safe side. You should check the patient's character sheet for such distinguishing marks. If Erich finds anything suspicious on an arm or a leg he'll amputate! A *Treatment Roll* should be made on the *Terminal Bleeding Table* and the *Amputation Table*.

As Erich spends most of his time here, he does his best to keep it clean and hygienic. To assist in this task the floor has been stripped down to the bare rock. Copious amounts of hot water are used to remove the worse stains on the floor. The water drains out of a small hole into the street outside. Although Erich tries very hard to keep the surgery clean, it is not the ideal place to carry out surgical operations, and therefore gives a -5 modifier to the *Treatment Roll* (see *Medical Treatment*).

He also has a magical lantern to prevent oil fumes filling the room. This is nothing more than a glass globe with a permanent *Glowing Light* spell cast on it – a present from a magician grateful for Erich's attention. It hangs from the centre of the roof on a piece of soiled rope. There is also a small wooden chest in one corner of the room, in which he keeps the following:

Eye Sand: 12 doses. See the 3. *Ward* for more details.

Medical instruments: including clamps, knives, saws and swabs.

Pottery jar: contains 8 leeches, for bleeding.

A set of irons: used to treat mental disorders.

A cautery: used to cauterize wounds!

Surgical alcohol: 2 bottles. This is nothing more than very strong liquor.

5. Living Room/Bedroom

This room has the minimum of furnishings, all of which are of very poor quality. In one corner is Erich's bed, made up of four packing cases lashed together and covered with a piece of sackcloth. At the bottom of the bed Erich keeps a small wooden chest, con-

taining: coins to the value of 12/6, medical textbooks to the value of 50 GC, a set of cutlery, two blankets and a tinderbox. The only other item of furniture in the room is a small wooden table. It has one leg missing, and has been nailed to the wall to keep it upright.

By the door to the kitchen there is an alcove (5a) covered by a heavy cloth curtain – this contains the 2ft square hatch connecting with the waiting room.

Light and heat to both the living room and the alcove are provided by torches, the acrid smoke being vented out through holes where the roof meets the walls.

6. Kitchen

This is where Hartwig spends most of his time. He sleeps here, on a small blanket which he lays out underneath the table.

The fittings in this room are of poor quality like the rest of the house, but Hartwig keeps them in very good condition. He has even arranged cupboards over the blocked back door, so that it doesn't spoil the look of his kitchen. Reinforced this way, the door has **T4, D7**.

As well as the more normal ingredients one might expect to find in a kitchen, some of the cupboards here hold some rather unusual items. In order to further his knowledge as a surgeon, Erich is very interested in research and has, over the years, built up quite a stock of pickled organs taken from the bodies of people who died of particularly fascinating causes. Of course, such ingredients wouldn't normally be used for cooking (not unless Hartwig is really angry with someone) but if intruders decide to prepare their own meals...

Adventure Hooks

A visit to Erich's surgery can lead into a number of adventures. Here are a couple of ideas, which can easily be developed into one or more sessions of play.

Shutdown!

Holger Kahl, a relatively unimportant member of the Physicians' Guild, has discovered that Erich is practising without Guild membership or permission. He compiled and presented a report on the matter, hoping to shut Erich down and advance his own position within the Guild by doing so. Guild rules dictated that they could do nothing unless Erich was present to answer the allegations, and they advised Kahl to drop the matter. Kahl has no intention of doing so, and he has hired an Assassin to kidnap Erich and take him to the Guild to answer charges.

The basic plan is for the thugs to cause a distraction in the waiting room while Wiesel breaks the window in the surgery, climbs in, drugs Erich with one of his knives and leaves by the same route. He will then carry Erich to a cart parked in a nearby side-street and take him back to Kahl.

Whether the adventurers join in or not, the other patients in the ward immediately offer assistance, although one does seem a little less than willing.

Erich will be very grateful if the party helps prevent his kidnap, and will offer them all that he can afford – free treatment for as long as they want. Hartwig will not like this and may try to insist the party pays anyway; he will calm down if someone points out what may have happened if Erich had been kidnapped. Even so, he will insist that they don't abuse this reward, and may be unfriendly when they come for free treatment, especially if it's something minor.

Dramatis Personae I

Wiesel – Male Human Assassin

A tall, wiry figure enveloped in a voluminous black cloak, the only notable thing about Wiesel is his laugh, a soft and hissing snigger – he seems to find everything very amusing.

M WS BS S T W I A Dex Ld Int Cl WPFel
3 47 48 5 4 10 55 2 37 36 27 30 27 25

Skills: Acute Hearing; Bribery; Concealment Urban; Dodge Blow; Follow Trail; Luck; Prepare Poisons; Silent Move Urban; Specialist Weapon – Throwing Knife; Strike Mighty Blow.

Possessions: black cloak; mail shirt (1 AP, body); sword; 2 throwing knives (R 4/8/20, ES 5) poisoned with 1 dose of Manbane.

The Four Thugs

Not very clever, and not very loyal, Boris, Kurt, Otto and Udo have been hired by Wiesel to help kidnap Erich. They are to be a diversion while the assassin takes Erich, and they will do as little as possible, fleeing if they meet determined opposition; each time one of them sustains 2 or more Wounds in a single blow, each must make a **Ld** test (-20 for the wounded one) or flee.

M WS BS S T W I A Dex Ld Int Cl WPFel
3 29 20 3 3 6 29 1 29 36 19 29 19 19

Skills: Consume Alcohol; Street Fighter.

Possessions: club; leather jack (0/1 AP, body/arms).

Jakob Haarig – Male Human Herdsman

Jakob is a tall, well-built man with long ginger hair and a deep bellowing laugh. He came to the city to find work when his father's farm was raided by Beastmen, and has been sending back any money he has earned to help rebuild it.

He is being treated for a stomach complaint, and has been here for a couple of weeks now. He is still very weak and nauseous, and a hit to his stomach may cause him to pass out. If anyone lands a blow on his body Jakob must make a successful **WP** test or faint for D6 rounds, after which he will be groggy for another D10 rounds (-1/-10 on all characteristics).

M WS BS S T W I A Dex Ld Int Cl WPFel
5* 33 39 3 5* 5 35 1 24 37 34 38 32 33



Skills: Animal Care; Charm Animal; Fleet Footed*; Musician – Wind Instruments; Night Vision; Specialist Weapon – Sling; Very Resilient*.

Possessions: sling (R 24/36/150, ES 3, Rld 1); sword; 2 GC, 12/-.

Laurelhollena Elmal – Female Elf Student

Laurelhollena, or Laurey to her friends, is in Middenheim to study History at the Collegium Theologica. She is not a typical Elf, being both brash and crude – she even goes so far as to try and hide the fact that she is an Elf. Erich is treating her for a very bad rash on her chest.

She has had to come here because, as a student, she does not have a lot of money and could not afford to visit the Collegium's doctor. She will only fight in order to create an escape route for herself.

M WS BS S T W I A Dex Ld Int Cl WPFel
5 41 38 3 4 4 68 1 43 44 58 51 37 36

Skills: Arcane Language – Magick; Astronomy; Cartography; Consume Alcohol; Dance; Etiquette; Excellent Vision; History; Read/Write; Secret Language – Classical; Speak Additional Language – Old Worlder; Sing.

Possessions: dagger (I +10, D -2, P -20); textbooks; 1 GC, 17/-.

Alignment: Good

Sins of the Flesh

Laurelhollena Elmal, a student receiving treatment here (see above), is unaware that she has made an enemy amongst her classmates at the Collegium Theologica – a very powerful enemy.

A fellow student, one Hultz Stark, has recently been dabbling in unhealthy rituals designed to bring favour from the Lord of Pleasure himself. Hultz invited Laurelhollena to one of these orgies, but didn't tell her it was in worship of Slaanesh. She refused, naturally, and has thought nothing more of it. Hultz, however, is not going to take that sort of rejection, not from anyone, and has found a way to get his own back.

He has obtained a tattered scroll which gives details of a curse, *The Inescapable Destruction of the Flesh*, which worshippers may inflict upon their enemies. When invoked it will cause a Daemonette of Slaanesh to visit the victim and kill them in a truly gruesome manner.

As the adventurers are sitting in the waiting room, there is a loud crash from the ward, followed by a loud scream and Hartwig yelling for help. They can rush into the corridor in time to see Hartwig and Jakob backing away from the door while Erich charges into the room, dagger aloft, shouting "D-d-eath to the ab-bb-omination!" Looking into the room they can see a Daemonette of Slaanesh standing on the bed astride the Elf-girl, who has fainted with fear.

Everyone – including Jakob and Hartwig – should now make a **CI** test against *fear*. As the party watches, before they are able to act, the Daemonette bends over and cuts its master's symbol in the flesh of Laurey's chest, triggering a variant of the *Fleshy Curse* spell.

Laurey immediately starts to throw out fleshy growths, covered in misshapen mouths, hands, eyes, etc. At the start of each turn, roll a D10 and consult the table below to determine the spell's effects.

D10 Effects this turn

1-3 Growths spurt from Laurey's body to cover an area 1D4 x 1D4 yards in a random direction from her bed:

D4	Direction
1	Front
2	Left
3	Back
4	Right

4-7 A tentacle shoots out D12 yards from her body. Use a D12 clockface to determine the direction of growth, with 12 as Laurey's head.

8-10 Nothing happens this turn.

Laurey can only be harmed by fire based attacks, and the growths will continue until she is killed.

Each person in contact with a growth is attacked once per turn with a **WS** of 60. A successful hit does no damage, but immobilizes the target in a press of swelling flesh.

After three successful hits the growth will have strangled the victim, killing him. Note that the growth will not attack the Daemonette – which will attempt to kill as many people as possible until it succumbs to *instability*.

Erich, meanwhile, has gone into *frenzy* (he is immune to *fear*, will always press the attack, causes +1 *Damage*, and receives -1 *Damage* on incoming attacks), which will only end when the Daemonette is killed or disappears.

The rewards for killing the Daemonette are much the same as those given for stopping Kahl's kidnap attempt (see above), although Erich will also ask the party to dispose of what is left of Laurey's body before offering such a reward.

Dramatis Personae II

Painlust Caress – Daemonette of Slaanesh

M WS BS S T W I A Dex Ld Int Cl WP Fel

4 57 42 4 3 5 60 3 10 89 89 89 89 89 .

Special Rules: Two *claw* attacks and one *tail-lash*. 1 AP on all locations. Subject to *instability*. Causes *fear* in living creatures under 10ft tall. Immune to *psychological* effects except when caused by deities or Greater Daemons; cannot be forced to leave combat except by such beings.

Other Adventures

The adventure hooks above could be expanded quite considerably. At the moment they are little more than single encounters, but each has the potential to become a complete adventure filling several sessions of play, given a little work on your part.

For example, the adventurers will probably want to find out what is behind the incidents they have witnessed:

The kidnap attempt could become a very involved adventure concerned with the dealings of the Physicians' Guild. Perhaps the adventurers could infiltrate the Guild and discredit Kahl by careful negotiation and blackmail. Maybe a simple assassination suits your group better; or perhaps they would break into Kahl's home and steal the report, doing the same at the Guild and removing all official records of his existence.

The second encounter could turn into a battle against the forces of Chaos which, even now, are spreading across the city. This could lead them into conflict with the full strength of the Jade Sceptre cult, which still exists in Middenheim and beyond.

□ Andy Warwick



IN BRIGHT ARMOUR ARRAYED

In the **WFRP** rulebook, the enchantments woven into magical armour are somewhat limited in their effect. Basically, a piece of magical armour differs from a piece of non-magical armour only in that it offers a few more armour points worth of protection to the wearer – welcome though this is, it's hardly the exciting stuff of legend! So, to give magical armour more 'flavour', here are some optional rules for giving it a wider range of enchantments, with a variety of interesting effects, not all of which a simple protective measures...

ARMOUR TYPE

When generating a piece of magical armour, the precise piece – helmet or breastplate, mail shirt or leggings – can be determined by using the existing table from the rulebook. The process for determining armour type changes a little.

Number of Enchantments

Just like a magical weapon, a piece of magical armour can have more than a single enchantment cast upon it. The number and type of enchantments vary according to the piece of armour in question. To determine the number of enchantments placed on a piece of magical armour, roll on the appropriate line of the following table:

Armour Piece	Number of Enchantments				
	1	2	3	4	5
Coif	01-90	91-00	-	-	-
Helmet	01-75	76-90	91-99	00	-
Mail Shirt/Coat	01-80	81-95	96-00	-	-
Leggings (pair)	01-90	91-00	-	-	-
Greaves (pair)	01-90	91-99	00	-	-
Arm Bracers (pair)	01-90	91-99	00	-	-
Breastplate	01-75	76-90	91-96	97-99	00
Shield	01-90	91-96	97-00	-	-

Determining Enchantments

The first enchantment cast on a piece of armour will always be *Enhanced Protection*. Any further enchantments may be chosen by the GM or determined randomly using the *Armour Enchantment Tables*.

ARMOUR ENCHANTMENT TABLES

Enhanced Protection

D100	Armour Points
01-10	1
11-80	2
81-95	3
96-00	4

Coif or Helmet

D100 Enchantment Type

- 01-02** *Berserk* – the wearer becomes *subject to frenzy* whenever the helmet or coif is worn.
- 03-04** *Breathe Underwater* – the wearer can breathe without air, and will not suffocate in a vacuum or underwater. The wearer is also immune to all gases and other inhaled poisons.
- 05-45** *Characteristic Gain* – wearing the helmet or coif increases one of the wearer's characteristics. Roll on the following table:

D100	Characteristic Gain
01-15	I +10
16-30	Ld +10
31-45	Int +10
46-60	Cl +10
61-75	WP +10
76-80	I + D3 x 10
81-85	Ld + D3 x 10
86-90	Int + D3 x 10
91-95	Cl + D3 x 10
96-00	WP + D3 x 10

- 46-50** *Flight* – the wearer can fly as a *swooper* for 10+D10 turns per day.
- 51-55** *Hatred* – the wearer becomes *subject to hatred* of a particular race. Roll on the following table:

D100	Race
01-05	Goblins and Snotlings
06-10	Hobgoblins
11-20	Orcs
21-25	All Goblinoids
26-27	Elementals
28-30	Daemons
31-35	Undead
36-45	Non-Daemonic creatures and followers of Chaos
46-50	Dragons
51-55	All reptiles

56-60	Dwarfs, Gnomes and Halflings
61-65	Elves
66-70	Fimir
71-75	Giant animals
76-80	Skaven
81-85	Giants
86-90	Ogres and Trolls
91-95	Wercreatures
96-00	Vampires

Note: A character who is (or by any means becomes) a member of the *hated* race may not wear the helmet or coif, and will suffer D6 *Wounds* (regardless of *Toughness* and other modifiers) each time he or she attempts to don the piece of armour.

- 56-58** *Invisibility* – the wearer can become invisible at will, once per day. Invisibility lasts for 10+D10 turns. While invisible, the character cannot be detected by normal means. Opponents suffer a -40 penalty to hit a stationary and silent invisible character. This is halved to -20 if the character moves, speaks or attacks.

- 59-60** *Magic Reflection* – when any spell is cast at the wearer, it will be reflected back at its caster if the wearer makes a successful **WP** test. If the test is failed, the spell takes effect normally, but the wearer may still make a **WP** test to avoid its effects, if one is permitted in the spell description.

- 61-90** *Protection* – the wearer is completely immune to one kind of attack, magical effect or psychological condition, however it may be caused. Roll on the following table:

D100 Effect Negated

01-05	<i>Animosity</i>
06-55	<i>Area Protection</i> – roll once on the <i>Area Protection Table</i>
56-60	<i>Compulsions</i> – including hypnosis, and all spells which force the victim to do something: eg <i>Steal Mind</i> , <i>Sleep</i> , <i>Cause Cowardly Flight</i> , etc.
61-70	<i>Fear and Terror</i> – including all spells which cause fear or flight
71-75	<i>Gaze attacks</i>
76-80	<i>Insanity</i> – cures all previous disorders <i>while worn</i> , wearer gains no insanity points for any reason while wearing
81-85	<i>Instability</i>
86-90	<i>Illusions</i> – including all Illusion Magic spells, invisibility, and magically-generated sights and sounds such as <i>Marsh Lights</i> and <i>Sounds</i> spells
91-95	<i>Stupidity</i>
96-00	All psychological effects

- 91-95** *Regeneration* – the wearer regenerates 1 lost **W** point per turn, up to his normal score.

- 96-00** *Wizardry* – a spellcaster may wear this piece of armour without affecting spellcasting. Other

pieces of armour are similarly affected. In addition, the armour may have additional powers – roll on the following table:

D100	Power
01-75	<i>None</i> – no further powers.
76-80	<i>Immunity</i> – the wearer is immune to one randomly-generated spell.
81-85	<i>Power</i> – the wearer gains 2D6 Magic Points, renewed each dawn.
86-90	<i>Power Amplifier</i> – the Magic Point cost of all spells cast by the wearer is halved, rounding fractions up.
91-95	<i>Spell Absorption</i> – the helmet or coif absorbs the Magic Points from spells cast at the wearer; these Magic Points may then be used by the wearer like the Magic Points from a <i>Jewel of Power</i> . If the helmet or coif ever holds more than 10 Magic Points it will explode, destroying itself and causing D3 S10 hits to the wearer and everyone within 5 yards.
96-00	<i>Storage</i> – the helmet or coif can hold up to D10 levels of magical spells; these may be cast into it by the wearer at any time, and they remain in the armour until the wearer chooses to cast them.



Body Armour (mail shirt or coat, breastplate)

D100	Enchantment Type
01-45	<i>Characteristic Gain</i> – wearing this piece of armour increases one of the wearer's characteristics.

Roll on the following table:

D100	Characteristic Gain
01-25	S +1
26-50	T +1
51-75	I +10
76-80	S + D3
81-85	T + D3
86-90	I + D3 x 10
91-00	roll twice

46-95	<i>Protection</i> – the wearer is completely immune to one kind of attack, magical effect or psychological condition, however it may be caused. Roll on the following table:
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D100	Effect Negated
01-10	<i>Area Protection</i> – roll once on the <i>Area Protection Table</i>
11-20	<i>Attack Protection</i> – roll once on the <i>Attack Protection Table</i>
21-30	<i>Characteristic draining</i>
31-40	<i>Fear and Terror</i> – including all spells which cause fear or flight
41-50	<i>Fire</i>
51-60	<i>Lightning</i>
61-70	<i>Magic</i> – roll on the following table:

D100	Protection
01-25	Petty Magic
26-50	Petty Magic & Level 1
51-60	Petty Magic & Level 1-2
61-65	Petty Magic & Level 1-3
66-75	All Battle Magic
76-80	All Daemonic Magic
81-85	All Elemental Magic
86-90	All Illusion Magic
91-95	All Necromantic Magic
96-98	All Druidic Magic
99-00	All spells

71-80	<i>Magical Weapons</i> – roll on the following table:
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D100	Protection
01-80	+10 or less to hit and/or +1 damage
81-95	+20 or less to hit and/or +2 damage
96-00	+30 or less to hit and/or +3 damage
81-85	<i>All non-magical weapons</i>
86-00	<i>All psychological effects</i>

96-00	<i>Wizardry</i> – this piece of armour does not interfere with the wearer's ability to cast spells. It can be worn by a spellcaster with no penalties.
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Arm Bracers

D100 Enchantment Type

01-45 *Characteristic Gain* – wearing this piece of armour increases one of the wearer's characteristics. Roll on the following table:

D100	Characteristic Gain
01-40	I +10
41-80	Dex +10
81-90	I + D3 x 10
91-00	Dex + D3 x 10

41-60 *Area Protection* – roll once on the *Area Protection Table*

61-70 *Attack Protection* – roll once on the *Attack Protection Table*

71-75 *Binding* – the wearer is immune to paralysis caused by spells such as *Stand Still*, poisons and any other means. He cannot be bound against his will, magically or otherwise.

76-80 *Magical Gloves* – the arm bracers have the same properties as a known type of magical glove or gauntlet. Generate randomly using the appropriate table in the **WFRP** rulebook or *The Restless Dead*.

81-85 *Missile Protection* – the wearer can knock aside incoming missiles with his arms, and is immune to any non-magical missile no larger than an arrow.



86-95 *Deflection* – the wearer can deflect incoming blows with his arms, giving the equivalent of an additional 1 AP on all locations. This property may be used in conjunction with a parrying weapon, but not with a shield.

96-00 *Wizardry* – these arm-pieces do not interfere with the wearer's ability to cast spells. They can be worn by a spellcaster with no penalties.

Leg Armour (Leggings and Greaves)

D100 Enchantment Type

01-40 *Characteristic Gain* – wearing this piece of armour increases one of the wearer's characteristics. Roll on the following table:

D100	Characteristic Gain
01-40	M +1
41-80	I +10
81-90	M + D3
91-00	I + D3 x 10

41-60 *Area Protection* – roll once on the *Area Protection Table*

61-70 *Attack Protection* – roll once on the *Attack Protection Table*

71-75 *Dodging* – the wearer may automatically dodge one blow per round; the player chooses after rolls to hit but before rolls to wound.

76-80 *Kicking* – the wearer gains 1 additional attack per round. His *Attack* score is increased by 1, but this attack is *always* a kick, which is treated as a blow with a normal weapon. Roll D6 for hit location: 1-2 = left leg, 3-4 = right leg, 5-6 = body.

81-85 *Leaping* – the wearer may leap up to twice the normal distance as dictated by his *M* score. In addition, the wearer always falls on his feet, so a fall is always counted as a jump.

86-90 *Magical Boots* – the greaves have the properties of a known kind of magical footwear. Generate the type randomly using the appropriate table in the **WFRP** rulebook or *The Restless Dead*.

91-95 *Movement* – the wearer is never affected by spells (eg *Stand Still*) or other conditions which restrict movement. Movement is never reduced by difficult ground, although obstacles must be negotiated normally. Psychological effects which would normally make the wearer stand still (eg *Fear*) cause him to move at full speed directly away from the source of the effect for one round, and then test again.

96-00 *Wizardry* – these pieces of armour do not interfere with the wearer's ability to cast spells. They can be worn by a spellcaster with no penalties.

Shield

D100 Enchantment Type

01-10 **Charging** – when the user charges an opponent, he has the option of making a shield charge attack instead of a weapon attack. If he chooses the shield charge, no roll to hit is made; instead, the opponent must make an **I** test or be knocked to the ground, taking one full round to rise and counting as *prone* until then.

11-20 **Invisibility** – the shield's user may become invisible at will, once per day. Invisibility lasts for 10+D10 turns. While invisible, the character cannot be detected by normal means. Opponents suffer a -40 penalty to hit a stationary and silent invisible character; this is halved to -20 if the character moves, speaks or attacks.

21-30 **Light** – on a command from its user, the shield begins to glow with a dazzling light, which lasts for 6+D6 rounds. Hand-to-hand combat opponents suffer a -30 penalty to hit the shield's user because of the blinding light, but missile attacks have a +20 bonus to hit while the shield is glowing. Once this property has been used, the shield must be exposed to 6 hours of continuous sunlight to recharge it.

31-40 **Magic Missile Protection** – the shield protects its user against all spells of magic missile type (eg *Fire Ball*, *Lightning Bolt*), and against all magical missiles such as arrows. The shield's user is never affected by these attacks.

41-50 **Missile Protection** – the shield absorbs incoming missile fire. The user is never affected by non-magical missiles arrow-size and smaller. Magical missiles take effect normally, as do large missiles like chairs, tables, boulders and cannonballs.

51-60 **Missile Reflection** – the shield has the power to deflect incoming non-magical missiles back at their firers. Any non-magical missile of arrow size and smaller hits its firer instead of the shield's user. Magical missiles take effect normally, as do large missiles like chairs, tables, boulders and cannonballs.

61-70 **Protection** – the shield protects the user completely against attacks made with *one* kind of weapon. Roll on the following table:

D100	User takes no damage from
01-15	Non-magical blunt hand weapons
16-40	Non-magical edged and pointed hand weapons
41-60	Non-magical missile weapons
61-80	Natural weapons (eg bite, claw, stomp)
81-95	Non-magical fist weapons
96-00	All non-magical weapons

71-80 **Spell Absorption** – the shield absorbs the Magic Points from spells cast at the wearer; when 10 Magic Points have been absorbed, the shield

immediately shoots out a single lightning bolt (as the spell) at any chosen target in the user's line of sight.

81-90 **Spell Reflection** – the shield can reflect spells back on their source. When the shield's user is attacked with a spell, he is allowed an **I** test to parry it with the shield. If successful, the spell is turned back on its caster. If a spell is not deflected, the shield's user is still allowed a **WP** test if the spell's description permits.

91-00 **Weapon Breaker** – every time the shield successfully parries an attack with a non-magical hand-to-hand weapon, the shield's user may make a **S** x 10 test. If the test is successful, the weapon shatters against the shield, and is destroyed. This property has no effect on magical weapons.

Area Protection Table

One common function of magical armour is to protect the location covered against a certain type of attack. The wearer takes no damage from attacks of this type which hit the protected location. To determine the type of area protection, roll on the following table:

D100	Location takes no damage from
01-15	Non-magical blunt hand weapons
16-40	Non-magical edged and pointed hand weapons
41-60	Non-magical missile weapons
61-80	Natural weapons (eg bite, claw, stomp)
81-95	Non-magical fist weapons
96-00	All non-magical weapons

Attack Protection Table

Some types of magical armour protect their wearer from all attacks made by a particular type of opponent. To determine the type of opponent protected against, roll on the following table:

D100	Opponent Type
01-05	Goblins and Snotlings
06-10	Hobgoblins
11-20	Orcs
21-25	All Goblinoids
26-27	Elementals
28-30	Daemons (including Daemon Weapons)
31-35	Undead
36-45	Non-Daemonic creatures & followers of Chaos
46-50	Dragons
51-55	All reptiles
56-60	Dwarfs, Gnomes and Halflings
61-65	Elves
66-70	Fimir
71-75	Giant animals
76-80	Skaven
81-85	Giants
86-90	Ogres and Trolls
91-95	Wercreatures
96-00	Vampires

□ Graeme Davis

With a Little Help From My Friends

With a Little Help From My Friends is a short adventure designed for a small party of adventurers. A Wizard's Apprentice or Wizard will be useful, as will at least one Rogue character.

The encounter locations use Middenheim as an example, though any medium or large-sized city in the Old World will do just as well. If you decide to set the encounter in Middenheim, you may like to use it as part of **Power Behind the Throne**, but be careful of giving the adventurers too much to do.

The encounter is designed to give players a chance to think before they bash. There's been a kidnapping, and the adventurers are hired to rescue the hostage. The characters should consider their rescue attempt carefully, but may have to improvise quickly if things don't go quite according to plan.

ENTER ALPHONSE

As the action opens, the adventurers are approached by a rather thin gnome with the

rather improbable name of Alphonse Hercules de Gascoigne. The gnome, dressed in well-tailored but old-fashioned clothing, has an almost perfectly-round head, and sports an enormous waxed moustache, which he pets and twiddles constantly. He hails from Bretonnia, and speaks with the equivalent of an outrageous French accent – well, Belgian accent actually, but who knows how to do a *proper* Belgian accent?

Full details on Alphonse may be found at the end of the adventure.

Alphonse, a noted private detective, is working on a kidnapping case, and needs reliable, trustworthy help. He gives the PCs the information below. Either read this aloud, or feed it to the players as a series of answers to their questions: "Mes amis, I am, as I am sure you know, the world's greatest detective. You 'ave 'eard of Alphonse, no?"

Gascoigne bows his head modestly. If the PCs say that they haven't heard of him, he looks annoyed, but continues. "I 'ave been employed to ensure ze safety of ze young son of Ludwig Ortel – an enfant named Sigismund – who 'as been abducted and ees being 'eld for ransome.

"Ze kidnappairs demand 5000 Gold Crowns for ze boy's safe





return, and quel disastrel Ze father 'as not ze funds! If zey do not receive ze money by mid-night, three days from now, ze villains 'ave promised to return ze child in - 'ow you say - tiny little bits. So, Alphonse will rescue ze enfant before zen!

'I, Alphonse 'Ercule de Gascoigne, 'ave brilliantly tracked ze villains to zeir lair, where I am sure zey are 'olding ze young Ortel. I need ze assistance of several 'eroic and discreet' - he pauses and looks at the PCs doubtfully before continuing - "gentlemen such as yourselves to scout out ze enemy's position, and zen, when the time ees right, rescue Sigismund.

"Will you 'elp?"

If asked, Alphonse explains that the local authorities have not been called in because (though he puts it a little more delicately), they are a bunch of stupid louts who would probably mess the job up and only get Sigismund killed.

Alphonse offers to pay the PCs 100 GCs if they help him rescue the boy unharmed, 50 if the boy is mostly alive, but nothing should he die.

If the PCs agree to take the job, Alphonse tells them to meet him at a house he has rented near the kidnappers' hideout. He gives directions to Number 12 Wendenbahn in the Altquartier, a disreputable part of town.

Alphonse insists the the PCs wear no armour better than leather, no helmets, and carry no large weapons that might be spotted by the kidnappers.

Broke PCs can wheedle an advance of 20 GCs out of Alphonse to purchase necessary equipment (or get it out of hock).

CASING THE JOINT

The hideout should be deep within the seedy side of the GM's chosen city. For Middenheim this would be the Altquartier (see **Warhammer City**, pp37-38), and is home to a large portion of Middenheim's underworld population. It is a maze of winding streets and alleys lined with run-down houses and tenements. During the day the streets crawl with lowlife; during the night they crawl with even less reputable sorts. Watch patrols are infrequent and heavily armed. If you want to set this adventure in Marienburg, the shadier parts of the Suiddock, south of the Bruenwasser or on Riddra, would do nicely.

As the adventurers head towards their destination, they have to run a fairly heavy gauntlet of beggars and pick-pockets. However, once they reach the street containing number 12 (see Map 1), the area becomes suspiciously empty. The locals know something is going on at number 17 - they *always* know something's up in this kind of situation - and the grapevine says it's unhealthy to hang out in that neighbourhood.

Once inside number 12, Alphonse takes the adventurers upstairs and gives them their assignments. He tells them that the kidnappers are holed-up in number 17 across the street. One character is to watch the front of the house through the telescope (carefully surrounded by drawn curtains), while the others are to find a vantage point from which they can spy

on the back of the house. They are to carefully note down (or remember) any arrivals and departures, plus anything they can see going on inside. Under no circumstances are they to do anything to make the kidnappers suspicious.

Alphonse is off to check some other leads concerning the kidnappers' criminal associates, and will return at midnight to take their reports.

The Telescope

The adventurer at the telescope has the easy job: all he has to do is stay awake and avoid falling out of the window.

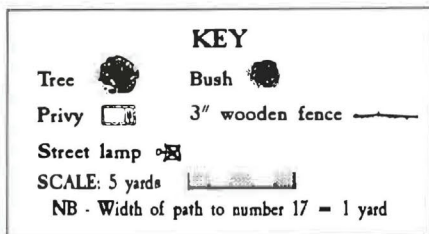
Through the 'scope, he can see the front door, and into Bedroom 1 and Bedroom 3 on the first floor. On inspection the PC will note that all other windows he can see are shuttered, and the front door is in good condition. However, there is a skylight on the roof which appears warped and slightly cracked...

The Rear

One or more of the PCs will have to find a good spot to watch the rear of number 17. Sensible precautions, such as *Silent Move* or *Concealment Urban* will be needed to avoid trouble. Adventurers who fail to take proper care, or who try to get too close to the house, should be chased off the Frau Koch from No 19, who has a mean temper and wields a rolling pin to match!

There are several good places from which to spy on the back of the house, including an obviously abandoned tenement directly behind No 17. The privy - mere feet from No 17's own outhouse - is even better, although a lot less comfortable for the spies.

From their vantage points, the adventurers can see the front and back of the house, into the Kitchen on the ground floor, and the three Bedrooms on the second. All other rooms have curtains drawn apart from the broken skylight to the Attic. Just what can be seen by keeping watch is covered in *The Surveillance* section below.



THE NEIGHBOURS

No. 12 (2 storeys): Alphonse Hercules de Gascoigne and company.

No. 13 (3 storeys): Empty.

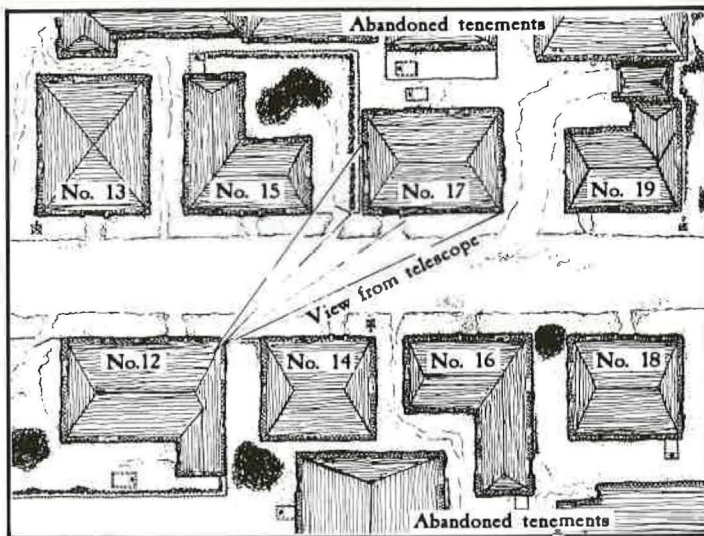
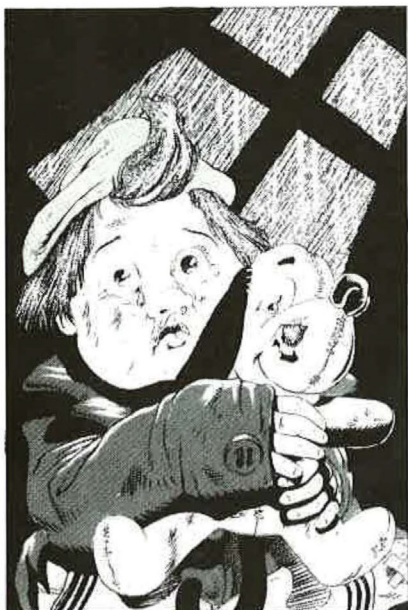
No. 14 (3 storeys): Herr & Frau Meisner. Timid local shopkeepers. Don't want any trouble; easily intimidated or bribed.

No. 15 (3 storeys): Kurt, Burt and Gert. Local labourers. Work all day, drink all night; easily bribed or conned. (Will probably sleep through all the excitement anyway.)

No. 16 (2 storeys): Herr Gundrich & Son. Coppersmiths. Suspicious and none too stupid. Tend to shoot prowlers first; never ask questions later. (25% with blunderbuss.)

THE INHABITANTS

There are six men, one ill-tempered dog, and one unhappy boy in the house. The master-mind of the operation, Claudio Carbonetti, is vicious, evil, and cunning. His right-hand thug, Paolo Gentile, is a mindless sadist who worships Claudio and unhesitatingly follows his orders to the letter. The others in the gang (Knud, Bruno, Axel and Mikhail), are bully-boys, hired for this job. They follow Claudio's orders mainly because they're well-paid, and they know



No. 17 (3 storeys): Kidnappers.

No. 18 (3 storeys): Fraus Petra and Marie. Ladies of dubious virtue. Paying local Watch protection; won't hesitate to call them for help if threatened.

Eminently bribable, though expensive.

No. 19 (2 storeys): Frau Else Koch and Vlad (her incredibly vicious Rottweiler dog). Suspicious, ill tempered, nasty old harridan. (48% with rolling pin).

what Paolo will do to them if they don't. Even so, they have no particular desire to die for 5GCs a day.

Guiseppie the dog, is Claudio's pet. A Tilean Manhound, Guiseppie is about as friendly and playful as a dispeptic Doberman. The boy, Sigismund is tied hand and foot in the basement, and wishes he were somewhere else.

All the thug's descriptions and statistics may be found in the *Profiles* section.

the cash. There Paolo will take the money from him and return to the house.

If Orteli doesn't come up with the dosh, Claudio plans to remove a small bit of Sigismund and send it to him in the belief this will encourage Orteli's co-operation. If Paulo comes back with the money, Claudio will kill the boy (there's no sense in leaving witnesses, after all), then the gang will disperse.

As you may have gathered, Claudio is not a very nice person.

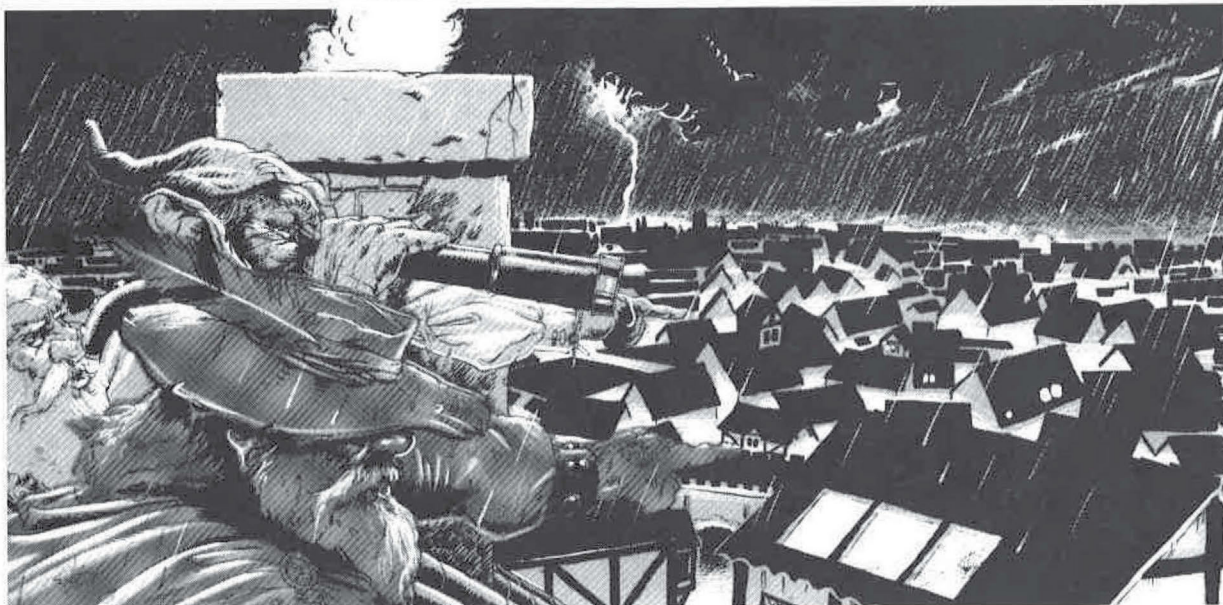
Fortunately for Sigismund, Claudio hasn't taken into account the brilliant - nay, astonishing - Alphonse Hercules de Gascoigne, who performed the almost impossible task of tracing the ransom note paper back to a vendor in the Altmarkt. The stall's proprietor, eager to co-operate with the funny-looking gnome who was waving money around, gave Alphonse an accurate description of the "greasy looking number with the big, mean dog" who bought the paper. For a detective of Alphonse's talents, tracing Claudio to his hideout was child's play.

Though he doesn't suspect that anyone knows where he is, Claudio is taking no chances.

THE KIDNAPPERS' PLAN

After Claudio grabbed the kid, he and his band retired to the house. Then he sent the ransom note (by messenger) which gave Orteli 72 hours to raise 5000 GCs or the boy would be killed. Further, the note told Orteli to wait for instructions on how to hand over the money.

Claudio is now waiting for the deadline to expire, at which point he will send a message to Orteli telling him to go to a certain bar in the Altmarkt with



The boy is bound hand and foot and locked in the basement. Claudio, Paolo, and Guiseppe are stationed in the Living Room at all times; a guard is on duty in the Hall, and another is in the Kitchen. The remaining two off-duty guards stay upstairs in Bedroom 1.

If anybody tries anything, Claudio expects the guards to buy him enough time to unlock the basement door, grab the kid, and threaten to kill him unless he and his band are allowed to escape unharmed. If things go badly, he will set his dog on the child, hoping to make his escape while the rescuers are saving Sigismund.

THE SURVEILLANCE

The following is a timetable of the events which transpire at No 17 during the PCs' watch.

Note that NPCs are listed by name, but as the PCs have no way of initially knowing the villains' names, you should call them by their physical descriptions (see *Profiles*), "the brown-haired man", "the tall, ugly-looking bloke", etc.

Start (noon)

Bedrooms 2 and 3 are empty, and remain that way. Bedroom

1 contains two men (Knud and Mikhail) playing cards. One man (Bruno) is in the Kitchen, pottering around.

12.30 pm

A man (Axel) enters the Kitchen and unbars the back door, letting Bruno pass through.

The man rebars the door behind him. Bruno is gingerly carrying a bucket (which contains Paolo's, Claudio's and Sigismund's waste). He takes the bucket into the outhouse, spends some time there on a personal matter, then returns to the back door.

Any adventurer within 6 yards of the back door may make a *Listen* test for soft sounds (30%, +10% if the character has *Acute Hearing*). If successful, the adventurer hears Bruno knock four times and say, "Let me in, it's Bruno." Then Bruno leaves the Kitchen.

1.00 pm

Bruno returns to the Kitchen, and Axel goes elsewhere in the house. The front door opens and Axel leaves; a big man (Paolo) closes and bars the door behind him. If the PCs think to follow him, Axel heads to a local inn to pick up enough food for seven, plus a bloody haunch of raw meat.

2.00 pm

Axel returns, carrying a large basket. He knocks four times on

the front door and says something (the watching character can't tell what). Paolo opens the door, Axel slips inside and the door closes.

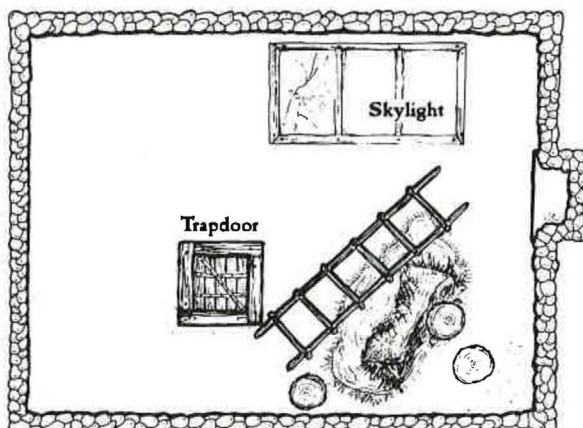
Several minutes pass, then the adventurers at the rear see Axel enter the Kitchen, toss Bruno some food and a bottle, proceed upstairs, and give Knud and Mikhail the same.

3.00 - 11.30 pm

Knud, Mikhail (Bedroom 1) and Axel finish their meal, make trips to the privy (following the same procedure as Bruno which means nearby adventurers can learn their names), and then lie down for some shut-eye.

In the Kitchen, Bruno hangs around, playing mumblety-peg. He makes one more trip outside,



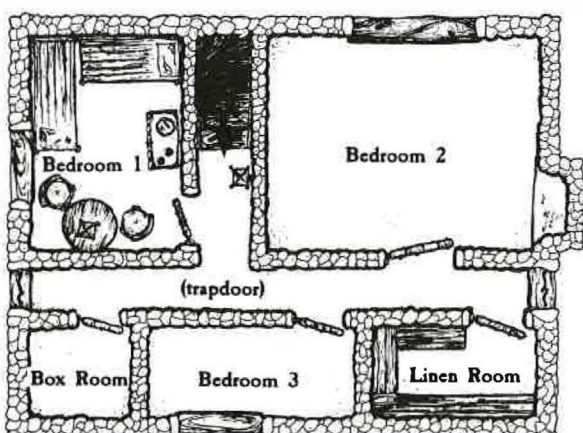


THE ATTIC

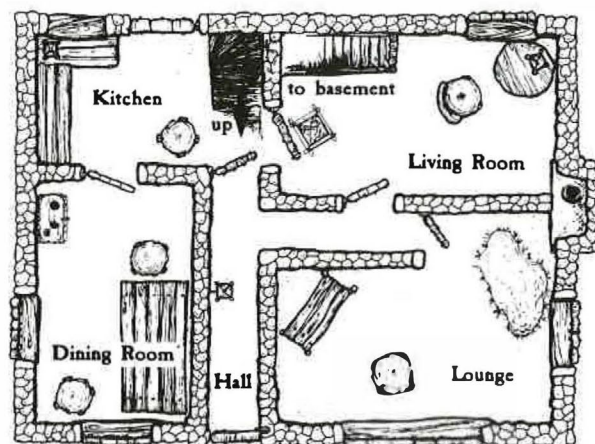
Map 2: No. 17 Wendenbahn

Scale 1 yard

Item	Toughness	Damage	Lock Rating
Walls			
Exterior	5	10	
Interior	7	7	
Doors			
External	3	6	20%
Internal	2	3	10%
Windows			
Shuttered	2	3	(nailed)
Unshuttered	1	2	10%



FIRST FLOOR (all windows unshuttered)



GROUND FLOOR (only Kitchen window unshuttered)

this time accompanied by a big, mean-looking dog on some personal business.

The dog, also on personal business, sniffs around the garden and the surrounding area, paying especial interest to the undergrowth etc. Anyone hid-

den in the tenement or tenement's privy are safe from discovery; others may be sniffed out!

11.30 pm

Axel enters the Kitchen, and he and Bruno go to wake up Knud and Mikhail. The two pairs switch places: Axel and Bruno go to bed, Knud takes up watch in the Kitchen, and Mikhail goes to an unknown post on the ground floor (The Hall, actually).

12.00 - 8.00 am

Bedroom 1 is quiet and dark. A bored Knud sits staring out the Kitchen window. Mikhail pops in from time to time, refilling 3 mugs at a small barrel, and poking Knud when he starts to doze.

8.00 am onwards

The dog is let outside again while Knud and Mikhail have a bit of breakfast. The guards change shifts at 11.00; then everything proceeds as yesterday.

ENTER ALPHONSE (ONCE AGAIN)

Alphonse returns to No 17 at midnight that evening. He listens to the reports on the activities in the house, turns his head on one side, tweedles his moustache thoughtfully, and says,

"Ah ha! Zat ees verry fascinat-ing, no? Several zings present zemselves, do zey not? What do you ztrk, mes amts?"

Now is the time for the players to show that all those years spent watching detective programmes on TV were not in vain. Alphonse coaxes, goads, and orders them to give their interpretation of the intelligence they have gathered, and asks for suggestions on how to rescue Sigismund.



SNEAKING ABOUT IN *OTHER* PEOPLE'S BACK YARDS

Day: 30% chance of being spotted by servant/housewife; 10% if using *Silent Move Urban*.

Night: 10% chance of being spotted by servant/housewife/husband; 5% if using *Silent Move Urban*.

Messing About on Rooftops (Night Only)

2 storey houses are 6 yards tall; 3 storey houses are 9 yards tall.

Climbing: adventurers with *Scale Sheer Surfaces* succeed automatically; other adventurers must make a **Dex** test (+60 for *Night Vision*, +30 for everybody else).

Moving About: adventurers with *Acrobatics* succeed automatically; other adventurers must make a **Dex** test (+60 for *Night Vision*, +30 for everybody else).

Jumping: (see **WFRP** p75); adventurers in metal armour or carrying two-handed weapons subtract 1 from their *Move* scores when leaping. Note that characters cannot jump from a 2 to a 3 storey rooftop.

Making Noise: the inhabitants have a 30% chance to hear the adventurers climbing about, moving or jumping on rooftops (+10% if the adventurers wear metal armour, -20% if the inhabitants are drunk or asleep, +40% if the adventurer fails a **Dex** test).

Of course, the world's greatest detective has already deduced everything that can be gained from the evidence, but wants to hear the PCs views anyway so that he can show them how clever he is by criticising their plans.

somewhere on the ground floor or in the basement. Since the kidnappers 'live' on the ground floor it's more likely that he is imprisoned in the cellar.

Number of Villains

Six: two upstairs, one in the Kitchen, plus three more some-

where else on the ground floor (Axel's three tankards, or don't the adventurers remember such important details?)

Lines of Attack

Food: Something unpleasant could be introduced into the villains' grub at the inn, but with the drawback that any poison might be noticed, the child affected (possibly fatally) or the villains forewarned of the adventurers' impending arrival.

Frontal Assault: Alternatively, Axel could be bushwhacked during his foraging trip to the pub, and someone else disguised as him could walk up to the front door. Chances are that the 'password' is simply his name (just like the back door).

When the door opened, the other adventurers, hidden nearby, could rush in and overpower the guards. Of course, the plan would fail if a different password is used, or if the imposter is spotted before the door is opened. Also, the imposter would have to hold the door alone until the other adventurers got there.

Rear Assault: A guard could be bushwhacked in the loo, and replaced by a suitable party member.

The drawbacks here are that the guard in the Kitchen might hear the scuffle, and the substitution

Alphonse's Conclusions

Sigismund's Location

The boy isn't being held in the Attic - there are no guards there - and if he was, the villains would have fixed the skylight in the attic. Obvious, of course!

Sightings indicate that he isn't in any of the Bedrooms. It's possible he could be locked in a wardrobe, but if so, one guard would be ordered to stay awake at all times in case the lad got out or started a ruckus. By extension, he probably isn't on the first floor either.

Therefore, if still alive, the boy is





would have to be hurried not to arouse suspicion.

Skylight Entry: Apparently the least defended entrance, which may mean it is trapped.

The skylight is also a long way away from Sigismund's most likely location, and would involve a dangerous and possibly noisy trip across the rooftops.

Planning the Rescue

Now the adventurers must decide upon a plan of action. To do so they should take stock of their resources to see which might be of help in defeating their opponents.

Through Alphonse you could remind the players of skills and special abilities they might have forgotten. Don't make their plan for them, but feel free to point out any obvious oversights or mistakes they are making.

You may be surprised at the brilliant plan your players concoct. In normal circumstances, combat comes upon characters suddenly – usually somebody opens a door he shouldn't, and a bunch of annoyed goblins try to take his head off. While this is loads of fun, this type of encounter provides little time for the adventurers to think. Give players half an hour to exercise

their fiendish imaginations and they'll surprise you every time.

Whatever plan the players decide upon, play it straight. It is quite conceivable that they'll dream up something so devious that they'll win without a fight. If so, let them. You shouldn't feel constrained to have a climactic melee at the end of the scenario if the situation doesn't warrant it – and it might not, if your players have been *really* sneaky! However, if their plan is slipshod, so be it. Let them suffer. If they can fight their way out of their mistakes, good for them. If not, well that's too bad for Sigismund, the adventurers' lives, and Alphonse's reputation.

Exit Alphonse

After the adventurers have come up with a plan, it's time for Alphonse to disappear. If you look at his profile and description, you'll note that he's a pretty decent fighter, and you don't want him getting directly involved and hogging all the glory.

If the adventurers are outmatched by all means let him stick around. But if not, there are a couple of easy ways for you to dump him before the Big Battle.

First of all, there's simply removing him as an active participant. Have him fall from somewhere

high, or have something heavy fall on him, leaving him emphatically unconscious. This is moderately sleazy and your players may gripe at such an obvious plot device, but them's the breaks!

Alternatively, you can have something come up during the operation which threatens everything and Alphonse goes off to take care of it.

For example, as the adventurers and Alphonse are crouched outside No. 17, ready to attack Bruno when he goes to the loo, a bunch of City Guards march onto the street and begin pounding on doors, obviously conducting a search. Alphonse tells the adventurers that he'll distract them for as long as he can, hopefully giving the adventurers time to finish the assault...

If things get out of hand later and the PCs are in deep trouble, Alphonse can always show up at the last minute to save the day.

As a final option you may like to have Alphonse waiting out in the street, so that he can follow one of the fleeing kidnappers: "...in ze 'ope zat ee will lead me to, 'ow you say, a much bigger fish." Again, this gives you the opportunity of involving the gnome at a later time if needed.

THE RESCUE

The actual break-in will be as easy or difficult as the PCs make it for themselves. Claudio's objective in the event of trouble is to unlock the door to the basement and get the kid (3 rounds) and get back upstairs (2 rounds), while Paolo and Guiseppe buy him time. Paolo will fire his blunderbuss and then rush; Guiseppe will just rush. Once Claudio is upstairs with Sigismund, he'll threaten the boy's life unless the adventurers let him leave.

When all the whacking and yelling starts, the guards will attempt to rally to Claudio, but if they're badly outmatched, they will do their best to flee.

No 17 Wendenbahn

Attic

Gaining entry to the house from here may result in a number of *Listen* rolls by the guards in Bedroom 1. These are made at 30% if awake, 10% if asleep.

Unless oiled, the skylight will squeak on opening. The drop from skylight to floor is 3 yards (*Listen* check unless rope used). The place contains lots of (damp) old furniture, plates, rugs etc that can trip adventurers up (*Listen* check) unless they have a light source/Night Vision. The trapdoor to the first floor is also squeaky (as skylight), and the ladder has a broken step. Unless examined, first adventurer down must make an *Initiative* roll or fall (double *Listen* chance).

First Floor

Combat here means that everyone in house has 60% chance every round to hear noise (40% if asleep). Only Bedroom 1 is used, and this contains two guards (see timetable for shifts) who play cards when awake. Grabbing weapons takes 1 round, but if asleep they take 2 rounds to wake up, 1 round to weapons and 4 rounds to don armour.

Ground Floor

Combat here results in *Listen* rolls as above. Both the Hall and Kitchen have a guard (armoured and with weapon at hand, see the surveillance timetable for shifts), and the Living Room contains Claudio, Paolo and the dog. The two men take it in turns to sleep (Paolo has the day shift). Whoever is asleep will take 1 round to wake, 1 round to grab weapons and 4 to don armour. The dog wakes and attacks in one round.

The Resolution

There are two possible endings to this encounter: either the adventurers capture or kill Claudio before he gets to Sigismund, or Claudio gets a knife to the boy's throat and gives the classic "*back off or the brat gets it*" line.

This latter variant results in a

traditional stand-off: Claudio can't escape, and the adventurers can't get the boy. A tense bargaining session will ensue, as Claudio and the PCs attempt to come to terms. Claudio offers to hand over the boy for money and safe passage (100GCs will do it), though if pressed the leader will accept just the safe passage.

However, the adventurers must convince Claudio that they'll let him pass safely. This is a real test of player ingenuity, and a possible solution is for one of their number to volunteer to take the boy's place. This is exceedingly dangerous, but Claudio would gain little benefit from killing the character (there's no money in it) and the last thing he needs right now is more enemies. If an adventurer does something this heroic, reward him by sparing his life – Claudio drags him a couple of blocks, and then knocks him on the head and leaves.

Obviously, if Sigismund is killed or the kidnappers take him somewhere else, the adventurers have failed. There will be no recriminations from the boy's father or from the authorities. Of course, Alphonse may not wish to associate with them again, unless the failure was due to bad luck (ie the plan was good).

SPIN-OFFS FROM THE ENCOUNTER

At your option, Claudio is a minor member of a small Tilean family criminal group. He pulled this kidnapping operation on his own, but his failure stains the honour of the family, and Claudio's brothers seek revenge by trying to kill Alphonse and the adventurers.

Alphonse (see his description and profile) has obvious campaign play potential. He is very useful as a tutor, a source of contacts and jobs, and is loads of fun for you to roleplay.

If the adventurers have rescued young Siggy, his prosperous (but mean) father will be delighted.

They will get many dinner invitations, where they can mingle with the Rich and Famous and make good contacts, or as is more likely, make total jackasses out of themselves.

If the adventurers screwed up and got Siggy killed – and lived to tell the tale – there's always the chance that either Siggy's father or any survivors from the gang will come looking for them. Perhaps Claudio (if he lives) fingers them as co-conspirators! It's the sort of low trick that he would try.

Experience Awards

- 10-100 for quality of planning. Reward both common sense and ingenious (but not foolhardy!) ideas. The highest award should go to the PC who consistently came up with the smartest suggestions.
- 15 for dealing with (ie incapacitating) each of the villains – and include the dog! Capturing Claudio alive and handing him over to the authorities will be worth an extra 20 points each, and will net the PCs 100 GCs in reward money – Claudio is wanted on a number of charges from extortion to arson.
- 30 for rescuing Sigismund (more or less) intact.



PROFILES

Alphonse Hercules de Gasgoigne

Alphonse is a gnome of indeterminate age (he's actually 96), with slicked black hair and a large waxed moustache. His green eyes glitter with amusement and an enviably vigorous intellect. Standing a miniscule 3' 7", and very thinly built it is impossible to take this funny little soul seriously, which is precisely the mistake so many criminals have made!

The truth is, Alphonse is a brilliant, inventive, observant and generally incomparable private detective. Multi-skilled and supremely self-confident, he comes and goes as he pleases, he never misses a clue, and he always gets his man. Elf, or elf, or dwarf. Whatever. His sharp eyes and attention to detail allow him to learn an incredible amount in a short time. These abilities allow him to do lot of overt investigation, though when necessary, Alphonse is not too proud to don a disguise and employ his considerable thieving talents to discover more sensitive information.

He has spent much time in Altdorf, Middenheim, Salzenmund and Marienburg as well as Bretonnia (the land of his birth). Despite being a master of disguise, his build and gnomish looks means he usually operates overtly, and as such is respected by quite a few high placed individuals who have had cause to hire him. With a reputation second-to-none, Alphonse is in great demand as an investigator, especially by people in high society who value discretion as much as ability. He isn't greedy – he accepts or rejects cases on the basis of their merit – and he doesn't betray the confidence of his employers.

Assuming the PCs were successful in their assignment, Alphonse is prepared to tutor characters who are willing to put up with his idiosyncracies. Gnomes and Halflings receive a +10 to any *Fellowship* test they need to make with him.

M WS BS S T W I A Dex Ld Int Cl WPFel
5 54 42 3 4 9 56 2 52 48 57 77 61 67

Skills: Ambidextrous, Blather, Bribery, Charm, Concealment – Urban, Cryptography, Disguise, Evaluate, Feel, Jest, Linguistics, Mimic, Night Vision, Palm Object, Pick Lock, Pick Pocket, Public Speaking, Read/Write, Secret Language – Thieves Tongue, Secret Signs – Thieves Signs, Seduction (Gnomes and Halflings only), Shadowing, Silent Move – Rural, Silent Move – Urban, Sixth Sense, Smithing, Wit.

Possessions: Leather jerkin; magical *Ring of Belstaff* (gives wearer the equivalent of 2 APs all locations except when wearing metal armour); magical *Ring of Subduction* (three times per day wearer may use *Magical Awareness* or *Magical Sense*); pouch with 24 GC's in small change plus 4 opals worth 25 GCs each; dagger (envenomed with manbane); 3 doses of Blade Venom (manbane).

Claudio Carbonetti

Claudio is a vicious and evil brute, but he does have a certain native cunning. He hails from Miragliano, and together with his four younger brothers is currently setting up a branch

of 'da business' in Middenheim. He is a paunchy, middle-aged man, swarthy of skin and lecherous of eye.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 47 38 4 4 7 49 2 35 46 36 42 38 33

Skills: Bribery, Chemistry, Disguise, Embezzling, Prepare Poisons, Read/Write, Seduction, Spaghetti Eating, Specialist Weapon – Rapier.

Possessions: Breastplate, rapier, dagger, gold bracelet with motifs of severed horses' heads (worth 6 Gold Crowns), bag of garlic toffee, purse with 28 GCs, very nifty suit, violin case (containing violin).

Paolo Gentile

Paolo came with Claudio to Middenheim. While completely loyal to Claudio, Paolo's pathological sadism sometimes causes problems for his boss. It is completely useless to ask Paolo to interrogate anyone, for example, since the victim usually dies before he has a chance to answer any questions.

M WS BS S T W I A Dex Ld Int Cl WPFel
3 43 41 4 5 9 47 2 49 31 22 38 44 22

Skills: Disarm, Dodge Blow, Specialist Weapon – Firearms, Strike to Injure, Strike Mighty Blow.

Possessions: Blunderbuss, sword, leather jerkin, pouch with 5GCs.

Guiseppe the Dog

Gutseppe is a Tilean Manhound, a vicious terrier-like brute bred for mayhem. It is completely loyal to Claudio and attacks in a frenzy when he gives a verbal or hand signal. Gutseppe is midnight black, wears a spiked collar and has ugly scars on its back gained from many previous combats.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 37 - 4 3 6 50 1 38 - 18 18 18 -

Alignment: Vicious!

Knud, Bruno, Axel & Mikhail

These men are freelance legbreakers for the loansharks which inhabit the Altquartier. None are particularly intelligent, and none would risk his neck to save another. They are your basic vermin. Knud is 5' 10" and blonde; Bruno is 5' 9" and has brown hair; Axel is 6' 2" and Mikhail is 5' 5", both with black hair.

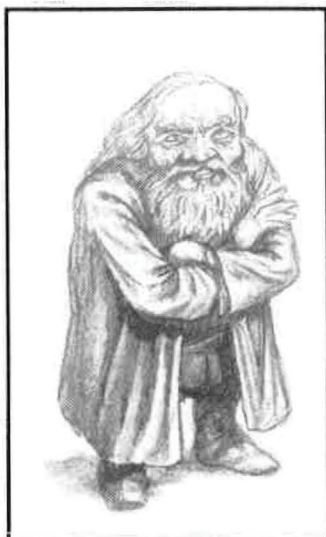
M WS BS S T W I A Dex Ld Int Cl WPFel
4 35 31 4 3 7 35 1 37 25 28 34 35 29

Skills: Disarm, Dodge Blow, Scale Sheer Surface, Strike to Stun.

Possessions: Sword, knife, leather jerkin, D10 GCs and 3D10 SSs each.

□ *Carl Sargent*

DWARF LOREMASTER



"We have warriors; the Dwarfs have Giant Slayers. We have Scholars; the Dwarfs have Loremasters. Sometimes it seems that they have to go one better in everything."

Eberhardt Festschrift, Chancellor of the University of Altdorf.

The Loremasters are a uniquely Dwarven institution, and represent the highest level of Dwarven scholarship. Dedicated to the pursuit and preservation of knowledge, they are greatly respected and Dwarven leaders value them highly for their advice and wisdom. It is the dream of almost every Dwarven Academic to attain the rank of Loremaster.

Every Dwarven settlement of any size will have at least one Loremaster, although - confusingly to other races - the title 'Loremaster' is often conferred on the most able scholar of a Dwarven community regardless of whether or not he is actually a Loremaster. They perform a vital task within the community, being responsible for maintaining chronicles and traditions and using their profound knowledge to advise community leaders.

Not all Loremasters shut themselves away with their books, however. The larger Dwarven communities, in particular, are able to spare some of their Loremasters from day-to-day duties, and these individuals are able to pursue their own researches, often travelling far and wide in search of lost chronicles and forgotten Dwarfholds, trying to recover the records and knowledge lost during the carnage of the Elf and Goblin wars. Although few Loremasters are skilled in combat, many are powerful spellcasters and they can call on a wide range of other abilities.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10		+2	+6	+40		+30	+30	+40	+40	+40	

Skills: Arcane Language - Arcane Dwarf, Magick; Art; Astronomy; Chemistry; Cryptography; Daemon Lore; Divining; Engineer; Evaluate; Heraldry; Herb Lore; History; Identify Magical Artefact; Identify Undead; Law; Linguistics; Magical Awareness; Magical Sense; Numismatics; Orientation (underground only); Palmistry; Rune Lore; Scroll Lore; Speak Additional Language - player's choice; Spot Traps; Super Numerate; Theology.

Trappings: there are no specific trappings associated with the Loremaster career. A Dwarf Loremaster may retain the trappings of previous careers.

Special Rules: Dwarf Loremasters are held in immense respect by others of their race. A Loremaster gains a +20 bonus to **Ld** and **Fel** when dealing with Dwarfs.

Entered From: Artisan, Scholar, Alchemist level 4, Cleric level 4 or Wizard level 4. The character must be a Dwarf and must have completed at least two of the careers named.

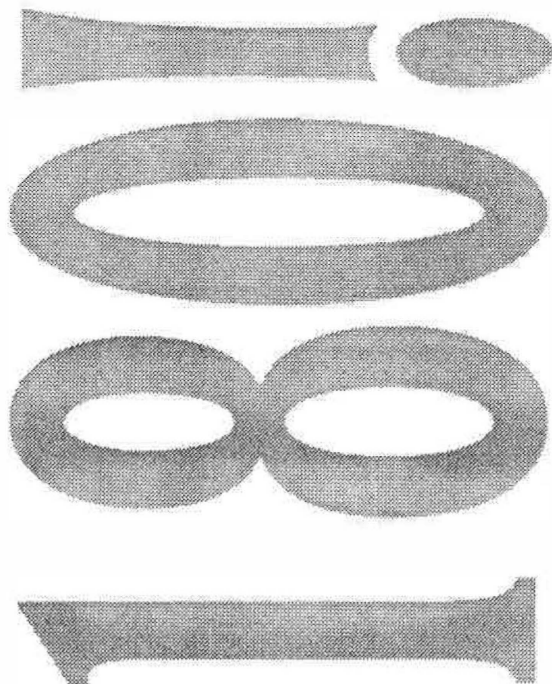
Career Exits: Cleric, Wizard, Scholar, Artisan.

New Skills

Scholarship: This skill is unusual, in that it is used mainly in the acquisition of other skills. A character with Scholarship skill is highly proficient in finding and assimilating information, and can reach a higher level of expertise in intellectual matters than a character without it. In game terms, this skill works as follows:

A character with this skill may take a knowledge-type skill (ie one which affects **Int** tests) a second time. Each time the skill is taken it must be paid for with experience points in the normal way, and a skill may not be taken twice from the same career. The effects of the skill are cumulative - for example if a character has *Theology* skill twice and must make an **Int** test where *Theology* skill gives a +10 modifier, then he gains a +20 modifier instead.

A character with this skill also gains a +10 modifier to all **Int** or **I** tests when trying to gain information from written sources - for example, when searching a Wizard's library for a vital document or the formula of a potion.



Magic 'Arrers' in WFRP

Even with the new magical items listed in *The Restless Dead*, the archer is very much a poor relation of the hand-to-hand fighter in terms of magical equipment. This is surprising when you consider that archery is a favourite weapon of the Elves, who are one of the most magically proficient races in the Warhammer world.

Here are some new types of magical arrow, and a special ability system for bows which brings them more into line with hand-to-hand weapons. The special abilities can be applied to other magical missile weapons, with a bit of discretion and common sense on the part of the GM.

NEW MAGICAL ARROWS

Arrow of Cursed Bone

Used almost exclusively by Undead, this arrow is enchanted with powerful influences of death. Any living creature which is wounded – but not killed – by an Arrow of Cursed Bone must make an immediate *Toughness* test. If the test is failed, the creature is killed, becoming a Zombie under the control of the Undead side's leader.

Arrows of Cursed Bone have no effect on Undead and Ethereal Undead. They cause damage to Elementals and Daemons as if they were magical arrows with no special abilities. It is destroyed when it hits a target.

Arrow of Direful Summonation

Arrows of this type are as much spell components as missile weapons. Their heads are usually finely carved crystal, and they act in much the same way as *Spell Jewels*. When the arrow is fired and strikes a solid object, a summoning spell is triggered.

Arrows of Direful Summonation vary in terms of what they can summon, but the summoned creature or creatures always appear within 1 yard of the point of impact. Arrows of this type are almost always found singly – to determine the type of summonation, roll on the following table:

D100	Creature(s) Summoned
01-05	D3 Boodletters
06-10	D3 Daemonettes
11-15	D3 Plaguebearers
16-20	D3 Pink Horrors
21	1 Bloodthirster
22	1 Keeper of Secrets
23	1 Great Unclean One
24	1 Lord of Change
25-34	Air Elemental, size D6+4
35-44	Earth Elemental, size D6+4
45-54	Fire Elemental, size D6+4
55-64	Water Elemental, size D6+4
65-74	D6 Skeletons
75-84	D6 Zombies
85-89	D3 Mummies
90-94	D3 Ghouls
95-97	D3 Wraiths
98-99	D3 Wights
00	1 Spectre

The summoned creature is *not* controlled by the firer of the arrow. The arrow is destroyed when the summoning takes place.

Arrow of Far Flight

The arrow has *twice* the range of a normal arrow fired from the same bow. Ranges are given on p 128 of the WFRP rulebook.

Arrow of Fear

In addition to causing normal damage, this arrow forces any target which it wounds to make an immediate *Fear* or *Terror* test, unless it is immune to psychological reactions. Roll on the following table:

D100	Effect
01-75	Fear
76-90	Terror
91-97	Fear†
98-00	Terror†

† all creatures friendly to the target and within sight of it must also make the *Fear* or *Terror* test if the target fails the test.

The arrow is destroyed when it hits a target.

Arrow of Fire

The arrow bursts into flames while in flight, causing D4 additional damage unless the target is immune to fire. If the target is *flammable*, the arrow causes 2D4 additional damage. An Arrow of Fire causes triple normal damage to Water Elementals.

The arrow is destroyed when it hits a target.

Arrow of Ice

The arrow is magically transformed in flight, becoming a deadly sliver of magical ice. It causes D3 additional damage on a successful hit unless the target is resistant to cold. The target is allowed a *Toughness* test to avoid this additional damage. Arrows of Ice do *not* cause additional damage to Undead or Ethereal Undead. They cause triple normal damage to Fire Elementals, but no damage at all to Water Elementals.

Arrows of Ice have no special effect on Undead, Ethereal creatures, Elementals or Daemons. They cause damage to these creatures as if they were magical arrows with no special abilities.

The arrow is destroyed when it hits a target.

Arrow of Madness

This arrow is enchanted to bring madness to any creature it strikes. Living creatures with an *Int* score of 10

or more which are wounded – but not killed – by the arrow immediately gain 2D6 *Insanity Points*. All other creatures are wounded as if by a magical arrow with no special abilities.

The arrow is destroyed when it hits a target.

Arrow of Might

The arrow is enchanted so that it hits with *Strength* 10, instead of the normal *Strength* of the bow from which it was loosed. It is destroyed when it hits a target.

Arrow of Mind Stealing

This name covers a range of arrows with similar but not identical effects. Roll on the following table to determine the effect. The arrow causes normal damage on a successful hit, and the magical effect is applied if the arrow wounds – but does not kill – the target.

<i>D100</i>	<i>Effect</i>
10-20	<i>Int</i> -10
21-40	<i>CI</i> -10
41-60	<i>WP</i> -10
61-70	<i>Int</i> -20
71-80	<i>CI</i> -20
81-90	<i>WP</i> -20
91-93	<i>Int</i> -20†
94-96	<i>CI</i> -20†
97-00	<i>WP</i> -20†

† Target must make an immediate *Stupidity* test





Arrows of Mind Stealing have no special effect on Undead, Ethereal creatures, Elementals or Daemons; they cause damage to these creatures as if they were magical arrows with no special abilities.

The arrow is destroyed when it hits a target.

Arrow of Pestilence

The arrow is infected with a terrible disease, and automatically causes *infected wounds* in any creature it wounds (except Undead, Ethereal creatures, Elementals and Daemons). Arrows of Pestilence are much favoured by Skaven, and by followers of Nurgle.

The arrow is destroyed when it hits a target.

Arrow of Piercing

This arrow is magically sharpened, so that non-magical armour and shields provide no protection against it. Such armour is *not* taken into account when calculating damage, but magical armour functions normally.

Arrow of Rightful Banishment

This arrow is enchanted to cause *instability* in creatures which do not rightly belong in the everyday, material

world, in addition to causing normal damage. Roll on the table given below to determine the precise extent of its effects.

If the arrow wounds – but does not destroy – the target, it must test for *instability* immediately, subtracting 3 from the dice roll. If the modified dice roll is zero or less, the target is immediately destroyed.

D100	Affects...
01-20	Undead
21-40	Undead and Ethereal creatures
41-60	Elementals
61-80	Daemons
81-85	Undead, Ethereal creatures and Elementals
86-90	Undead, Ethereal creatures and Daemons
91-95	Elementals and Daemons
96-00	All creatures which are subject to <i>instability</i>

The arrow is destroyed when it hits a target.

Arrow of Sleep

The arrow causes no damage. However, on a successful hit the target must make a **WP** test or fall asleep, as if struck by a *Sleep* spell.

If the target has magical armour and/or a magical shield, there is a +5 bonus to the test for each piece of magical armour and a +10 bonus for a magical shield. Non-magical armour and shields provide no protection from an Arrow of Sleep.

Arrows of Sleep have no special effect on Undead, Ethereal creatures, Elementals or Daemons. They cause damage to these creatures as if they were magical arrows with no special abilities.

Arrow of Sluggish Doom

This name covers a selection of arrows with similar but not identical effects. Roll on the following table to determine the effect. The Arrow of Sluggish Doom causes normal damage on a successful hit, and the magical effect is applied if the arrow wounds – but does not kill – the target.

D100	Effect
01-10	M -1
11-40	I -10
41-60	I -20
61-90	Dex -10
91-98	Dex -20
99-00	I -20, M -1

Arrows of Sluggish Doom have no special effects on Undead, Ethereal creatures, Elementals or Daemons; however, they cause damage to these creatures as if they were magical arrows with no special abilities.

The arrow is destroyed when it hits a target.

Arrow of Venom

The arrow causes poisoned wounds. Calculate damage normally; if the target survives the normal damage, it must make a successful *Poison* test or die immediately.

Arrows of Venom have no special effect on Undead, Ethereal creatures, Elementals or Daemons. They cause damage to these creatures as if they were magical arrows with no special abilities.

Arrow of the Warp

This arrow has a smoky, indistinct outline, and can never be seen clearly. This is because it is constantly shifting back and forth between material and ethereal states. When it hits its target, all non-magical armour is ignored – the arrow passes through it ethereally, and then materialises inside its hapless target! Magical armour provides normal protection against this type of arrow.

The arrow is destroyed when it hits its target.

Arrow of Weakening

The arrow is enchanted to weaken its target. Roll to hit and damage as normal. If the arrow wounds – but does not kill – the target, roll on the following table:

D100	Result
01-25	WS -10
26-50	S -1
51-75	T -1
76-83	WS -20
84-92	S -2
93-00	T -2

Arrows of Weakening have no special effect on Undead, Ethereal creatures, Elementals or Daemons. They cause damage to these creatures as if they were magical arrows with no special abilities.

The arrow is destroyed when it hits a target.

Arrow of Wounding

The arrow is enchanted to cause more grievous wounds. Roll on the following table:

D100	Wounds
01-50	+1
51-75	+2
76-90	+3
91-95	+4
96-00	x2

Random Magical Arrows

The following table allows you to select magical arrows randomly from those listed here, in the **WFRP** rulebook and in *The Restless Dead*:

D100	Arrow Type/Number
01-04	Arrow of Banefulness, 1
05-06	Arrow of Bleeding, 1
07	Arrow of Cursed Bone, D3
08	Arrow of Direful Summonation, 1
09-12	Arrow of Division, D3
13	Arrow of Doom, 1
14-23	Arrow of Far Flight, D6
24-27	Arrow of Fear, D3
28-31	Arrow of Fire, D3
32-35	Arrow of Grappling, 1
36-39	Arrow of Ice, D3
40-41	Arrow of Madness, D3
42-51	Arrow of Might, D6
52-53	Arrow of Mind Stealing, D3
54-55	Arrow of Pestilence, 1
56-60	Arrow of Piercing, D6
61-65	Arrow of Potency, D6
66	Arrow of Rightful Banishment, 1
67-68	Arrow of Sleep, D6
69-70	Arrow of Sluggish Doom, D3
71-80	Arrow of Sure Striking, D6
81-90	Arrow of True Flight, D6
91-92	Arrow of Venom, D3
93	Arrow of the Warp, 1
94-95	Arrow of Weakening, D3
96-00	Arrow of Wounding, D6

Recovering Magical Arrows

Many types of magical arrow are destroyed when they hit a target – their substance is consumed in producing a magical effect, whether or not that effect is successful. Arrows of this type which miss their intended target are also destroyed, as soon as they make contact with something solid (the floor or a wall, for instance).

If an arrow is not destroyed on impact, roll a D6 at the end of the combat in which it was fired. A roll of 1 indicates that the arrow is intact and may be recovered and used again.

Firing Magical Arrows from Magical Bows

Unless specifically stated otherwise in the description of either item, effects are cumulative. So, for example, when an *Arrow of Wounding +4* is fired from a bow with *Additional Damage +4*, damage is increased by a truly devastating +8!

MAGICAL ABILITIES FOR BOWS

As with magical hand-to-hand weapon, it is first necessary to determine the number of magical abilities (if any) with which the bow is invested. Once this has been done, roll on the *Abilities* table to determine the nature of each ability.

Number of Abilities

D100	Number of abilities
01-50	0
51-75	1
76-90	2
91-99	3
00	4

Bows with no magical abilities can still wound creatures which are immune to non-magical weapons, even when they are firing non-magical missiles.

Abilities

D100 **Ability**
01-25 *Accuracy* – the bow gives its user a bonus to BS. Roll on the following table:

D10	BS Bonus
1-4	+5
5-7	+10
8-9	+15
10	+25

26-50 *Additional Damage* – the bow fires its missiles with magical speed, causing more damage on a successful hit. Roll on the following table:

D100	Damage
01-50	+1
51-75	+2
76-90	+3
91-95	+4
96-98	x2
99-00	x2, +4 points

51-55 *Flame Attack* – when the bow is used to fire a non-magical arrow, it causes the arrow to burst into flames in mid-flight, causing D4 additional damage unless the target is immune to fire. If the target is *flammable*, the arrow causes 2D4 additional damage. If the target is a Water Elemental, the arrow causes triple normal damage. If a magical arrow is fired from the bow, the bow has no effect on it.

56-80 *Increased Range* – the bow is effective at greater ranges than normal for its type. Roll on the following table:

D10	Ranges increased by
1-5	x1½
6-8	x2
9-10	x3

81-85 *Mighty Strike* – once per day, the bow can invest any one arrow which it fires with an ES of 10. This is in addition to any other properties which the arrow itself may have.

86-90 *Marksmanship* – once per day, the bow will fire an arrow of any type so accurately that it cannot miss a target which is within its

maximum range, given a clear line of sight. The firer may specify a target area no smaller than 1" diameter, and the arrow will hit it without fail.

91-95 *Protection* – a character who is holding the bow (including carrying it slung round the neck or shoulder) cannot be wounded by missiles fired from a non-magical weapon of a similar type. For example, a magical long bow with this property will protect its owner against all arrows fired at him from non-magical long bows.

96-00 *Self-firing* – the bow can be ordered to fire at a particular target, and will hang in the air, firing one non-magical arrow per round at the specified target until the target dies or goes out of range or line of sight, or the bow is ordered to stop by its owner. The bow magically creates non-magical arrows for itself when firing automatically, providing that its owner has one arrow in his possession when ordering the bow to fire.

Using this system, the magical bows in *The Restless Dead* have the following standard properties:

Bow of Distance	<i>Increased Range</i>
Bow of Enchantment	<i>No special abilities</i>
Bow of Might	<i>Additional damage</i>
Bow of Seeking	<i>Accuracy</i>

□ Graeme Davis



BROTHERS IN BLOOD

AN ADVENTURE FOR 2ND & 3RD CAREER CHARACTERS

Brothers in Blood is designed for a reasonably tough party characters, including at least one spellcaster of level 2 or better and one strong Warrior or Ranger. That adventure uses some material from **Realm of Chaos - Slaves to Darkness**, and you may find it helpful to have a copy of this book to hand, although it is possible to run *Brothers in Blood* without it. A few new, low-to-medium-power magical items are also introduced.

You can play *Brothers in Blood* as a one-off, or build it into an ongoing campaign. It can be set in any small village along a major road (or river) in a forested area. We have set the adventure just south of Gladisch, around 10 miles south of Auerswald, but you can feel free to change the location to suit your own campaign.

In the *Enemy Within Campaign*, this adventure can be used during the 'travel' sections of **Something Rotten in Kislev** or **Empire in Flames**. In the *Doomstones Campaign*, it can be located somewhere in the southern part of the Yetzin valley, between the river and the road and not far from the Twisted Lands.

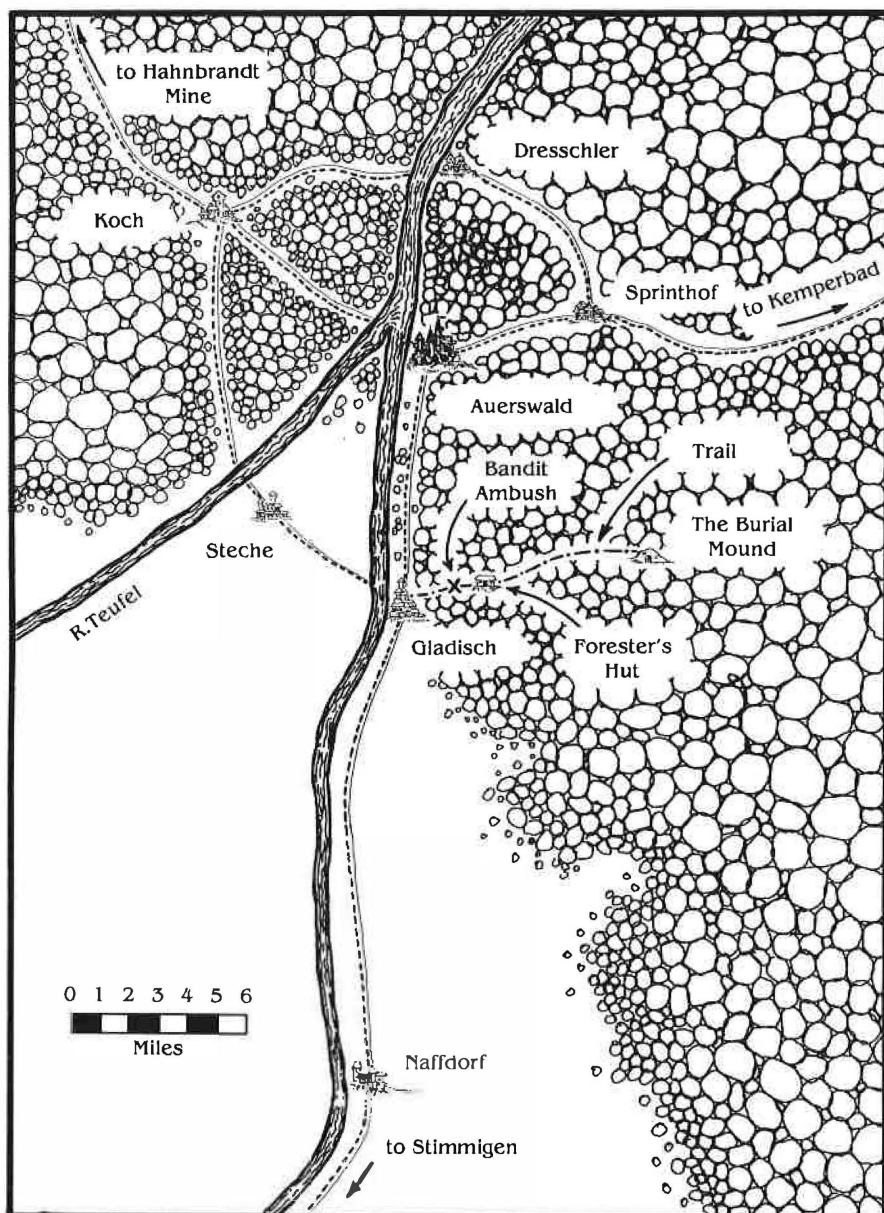
BACKGROUND

Brothers in Blood pits the adventurers against Axel Klammer, Champion of Chaos - well, both of him, to be exact. Axel received the Chaos attribute of *Duplication* some time ago, but his two selves are now very different. With a retinue of followers and many other gifts from brass-throned Khorne, the Axels are a very dangerous foe indeed.

The Axels' bloody path has just led them into a new area, where their presence is not yet known. A simple rescue mission leads the adventurers blundering straight into the Chaos pack, just as a hideous ritual is reaching its climax. Can they stop it? Probably not. Can they handle its consequences? We shall see...

Because of their Chaos mutations, magical equipment and the effects of other special rules, the duplicated Chaos Champion Axels in particular and their assorted followers in general are a very complicated collection of villains. You should read through the profiles at the end of this adventure very carefully before play begins to fix the most important points in your mind.





STARTING THE ADVENTURE

The adventure begins with the adventurers travelling to Gladisch, either by river or road. Where they are going, or why, isn't terribly important, just so long as they are travelling through the right kind of area and heading for Gladisch or a similar place.

On the journey, they pick up various rumours about the place from fellow-travellers, the staff and customers at inns they visit, and so on. They are rather disturbing rumours, although they have obviously grown somewhat in the telling.

Apparently, the forest around Gladisch is haunted by terrible wolves of enormous size and ferocity. Several villagers have gone missing, and livestock has been found horribly savaged. Depending on how far

you want to embellish these rumours, then the missing people might all be wealthy visitors, or skilled hunters, or passing mercenaries, or close relatives of the Imperial family. The wolves might be huge, white, red, black, two-headed, fiery-eyed, or even invisible. Each tale will be different, but the basics – wolves and missing people – will always be the same.

Gladisch

The adventurers will need to stay in Gladisch for the night. If necessary, you can use a few unfair GM ploys to keep them there overnight: foul weather, a huge tree blocking the road which no-one will do anything about until daylight, the local watch have declared a dusk-to-dawn curfew which they are enforcing with cross-bows, or whatever.

There is a choice of two inns – the Goblin's Head or the Dancing Minstrel. It doesn't matter which one the adventurers choose, and you won't need plans – you can use the standard inn from the **WFRP** rulebook if necessary.

As the adventurers are preparing to turn in for the night, a chilling wolf howl is heard in the distance. There are answering howls from closer to hand. The locals bolt the doors and make

signs against evil, huddling closer over their drinks. No-one is leaving the inn this night.

Nothing actually *happens* during the night that advances the plot of the adventure, but the adventurers are expecting a few wolves, and it would be churlish to disappoint them.

At first light, people begin to come out of their homes. The adventurers are woken by a commotion outside their hostelry; voices are raised, and there is the sound of a dog barking excitedly. The disturbance dies down as quickly as it arose, and all is quiet by the time the adventurers go downstairs to breakfast. If they ask about the noise they will be told that most the noise was made by Otto Kruff, a local dog-breeder of some renown. A prize animal went missing last night, and Kruff was offering a huge reward for its recovery. There were no takers, though – all the locals are too scared of the wolves to go out of the village unnecessarily.

Spot the Dog

The adventurers can easily get directions to Otto Kruft's home, which is on the edge of the village. It is a large house, with many animal pens at the back. Barking can be heard from some distance away. The adventurers are met by a kennel-boy, who scampers off to get his master. If the adventurers don't go to Kruft, you can have Kruft come to them – word gets round a small place like Gladisch when there are adventurers in town.

Otto Kruft explains that his prize stud War Dog, Hanzl, has been stolen. His pen was broken into last night, and it is clearly not the work of wolves. He was about to follow the trail of the missing dog with 'Killer', an elderly and lugubrious-looking bloodhound, and offers the adventurers 20 GC each – plus the loan of Killer – to track the thieves down and get Hanzl back. The prize War Dog is unmistakeable – brown with a white chest, the size of a small pony, wearing a thick black leather collar with a silver disc bearing his name. Successful *haggling* might raise the offer to 25 GC per character, which is all that Kruft can afford without ruining himself – although he sells his dogs for a high price, the overheads of feeding, housing and training are very high, and he never has large amounts of money to spend.

If the adventurers accept the job, Kruft takes Killer to Hanzl's kennel, where the bloodhound sniffs about and wags his tail, finally ambling off to the south-west. Killer is no use at all in a fight and will flee if possible. He has the uncanny ability to climb trees as fast as a cat – but only to get out of danger – and will shoot up into the branches as soon as he is threatened. He can't get down, though, so he'll need help once the danger has passed.

The map opposite shows details of the area. Travel rate in the forested area is only 1 mile per hour while following a trail, or 2 miles per hour otherwise – hacking through the dense undergrowth is very tiring.

Bandit Attack

This first attack is a fairly simple ambush, set up by bandits who have taken Hanzl for ransom (as it were) and who are expecting no opposition except a few villagers. Their plan is to kill a few people – to show they mean business – and send the survivors back to the village with their ransom demand. The bandits will fire at the adventurers as a group, increasing their chance to hit accordingly. They draw hand weapons when the adventurers get close. Note that the ambush site counts as *difficult ground*.

Dealing with the bandits should be easy. After two bandits have been killed or disabled the others will flee. If the adventurers can capture a bandit, he will bargain for his life by offering to lead them to the woodsman's hut where the dog is being held. There are only four people there, he says: Franz Zeeler the outlaw chief, the woodsman, and two bandits. If the adventurers don't think of this, then Killer will follow the trail to the hut – after they've got him out of a tree, of course!



HUT OF HORRORS

When Killer gets within 16 yards of the hut he will refuse to go any closer. He will whine and growl, flattening himself on the ground, and refuse to move.

Any character looking into the hut must make an immediate **CI** test (Physician +10). Inside are the horribly butchered remains of three Humans. The bodies have been savagely mutilated and the sight is truly horrific. Anyone failing the test gains D3 Insanity Points and loses 2D10 **CI** points for the rest of the adventure. Any NPC automatically fails the test and runs off screaming.

The Lurker by the Stove

Crouched down beside the stove, out of sight of the casual observer, is a member of the Chaos band who got left behind – a Chaos Spawn that is part Human, part spider and mostly indescribable. It is happily chewing on a leg, and if the adventurers approach stealthily they will be able to surprise it. The Spawn will be ready for them, however, if they have made any noise in approaching the hut – NPCs running off screaming, for instance.

The Chaos Spawn will fight if the adventurers corner it in the hut, but if it is presented with the opportunity to escape it will do so, fleeing into the forest – and, incidentally, leading the adventurers straight to the rest of the Chaos band if they decide to follow it. In

this event, the adventurers will be able to find Axel before nightfall and the completion of the ritual, but the fighting strength of the Chaos band will have been increased by the newly-arrived Spawn.

The Bodies

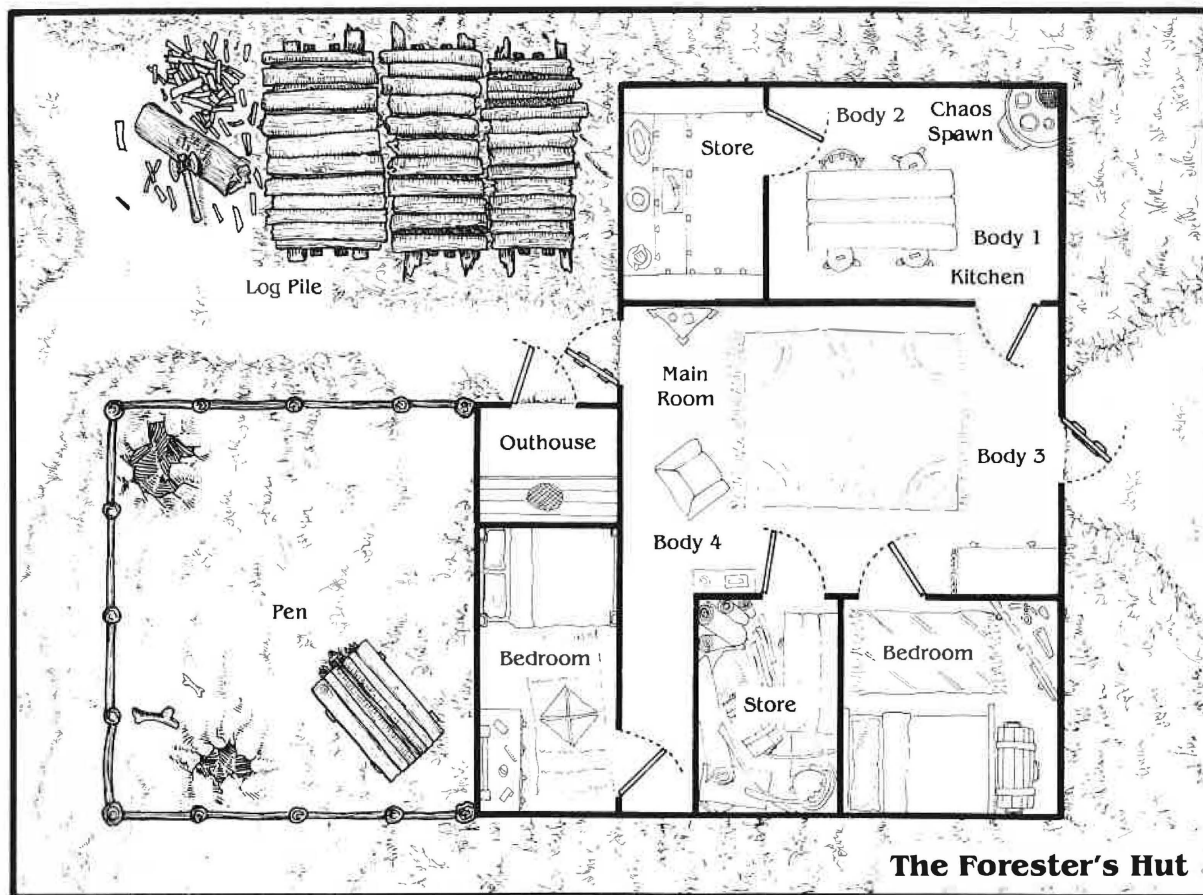
Any character wishing to search the bodies must first make a successful **WP** test – failure leaves the hapless character retching uncontrollably for a full turn (counting as *prone*) and with a -10 modifier to all tests for the next hour.

A careful inspection of the bodies by someone with *Heal Wounds* skill will reveal a wide range of wounds on a successful **Int** test. There are sharp cuts, possibly made with a sword or knife, and there are also animal bites and a number of less distinct wounds. The head of one body is very badly burned. Strangely, the neck and clothing are not even scorched.

Searching the hut will turn up a small wooden coffer underneath the forester's bed, which contains a total of 22 GCs, 112 Shillings, and 84 Pennies. There are also minor items of equipment in the hut – oil, candles, rope, firewood, and the like, but nothing of particular value.

The Dog

Hanzl can be found in the improvised pen at the back of the hut. The dog is semi-conscious and very badly



wounded – but as soon as anyone goes near, he drags himself into the corner, growling and snapping. If the dog is left he'll die of his wounds – but how do you get near enough to help him?

A successful **Fel** test by a character with *Charm Animal* skill, or a successful **Ld** test by a character with *Animal Training*, will suffice to get the adventurers close enough to Hanzl to be able to help him. Alternatively, a *Sleep* spell will put him under so that his wounds can be tended. Successful use of *Heal Wounds* skill will restore Hanzl to 1 **W** (D3 if the character also has *Animal Care* skill), or a Druidic Priest can use *Animal Mastery* and *Heal Animal* spells to help the dog.

However you play out the adventurers' attempts to treat the injured dog, bear in mind that Hanzl is not the most co-operative patient. A pure-bred, highly-trained war dog, his nature inclines him to be unfriendly; add to this the severe injuries and mental trauma that he has recently suffered, and the result is that he regards *everyone* as an enemy. He is so badly injured that every round he makes any violent movements – like backing away growling from would-be helpers, for instance – he must roll on the *Sudden Death Critical Hit Table*. The first roll is made on the +1 column, the second on +2, and so on. You might like to make sure that the players get the hint by having Hanzl collapse temporarily, or one of his wounds suddenly open, every time you make a critical roll. Simply jumping in and trying to overpower the dog is not going to work at all!

Torches cast a bloody light on the scene as the two abominations knelt before their blasphemous altar. Between them, the woodsman lay bound and gagged. His eyes were wide and rolled insanely, but he lay as still as a corpse, apparently paralysed with fear. The two mutants stood now, and approached the altar. One took a pair of foully-jagged knives from the bloodstained cloth, the other a copper bowl engraved with the likeness of a grinning skull. All bore the bloody mark of Khorne.

The one with the knives knelt beside the woodsman, laying his victim's head on his knee with a parody of tenderness. The other placed the bowl beneath the woodsman's neck. The filthy knives were raised...

Ivan hurled himself across the chamber, catching the knife-wielder squarely between the shoulders. The pair slammed into the far wall as Tilariel's arrow took the other Warrior of Khorne in the throat. In the low entranceway, the Venerable Grigorius raised his voice and called upon the holy name of Sigmar.

Now, the adventurers might simply head back to Gladisch with Hanzl once they have got him into a fit state to travel, pocket their fee, and go on their way. After all, it's no business of *theirs* that the woods are crawling with followers of Chaos! If they do this, you should feel no compunction about having Hanzl die *en route*, and the two Axels mounting a devastating ambush just outside the town. After all, there are some things you just can't run away from. Especially if you're an adventurer.

The best thing for Hanzl, as any character with *Animal Care* will see at a glance, would be to let him rest for as long as he can – perhaps under the influence of a *Sleep* spell – before moving him. Which gives Our Heroes time to locate and destroy the Chaos band. If they're lucky.

There is also the issue of any bandit prisoner the adventurers have taken. Although he will be in shock at the sight of the butchered bodies (see above), he will be able to tell that one body is missing. And he may already have told the adventurers that there were four people in the hut, so they should have worked out that someone is missing. Are they still alive? Have they fled or were they taken by the attackers? What will happen to them? Might they pay a reward for being rescued? There's only one way to find out.

TRAIL OF CARNAGE

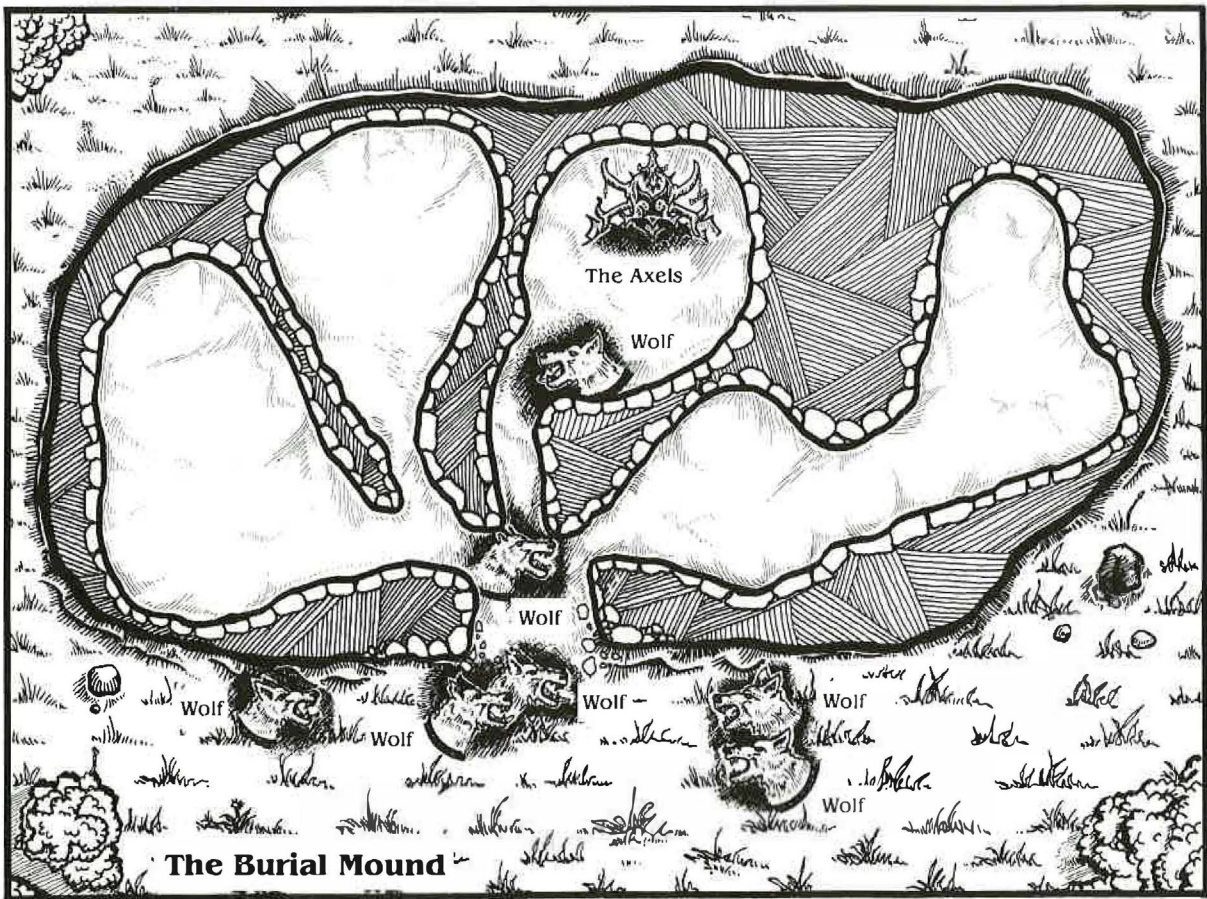
The attackers have left a clear trail. The surrounding foliage is broken and trampled, and flecks of blood and other... *substances*... dot the ground here and there. Any character can follow the trail on a successful **Int** test (Elf +10, Ranger +10), and characters with *Follow Trail* skill do so automatically. The adventurers can use *Killer* to help them follow the trail, but he will be reluctant and may slow them down. They might leave him with Hanzl: they should suspect that a fight lies ahead, and one or more less combat-oriented characters might also stay behind, keeping an eye on the two dogs. Alternatively, if Hanzl is able to move he and *Killer* might follow the adventurers at a distance, out of harm's way.

The trail leads to the barrow, as shown on the map. If the adventurers are in hot pursuit of the fleeing Chaos Spawn (see above), they will reach the barrow well before dusk. If not, they will arrive there just as dusk begins to fall...

TERROR IN THE GLOOM

The Axels and their followers have taken up residence in an ancient barrow-mound, and it is here that the trail leads.

Outside the mound are seven wolves – the normal Great Wolves of the Axels' retinue. They charge snarling to attack any intruders, giving the alarm with their barks and howls. If they are frightened off – by fire, for instance – they retreat into the barrow.



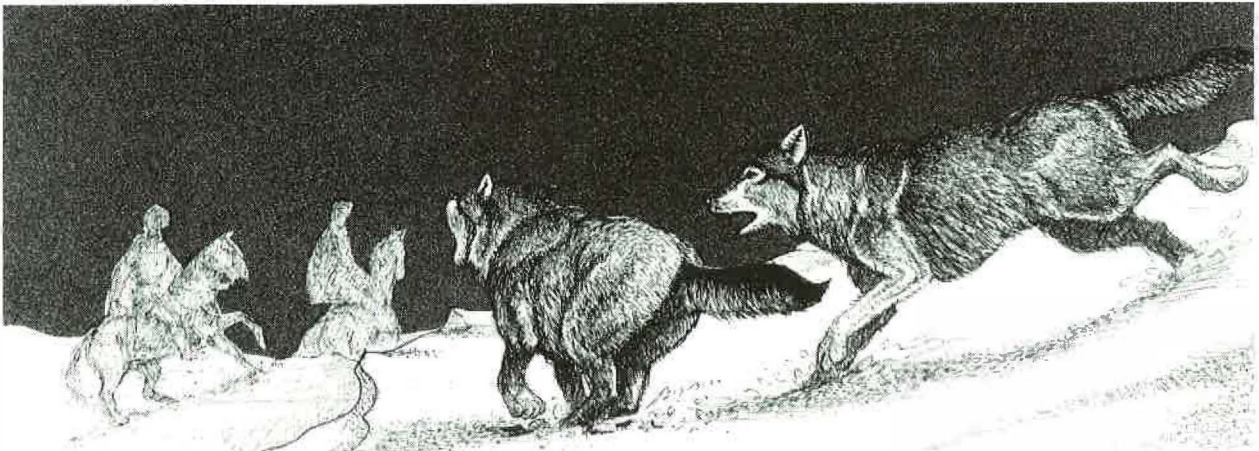
Within that enclosed area, they will attack without fear, they are backed into a dead end and have nowhere to run.

The howling of the wolves will alert the Axels. What they do will depend on the timing. If it is daylight, both Axels will come out to fight, together with the three Chaos Hounds and the Spawn if it has survived its first meeting with the adventurers. The adventurers have a hard fight on their hands!

If it is dusk, the Axels are in the middle of performing a ritual to their bloody master, using the blood of the bound and helpless forester whom they brought with them from the hut. The Axels will rely on their wolves and Chaos Hounds to hold the intruders off until the

ritual can be completed – this will take one whole turn, or six rounds from the time the wolves attack. If the adventurers can get past the wolves and Chaos Hounds, into the barrow, and wound or successfully cast a spell on either of the Axels, then the ritual will be disrupted. Otherwise, the Axels will complete the ritual, take a further round arming themselves, and then enter the fray.

Within the mound, most chambers are empty save for a littering of bones, a skull or two, and a few loose coins or items of silver – notes on treasure in the mound are given below. One chamber, however, is furnished with a crude wooden table, covered with a stiff reddish-brown cloth and set with a pair of cruelly serrated knives and a copper bowl filled with blood



– an altar to Khorne the Blood God, whose symbol may be seen on both knives and the bowl. Also in this chamber, is the missing body – that of the forester. He will be alive, although wounded, bound and in shock if the ritual has not been completed, but dead otherwise.

THE GIFT OF BLOOD

Any character with *Theology* skill or a current or past career as a Daemonologist or Necromancer will realise on a successful **Int** test that the ritual is a summonation of some kind – if they witness one or more rounds of the ritual, that is. If the ritual is completed, the floor of the barrow begins to shudder slightly, accompanied by a deep, resonant grinding sound from deep within the earth. Something is happening, but what? This should give the adventurers something to think about as they polish off the last of the Chaos band.

The sound grows louder, and the shaking more violent. After a couple of rounds, dust is filtering down from the chamber ceilings in the barrow. Next round, small fragments of rock begin to fall. On the fourth and subsequent rounds after the completion of the ritual, roll a D4 for each of the passages in the barrow: a roll of 1 indicates that the passage has collapsed, trapping anyone in the chamber beyond and inflicting anyone in the passage with the effects of an *Assault of Stones* spell before they can get clear. If a player doesn't make it clear that his character is trying to get out of the barrow, he has an equal chance of ending up on either side of the rockfall. However, the passages are not completely blocked. A foot or so of space remains at the top of the passage, enough for an adventurer to squeeze through if he left his backpack and any other bulky items behind.

On the sixth round after the completion of the ritual, a strong red light begins to shine up from the earth, through the falling rock. Abruptly, the noise and shaking cease. The red light grows stronger, pouring up from below. Everything is painfully, unnaturally still.

On the seventh round, the light becomes almost solid. With a noise like a gale, it rushes into the chamber where the sacrifice took place, coalescing into a solid mass. Elsewhere, it ceases to shine. The mass of light begins to take on a shape...

On the eighth round after the completion of the ritual, the light solidifies into the form of a Bloodletter. It immediately attacks any living creature in the chamber who does not bear the mark of Khorne, and when they are dead it goes out into the other chambers, killing every living thing it finds. It is permitted an **Int** test to realise that people who are holding the ritual knives and bowl need not necessarily be followers of Khorne...

Meanwhile, the adventurers are busily making **Cl** tests and trying to get out – or the brave ones might even be making ready with magical weapons. If they look like they can handle the Bloodletter after their

"Great Sigmar!" The Cleric's voice seemed too strong for his withered frame. "Aid us! Help your servants cleanse this abomination!"

His eyes glowed with the power of faith, but even he was not prepared for the answer to his prayer.

A vivid blue spark – the size of a man's head, and looking something like ball-lightning – struck the unholy altar like a thunderbolt, riving it to splinters and gobbets of slag. And where the rites of bloody Khorne had been enacted, there now stood a man. Or rather, the likeness of a man, for he seemed to be made of a glowing, bluish mist. The wall was visible through his chest.

Gregorius was reminded of pictures he had seen in antique books, of warriors of Sigmar's day. The huge bearded figure could have been Great Sigmar himself, but for the fact that he carried a greataxe in place of a warhammer. With a howl like the wind through the mountains, he fell upon the Daemon.

fight with the Axels and their followers, fine – but if things look like they're going seriously against Our Heroes, you might like to skip to the next section.

STRONGER THAN BLOOD

If the adventurers look seriously outmatched by the Bloodletter and any surviving members of the Chaos Band, then you might use this event to even the odds a little. The barrow-mound was originally used for the burial of an ancient chieftain of the Unberogens, centuries before the time of Sigmar Heldenhammer. By chance, this chieftain's name was also Sigmar, and if any character calls upon Sigmar for aid during the battle, the dead chieftain answers the call personally. If not, then the magical flux created by the appearance of the Bloodletter rouses the ancient warrior to defend his resting-place.

Either way, the adventurers are joined in battle by a Spectre, which will confine its attentions entirely to the Daemon and vanish when it is destroyed.

AFTER THE BATTLE

As the Daemon is destroyed, dust once more begins to filter down from the ceiling. Any character with *Mining* skill will realise that a total collapse is imminent, and a swift exit is indicated.

RETURNING FROM THE BARROW



The adventurers may travel back to Gladisch, they may decide to make camp near the ruined mound and return through the forest next day. If they travel by night, they may have a chance of getting lost in the darkness. But whatever they do, they may encounter nocturnal predators. This is all left up to you, since only you will know what kind of state your adventurers are in after their recent experiences.

Either way, the adventurers can then return to Otto Kruft, and either claim their reward or break the news of Hanzl's sad demise. Reporting the discovery and defeat of a Chaos warband to the authorities in Gladisch might be a good idea, too. For one thing, there is a standing reward of 10 GC for information on mutants and other creatures of Chaos, and the grateful authorities might increase this reward if the adventurers can bring proof that they have slain two Chaos Warriors and their creatures. At the very least, this will be good for a few days' free keep and as much ale as they can drink.

But the adventurers have business to return to, and the advantage of being a local hero wears off after a little while. So this is where this adventure ends – unless the Axels have some Chaotic allies or master who may come to avenge their deaths... or perhaps there is a *third* Axel out there...

The barrow-mound caves in on itself as soon as the last of the adventurers is clear. The spectral figure reappears for an instant – at the crest of the mound, its muscles knotted with effort as it lifts a foot-thick stone slab the size of a dinner-table and throws it to one side. The figure looks at the adventurers, raises its axe in salute, and vanishes. On the spot where it stood, the glint of gold can be seen.

If the adventurers investigate, they will find a stone-lined space, 4ft long, 2ft wide and 2ft high. The cover lies where the Spectre threw it. The mortal remains of the ancient warrior are dust, indistinguishable from the soil and stones of the mound, but his treasure trove stands revealed. Among the treasures is a fragment of stone, with a sign newly-scratched into it: a character with *Arcane Language* – *Druidic* will recognise the sign immediately; characters with *History* and *Read/Wrtte* require a successful **Int** test. The sign is in the ancient language of the Old Faith, and reads simply “*with thanks*”.

The chieftain's treasure is as follows:

- ☐ two silver-gilt cloak-pins (10 GC each, 30 GC as a pair)
- ☐ one gold belt-buckle (15 GC)
- ☐ one rotted quiver with broken wooden arrows, plus an intact, stone-tipped *Arrow of Sure Flight*
- ☐ one *Dawnstone* dagger
- ☐ one bronze sword (**D** - 1), a *Bane Weapon* vs creatures and followers of Chaos

LOOSE ENDS

In addition to the gifts from the dead chieftain, the adventurers might have picked up a few small bits and pieces from the Axels – things which they shouldn't really be walking around with. You could decide that when an Axel is killed, his body and equipment dissolve to a corrosive slime, leaving the adventurers nothing to pick up, or you could let them take anything they want from the duplicated Champion of Chaos and make them live with the consequences.

These consequences might include other followers of the Blood God coming to recover them, or the slow turning of a character's mind towards the worship of Khorne, for as long as he keeps an item. And obviously, adventurers who go around openly using equipment which bears the mark of Khornewill find Witch-Hunters and the like taking a very keen interest in them...

If you want to expand this adventure a long way, the adventurers might have to take the captured equipment somewhere – the famous High Wizard of Middenheim, for instance, or the great Temple of Sigmar in Altdorf – where the items can safely be dealt with, so that they no longer pose a threat. Of course, the adventurers will be dogged for every step of the way by interested parties who would like these items for their own purposes!

EXPERIENCE POINTS

These awards are for *each* character who made an active contribution to the event in question.

Don't divide them amongst characters, and don't award experience for events which never took place for some reason. Where a range of experience points is given (eg 0-20), you decide exactly how much to award, according to your estimation of how well the adventurers did.

- 35 for seeing off the bandits in the forest.
- 50 for killing the Chaos Spawn.
- 0-20 for dealing with the wounded Hanzl
- 10 for each Wolf killed or driven off.
- 15 for each Chaos Hound killed.
- 10 for wounding Axel #1.
- 75 for slaying Axel #1.
- 10 for wounding Axel #2.
- 75 for slaying Axel #2.
- 20 for wounding the Bloodletter.
- 100 for slaying the Bloodletter, if the Spectre does not do so.
- 0-50 for good play, bright ideas, and overall merit not covered above.

PROFILES

The Bandits

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	29	29	3	3	5	31	1	29	29	25	29	29	29

Skills of note: Bandit #1 has *Very Strong* (S +1); Bandit #2 has *Very Resilient* (T +1); Bandit #3 has no special skills; Bandits #4-6 have *Marksmanship* (BS +10 with bows); Bandit #6 also has *Strike Mighty Blow*.

Possessions: hand weapon; bow (R32/48/250, ES 3, Rld 1); 2D6 Shillings in loose coinage.

The Chaos Spawn

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	25	5	6	12	20	4*	30	29	24	29	24	10

Chaos Attributes and Rewards

- ☐ **Cross Breed:** human/spider – the entire body, save for the head and two human arms, is in the form of a giant spider.
- ☐ **Multiple Heads:** one Human, one Beastman (dog) – A +1* Bite attack.
- ☐ **Poisonous Bite:** The Beastman head has venomous fangs, and a bitten victim must make a T test (*Immunity to Poison* +10) or fall into a coma 2D3 rounds after being bitten. The test is repeated 24 hours later unless the character is treated; if this second test is successful, he recovers in a further 72 hours, but if it is failed, he dies immediately.



- ☐ **Razor Sharp Claws and Overgrown Body Part:** One limb has grown a huge, mutated claw (A +1*, claw attack, S 7).
- ☐ **Tentacles:** Two of the six spider legs are mutated into white-yellow tentacles.

In summary, the creature attacks as follows: one venomous bite from the Beastman head; two attacks with tentacles; and one attack with the huge claw. The Chaos Spawn also causes *fear* in all living creatures under 10ft tall.

Hanzi the War Dog

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	20	0	2	3	0	10	1	-	43	14	43	43	-

Special Rules: Hanzi's profile has been reduced to take his wounds into account. When he is healed, he will regain lost W points normally, and other lost characteristic points at the rate of 1 or 10 per hour until his profile is the same as that given for a War Dog in the **WFRP** rulebook.

Axel Klammer, Champion of Khorne

Hailing from Delfgruber, Axel began his career as a Watchman, taking care of warehouse properties for his wealthy merchant father. With his good Night Vision skill, Axel often got the job of nightwatchman, and this brought him into contact with denizens of



the dark best avoided by ordinary folk. A quick temper turned gradually to a love of violence for its own sake as Axel progressed from Bounty Hunter to Assassin, and finally became a Champion of Khorne. As he grew in power, he was granted the gift of *Duplication*, so that now two Axel Klammers shed blood in Khorne's name.

Axel #1

M WS BS S T W I A Dex Ld Int Cl WPFel
3 54 37 5* 6* 12 56 3 47 46 29 39 89* 32

Skills: Disarm; Follow Trail; Luck; Night Vision; Shadowing; Silent Move Rural; Silent Move Urban; Strike Mighty Blow; Specialist Weapon - Parrying Weapons; Strike to Injure; Strike to Stun; Very Strong*.

Chaos Attributes and Rewards

- ☐ **Skin of Khorne (Brass):** T +1*
- ☐ **Collar of Khorne:** WP 89*; If, somehow, this is removed, Axel's 'natural' WP is 43. The collar cannot be removed without destroying it.
- ☐ **Chaos Sword:** *Animation* (may fight on its own while within 24 yards and line-of-sight of Axel #1) and *Creature - Skeleton* (causes fear in all living creatures it attacks, wielder is immune to psychological reactions and gains +10 to T tests vs poison).
- ☐ **Blood Substitution (Protoplasm):** When Axel #1 is killed, his blood coalesces and fights on as an Amoeba.

Possessions: non-magical sword; left-hand dagger (I +10, D -2, P -10; magical *Breastplate of Corroston*, magical *plate leggings* +1, non-magical plate arm-bracers and helmet (2 AP legs, 1 AP elsewhere); gold bracelet (18 GC); magical *Bag of Lightness* with 44 GC, 70SS, and a number of small trinkets and baubles worth a total of 8 GC.

Axel #1 invariably lets his Chaos Sword attack on its own while he fights with his non-magical sword and left-hand dagger. Despite his years of service to Khorne, Axel is not greatly changed in appearance - save for his brass-coloured skin, which has a slightly metallic hue and glistens in the light! He stands a little over six feet tall, and is strongly built, with a livid scar running down his right forearm from the base of the thumb to the inside of the elbow. He has long black hair, and green-hazel eyes.

Axel #2

M WS BS S T W I A Dex Ld Int Cl WPFel
7 47 24 5 5* 11 58 4* 31 23 15 13 89* 16

Skills: Disarm; Follow Trail; Luck; Night Vision; Shadowing; Silent Move Rural; Silent Move Urban; Strike Mighty Blow; Specialist Weapon - Parrying Weapons; Strike to Injure; Strike to Stun; Very Strong*.

Chaos Attributes and Rewards

- ☐ **Skin of Khorne (Brass):** T +1*
- ☐ **Collar of Khorne:** WP 89*; If, somehow, this is removed, Axel's 'natural' WP is 43. The collar cannot be removed without destroying it.
- ☐ **Bestial Face:** Axel #2's face is a strange blend

of Human and Beastman; it does not affect his profile or attacks, and there is just enough of the Human left in his appearance – long black hair, green-hazel eyes – for a resemblance to exist between him and his ‘other half’.

- ☐ **Irrational Hatred:** of Dwarfs – use the normal rules for *hatred*. **Mace Tail:** A +1*, tail lash.
- ☐ **Mane of Hair:** long, black and bushy. No effect on profile.
- ☐ **Technology:** Axel #2 has a digital flamer – a weapon far beyond the technological capability of this world. See below.

Possessions: sword; suit of magical *plate armour* +1 (2 AP, all locations); Hand Flamer (see below); Lizardman-skin belt with silver buckle (12 GC); magical *Ring of Comprehension*.

Digital Flamer

This awesome piece of technology appears to be no more than a large and ornate silver ring. However, when used properly it can project a flaming mass of a sticky incendiary liquid up to 16 yards. Axel #2 may attack once per round with the Flamer, in addition to other attacks. If Axel #2 is engaged in hand-to-hand combat, the Flamer must be used against a hand-to-hand combat opponent or not at all.

The Flamer has **R** 4/8/16, **ES** 3, **Rld** 1. Because it is a powerful incendiary weapon, all targets are treated as *flammable*; 2D4 are rolled for damage instead of 1D6, and the target continues to burn as if hit by burning oil.

The Wolves

A small pack of seven Great Wolves follows the two Champions of Khorne. They are normal Great Wolves except their natures have become perverted so that they follow the precepts of the Blood God rather than those of nature. This shows in their exceptional ferocity, which has led to their becoming subject to *frenzy*.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	41	0	3	3	5	30	1	-	10	14	14	14	-

Special Rules: *bite* attack, *fear* fire, subject to *frenzy*.

The Chaos Hounds

The Axels have three Chaos Hounds, who act as leaders for the wolf pack. Once normal wolves, they now bear the marks of their service to Khorne.

Chaos Hound #1

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	41	0	6*	4*	8	30	1	-	10	14	14	14	-

Special Rules: *bite* attack, *fear* fire, subject to *frenzy*.

Chaos Attributes and Rewards

- ☐ **Hypnotic Gaze:** the Hound may gaze at one opponent within 12 yards (the victim may make a **WP** test to avoid the gaze), and that victim will be transfixed (*prone* target), unable to act as long as the wolf continues to stare at him. The

first wounding attack breaks the hypnosis, and the victim may then act normally.

- ☐ **Resilient:** T +1*.
- ☐ **Strong:** S +3*.

Chaos Hound #2

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	41	0	3	3	8	60*	1	-	10	14	14	14	-

Special Rules: *bite* attack, *fear* fire, subject to *frenzy*.

Chaos Attributes and Rewards

- ☐ **Face of a Fleshhound:** the Hound has the head and wattle of a Fleshhound. Its *bite* is *venomous* – victim must make a successful **T** test (*Immunity to Poison* +10) or damage is doubled.
- ☐ **Agility:** I +30*.
- ☐ **Iron Hard Skin:** 5 AP, all locations.

Chaos Hound #3

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	51*	0	4*	3	8	30	2*	-	10	14	14	14	-

Special Rules: *bite* attack, *fear* fire, subject to *frenzy*.

Chaos Attributes and Rewards

- ☐ **Aggression Bonus:** WS +10*, S +1*.
- ☐ **Multiple Heads:** two heads, A +1*, *bite* attack.
- ☐ **Breathes Fire:** the left-hand head may breathe fire once per round. Cone-shaped area of effect, 6 yards long and 2 yards wide at the far end. All creatures within the area of effect take one automatic **S** 4 fire hit.

The Bloodletter

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	42	4	3	5	60	2	89	89	89	89	89	01

Special Rules: invulnerable to non-magical weapons. Attacks count as magical. Subject to *instability* outside the chamber where it was summoned. All **Cl** tests for *fear* and *terror* are made at +10, except where these effects are caused by Bloodthirsters or detties. Causes *fear* in all living creatures. Regenerates as Troll. *Weapon* attack with *Hellblade* (WS +10, roll 4D6 for damage, blade is destroyed when Daemon is destroyed), *claw* attack has 25% chance of causing *infected wounds*.

The Spectre

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	0	0	4	23	40	4	-	18	18	18	18	29

Special Rules: the Spectre attacks the Bloodletter physically, with a *Strength* of 3. Its attacks count as magical, and affect it, although the Daemon is immune to the Spectre's paralysis attack. Subject to *instability* outside the barrow, immune to all other *psychological* effects. Causes *fear* in all living creatures, may cause *terror* in living creatures at will. Immune to non-magical weapons. May pass through solid objects. Paralysis attack – see **WFRP** rulebook.

☐ Carl Sargent



magicopoeia imperialis

Across the Old World, magical research is pursued with fervour in scores of colleges, libraries, guildhouses, alchemical workshops, laboratories, and other, darker places. Some researches are legitimate and even state-funded; others are conducted in secret and are best not spoken of.

At the behest of the new Emperor Heinrich X, the High Wizard of Middenheim has sent to every Wizards' Guild and magic school in The Empire, requesting information on spells known and currently being researched. It is hoped to compile a new edition of the *Magicopoeia Imperialis*, that vast tome which holds details of all known magic in The Empire and all laws and regulations appertaining thereto. At the new Emperor's request, emphasis has been placed on enchantments with a martial application – His Imperial Majesty is a pragmatic soldier first and last, and the events which led up to his succession have proved beyond doubt that The Empire must constantly be ready to defend itself against dissention within and aggression without.

At the time of writing, the response has been immense, and the search goes on (the current edition of the *Magicopoeia*, compiled in the time of Magnus the Pious, is said to have taken six years to complete). For the present, Imperial approval has been given for the publication of the following spells, which may be of some interest to adventurers.

Knock Down

This useful Petty Magic spell is the invention of Hals Roch, an apprentice to Master Delphnus Witzenberg of Nuln. We shall see his master's work later.

Spell Level: P
Magic Points: 2
Range: 12 yards
Duration: instantaneous
Ingredients: a small ebony stick ending in a carved fist

This spell may be cast on any bipedal creature within range and line of sight. It exerts a sharp telekinetic blow, which causes no damage but forces the target to make an I test or fall over. Modifiers to the test are as follows:

- 20 Target is running
- 10 Target is moving at normal rate
- 0 Target is moving at cautious rate
- +10 Target is standing still
- 5 Per extra Magic Point spent by the spell's caster

A falling character must make a successful **Dex** test or drop any hand-held items; he may do nothing in the next round except regain his feet, and counts as *prone* while doing so.

Fleetfoot

This spell is one of a pair developed by Master Hieronymus of Middenheim, who has spent many years researching into the effects of magic upon normal body functions. He was only persuaded to allow publication with some difficulty, since in his own words the spells 'deal only with the crudest of principles, and are little more than jottings'. Be that as it may, they have obvious uses.

Spell Level: 1
Magic Points: 2
Range: touch
Duration: 1 turn
Ingredients: 2 seeds of Vigwort and the sinews of a horse's leg

This spell may be cast on any one character, including the caster himself. The affected character may move at double normal speed for one turn. Obstacles and *difficult ground* affect the character as normal, although modifications are applied to the increased move rate – thus, a character under the effects of the spell crosses *difficult ground*; the spell doubles his movement and the terrain halves it, so he moves at his normal rate.

Leg Breaking

This spell has been known to the War Wizards of Middenheim for some years, but it is only recently that a ban on its use has been lifted. It was thought to have had its roots in the forbidden practice of necromancy, dealing as it does with bones, but upon investigation this has been found not to be the case. The spell is just inherently unpleasant in its own right...

Spell Level: 1
Magic Points: 3
Range: 48 yards
Duration: instantaneous
Ingredients: leg bone of any humanoid species, to be broken as the spell is cast.

This spell may be cast on any single creature with a **Toughness** of 4 or less. If the target fails a normal **WP** test against magic, one leg (caster's choice) breaks with a sickening crunch, exactly as described for leg critical effect 7. In addition, the victim must make a **WP** test or faint for D6 turns. If a humanoid creature has both legs broken, movement is reduced to zero and the victim is treated as *prone*. Quadrupeds lose half movement for the first leg broken, a quarter for the third and a quarter for the fourth.

Slippery Ground

Another creation of Hals Roch, this shows him clearly developing his own style while retaining the influence of his master. Again, a very simple spell, and a very useful one.

Spell Level: 1
Magic Points: 2
Range: 6 yards
Duration: D6 turns
Ingredients: a drop of oil

This spell may be cast on a patch of ground up to 5 yards square, affecting it as if it had been doused in oil and turning it into *difficult ground*. Those who fail *Risk* tests while crossing it slip and fall. A falling character must make a successful **Dex** test or drop any hand-held items; he may do nothing in the next round except regain his feet, and counts as *prone* while doing so.

Slowfoot

Like the spell *Fleetfoot* which has already been described, this enchantment was developed by Master Hieronymus of Middenheim, as a by-product of his major researches.

Spell Level: 1
Magic Points: 2
Range: touch
Duration: 1 turn
Ingredients: an infusion of *Schlafenkraut* and a fragment of tortoise shell

This spell may be cast on any one character, who will move at half normal speed for one turn. Obstacles and *difficult ground* affect the character as normal, in addition to the reduced movement rate – thus, a character under the effects of the spell crosses *difficult ground*; the spell halves his movement and the terrain halves it again, so he moves at one-quarter his normal rate.

Wilt Weapon

Created by Master Delphnus Witzenberg, 'The Laughing Magician of Nuln', this spell demonstrates a different approach to the same problem which is addressed by the level 2 spell *Break Weapon*.

Master Witzenberg's researches invariably bear the mark of his eccentric personality, but are very effective nonetheless; this is no exception.

Spell Level: 1
Magic Points: 2
Range: line of sight
Duration: instantaneous
Ingredients: a small clay model of the weapon and a vial of pure, clean water

This spell may be cast against any **one** weapon within the caster's line of sight. When the spell is cast the weapon becomes utterly limp, like damp string. It is useless and must be discarded. The spell has no effect on whips or magical weapons.

*Some
researches are
legitimate and
even state-
funded; others
are conducted
in secret and
are best not
spoken of.*

Break Weapon

This spell is one of a number developed by Hergard of All Colours, the renowned Wizard of Altdorf. Like all his spells, it is by no means restricted to the Rainbow College and may be used freely by all practitioners of *Battle Magic* – its straightforward approach, however, is typical of the Wizard who invented it.

Spell Level: 2
Magic Points: 4
Range: line of sight
Duration: instantaneous
Ingredients: a small wooden model of the weapon, broken when the spell is cast

This spell may be cast against any

one weapon within the caster's line of sight, breaking it and rendering it useless. This spell can even affect magical weapons, although they are allowed a test to resist it – this is equal to 10%, with an additional +10 for every ability the weapon possesses. Thus, a magical sword with +10 **WS** and the *sleep* ability would have a 30% chance of resisting the spell. Daemon swords test against the bound Daemon's **WP** to resist the spell.

If this spell succeeds in breaking a Daemon weapon, the Daemon must make a second **WP** test. If the test is failed, the Daemon is flung back into the heart of Chaos, as if its physical body had been killed. If the test is successful, the Daemon is released from the sword. Consult the *Bound Daemon Reaction Table* in **Realm of Chaos – Slaves to Darkness** to see how it reacts.

Flame Curse

Created by the renowned Elementalist and Battle Magician Master Johannes Flammenwerfer of Nuln, this spell is typical of his subtle approach. The spell itself is harmless, but it opens the way for other magical and mundane fire weapons to cause immense harm.

Spell Level: 2
Magic Points: 4
Range: 24 yards
Duration: D6 turns
Ingredients: the tonsils of a Dragon

This spell may be cast on any single creature or character within range and line of sight. It may also be cast on non-living objects and areas of wall or ground which are not larger than 10ft in any dimension. The affected creature, object or area becomes *flammable* for the duration of the spell.

Reproof of Cowardice

This spell seems to have been developed by the War Wizards of the Order of the White Wolf at some time before the last Incursion of Chaos. An extreme faction of the cult of Ulric decries the use of

shields, despising them as cowardly and a waste of a second weapon-hand, and according to records in the great Temple of Ulric at Middenheim, this spell was developed as much to make a theological point as for actual use on the battlefield. Having said that, though, it has served the Wizards of Middenheim well on the battlefield more than once.

A very similar enchantment has also been developed by Master Hergard of Altdorf.

Spell Level: 2
Magic Points: 4
Range: 48 yards
Duration: instantaneous
Ingredients: a small wooden shield, to be snapped in two when the spell is cast

This spell may be targeted at an individual or group within the caster's line of sight and not more than 48 yards away. When the spell is cast, any and all shields held by the affected character(s) are instantly and completely destroyed.

This spell can even affect magical shields, although they are allowed a test to resist it – this is equal to 10%, with an additional +10 for every ability the shield possesses.

Stampede

The origins of this spell are something of a mystery. Grand Master Albrecht of Middenheim is credited with its introduction into The Empire, but he claims only to have copied it from an ancient scroll purchased from a Kislevite trader, who in turn had obtained the document from the steppes of the Hobgoblin Hegemony. The subject matter of the spell would seem to support the theory that this spell was developed for use in plains warfare.

Spell Level: 2
Magic Points: 4
Range: 48 yards
Duration: see below
Ingredients: the jaws of a snake

This spell may be cast against any group of Herd Animals or mounted creatures within 48 yards of the caster. The animals or mounts

must make a normal **WP** test against magic or stampede uncontrollably away from the caster at Running rate. Each round after the first, any riders are permitted a **Ld** test to bring their mounts under control.

This spell has no effect on mounts which are immune to psychological effects, such as undead mounts and Demonic Servants in steed form.

Arrow Storm

This spell comes from the Elven Wizard Ceifillthair of Laureorn, from references in Elven songs and poetry it seems to have originated many centuries ago. Some



researchers are attempting to develop variants for crossbows and firearms, but so far without success.

Spell Level: 3
Magic Points: 6
Range: touch
Duration: see below
Ingredients: a quiver of up to 12 arrows

By touching a quiver of arrows, the caster can enchant them so that an arrow magically springs to hand as soon as the previous arrow is loosed, thus enabling the archer to fire at twice the normal rate (ie 2 shots per round). The enchantment leaves an arrow as soon as it is loosed, or at sunrise the next day if it is unused.

Sharpen Weapon

Another invention of Master Hergard of Altdorf, this spell shows once again his characteristically direct approach to a problem – in this particular case, that of increasing a weapon's effectiveness without resorting to the time consuming and expensive process of permanent enchantment.

Spell Level: 3
Magic Points: 8
Range: touch
Duration: until next sunrise
Ingredients: any edged or pointed hand-to-hand weapon

This spell allows the caster to render a single edged or pointed weapon magically sharp by touching it. This can be a hand-to-hand or missile weapon.

The weapon does not count as magical, and cannot wound creatures which are immune to non-magical weapons. However, it gains and keeps an exceptionally keen edge or point. The weapon causes one extra point of damage on a successful hit, and negates any protection afforded by leather armour.

Subvert Weapon

This spell was developed as a variant of the level 3 Battle Magic spell *Animate Sword* by Master Delphinus Witzenberg, and shows one of his abiding interests – turning the power of aggression back on the aggressor.

Spell Level: 3
Magic Points: 6
Range: line of sight
Duration: 1 round
Ingredients: a small silver sword

This spell is cast against one character or creature in the caster's line of sight. It animates one hand-to-hand weapon being held by the target and turns it against its wielder for one round. The subverted weapon attacks its wielder once, with a **WS** equal to the spellcaster's **WP** and a **S** equal to one-tenth the spellcaster's *Will Power*, rounded down. The wielder may attempt a **Dex** test to hold onto the weapon, and if successful the weapon's hit roll is made at -20. The spellcaster may invest addi-

tional Magic Points to reduce the target's **Dex** test, in the same way as extra Magic Points are sometimes expended to reduce a target's **WP** test against a spell.

After one round, the weapon ceases to be animated, and falls to the ground unless its wielder is still holding it. This spell can even affect magical weapons, although they are allowed a test to resist it – this is equal to 10%, with an additional +10 for every ability the weapon possesses. Thus, a magical sword with +10 **WS** and the *sleep* ability would have a 30% chance of resisting the spell. Daemon swords test against the bound Daemon's **WP** to resist the spell. Any special magical abilities of the weapon affect the wielder normally when it hits him.

This spell has no effect on creatures which are using natural weaponry – it can't be used to make an animal bite or claw itself!

Entanglement

Spell Level: 4
Magic Points: 8
Range: 100 yards
Duration: D6+1 turns
Ingredients: a pinch of dung and a sprig of Bloodsedge

This variation on well-known Elementalist and Druidic principles has been added to the repertoire of Battle Magic by Ludmilla the White of Stirland.

This spell may be cast upon any point within 100 yards of the caster. At that point, vegetation erupts from the ground, rapidly covering an area 24 yards across and turning it into *difficult ground*. Creatures in the area as the vegetation sprouts are entangled until they have made a successful **S** test – a test may be attempted at the end of each round. Entangled creatures may not move, and suffer a -10 penalty 'to hit' for both missile fire and hand-to-hand combat.

Reverse Spell

Another creation of Master Witzenberg of Nuln, this spell relates to Dispel Magic in the same way as his Subvert Weapon spell relates

to Animate Sword. Again, the inventor's personality is evident.

Spell Level: 4
Magic Points: 8
Range: special
Duration: special
Ingredients: a mithril mirror

This spell may be cast on an opposing spellcaster, with the effect of turning his own spell on him – the mirror reflects the spell and throws it back at its caster.

A *Reverse Spell* requires the following conditions to function properly:

- ☛ The target of the enemy spell must be the caster himself, a group he is in, or someone within 4 yards of him; and...

**Forbidden
knowledge has
a fascination
all of its own,
and there is
always some-
one who wishes
to learn the
darker
secrets...**

- ☛ Both spellcasters must make an **I** test – if the *Reverse Spell* is cast from a spell jewel, the caster gains a +20 bonus to the test. Refer to the following table to see whether the *Reverse Spell* is cast in time to reflect the incoming spell:

Caster's Test	Opponent's Test	
	Passed	Failed
Passed	Maybe	Yes
Failed	No	Maybe

On a *Maybe* result, the *Reverse Spell* takes effect in time only if the caster's **I** score is higher than that of the opposing spellcaster.

If the *Reverse Spell* takes effect successfully, the full effects of the

enemy spell fall upon the enemy spellcaster. If not, the enemy spell takes effect as normal, but the caster of the *Reverse Spell* still loses Magic Points as if his spell had been cast successfully.

Wall of Fire

Perfected recently by Master Adolphus the Red of Middenheim, this is a spell for which the Bright College has been striving for some time, but serious control problems have only recently been overcome. Even now, the exact dimensions of the wall are somewhat unpredictable, and work continues.

Spell Level: 4
Magic Points: 8 per turn
Range: 12 yards
Duration: 1 turn if not renewed
Ingredients: a pinch of sulphur and the tooth of a Dragon

This spell allows the caster to create a wall of fire in any shape, up to 2 yards wide and 3D6 yards long, with flames rising 10 feet into the air. The whole of the wall must be within 12 yards of the caster. He may move and perform other actions (except casting spells) while maintaining the wall, but any part of the wall which is more than 12 yards from the cast at the start of a turn will be extinguished. It will also be extinguished at the start of any turn in which the caster does not expend further Magic Points to maintain it.

The wall of fire blocks line of sight, and any object or creature crossing it takes normal fire damage.

Ward of Arrows

Master Eberhardt of Talabheim has spent many years researching into the possibility of using Elemental Magic to simulate the effects of the more general – but often more powerful – Battle Magic. This spell, a weaker version of the level 3 Battle Magic spell Arrow Invulnerability, is one of his partial successes.

Spell Level: Elemental 1
Magic Points: 2
Range: 12 yards
Duration: see below
Ingredients: a turtle or tortoise shell

Any missile fire directed against the caster or any friendly creature within 12 yards of him suffers a -10 'to hit' penalty and a -1 damage penalty. The spell continues to protect each creature on which it was cast until they enter hand-to-hand combat.

This spell will not give protection against enchanted arrows, other magical missile weapons or 'magical missile' type spells such as a *Fire Ball*.

Plague of Lice

Ludmilla the White of Stirland has developed this spell in response to the problem of incapacitating a group of assailants without recourse to injury or death. It is said that a similar enchantment has been known to the Old Faith for some centuries, although this has yet to be confirmed officially.

Spell Level: Elemental 2

Magic Points: see below

Range: 24 yards

Duration: D3 turns

Ingredients: a vial of blood with dry skin stirred in

This spell may be cast on an individual or group within the caster's line of sight and not more than 24 yards away. It is a low-power variant on the level 4 Elemental spell *Summon Swarm*, and causes the target(s) to become afflicted with lice. They begin to itch terribly, and suffer a penalty equal to $(100\text{-WP})/2$ to all tests for the spell's duration. Those who fail a **WP** test will instantly strip off their armour and scratch frantically, counting as *prone* for the spell's duration.

When cast on an individual, this spell costs 2 Magic Points. Cast on a group, it costs 4 Magic Points, but it must affect *everyone* in the group, friend or foe.

HIDDEN LORE

In addition to the approved spells openly listed and described in the *Magicopoeia Imperialis*, there are others which are recorded only in secret appendices and codicils. These are kept securely under lock and key, and their lore is taught nowhere within The Empire or any other civilised lands.

But forbidden knowledge has a fascination all of its own, and there is always someone who is willing to teach those who wish to learn darker secrets...

We would suggest that adventurers are not allowed to learn these spells from reputable teachers, or even learn of their existence from such people. Chaos Lore simply isn't taught to pupils by anyone who wishes to remain a Wizard within civilised lands. As a result, finding someone who knows the spells below – and who is willing (or mad enough) to teach them to the adventurers – can be an adventure or two in itself! Indeed, even asking about them may invite the unwelcome and justified attentions of Witch-Hunters...



Vortex of Chaos

Spell Level: 2

Magic Points: 4

Range: Personal/4D6 yards

Duration: Instantaneous

Ingredients: dried brain of one Chaos sorcerer

This insanely dangerous spell is generally only used by Chaotic or Evil spellcasters, and even they hesitate to cast it. The spell opens a doorway – for a fraction of a second – directly into the heart of Chaos, that formless, roiling nothingness that destroys everything it touches.

The caster may nominate in which direction the doorway opens; starting in front of him, everything

in an area 4 yards high by 4 yards wide by 4D6 yards long vanishes through the doorway; as far as the material world is concerned, it simply ceases to exist. In addition, the caster must make a successful *Magic* test or be sucked through into the void himself.

The only thing which can stand up to this spell is a *Zone of Magical Immunity* – when a *Vortex of Chaos* touches a *Zone of Magical Immunity*, both are instantly dispelled.

Because this spell opens a doorway into Chaos, it runs the risk of alerting the Powers of Chaos to the existence of the character who cast it, and possibly letting *something* from Chaos through into the material world. These possibilities are left for the GM to decide in each case, but should be harsh.

Spellcasters who are known to have used this spell are relentlessly hounded by Witch-Hunters and similar forces – opening pathways into the heart of Chaos is not an activity which is likely to endear you to your fellow mortals! Simply owning a spell-book or other document which contains instructions for casting the spell is enough to put a Wizard under deep suspicion.

Vorpall Hurricane of Chaos

Spell Level: 3

Magic Points: 7

Range: Personal/4D6 yards

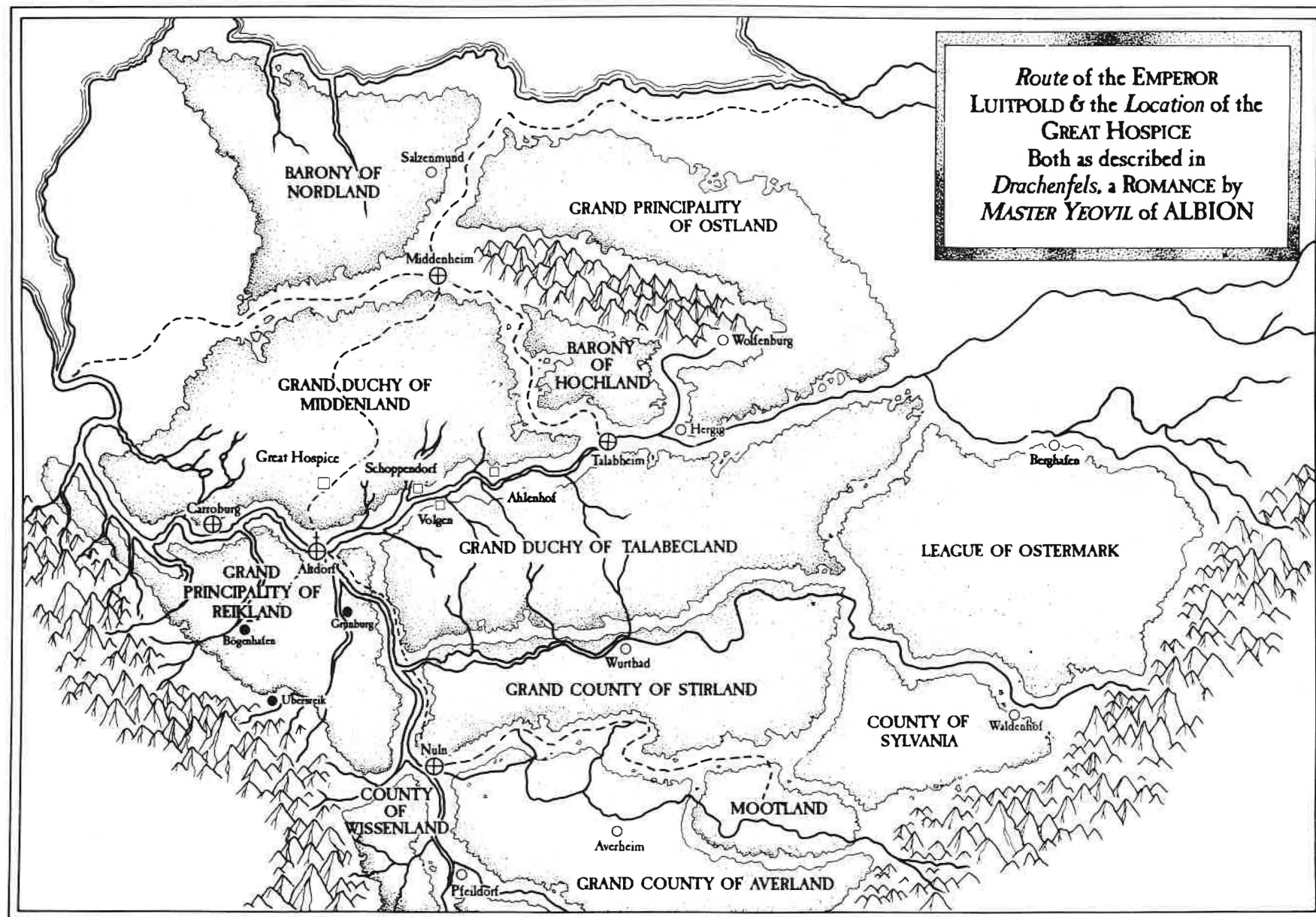
Duration: Instantaneous

Ingredients: dried brain of a Level 3 or 4 Chaos Sorcerer

This spell is a more powerful version of *Vortex of Chaos* (see above) creating D6 individual vortices directly in front of the caster, each of which behaves exactly as described under *Vortex of Chaos* above.

As with *Vortex of Chaos*, knowledge of this spell is best kept quiet, since it tends to attract Witch-hunters and other interested parties. The dangers of casting this spell are the same as for *Vortex of Chaos* but scaled up accordingly.

□ Graeme Davis



THE EMPEROR LUITPOLD

BY GRAEME DAVIS

The *Emperor Luitpold* is a luxury river liner, named after the father and predecessor of Karl-Franz I. Run by the large and powerful Hindelin Lines of Altdorf, it plies the river Talabec from Altdorf to Berghafen near the Worlds Edge Mountains. Built by the Spee boatyards in Altdorf in 2510, the Luitpold and its sister-ships the *Emperor Wilhelm* (Altdorf-Nuln) and the *Emperor Magnus* (Altdorf-Marienburg) give Hindelin Lines an unrivalled luxury fleet. The 'Emperor' river liners are much favoured by wealthy merchants, those on Imperial business and the lesser nobility.

FARES

The *Emperor Luitpold* has two passenger decks; the upper passenger deck holds 8 luxury staterooms and 14 three-berth servants' cabins, while the lower holds 16 twin-berth passenger cabins. Fares are as follows:

Cabin type	Full journey	Talabheim to Altdorf	other per 10 miles
Stateroom	250 GC	100 GC	5 GC*
Passenger	75 GC	35 GC	2 GC
Servants'	50 GC	30 GC	1 GC

* A stateroom must be booked for a minimum of 1 week's travel (calculated at a cost of 180 GC downstream, and 150 GC upstream).

The fares cover the cabin plus three meals a day. All other services – drinks and snacks during the day, for instance – are 'extras', and a bill for these is presented at journey's end.

The Captain has the discretion to discount fares *en route*, but is forbidden by company regulations to offer a discount of more than 10% on the full fare. If all passenger cabins are full, he may offer passengers any spare servants' cabins at the servants' fare. Passenger and servants' cabins may be equipped with an extra folding bunk on request, but only if all other cabins of the same class are full. There is a 25% surcharge for this service.

THE JOURNEY

The *Luitpold's* downstream journey starts at Berghafen, a small town on the upper Talabec a few miles beyond the edge of the forest; this is the highest point on the Talabec which can be reached by large river traffic. By transferring to smaller craft and then to mules, it is possible to follow the Upper Talabec all the way to the Dwarfholds of Karak-Kadrin and Karak-Ungor.

There are few regular stops along the first part of the route – these are mainly for fresh supplies – but the *Luitpold* will stop to pick up and set down passengers as required. Flagpoles are set up on wharves along the route to signal the boat to stop for passengers. Once the *Luitpold* reaches Talabheim, the journey becomes more

regular – the boat always stops at Ahlenhof and Schoppendorf, and often at Volgen as well.

The boat's combination of sails and oars makes it a very rapid means of travel. Its 750-mile trip takes around 2 weeks downstream and 2½ weeks upstream – an average of 45 and 38 miles per day respectively.

Rules of Passage

All the laws of The Empire apply aboard the *Emperor Luitpold*. For legal purposes, the *Emperor Luitpold* is treated as within the jurisdiction of the legal authorities of Altdorf. There are also certain rules which passengers are expected to observe while on board the liner:

Weapons: All passengers are permitted to carry one sword and one dagger while aboard the *Emperor Luitpold*. All other weapons, and all armour, must be handed over to the Purser for safe-keeping in the liner's strongroom, although they are available on request if passengers want them for shore visits along the way, or in the event of the liner being attacked by river pirates.

Magic: Spellcasting of any kind is forbidden aboard the *Emperor Luitpold* without the express permission of the Captain. This includes the use of magical items. In practice, this rule is difficult to enforce, but anyone openly casting spells will be reported to the Captain.

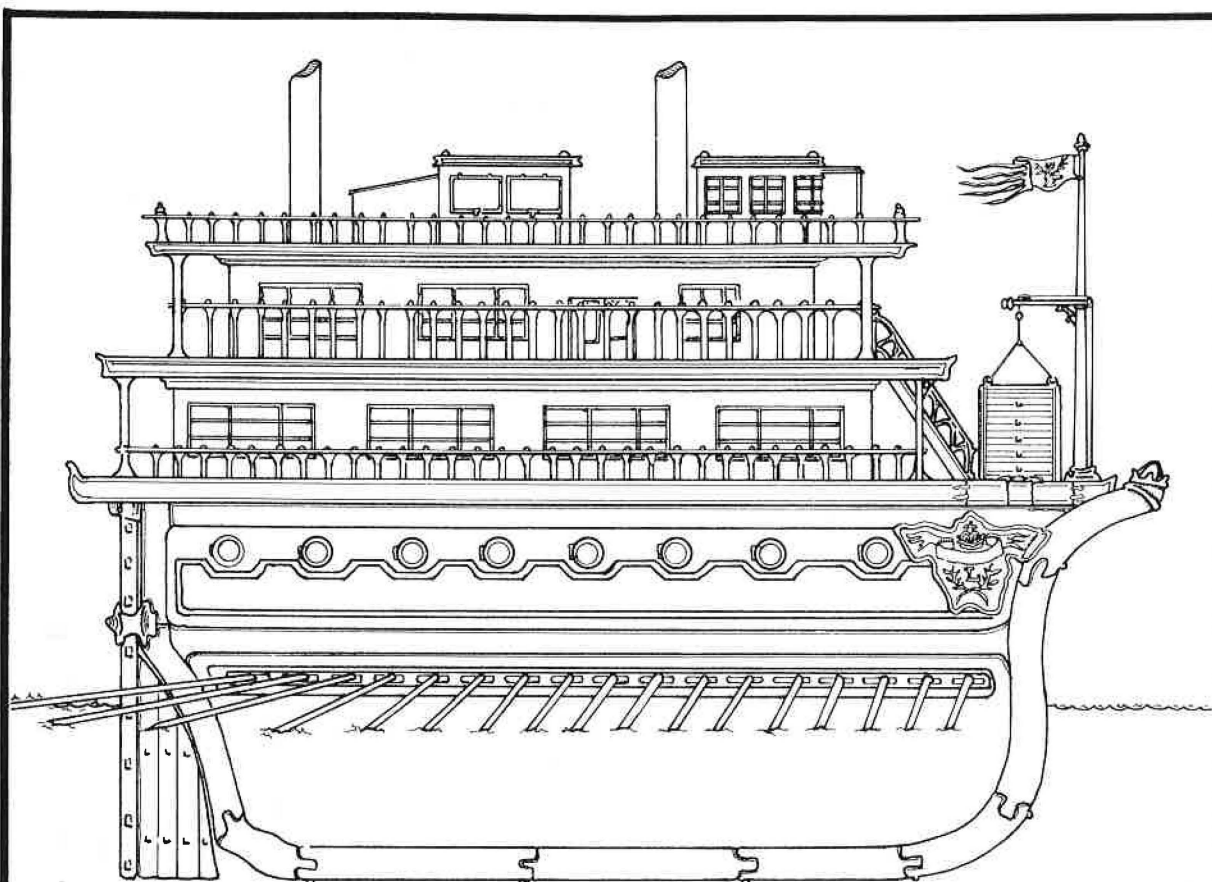
Morality: All passengers are expected to observe 'common decency'. Basically, this means not doing anything in public which is liable to shock, offend, embarrass or outrage one's fellow-passengers. The Captain is the final judge of such matters.

Religious Observance: After dinner each day, the Captain leads the company and passengers in a five-minute period of prayers to Talabec, the aspect of Taal which rules over the river. Attendance is not compulsory, but those who do not take part are considered impolite (Fel -20 when dealing with any member of the crew). Passengers are free to make any observances demanded by their particular religions, subject to the laws of The Empire, but animal sacrifice of any kind on board is banned.

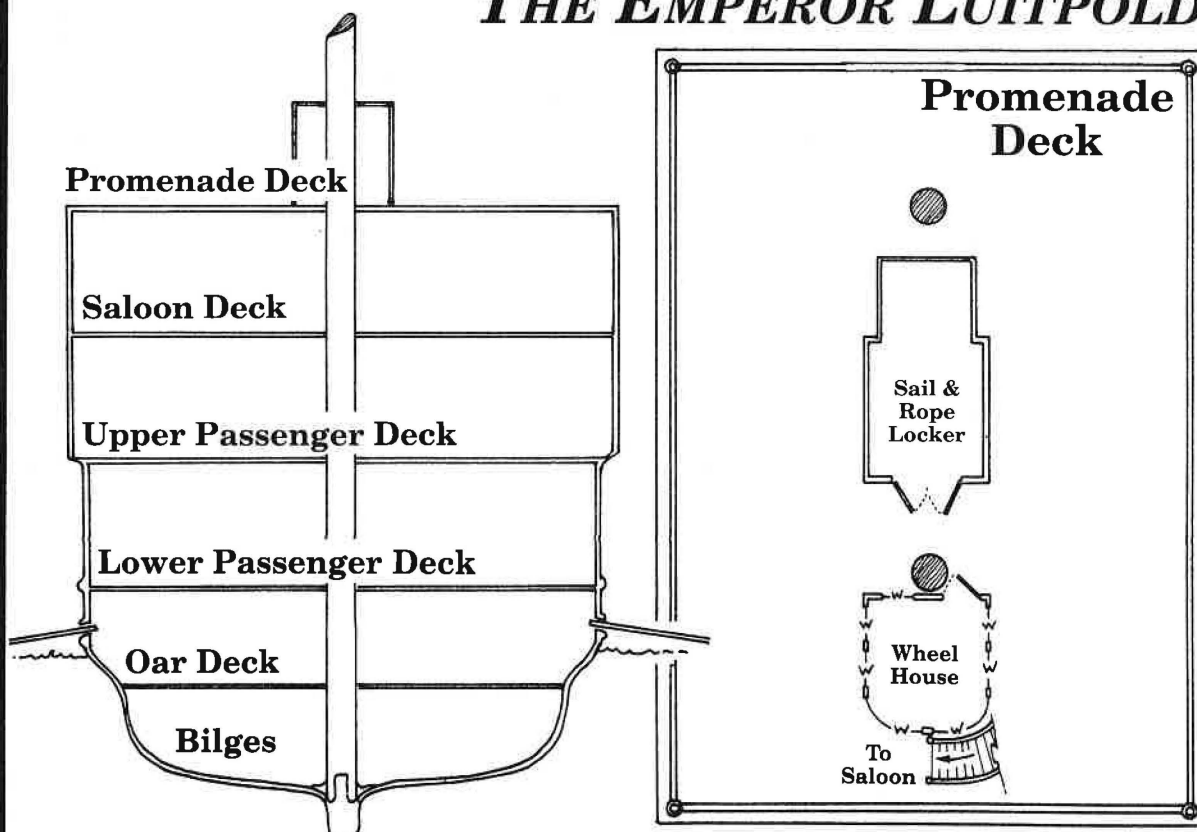
Passengers who flout the rules of passage will be given one warning, except in extreme cases. The Captain has the power to put offenders off at the next stop, handing them over to the local authorities if Imperial Laws have been broken.

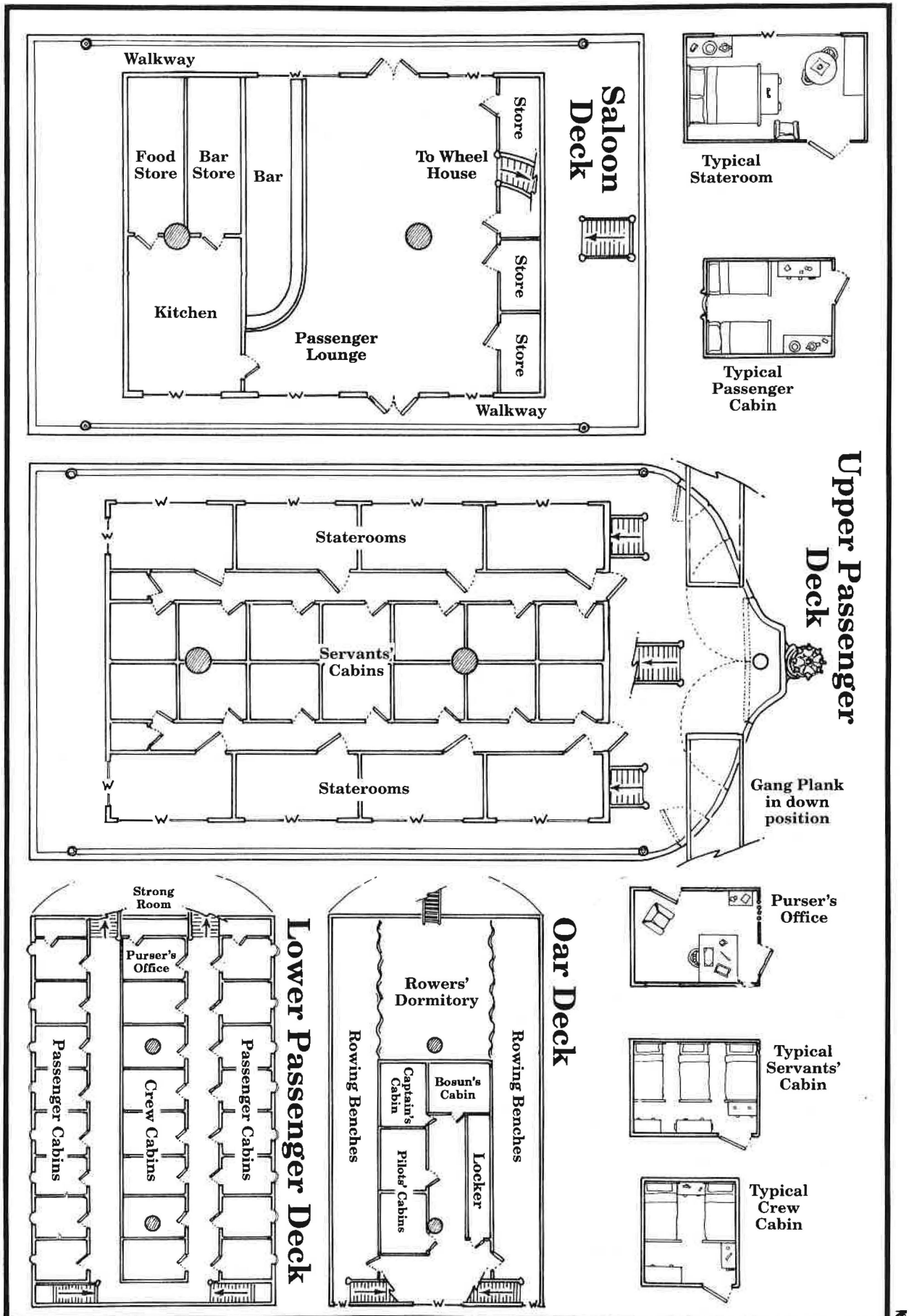
A Typical Day

A day aboard the *Emperor Luitpold* revolves around mealtimes. Breakfast is served an hour after dawn, luncheon at noon and dinner at 7pm. Mealtimes are announced by the boat's stewards, who walk the length of the passenger deck ringing small handbells. Meals are served in the passenger lounge, but passengers may



THE EMPEROR LUITPOLD







arrange to take some or all meals in their cabins. No charge is made for cabin service, but a tip of at least 5/- per person per meal is customary.

Between meals, the passengers are left largely to their own devices. The passenger lounge is closed for twenty minutes before and after each meal as the stewards convert it from a dining-room back to a lounge, clearing away the folding tables and so on. A range of light snacks and non-alcoholic drinks is available in the passenger lounge throughout the day, and wines and spirits are served from noon till midnight; these are all 'extras', and must normally be paid for at the time, although an account to be settled at the end of the trip is seldom refused. The *Emperor Luitpold* has a bill of fare comparable to that of a high-class restaurant in a large Imperial city, both in range and price.

During the day, various deck games are available for those who wish to play, and weapons practice and friendly duels (to first blood) are permitted on the promenade deck, provided that a prior arrangement has been made. Those wishing to engage in friendly competition must inform the Captain or Purser before any fight. If the crew are not aware of any prior arrangement, they will treat the incident as a common brawl and step in to restrain the combatants.

After dinner, entertainments are staged in the passenger lounge: it is common, for example, for a musician or other entertainer to work his passage in return for a reduced fare. The standard fare reduction is 50%, and is not subject to negotiation. A character wishing to strike this kind of deal has a base 50% chance of success, modified as follows for each of the listed skills:

- +5 Acting, Clown, Juggle, Mime, Mimic
- +10 Comedian, Escapology, Sing, Story Telling
- +10 for Musicianship, +5 for each additional instrument

There is a certain etiquette to be observed in the type of entertainment provided. Anything involving fire is banned, since the *Emperor Luitpold* is built almost entirely of wood. Animal acts are not generally acceptable, since an unfortunate incident three years ago involving a dancing bear. And no entertainment may include

material that is insulting to the Emperor, the nobility, or any of the major religions, or which is in any way 'in bad taste' (as decided by the Captain). These rules are explained at the outset, and any breach can result in the Captain disallowing part or all of an entertainer's discount. If an offending character protests that he can't pay the full fare, the Captain will hint darkly that he has a contact in the staff of the notorious Mundsens Keep debtors' prison in Altdorf.

THE CREW OF THE EMPEROR LUITPOLD

Captain Mikhail Iorga

Merchant, ex-Pilot, ex-Boatman, ex-Marine

- **Appearance:** Middle-aged, burly, bearded.
- **Personality:** Taciturn, punctilious, efficient.
- **Motivations:** A trouble-free trip.
- **Catchphrase:** "Enjoying the journey, I trust?"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	37	4	4	8	49	1	43	67	59	55	53	48

- **Skills:** Consume Alcohol; Disarm; Dodge Blow; Etiquette; Evaluate; Fish; Haggle; Law; Magical Sense; Orientation; Read/Write; River Lore; Row; Sailing; Secret Language – Battle Tongue; Specialist Weapon – Firearms; Street Fighter; Strike Mighty Blow; Strike to Stun; Swim.
- **Possessions:** mail shirt (1 AP, body); sword; dagger (I +20, D -2, P -20); 2 pistols (R 8/16/50, ES 3, Rld 3); blunderbus (R 24/48/250, ES 3, Rld 4)

Bosun Hans Sauber

Mercenary Sergeant, ex-Marine, ex-Boatman

- **Appearance:** Strong, scarred, unshaven.
- **Personality:** Abrasive, professional, brusque.
- **Motivations:** Keep the crew from slacking.
- **Catchphrase:** "PUT YOUR BACK INTO IT!"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	55	6*	4	11	51	2	36	44	37	43	41	39

- **Skills:** Boat Building; Consume Alcohol; Disarm; Dodge Blow; Fish; Orientation; River Lore; Row; Secret Language – Battle Tongue; Strike Mighty Blow; Strike to Stun; Swim; Very Strong*.
- **Possessions:** mail shirt (1 AP, body); sword, dagger (I +20, D -2, P -20); crossbow (R 32/64/300, ES 4, Rld 2); 20 bolts;

First Pilot Reiner Reitsmann Second Pilot Wolfgang Altenberg

Pilots, ex-Boatmen

- **Appearance:** Youthful, well-dressed.
- **Personality:** Educated, professional, courteous.
- **Motivations:** Avoid river hazards, get on in life.
- **Catchphrase:** "Charts? Hmm... You need to know the river for yourself. That's the mark of a river pilot!"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	40	4	4	9	50	1	40	50	60	40	50	40

- **Skills:** Cartography; Orientation; River Lore; Row; Sailing; Swim.
- **Possessions:** River charts; dagger (I +20, D -2, P -20).

Oarsmen (20)

Boatmen

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 40 40 3 3 8 40 1 30 30 30 40 30 30

- ❑ Skills: Fish; Orientation; River Lore; Row; Street Fighter; Swim; 50% chance of Very Strong; 25% chance of Consume Alcohol; 25% chance of Boat Building.
- ❑ Possessions: dagger (I +20, D -2, P -20).

Head Cook Maximilian Berryhill

Artisan, ex-Artisan's Apprentice, ex-Servant

- ❑ Appearance: Plump, smiling Halfling.
- ❑ Personality: Bustling, cheerful.
- ❑ Motivations: Create wonderful meals, train staff.
- ❑ Catchphrase: "BARBARIAN! You can't serve that lukewarm!" and "I agree entirely, Sir. Too much oregano would normally ruin the flavour, but..."

M WS BS S T W I A Dex Ld Int Cl WP Fel
3 33 36 3 4* 7 72 1 63 35 34 32 55 58

- ❑ Skills: Ambidextrous; Charm; Consume Alcohol; Cook; Dodge Blow; Etiquette; Swim; Very Resilient*; Wit.
- ❑ Possessions: dagger (I +20, D -2, P -20); kitchen knife (I +20, D -1, P -20).

Kitchen Staff (2)

Servants

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 38 27 3 3 6 43 1 35 27 31 33 39 28

Sergei Bukharin had travelled down the Urskoy from Kislev, an ambassador to The Empire from Tsar Rarii Bokha, Overlord of the North. He joined the Emperor Luitpold just after the confluence of the Urskoy and the Talabec...

Aside from Hendrik Kraly, Oswald's steward, Sergei and Genevieve were the only passengers on the Luitpold travelling the length of the Talabec to Altdorf. There was a glum and withdrawn Elven poet who had come down from Kislev with Sergei and debarked at Talabheim, but he kept his purposes to himself and was shunned and mistrusted by Captain Iorga and his oarsmen...

At Talabheim, the cabins were swelled by an influx of merchants, a pair of Imperial tax collectors and a major in the service of Karl Franz who insisted on debating military matters with Sergei.

- Drachenfels

- ❑ Skills: Cook; Dodge Blow; Etiquette; Swim.
- ❑ Possessions: dagger (I +20, D -2, P -20); kitchen knife (I +20, D -1, P -20).

Purser Eberhardt Kleingeld

Merchant, ex-Scribe

- ❑ Appearance: Slim, dapper, handsome.
- ❑ Personality: Suave, charming, polite.
- ❑ Motivations: Keep passengers happy, supervise stewards.
- ❑ Catchphrase: "Thank you for bringing that to my attention. I'll have it seen to immediately."

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 38 41 4 4 8 55 1 47 59 65 46 53 55

- ❑ Skills: Blather; Charm; Dodge Blow; Etiquette; Evaluate; Haggle; Heraldry; Magical Sense; Numismatics; Read/Write; Secret Language - Classical; Super Numerate; Swim.
- ❑ Possessions: dagger (I +20, D -2, P -20).

Stewards (4)

Servants

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 38 27 3 3 6 43 1 35 27 31 33 39 28

- ❑ Skills: Blather; Dodge Blow; Etiquette; Heraldry; Read/Write; Swim.
- ❑ Possessions: dagger (I +20, D -2, P -20).

TRAVELLING COMPANIONS

Sergei Buhkarin, Kislevite Ambassador

"Genevieve was immediately taken with the tall, proud man. He had won his scars championing the Tsar against the altered monstrosities in the Northern Wastes, and wore his hair and moustaches in long braids threaded with ceramic beads."

- Drachenfels

Born about thirty years ago into a minor noble family in the city of Kislev, Sergei has served with distinction in the Tsar's armies, and wears the Silver Star of Kislev, one of that country's foremost military decorations (Fel +25 when dealing with members of the Kislevite military and nobility). Among his various ranks and honours, he is a *Nachalnik Kavalyerov* (Knight Commander) of the Kislevite Order of the White Wolf, and he wears a silver wolf's-head pendant around his neck to indicate his rank. Sergei does not wear his armour while travelling, but wears a knee-length tunic with richly-embroidered borders in the Kislevite fashion, plus stout breeches and knee-length boots, with a heavy, fur-lined overcoat and a fur hat.

Sergei is an experienced, enthusiastic soldier, and enjoys discussing battles, tactics and weapons with a fellow-warrior. He has an enormous appetite for food, drink and exercise - unwary fellow-travellers may find themselves committed to dawn workouts with sword and shield almost without realising it. He also has a tendency to fall in love with attractive young women he meets on his travels, forgetting them instantly at journey's end. He is a bluff, hearty man with an great appetite for life and a direct approach to life's difficulties.

Noble, ex-Freelance, ex-Squire, ex-Soldier

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 67 44 6 4 10 53 3 41 66 42 65 34 40

- ❑ **Skills:** Animal Care; Consume Alcohol; Disarm; Dodge Blow; Etiquette; Gamble; Heraldry; Read/Write; Ride Horse; Secret Language – Battle Tongue; Speak Additional Language – Norse; Specialist Weapon – Lance; Specialist Weapon – flail; Specialist Weapon – two-handed weapons; Street Fighting; Strike Mighty Blow; Strike to Stun; Strike to Injure
- ❑ **Possessions:** sleeved mail coat, mail leggings, mail coif, breastplate, helmet and shield (3 AP head/body/legs, 2 AP arms); jewelled dress sword (150 GC); everyday sword; two-handed sword (I -10, D +2), dagger (I +20, D -2, P -20); sealed letters from the Tsar's court; around 250 GC in coin and gems.

Merchant

Wealthy merchants are frequent passengers aboard the *Emperor Luitpold*; it is a favourite means of transport for Talabheimer merchants coming to Altdorf, since they think that they can impress the merchants of the capital by arriving in such great style. A basic profile for a merchant is given below; personalities can vary a great deal, but here are a few ideas:

Merchant, self-made, obnoxious

- ❑ **Appearance:** Middle-aged, overweight. Ostentatious dress, little style.

- ❑ **Personality:** Fawning to social superiors, insulting to inferiors. Vain, arrogant, cowardly, avaricious. Loud, tactless, often vulgar.
- ❑ **Motivations:** Greed. Need to impress.
- ❑ **Catchphrases:** "I had nothing when I started out." and "Never done a day's work in their lives, them."

Merchant, quick-witted

- ❑ **Appearance:** Any age and build. Dressed well but not overdressed.
- ❑ **Personality:** Observant, tactful, humorous.
- ❑ **Motivations:** Profit, enjoyment, build useful contacts.
- ❑ **Catchphrases:** "Stay in touch. We might do business one day."

Merchant, senior

- ❑ **Appearance:** Elderly, aristocratic, well-dressed.
- ❑ **Personality:** Demands respect. Genial unless offended.
- ❑ **Motivations:** Profit, social status.
- ❑ **Catchphrases:** "I wouldn't travel any other way." and "You probably wouldn't remember the slump of '85."

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 42 36 4 4 7 55 1 41 62 65 53 50 54

- ❑ **Skills:** Arcane Language – Magick; Blather; Evaluate; Haggle; Law; Magical Sense; Numismatics; Read/Write; Secret Language – Classical, Guilder; Speak Additional Language – Norse; Super Numerate.
- ❑ **Possessions:** fencing sword (I +20, D -1, WS -20); dagger (I +20, D -2, P -20); assorted jewellery; one or more servants.

Gambler

Gamblers frequent riverboats as much as they do roadside inns, for there is a great deal of money to be made from fellow-travellers. A typical gambler aboard the *Emperor Luitpold* will be at the very top of his profession, able to move among the aristocracy with ease. This example has also followed the career of charlatan, adding to the skills which help him fit in with this rich environment.

- ❑ **Appearance:** Immaculate, well-dressed.
- ❑ **Personality:** Charming, witty.
- ❑ **Motivations:** Profit, amusement, personal safety.
- ❑ **Catchphrases:** "Anyone for an honest game of chance?" and "Would you care to avenge yourself for yesterday's game?"

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 51 51 4 4 10 51 2 51 51 51 51 51

- ❑ **Skills:** Blather; Charm; Consume Alcohol; Disguise; Dodge Blow; Etiquette; Evaluate; Flee!; Gamble; Luck; Mimic; Palm Object; Pick Pocket; Public Speaking; Seduction; Street Fighter; Wit.
- ❑ **Possessions:** Good quality clothing; cards; dice; sword; dagger (I +20, D -2, P -20); around 100 GC in cash; around 250 GC in jewellery.

Aristocrat

The *Emperor Luitpold* carries the highest class of passengers, often including the nobility. Here are a couple of sample aristocrats:

Elderly Duchess

- ❑ **Appearance:** Elderly, immaculate, slightly frail.
- ❑ **Personality:** Imperious, demanding, snobbish.



- ❑ **Motivations:** Receive respect, terrify servants, awe commoners.
- ❑ **Catchphrases:** "I hate travelling. So uncomfortable. Such a fuss." and "Some people have no idea of the correct way to behave."

Young Blood

- ❑ **Appearance:** Youthful, athletic, gorgeously-dressed.
- ❑ **Personality:** High-spirited, irresponsible, noisy.
- ❑ **Motivations:** Have fun, play practical jokes, embarrass others.
- ❑ **Catchphrases:** "I SAY, you chaps! How utterly splendid! What fun!" and "Some people have no sense of humour. What a bore."

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 43 45 3 3 7 41 1 40 52 28 42 35 46

- ❑ **Skills:** Blather; Charm; 25% chance of Consume Alcohol; Etiquette; Gamble; Heraldry; Luck; Public Speaking; Read/Write; Ride Horse; Specialist Weapon – Fencing Sword (males); Wit.
- ❑ **Possessions:** Good quality clothes; sword and dagger (males); money and jewellery; one or more servants.

Army Officer

Senior military men have to travel regularly between the capital and their bases. Their precise rank can vary, but those who can take passage on the *Emperor Luitpold* will always be high-ranking. They might be commanders of border regiments, heads of orders of knighthood, or even senior templars.

Frontier Commander

- ❑ **Appearance:** Middle-aged, tough, uncomfortable in courtly clothes.
- ❑ **Personality:** Gruff, unsociable, terrifying if crossed.
- ❑ **Motivations:** Get this dam' business over with and get back to the troops.
- ❑ **Catchphrases:** "Don't know much about that. Been a soldier all m'life." and "That one wouldn't last five minutes in the hills."

Staff Officer

- ❑ **Appearance:** Immaculate, middle-aged or elderly.
- ❑ **Personality:** Courtly, charming, snobbish.
- ❑ **Motivations:** Socialise, tell endless stories.
- ❑ **Catchphrases:** "The last time I was at the Palace..." and "Did I tell you about the Battle of Rogenburg? I was on the left flank..."

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 60 58 5 5 12 53 3 41 74 43 59 45 53

- ❑ **Skills:** Charm†; Consume Alcohol; Disarm; Dodge Blow; Etiquette†; Gamble; Heraldry; Secret Language

– Battle Tongue; Ride Horse; Specialist Weapon – lance, two-handed weapon, flail, parrying weapon; Street Fighting*; Strike Mighty Blow*; Strike to Stun*; Strike to Injure*; Witt (* frontier commander only; † staff officer only).

- ❑ **Possessions:** Good quality clothes; dress uniform; sword; dagger (I +20, D -2, P -20); military decorations; jewellery and money as GM sees fit; possibly one servant.

ADVENTURE IDEAS

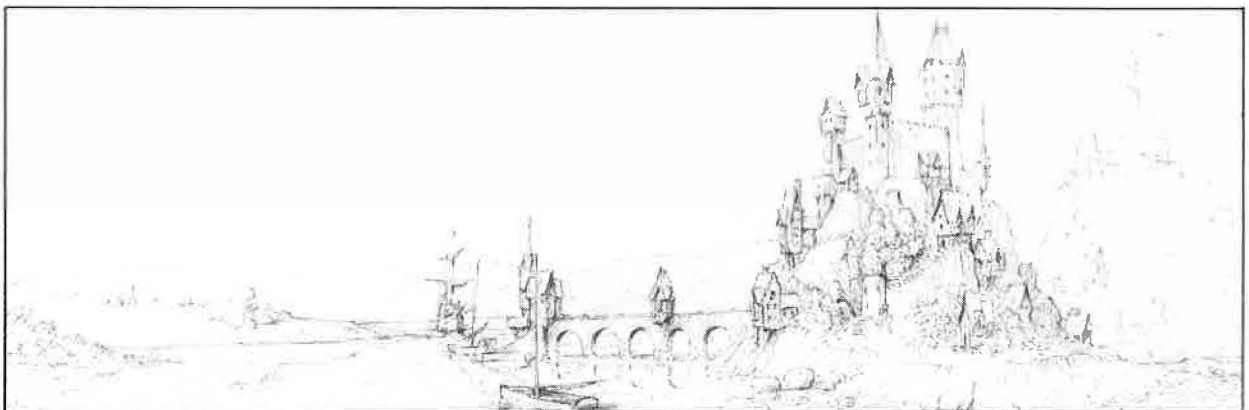
There is an almost endless variety of adventures and encounters which can befall a group of travellers on a river, and the *WFRP* adventure book *Death on the Reik* includes an extensive section of ideas for river-based encounters. Many of these can be used with the *Emperor Luitpold* just as well as with any other river-boat. The ideas presented here relate purely to this great river liner; they treat the *Luitpold* itself (rather than the river) as the adventuring environment.

Murder on the Altdorf Express

A group of apparently unrelated travellers, effectively trapped together on a long journey – this is a favourite setting for murder mysteries. In a *WFRP* adventure the player characters must solve the mystery before the liner reaches the next stop and the murderer gets away.

The first thing you need to do is decide on the murder victim. Next, you need a motive, a means of death, and a group of fellow-travellers. Ideally, most of the other travellers should have a Dark Secret which links them to the victim and provides a motive for murder. Each character should have an alibi which make it impossible for any of them to have done the deed. Then add at least one handful of red herrings...

For example, let's suppose that the murder victim is Handrijk van den Kuyster, a truly obnoxious merchant. There could be a good many people who would be happy to see him dead. Given his foul treatment of underlings, he might have heaped abuse on one or more of the stewards. He could also have been caught cheating at cards, or he might have had a streak of luck which resulted in him winning a vast sum from a fellow-passenger who could clearly ill afford it. He might have made improper advances to the daughter of a noble passenger. There might be another merchant on board whom he has recently crossed in a dubious business transaction, and with whom he quarrelled violently on the first night aboard.



Those are the obvious clues. Most of them, at least, will be red herrings, but as the adventurers investigate further – assuming, of course, that they have the **Fel** scores and skills for other passengers to co-operate with them – they will uncover deeper and more secret motives. One of the passengers or crew might be the victim's illegitimate offspring, whose deserted mother died of a broken heart. Another might be the victim of blackmail. And so on, until you have a suitable web of intrigue.

On to the time of death and the method employed. Let us suppose that the victim was found dead in his cabin by a steward who had gone to call him to dinner. He was lying face-down on the bed with a dagger between his shoulder blades. The last time he was seen by any of the passengers was around the middle of the afternoon, when several people saw a violent argument in the lounge between him and another passenger.

So off the adventurers go, questioning passengers, checking alibis, uncovering clues, and so on. There are only three days before the *Luitpold* docks in Talabheim, and there are no planned stops in between. The adventurers must work fast to uncover the murderer's identity before then. If they need any encouragement, the finger of suspicion points squarely at one of their number, who is chained up on the oar deck to be handed over to the authorities in Altdorf. If the other characters don't clear his name before then, the poor chap is doomed!

The truth of the matter can be as straightforward or as bizarre as you like. The adventurers may well discard the obvious motives once they begin to uncover the secret ones, but one of the 'cleared' suspects might be the murderer. Alternatively, a large number of the pas-

sengers might have arranged this trip purely for the purposes of murdering their mutual enemy, and will have arranged each other's alibis. Or, the whole murder might be a fake, arranged by the so-called victim to frame one of the other passengers, to escape from mounting debts, or for some other reason.

Setting up a good murder mystery can take a lot of time and work, but it can produce a very challenging and rewarding adventure, especially for groups who like complex plots with a lot of character interaction.

To Catch a Thief

A variation on the murder mystery is the jewel theft. Nobody dies, but some priceless jewellery or some other highly valuable object is stolen. The professional jewel thief is a far cry from his lower-class brethren. He is someone who can move as he likes through the upper classes, who can deal with locks and alarms without even thinking about it, and – most important of all – he has the everyday personality of someone who would be completely incapable of planning and executing a brilliant robbery. Many impoverished nobles and similar characters try their hands at this glamorous occupation, but few are skilled enough to have long careers.

This type of adventure is also about checking alibis and uncovering people who are not what they might seem. The adventurers have to be trusted by their fellow-passengers in order to get any useful information from them, and again, you might concentrate the adventurers' minds by having one of them locked up...

The Thing in the Locker

At the eastern end of its journey, the *Emperor Luitpold* is joined by Professor Marius von Groninghof, a scholar of some renown and a professor at the University of Altdorf. He has been on an expedition into the Worlds Edge Mountains, and has brought back several interesting finds from his journey. These are stored in crates in and around the lockers on the oar deck.

Among the finds being brought back to Altdorf are the contents of the centuries-old tomb of an Orc chieftain. The actual nature of the finds is not being made public to avoid undue concern among the passengers and crew, but they include the bodies of the Orc chieftain and two of his warriors. Partway through the river journey, the Orc chieftain decides to punish those who have disturbed his eternal rest. The body breaks out of the crate in which it is stored, takes a few weapons and magical items from some of the other crates, and sets out on a killing spree.

Staging is all-important in an adventure of this type. You could simply have the undead Orc (treat it as a Mummy) break out of its crate and kill everything until it is overwhelmed by the adventurers and a few brave NPCs, but this would not do justice to the idea. Far better if the monster behaves intelligently, killing when it finds a victim alone and hiding the rest of the time. First the crates are found burst open, and then one of the crew is found, horribly mutilated. The Captain approaches the adventurers, swearing them to secrecy to avoid causing panic on board. They must search the oar deck, possibly splitting into small groups so that the creature doesn't escape. If you've seen the movie *Alien*, you'll know the kind of tension that's needed. ■■



THE GREAT HOSPICE



The Sisters of Shallya are one of the largest orders of Shallya's priesthood, and as its name suggests, the membership of the order is exclusively female. Members of the order may be found throughout the Old World working with the poor and sick – usually alongside male followers of Shallya. The hospices are large hospital-monasteries, of which there are several in the Old World. Some of the hospices deal in general healing, and take any patient who comes to them in need;

others specialise in particular ailments and conditions, and draw their patients from all over the Old World. The hospice at Seuchenshof in Nordland, for example, specialises in the treatment of the Black Plague – while that at Frederheim in the Reikland specialises in the treatment of insanity.

FREDERHEIM

The village of Frederheim lies not far from the point where the highway from Altdorf forks for Middenheim and Delberz. It is a tiny, undistinguished place of 75 or so souls who scratch a living from the forest, and few people ever stop there. Fewer maps even bother to record its position, although it is part of the Imperial estates. The locals are reluctant to talk about the Hospice – not because of any disrespect to the Sisters, but from simple fear that the madness that haunts the place is infectious, just like any other plague...

Past Frederheim – but not quite through it – runs a dirt road, linking the Great Hospice to the Altdorf road. The turning is not marked by a post or milestone, and is easy to miss if you are not sure of your way. Despite appearances, the road is capable of handling coach traffic and winds through the dark forest for two or three miles until the high, grey walls of the Great Hospice suddenly loom out of the trees.

THE HOSPICE

The Great Hospice was founded in 2243 by a grant of land and money from Eberhardt the Just, who was then Emperor in Altdorf. A postulant priest of Shallya him-

self, Eberhardt had suddenly had the leadership of the House of Holzkrug thrust upon him when his father died suddenly and his elder brother was found issuing decrees to an electoral assembly which consisted entirely of potted plants. As Emperor, Eberhardt expended a great deal of time and money – much of it his own – on improving public health in the Reikland's towns and cities. He was especially interested in the causes of mad-

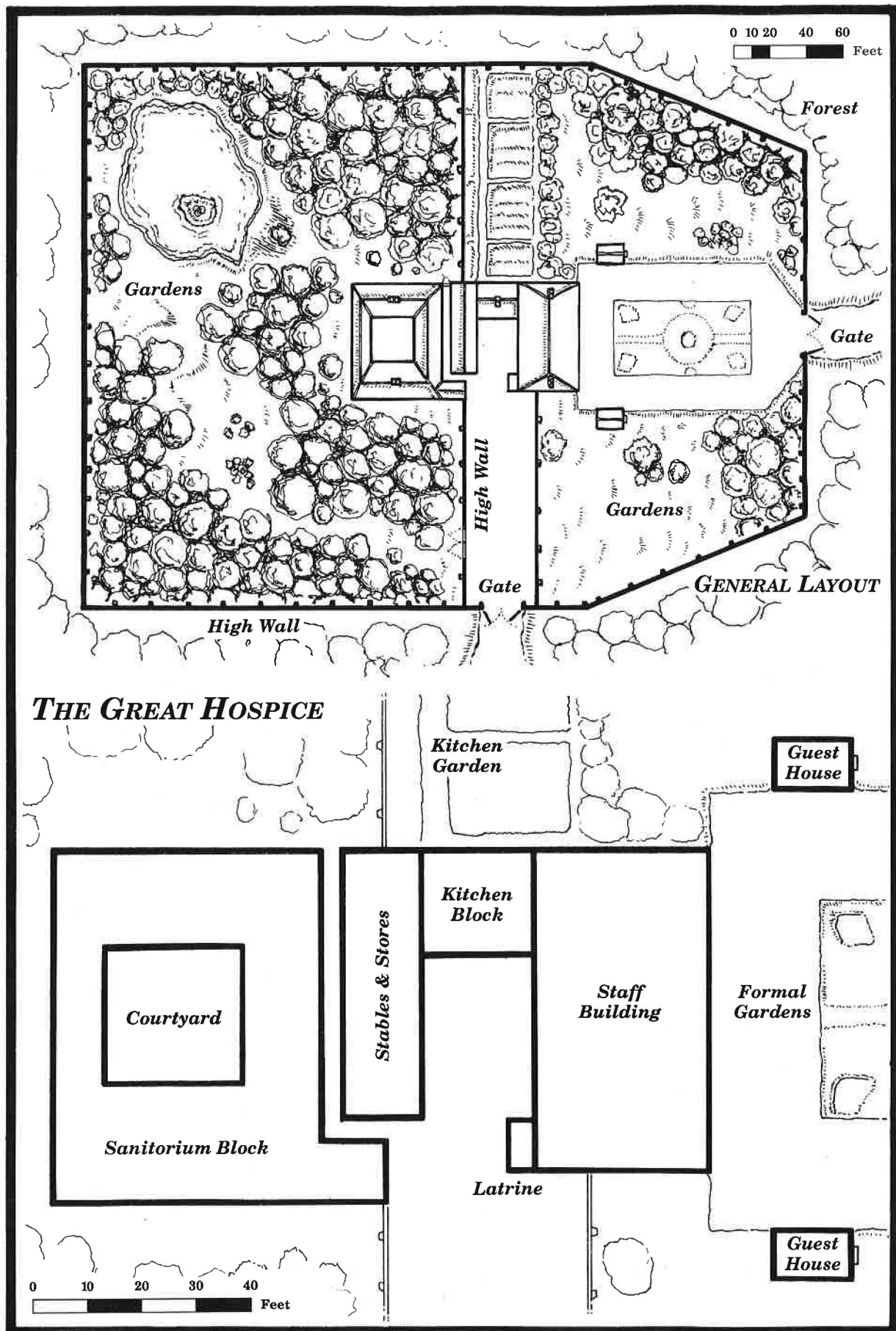
The madwoman couldn't remember her name – which was listed in the hospice records as Erzbet – but did know she had been a dancer. At times, she would astonish the other patients by performing with a delicacy and expressiveness that belied her wild, tangled hair and deeply-etched face. At other moments, she would recite a long list of names to herself. Clementine didn't know what Erzbet's litany meant, and – as one dedicated to a cult who foreswore the taking of any intelligent life – would have been horrified to learn that her patient was recalling all those she had murdered.

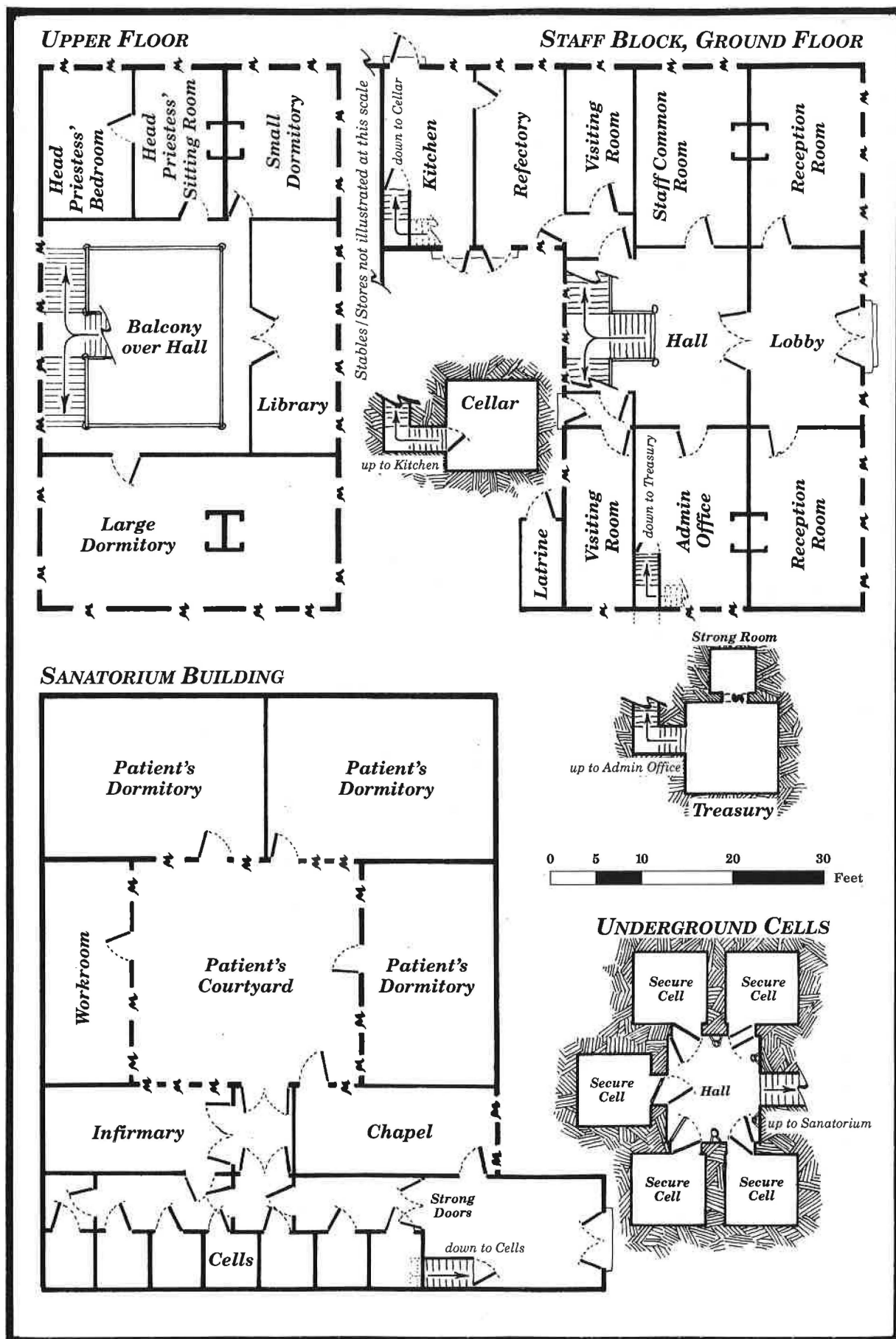
Erzbet was supported in the hospice by generous donations. A person named Dieudonna who had never visited had ordered the banking house of Mandragora to set aside a hundred crowns a year for the hospice as long as the dancer was in its custody. And one of the first families of Altdorf also took an interest in her case. Whoever Erzbet had been, she had some influential friends.

... In her early days at the hospice, years ago, she had shouted and smeared the walls with her own filth. She told all who would listen that there were enemies coming for her. A man with a metal face. An old-young Dead Woman. She was constrained for her own good. She used to attempt suicide by stuffing her clothing into her mouth to stop her breathing, and so the priestesses of Shallya bound her hands by night. Eventually, she settled down and stopped making a fuss. She could be trusted now. She wasn't a problem any more.

... Over the years, she had withdrawn into herself. During the hours she spent in the sunny quadrangle at the hospice, she simply stared into emptiness, not seeing the Sisters or the other patients... She had not danced for over a year. She didn't even have nightmares any more. Most of the priestesses thought of Erzbet's quietness as a sign of merciful healing, but Sister Clementine knew this wasn't so. She was sinking fast. Now, she was a convenient patient – unlike some of the raving creature the order had to deal with – but she was further into her own darkness than she had been when she was brought to the hospice.

– Drachenfels





ness, and as soon as the newly-endowed hospice was built he sent local militias scouring the towns and countryside for lunatics to occupy it. Eberhardt hoped that by studying lunatics a cure might be found for madness, but the Sisters of Shallya placed the well-being of their patients above any academic priorities, and no startling progress has been made.

The Great Hospice of Frederheim continues to receive financial support from the crown, but this has reduced drastically over the years. For the last century the Hospice has relied on "donations" – they will not call them fees – from the families of their more wealthy patients. No-one has yet been turned away.

Sworn statements by two physicians are necessary before a patient can be admitted here. In the case of poor patients who cannot afford a physician, Sister Margaret will provide one signature and Sister Marie the other. Once admitted, a patient remains in the care of the hospice until he is demonstrably cured (which is rare), until he dies, or until his family – if any – instructs otherwise.

The Hospice is technically a nunnery of Shallya, and there are certain rules which must be observed by those visiting. All weapons, armour and magical items (except those which can be demonstrated to have at least one healing property) must be kept under lock and key for the whole duration of the visit. No violence of any kind may take place within the walls of the Hospice. Visitors must do as they are asked by the staff at all times. Violating these rules – and any other breach of common courtesy – will result in the miscreant being asked to leave immediately. Serious infringements might call down Shallya's wrath on the culprit: healing – including magical healing – will stop working, and the character will suffer a -20 penalty to all T tests against disease. These effects last until the culprit has made confession in a temple of Shallya, and performed a penance set by one of her Clerics.

THE PEOPLE OF THE GREAT HOSPICE

High Priestess Margaret von Aschendorf Cleric of Shallya, level 3

- ☐ **Appearance:** Elderly, slim, piercing blue eyes.
- ☐ **Personality:** Brisk, practical, worldly.
- ☐ **Motivations:** Keep Hospice running, get donations, cut costs.
- ☐ **Catchphrases:** "They're happy enough to dump their embarrassing relatives on us, but they don't seem to understand that it costs money. Just because we're priestesses, they seem to think we come by everything we need miraculously."

M WS BS S T W I A Dex Ld Int Cl WP Fel
3 35 37 3 4 9 47 1 43 58 55 52 67 49

Skills: Arcane Language – Magick; Cast Spells (see below); Cure Disease; Heal Wounds; Herb Lore; Identify Undead; Magical Awareness; Magical Sense; Meditate; Public Speaking; Read/Write; Scroll Lore; Secret Language – Classical; Theology.

Spells: 28 Magic Points

- Petty Gift of Tongues; Glowing Light; Magic Alarm; Magic Lock; Open; Protection from Rain; Remove Curse; Sleep; Zone of Warmth.
- Battle 1 Aura of Resistance; Cure Light Injury; Cure Poison; Detect Magic; Dispirit; Enthuse; Immunity from Poison; Steal Mind.
- Battle 2 Aura of Protection; Cause Panic; Rally; Treat Illness; Zone of Sanctuary; Zone of Steadfastness.
- Battle 3 Cause Fear; Cause Stupidity; Cure Insanity; Dispel Magic; Enfeeble.

Possessions: silver dove cloak-pin; robes.

Typical Sister

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 27 35 3 3 9 45 1 46 42 33 39 31 33

Skills: Cure Disease; Heal Wounds; Read/Write; Scroll Lore; Secret Language – Classical; Theology.

Possessions: silver dove cloak-pin; robes.

Sister Clementine Clausewitz

Physician's Student, ex-Initiate, ex-Noble

- ☐ **Appearance:** Late 20s, medium build, fair hair.
- ☐ **Personality:** Dreaming, well-meaning, emotional.
- ☐ **Motivations:** A simple life, welfare of patients.
- ☐ **Catchphrases:** "I hope it's for the best. It's so difficult to know what to do for them."

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 27 35 3 3 9 45 1 46 42 33 39 31 33

Skills: Charm; Cure Disease; Etiquette; Heal Wounds; Heraldry; Luck; Read/Write; Ride Horse; Scroll Lore; Secret Language – Classical; Theology.

Possessions: silver dove cloak-pin; robes.

Sister Marie Duvallier

Physician, ex-Physician's Student, ex-Initiate

- ☐ **Appearance:** Middle-aged, heavy build, grey hair, blue eyes.
- ☐ **Personality:** Gentle, patient, slight Bretonnian accent.

The Sisters of Shallya devoted themselves to healing and mercy. Some went into the world as general practitioners, many toiled in the hospitals of the Old World's cities, and a few chose to serve in the hospices. Here, the incurable, the dying and the unwanted were welcome. And the Great Hospice in Frederheim, twenty miles outside Altdorf, was where the insane were confined. In the past, these cloisters had been home to two Emperors, five generals, seven scions of Electoral families, sundry poets and numberless undistinguished citizens. Insanity could settle upon anybody, and the Sisters were supposed to treat each patient with equal care.

– Drachenfels



- **Motivations:** Welfare of patients, researching treatments for insanity.
- **Catchphrases:** "The mind is a complex organ – more intricate than the finest clock a Dwarf ever made. We do not even understand how it can be broken, so we have a long way to go before we know how to mend it."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	27	32	4	4	9	44	1	65	49	66	53	54	42

Skills: Cure Disease; Heal Wounds; Manufacture Drugs; Read/Write; Scroll Lore; Secret Language – Classical; Surgery; Theology.

Possessions: silver dove cloak-pin; robes; surgical equipment (stored in infirmary).

Sister Anna-Lise Leverktse

Pharmacist, ex-Herbalist, ex-Physician's Student, ex-Initiate

- **Appearance:** 30s, tall, slim, always wears gloves.
- **Personality:** Brisk, efficient, unsociable.
- **Motivations:** Develop new compounds for treating insanity, welfare of patients.
- **Catchphrases:** "Will it work? How can I know? How do I know what works if I'm not allowed to test anything?"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	32	3	3	7	43	1	40	29	42	44	39	37

Skills: Arcane Language – Druidic; Chemistry; Cure Disease; Heal Wounds; Herb Lore; Identify Plant;

Immunity to Poison; Manufacture Drugs; Prepare Poisons; Read/Write; Scroll Lore; Secret Language – Classical; Theology.

Possessions: silver dove cloak-pin; robes; pharmaceutical equipment (in infirmary).

Sister Ulrike Messner

Physician's Student, ex-Initiate, ex-Alchemist's Apprentice, ex-Hypnotist

- **Appearance:** Late 20s, medium height and built, piercing blue eyes.
- **Personality:** Friendly, gregarious, talkative.
- **Motivations:** Investigate non-surgical, non-pharmaceutical treatments.
- **Catchphrases:** "The mind isn't physical and it's not chemical. The mind itself is greater than cogs and drugs."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	30	3	3	7	42	1	39	33	42	39	43	45

Skills: Brewing; Chemistry; Cure Disease; Evaluate; Heal Wounds; Hypnotise; Magical Awareness; Read/Write; Scroll Lore; Secret Language – Classical; Theology.

Possessions: silver dove pendant; robes.

Chief Orderly Sister Hanna Bratsch

Physician's Student, ex-Initiate, ex-Mercenary

- **Appearance:** 20s, short, stocky.
- **Personality:** Quiet, firm, slightly intimidating.
- **Motivations:** Serve the hospice.
- **Catchphrases:** "I decided to stop killing and try healing instead. Any objections? In the end I just swapped one bunch of lunatics for another."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	42	4	3	8	44	2	30	41	44	47	42	37

Skills: Cure Disease; Disarm; Dodge Blow; Heal Wounds; Read/Write; Scroll Lore; Secret Language – Battle Tongue, Classical; Street Fighting; Strike Mighty Blow; Strike to Stun; Theology; Wrestling.

Possessions: leather jack and leggings (0/1 AP, all locations except head); silver dove brooch.

Typical Orderly

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	30	4	3	7	35	1	35	30	30	35	30	25

Skills: Disarm; Dodge Blow; Heal Wounds; Strike to Stun; Theology; Wrestling.

Possessions: leather jack and leggings (0/ 1AP, all locations except head); silver dove brooch.

Erzbet Wegener, Hospice Inmate

Assassin, ex-Bounty Hunter, ex-Entertainer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	67	4	4	12	63	4	64	49	52	50	55	35

Skills: Acrobatics; Concealment Rural; Concealment

Urban; Dance; Follow Trail; Marksmanship; Prepare Poisons; Scale Sheer Surface; Shadowing; Silent Move Rural; Silent Move Urban; Specialist Weapon – Fist Weapon, Lasso, Throwing Knife; Strike Mighty Blow.

Possessions: none.

Insanity Points: 4

Disorders: Amnesia; Dementia; Introversion; Phobia (strangers); Minor Disorder – Nightmares.

Typical Inmate

M WS BS S T W I A Dex Ld Int Cl WP Fel
4 27 35 3 3 9 45 1 46 42 33 39 31 33

Skills: 25% chance of *Animal Training* (rats, bats, spiders or something similar), *Blather*, *Charm*, *Concealment Rural*, *Concealment Urban*, *Drive Cart*, *Flee!*, *Fleet Footed*, *Lightning Reflexes*, *Luck*, *Prepare Poisons*, *Read/Write*, *Ride – Horse*, *Scale Sheer Surface*, *Sing*, *Super Numerate*, *Very Resilient* and *Very Strong*; 5% chance of any other skill.

Possessions: tattered nightshirt; soup bowl.

Anders Bohne

- ☐ **Appearance:** Late 30s, slim build, fair hair.
- ☐ **Personality:** Quiet, reasonable, violent when he doesn't get his own way.
- ☐ **Motivations:** Escape.
- ☐ **Catchphrases:** "I don't want to keep repeating myself, but I am sane. I'm not mad. I shouldn't be in here. There's been a terrible mistake. Just talk to the Sisters, they'll tell you I'm right."

Hanni Eiferer

- ☐ **Appearance:** Old (late 60s), slight build, drawn face, piercing eyes.
- ☐ **Personality:** Charming psychopath.
- ☐ **Motivations:** Destroy 'wrongdoers', escape to continue the 'great work'.
- ☐ **Catchphrases:** "I'm going to cut the wickedness out of your soul. You want me to hurt you. I can tell. There's an eye in the middle of your forehead that's winking at me. It's telling me what to do. So SIT STILL. I'M A SURGEON, DAMMIT!"

Jurgen Stumpfnafe

- ☐ **Appearance:** Indeterminate age, scruffy, red-rimmed eyes.
- ☐ **Personality:** Deluded, believes that he is a Vampire.
- ☐ **Motivations:** Live forever!
- ☐ **Catchphrases:** "Flies. Flies. Flies. That's the only thing for me. But there's not much life in a fly, you know. Far more inside you. Or one of those nice ripe sisters. Yummy."

Inmate 21B

- ☐ **Appearance:** Early 20s, long hair, beard, unwashed.
- ☐ **Personality:** Almost non-existent, can barely deal with inanimate objects.
- ☐ **Motivations:** A quiet life, away from everything.
- ☐ **Catchphrases:** "That wall's a lying git!"

INSANITY

The WFRP rulebook offers a selection of mental disorders and some basic notes on the treatment of insanity. However, further disorders have been recognised by Old World medicine, and further treatments have been developed at the Great Hospice and elsewhere. Here is a selection of optional and advanced rules, which can be introduced into your WFRP campaign if you wish.

New Disorder – Delusion

If you wish to include this new disorder in your games, use the *Disorders Table* in the WFRP rulebook as normal. When a *Phobia* result is generated, roll a D6: on a roll of 5-6 the result is *Delusion* instead.

A character suffering from this disorder believes something which is very obviously untrue. The nature of the delusion can vary widely – it may be something trivial, such as a conviction that the moon of Mannslieb is made of cheese, or it may be something which affects every aspect of the afflicted character's life, like a belief that the ground cannot be trusted to support his weight.

When a character is found to be suffering from a delusion, consult the following table:

D100	Result
01-50	Trivial Delusion
51-70	Moderate Delusion
71-80	Serious Delusion
81-00	Personal Delusion

Trivial Delusions have very little effect on a character's life, and lead only to minor peculiarities of behaviour. Here are a few examples, and you should feel free to invent your own:

- the character believes that all members of a particular race or nation are slightly deaf, and always shouts when talking to them.
- the character believes that the meat of a certain animal causes baldness, and refuses to eat it.
- the character believes that moonlight is dangerous, and will go to some lengths to avoid being struck by the rays of either moon.
- the character believes that mice are 'intelligent' beings from another world, and will spend hours talking to them in respectful tones.

Moderate Delusions will affect the character's life somewhat, but not enough that normal life becomes impossible. However, the character will be recognised as seriously eccentric and others may avoid him or at least tap their heads knowingly behind his back...

- the character believes that any entrance in the east of a building lets Daemons in, and will never enter any room which has an eastern door.
- the character believes that earth can never conquer water, and therefore will never cross a stone or earthen bridge over a river, because the bridge cannot possibly exist.
- the character believes that boots and shoes are actually malignant life-forms that are just awaiting the signal to bite their unsuspecting victims' feet off, and will refuse to wear any kind of footwear.

Serious Delusions will make it impossible for the character to survive in normal society – he must either receive treatment or be incarcerated in an asylum:

- the character believes that every living thing around him might harbour a Daemon, and is therefore subject to Terror of all living things.
- the character believes that the ground will not be able to support his weight if he moves, and is frozen into terrified immobility.
- the character believes that he can fly, and will hurl himself from buildings, trees or cliffs unless restrained.

Personal Delusions are a special kind of delusion – some physicians claim that they are a completely separate disorder. A character suffering from a personal delusion believes that he is someone else. This can be anyone – or indeed, *anything* – at all. A Human character might believe he is an Orc, for instance, and behave exactly as he believes an Orc would behave. Note that it is what the afflicted character *believes* that matters, not the actual truth. Deluded characters might believe that they are Orcs, of Dwarfs, or even trees or squirrels. Alternatively, a character might believe that he is a certain famous individual – the condition which in our world is informally known as the Napoleon Syndrome. You can allow the player to choose a role-model for his character, or you can choose it yourself.

New Treatments

As well as the treatments described in the **WFRP** rulebook, there are other means that can be used to try to cure personality disorders. Often distressing for the patient, they are neither gentle nor reliable, but occasionally they do work.

Confrontation Therapy

This treatment is used in cases of phobia and other conditions which arise principally from fear. The patient is forced to confront the object of his fear, and hopefully repeated exposure will decrease the fear until it becomes manageable. Or it might drive the patient even further into insanity.

The patient makes a **CI** test for each session of therapy. If the test is passed, the patient comes a little closer to mastering his fear, if not, the fear gets a little worse. Make a note on the character sheet of each passed test – 6 passes will cure the phobia completely, and each pass gives the patient a +10 modifier for all subsequent tests. If the test is failed, the patient gains another insanity point. It is possible for a patient to be cured of one disorder and gain another in the process.

Confrontation therapy can be used to treat the following disorders: agoraphobia, anorexia, claustrophobia, scotophobia (fear of darkness), phobia. It can also be used in cases of animosity and hatred, but if the test is failed the patient does *not* gain another insanity point. Instead, the condition takes its normal effect, as described in the **WFRP** rulebook.

Aversion Therapy

This technique seeks to alter a patient's behaviour by administering a sharp punishment every time the undesirable behaviour is displayed – in a way, it gives the

patient a phobia against the undesirable behaviour. Or against the treatment. Aversion therapy can be used to treat alcoholism, animosity, drug addiction, kleptomania, pathological lying, and all minor disorders.

The patient makes a **CI** test for each session of aversion therapy. Make a note on the character sheet of each passed test – 6 passes will cure the disorder, and each pass gives the patient a +10 modifier for all subsequent tests. If the test is failed, the patient gains another insanity point. A new disorder acquired while undergoing aversion therapy will always be a phobia – fear of physicians, the cult of Shallya, or of some other recognisable group of people associated with the treatment.

Shock Therapy

As its name suggests, this treatment involves administering a sharp shock to the patient – dousing with cold water, for instance. It is mainly used in cases where the patient has become withdrawn (eg catatonia and introversion), and has also been used in cases of dementia to try to shock the patient's mind back to full functioning.

The patient makes a **CI** test for each session of shock therapy. Make a note on the character sheet of each passed test – 6 passes will cure the disorder, and each pass gives the patient a +10 modifier for all subsequent tests. If the test is failed, the patient retreats further from the discomfort of reality and the disorder is reinforced – the patient gains a permanent -10 modifier to *all* subsequent attempts to treat the disorder.

Deprivation Therapy

Known informally as 'cold turkey' in our world, deprivation is often used to treat addiction to drugs or alcohol. It can also be used, in a modified form, to treat other behavioural disorders, simply by denying the patient the opportunity to indulge in the aberrant behaviour.

For each day of deprivation, the patient must make a **CI** test. If the condition being treated is a physical addiction such as alcoholism or drug addiction, the patient must also make a **T** test daily. Each failed **CI** test gains the character an additional insanity point, and each failed **T** test causes the character to lose 1/D10 points from a randomly determined characteristic:

D100	Characteristic	Points lost
01-02	Movement	1
03-12	Weapon Skill	D10
13-22	Ballistic Skill	D10
23-27	Strength	1
28-33	Toughness	1
34-40	Wounds	1
41-60	Initiative	D10
61-64	Attacks	1
65-70	Dexterity	D10
71-76	Leadership	D10
77-82	Intelligence	D10
83-88	Cool	D10
89-94	Will Power	D10
95-00	Fellowship	D10

Losses are permanent. If any characteristic reaches zero, the patient lapses into a coma and must make a **T** test or die; patients who survive still have D6 points in the affected characteristic.

Each time a CI test is passed, the patient becomes a little bit more able to cope with his addiction. The addiction is never cured by this process, but each successful test gives the character a +5 bonus to WP tests to resist the lure of his particular drug.

ADVENTURE IDEAS

The Great Hospice of Frederheim can be used in a variety of ways in your WFRP adventures.

The Course of True Love

A friend or associate of the adventurers has been conducting a reckless and passionate affair, and the father of his paramour does not approve of the liaison one little bit. After threats, bribery and outright violence have left both lovers unmoved, the disapproving father has resorted to desperate measures – he has bribed a couple of physicians to certify his daughter insane, and has had her shipped off to the Great Hospice. The adventurers – perhaps with their friend in tow – must scout the Hospice and find some way of getting the unfortunate girl out, while avoiding sacrilege or any other trouble. Perhaps afterwards they will be called upon to prove her sanity in a court of law – not an easy task!

Out of Harm's Way

This idea might be used as a group adventure, or as a solo adventure, or as separate but interlinked adventures for a group of character who have become separated. The adventurers were hired to carry out a task of dubious legality, and things went wrong. They wake up in the Great Hospice, where they have been admitted as patients under false names. Perhaps they are together, or perhaps they have been separated. They have no equipment of any kind and no clothes other than a tattered nightshirt apiece. Their former patron had them admitted – shying away from actual murder, he still needs them out of the way, as they know too much. From this none-too-promising start, they must somehow escape, recover what they have lost and perhaps avenge themselves on their former patron.

The Key Witness

The adventurers are hired by a big-city lawyer, or perhaps even a templar or witch hunter. A huge trial is about to start in the city – which could be Altdorf, Middenheim, Marienburg or anywhere else you fancy – and a vital witness has vanished. The trial could involve a major organised crime ring, a powerful Chaos cult with some members still at liberty, or any other large, powerful organisation. The key witness has been admitted to the Great Hospice under a false name, and must somehow be found and freed, and brought back to testify. Again, it may be necessary to establish the witness' sanity before his testimony can be admitted at the trial.

The Awful Truth

This idea would be best suited to a group which includes at least one character with *Surgery* or some other healing skill or magic. The adventurers are hired by a wizard, cleric, templar or witch hunter. A former

colleague of their patron was conducting highly dangerous but vital research on the very edge of Chaos, when an experiment went disastrously wrong. The experimenter gained some vital knowledge, but was driven mad in the process and is now a patient at the Great Hospice. The information locked in the madman's tormented mind is vital, and must be recovered at all costs – but how? Which of his ravings are real, and which are merely ravings?

Brotherly Love

It is far from uncommon for patients at the Great Hospice to come from noble families, and the younger sons of noble families have been known to stoop to almost anything in order to get the succession (and the fortune) away from their older siblings and into their own hands. Such is the case here – the eldest son of a noble house has been falsely certified insane, and is confined in the Great Hospice. The adventurers are hired by a faithful retainer to free the Young Master, prove his soundness of mind, and redress the wrongs done to him. The evil younger brother, meanwhile, will be happy to hire thugs, assassins and so on to make their lives just that little bit more interesting. Alternatively, perhaps the older brother really is mad, and the younger brother has decided to have him quietly done away with just in case he gets better and comes back to claim his inheritance. Or perhaps that's just what the adventurers are told – when you're dealing with skull-duggery in noble houses, the truth seems to become rather changeable...

Spare Parts

In Altdorf, the adventurers are hired to investigate a bodysnatching gang. The trail leads to the Great Hospice, where a corrupt orderly on the staff is selling the bodies of dead lunatics to physicians, necromancers or other interested parties. Possibly the unfortunate lunatics were helped on their way in the interests of a quick profit. The gang will include a number of reputable people who will have too much to lose if their activities are exposed; if they realise that the adventurers are on to them they will try to have them put out of the way in the asylum (see *Out of Harm's Way* above), quite possibly arranging to have them die in a short while.

The Best of Intentions

Sister Anne-Lise is permanently disgruntled with the hospice's administration for the way it puts the welfare of individual patients before the opportunity to test possible cures and – as she sees it – bring relief to a great many more people. Unable to contain her impatience, she has secretly been developing and testing a range of potions and preparations on patients in the underground cells. One or more of them has produced some unfortunate side-effects, just when the adventurers are visiting the hospice on some other business. One potion, for instance, might contain a tiny amount of powdered Warpstone, causing the patient to develop Chaos mutations – it might even turn a previously harmless lunatic into a ravening monster which breaks out and threatens the whole hospice. If you combine this with one of the other adventure ideas, you could keep the adventurers' hands very full indeed... ■■

“Above them all, the Fortress of Drachenfels stood against the crimson sky, its seven turrets thrust skywards like the taloned fingers of a deformed hand. The clifftop gates were, as ever, open, a maw in the side of the stone...

“This was where their adventure would end. In a castle as grey and jagged as the mountains around it. A fortress older than The Empire, and darker than Death. The Lair of the Great Enchanter.”

Dramatis Personae

This article presents five of the major characters from *Drachenfels* by Jack Yeovil. For those of you who haven't read the book yet, all you need to know is that Oswald, Genevieve and Anton are three of the adventurers who make an assault on Drachenfels' dark castle. Twenty-five years later, Oswald commissions Detlef Sierck to stage an play based upon the defeat of Constant Drachenfels...

Because the novel is in two sections, set 25 years apart, the statistics for Drachenfels are taken from the beginning of the novel, before he is 'defeated' in 2480 IC. Prince Oswald, Genevieve and Anton (the adventurers) and Detlef Sierck (the playwright) are described as they appear 25 years later in 2504-5 (when most of the novel is set). Of course, if you don't worry about timelines, then this doesn't matter. You may also notice that, according to *Warhammer Campaign*, the Elector of Ostland is Hals von Tasseninck and his heir is Prince Hergard, but here Oswald von Königswald is described as Crown Prince of Ostland. You needn't worry about this if you use the characters as walk-on NPCs in your campaign. As to the whys-and-wherefors of why the von Tassenincks are given control of Ostland, you'll just have to read the novel...

Genevieve Sandrine du Pointe du Lac Dieudonna

“No, I don't keep cutting my lips on these teeth. Do you bite yourself? So why should I?”

Genevieve has the appearance of a pretty, 16 year old girl, with silken pale auburn hair and a child's clear eyes. She is quiet and demure, with an easy, winning manner. However, this once-daughter of

Bretonnia is much more than she appears. On closer inspection an older, wiser person looks out of her eyes, and occasionally a distance in her manner betrays her true nature: Genevieve received the Dark Kiss many centuries ago, and she is a Vampire. A 663 year old Vampire. A leech-woman. A dead *thing*. Genevieve has heard all the insults flung at her kind many times before.

She is, however, far from being a fearsome Vampire. Indeed, as much as any mortal, she finds the Truly Dead rather disturbing. Genevieve exists in a state of Half Death, between the mortal world and the final darkness of Vampirekind. She is ageless and invulnerable, timeless and enduring: *“To me, 25 years was yesterday.”* But she has no need to retire during the day to a coffin filled with her native soil, or to stalk the night in search of easy prey.

True, she needs blood, but her blood-lust is gentle and loving. She has taken many lovers, and from each of them she has taken a measure of blood. The only sustenance she has ever taken has been freely offered by her lover at the time. She has never used wiles or force; all have given voluntarily. Neither, for that matter, has she killed a lover with her Kiss and made a new Vampire, something which she occasionally regrets.

The adventurers might easily encounter Genevieve without realising her nature. To them, she may simply be a young girl in need of protection from the accusations of witch hunters. Or she may be search of a new, strong lover to satisfy her cravings for blood – although, believe it or not, this isn't as dangerous as it sounds...

M WS BS S T W I A Dex Ld Int Cl WP Fel
5 35 30 4 5 11 45 2 50 45 50 40 50 45



Skills: Acrobatics; Charm; Dance; Etiquette; Evaluate; Heraldry; History; Identify Undead; Law; Musicianship; Public Speaking; Read/Write - Old Wordler, Classical & Cathayan; Ride - Horse; Scroll Lore; Secret Language - Classical; Seduction; Silent Move - Rural & Urban; Sing; Speak Additional Language - Cathayan & Reikspiel; Story Telling; Street Fighting; Strike Mighty Blow; Strike to Stun; Surgery; Wit.

Special rules: Immune to non-magical weapons; takes normal damage from silver weapons; immune to poison of all types; need not rest during the day or avoid direct sunlight; not held at bay by religious symbols or garlic (although she will not take blood from someone who has recently eaten garlic - it doesn't taste very nice); other rules as normal Vampires (see **WFRP** rule book).

Possessions: expensive clothes; tinted glasses; other items as you see fit; effectively unlimited money.

Detlef Sierck

"Not just a play, my dear Guglielmo! *The play*. The play that, had it ever been produced, would have lived forever in the minds and hearts of those mortals lucky enough to see it. The play that would have sealed my reputation as the premier genius of my day."

Detlef Sierck is 5ft 7in tall, with brown hair and eyes, and a plump appearance from years of fine living. He cuts a dashing figure in his fine silks and feathered hat, and he has done more in his 29 years than other men achieve in a lifetime.

Detlef is, by his own admission, the best actor-manager alive: he accepts no actor as his better or his equal, although he has steered clear of certain roles where unflattering comparisons of his performances with those of other actors might be possible. His body of written work, including the ill-fated *True History of Sigmar Heldenhammer*, is a collection of unremitting genius - no, really. That one play - if it had ever been staged - would have been the final confirmation of his talent. Detlef's failure to get the play produced isn't really his fault. Life always comes along and foils the best laid plans of the great and talented.

That said, the theatre really is the perfect outlet for Detlef's abilities, even if he is a remarkably difficult man to work alongside. He is cursed with being a perfectionist - nothing escapes his attention, but it is precisely this trait that leads him into trouble. Care and attention mean expense, and money is Detlef's biggest problem. When he is working on a project, money doesn't enter into his thoughts. The best, as Detlef knows himself to be, deserves the best - whatever the cost! His productions have lead him deep into debt and back out again. As with *The True History of Sigmar*, his financial backers have often had a different attitude: Detlef has seen the inside of debtor's prison before now. He is, however, enough of an optimist to assume that something will always turn up when he is has another temporary financial embarrassment.

Adventurers might meet Detlef between productions, or when he is writing a new play. Perhaps *The Goblin Lair*, or *Adventurers at Bay* (the riches-to-rags story of the adventurers' exploits) is just the thing for a new comedy! He might also be looking for new talent, scene-shifters, or bodyguards. His reputation is such that a number of creditors (or the husbands of former lovers) might have unpleasant designs on his person!

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	40	3	3	8	35	1	45	35	40	35	30	50

Skills: Acting; Charm; Comedian; Etiquette; Heraldry; History; Linguistics; Luck; Mime; Mimic; Public Speaking; Read/Write - Old Wordler & Classical; Story Telling; Wit.

Possessions: good clothing; dagger (I +5, D -1, P -20); vial of ink; quill; dozen sheets of paper and parchment; 10D6 GCs or D10 pennies.

Anton Veidt

"It's over, Rudl. We're over."

Anton Veidt is 48 years old, 5ft 8in, and a haggard and gaunt man with cold, black eyes. His scarred, sunken cheeks are invariably covered in greying stubble, and his fingers are stained yellow from the cigars that he smokes all the time. His clothes, while

clean, are old and have been patched and mended many times. His weapons, however, are lovingly tended and, while they are also old, no expense has been spared on them.

Twenty five years ago Anton followed Oswald von Konigswald into Drachenfels' castle. He still bears the scars of that terrible experience and, even though Anton played his part in the downfall of Drachenfels, his fame was short-lived. The pain lasted longer than the notoriety. Tales only have one hero – and Oswald was perfect for the part. Anton sold his life story and never saw as much as a handful of gold, so he went back to hunting men rather than sorcerers.

Over the years, the cigars have cut his wind a little, but Anton Veidt has something better than brute strength: experience. He's still a damn fine bounty hunter. He gets his man. All that said, too much Arabian tobacco has left its mark: Anton is dying and he knows it. He cheated Death in Drachenfels' castle, and he pains in his chest are Death, waiting to collect after 25 years.

And the play? So what? An actor pretending to be him can't change the past. Grand Prince Oswald will still get all the glory, won't he?

Anton Veidt could be encountered in any part of The Empire: the adventurers might need the services of

a bounty hunter; they might be Anton's targets; or, as his health fails, Anton may even hire the adventurers to cover his back when going after a particularly dangerous target.

M WS BS S T W I A Dex Ld Int Cl WPFel
4 45 60 4 3 8 40 2 35 30 30 55 30 25

Skills: Acute Hearing; Disarm; Dodge Blow; Excellent Vision; Follow Trail; Marksmanship; Prepare Poisons; Read/Write; Ride Horse; Shadowing; Silent Move – Rural, Urban; Specialist Weapons – Crossbow Pistol, Fist Weapons, Longbow, Throwing Weapons; Street Fighting; Strike Mighty Blow; Strike to Injure; Strike to Stun.

Possessions: longsword; crossbow pistol* (R 16/32/50, ES 1, Rld 2); 6 vials of Adder Root; 3 throwing knives (R 4/8/20, ES 5, 1 per round); 20' rope; a dozen large cigars from Araby; tinderbox and flint.

Anton's crossbow pistol is a special weapon. It has a three round magazine, and each shot can be fired without re-cocking. Also, all three shots can be fired in a single round, although each shot must be diced for separately.

Oswald von Konigswald, Crown Prince of Ostland

"It is said that whenever a von Konigswald draws near death, the shades of his ancestors return to bear him away with them. When the grandfather for whom I am named lay comatose with the brain fever, the noseless spectre of Schlichter von Konigswald was seen waiting implacably by his bedside..."

Crown Prince Oswald is just under 6 feet tall. He is 43 years old (although he looks around ten years younger), with short blond hair and piercing brown eyes. He is always well-dressed in the fine silks and expensive jewellery. He is a strikingly handsome figure of a man, and is a favourite with many young (and older) ladies of the Ostland and Imperial Courts. This, however, is not the true cause of his fame.

Crown Prince Oswald von Konigswald of Ostland is the man who defeated Drachenfels, the Great Enchanter. He is the man who walked into the Enchanter's castle with a small band of followers and destroyed the monster on his own ground.

Oswald is a Hero. Some unkind souls have even described him as a 'Professional Hero', with no other talents to his name, but this does him a disservice. He has many accomplishments. Nevertheless, ballads have been written about his heroic exploit; minstrels have elaborated upon his life for a few coins; cheap broadsheets have dramatised his adventures for those with a spare penny to spend. Detlef Sierck's epic drama, Drachenfels, is only one more account of Oswald's heroism.

Oswald has his own reasons for wanting the play staged. His father, the Elector, is senile and dying. He cannot last much longer. When he dies, Oswald



will take up the Electorship in name as well as fact. A public, dramatic reminder of Oswald's past glories will serve him well when he returns to Court as Elector of Ostland.

The adventurers could meet Oswald in many situations: when he out hunting; inspecting his (father's) lands; 'slumming it' while incognito for a night on the tiles or whatever. No matter what the circumstances, Oswald will be disappointed if the adventurers do not recognise him as the Hero of the Drachenfels' tales...

M WS BS S T W I A Dex Ld Int Cl WPFel
5 70 40 4 4 14 60 3 40 80 50 70 50 70

Skills: Animal Care – hawks etc only; Animal Training – hawks etc only; Blather; Charm; Consume Alcohol; Disarm; Dodge Blow; History; Etiquette; Evaluate; Gamble; Game Hunting; Heraldry; History; Influence; Intimidate; Law; Luck; Musicianship; Public Speaking; Read/Write – Classical & Old World; Ride – Horse; Secret Language – Classical; Seduction; Sing; Speak Additional Language – Bretonnian; Specialist Weapons – Crossbow, Fencing Sword, Lance and Parrying Weapons; Stewardship; Story Telling; Strike Mighty Blow; Strike to Injure; Theology; Wit; Wrestling.

Possessions: expensive clothes, sword, dagger (I +10, D -2, P -20); other items as you see fit; unlimited credit and money.



DRACHENFELS, THE GREAT ENCHANTER

"I am Drachenfels. I bid you welcome to my house. Come in health, go safely and leave behind something of the happiness you bring..."

"I have them all, you know. All my old souls, kept like that. It prevents me from getting lonely here in my humble palace."

Constant Drachenfels, the Great Enchanter, is (in his current body) well over six feet tall and a physically imposing man – if, of course, he is a true man! His face is hidden behind a mask, his hands covered by soft gloves and his body draped with fine robes. No one has seen his face and lived long enough – or remained sane enough – to tell of it.

The Enchanter is a creature of living legend. He has lived, so rumour has it, forever. Certainly, for as long as anyone can remember – and for as long as histories have been written and folk tales told – there has been Constant Drachenfels in his castle. He is a dark figure who stalks the corners of history, emerging into the light to commit some gratuitous, bohemian atrocity, almost as a reminder to Men that he still exists and should be feared.

By any human standards, Drachenfels is evil given physical form. His actions have never been kind, just or noble, but they have a certain honesty and purity. His plots have a certain directness about them: when he repented his sins, a less trusting man than Emperor Carolus would have seen through his newfound goodness – Drachenfels repented only so that he could strike down his unwary, pathetically trusting, enemies. And beyond such whimsies, he has killed, crippled and driven men insane, plotted and destroyed nations and cities in a calculating fashion and in the heat of terrible rages.

Yet behind all his evil actions, Drachenfels has his own dark motives, which have little to do with 'evil'. He is the ultimate pragmatist: any act can be contemplated and carried out if it serves his survival. Constant Drachenfels has always been true to his name: continued existence is his higher purpose, beyond any moral consideration. 'Good' and 'evil' are late additions to humanity – he dates from a time before such niceties had meaning. And his age old experience has made him arrogant and powerful. Only once has he been humbled, by Sigmar Heldenhammer. But even Sigmar could not break the power of the Great Enchanter. Drachenfels was reduced for a thousand years, his body ruined beyond repair, but he was not destroyed. Eventually, as he done before, he took another body.

Drachenfels can be used a 'legendary' NPC. Indeed, if he is presented in the right way, adventurers might assume that he is only a legend – until they walk into his castle! Only the most powerful, or clever, of adven-

turers have any chance of surviving a meeting with him. Possibly Drachenfels is again searching for a new body to sustain him for a few more centuries. One of the adventurers is an ideal candidate.

Alternatively, Drachenfels can be used as a bizarre patron. He has no need to pay them, of course. The threat of what he can do to recalcitrant servants should be enough to ensure obedience. But what acts of wickedness will the adventures be ordered to perform? Or will they decide a clean death – if they are allowed to truly die – is better than an existence of service to such a monster?

M WS BS S T W I A Dex Ld Int Cl WP Fel
5 80 50 7 9 30 80 4 80 45 85 80 100 19

Skills: Arcane Language – Daemonic, Magick; Bribery; Cast Spells – as listed below; Charm; Daemon Lore; Dodge Blow; Etiquette; Heraldry; Herb Lore; History; Hypnotize; Identify Magical Artifact; Identify Undead; Immunity to Disease; Immunity to Poison; Lightning Reflexes; Lip Reading; Magical Awareness; Magical Sense; Manufacture – Drugs, Potions, Scrolls; Night Vision; Numismatics; Public Speaking; Prepare Poisons; Read/Write – all additional languages; Ride – Horse; Rune Lore; Scroll Lore; Speak Additional Language* – Arabian, Arcane Dwarf and Elf, Cathayan, Classical, Dark Tongue, Druidic, Khazalid, Norse, Nipponese, Old Slann, Queekish, all Old Worlde dialects; Strike Mighty Blow; Strike to Injure; Strike to Stun; Surgery; Theology; Torture; Very Resilient; Very Strong; Wit.

* Some of these 'arcane' tongues were not arcane when Drachenfels started speaking them. Incidentally, Druidic is the closest language to his native tongue.

Possessions: robes; magical *plate armour* +3 (3 APs, all locations); magical *gauntlet* (counts as fist weapon – **S** +1, **D** x2, *protection rune*, +10 to all *Magic* tests); iron face mask; castle; other possessions as required.

Special rules: causes *fear* at will in all living creatures, *terror* if he removes his mask; does not need spell components to cast spells; suffers from *animal aversion* (stage 2), *cadaverous appearance* (stage 3) and *unpleasant odour* (stage 3) magical disabilities; suffers from *meglomaniac* – subject to *animosity* against anyone who challenges his authority; use of the word "Sigmar" in his presence means that he must make a successful **WP** test at -20 to carry out any actions that round.

Spells: 200 Magic Points

Petty	<i>Curse, Gift of Tongues.</i>
Battle 1	<i>Flight, Leg Breaking, Steal Mind.</i>
Battle 2	<i>Aura of Protection, Break Weapon, Cause Hatred, Flame Curse, Lightning Bolt, Smash, Stampede, Vortex of Chaos.</i>
Battle 3	<i>Arrow Invulnerability, Cause Instability, Dispel Aura, Subvert Weapon, Vorpall Hurricane of Chaos.</i>
Battle 4	<i>Aura of Invulnerability, Blast, Change Allegiance, Cure Severe Wound, Entanglement, Reverse Spell, Wall of Fire.</i>

Daemon 1	<i>Blind Daemon, Summon Steed.</i>
Daemon 2	<i>Stop Daemonic Instability, Zone of Daemonic Nullification.</i>
Daemon 3	<i>Dispel Daemon Horde, Summon Daemon Horde, Summon Great Power.</i>
Daemon 4	<i>Dispel Greater Daemon, Daemonic Portal, Summon Greater Daemon, Summon Total Power.</i>
Illusion 1	<i>Assume Illusionary Appearance, Bewilder Foe, Cloak Activity.</i>
Necro 1	<i>Summon Skeleton Champion, Zone of Life.</i>
Necro 2	<i>Control Undead, Hand of Dust, Stop Instability.</i>
Necro 3	<i>Annihilate Undead, Life in Death, Raise Dead, Summon Skeleton Horde.</i>
Necro 4	<i>Curse of Undeath, Total Control, Wind of Death.</i>

As you can see, Drachenfels is a very powerful villain, and need not obey the same 'rules' as mortals. This profile listing should be seen as guidelines to his powers – if you want him to use a skill, spell or item that isn't here, he can! Drachenfels should be played as a true monster, a formidable creature who need fear nothing from any puny mortal. Nothing, perhaps, except for the name of Sigmar Heldenhammer...

□ Mike Brunton & Andy Warwick



THE DOOMSTONES CAMPAIGN

"The Orc Hordes surround us, their number is many. We sense the presence of a mighty artefact. Please send us aid. The thing they have must not remain with them, nor must our own secrets fall into their foul hands."

A mysterious message sends the adventurers off on a hundred year old trail into the Vaults Mountains. Their objective: find one of the Doomstones, an immensely artefact lost long ago and forgotten by everyone. Finding what proves to be only the first Doomstone is the least of the adventurers' problems. Along the way, they'll have to defeat a long-dead Orc sorcerer-chieftain, stay off the dinner menu at an Ogre shrine, fight off an assault by 600 (very much alive) Orcs and then keep their heads in the middle of battle for control of a long-lost Dwarfhold...

The *Doomstones Campaign* is a series of four adventures: *Fire in the Mountains*, *Blood in Darkness*, *Death Rock* and *Dwarf Wars*. Each adventure includes player handouts and a model of a Doomstone crystal for you to build. A fifth adventure is being prepared.

LICHEMASTER

"I am the means of your vengeance, Heinrich Kemmler. I am your greatest desire. You want to be strong, do you not? You want to be avenged?"

High in the Grey Mountains, chance – or fate – brings the meeting of a madman and a Daemon. And thanks to that meeting, an Undead army is gathering among the high peaks. In an isolated monastery, one senior monk suspects the truth. But when – and where – will the undead horde appear? How can they be stopped?

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The village of Kreutzhofen might look like a sleepy little place – a nice spot to break a journey along the Söll – but adventure can lurk in the most unlikely of places! And in Kreutzhofen, not everything is as it seems...

Ghostwood describes Kreutzhofen, its inhabitants and the surrounding lands in detail. The book also includes a major adventure, *The Curse of the Reichenbachs*, six short adventures, and extra plot-lines for you to develop to suit your own campaign!

CASTLE DRACHENFELS

"Above them all, the Fortress of Drachenfels stood against the crimson sky, its seven turrets thrust skyward like the taloned fingers of a deformed hand. The cliff-top gates were, as ever, open, a maw in the side of stone..."

Enter the deadliest place outside the Chaos Wastes: the castle of the Great Enchanter! Based on the novel by Jack Yeovil, *Castle Drachenfels* includes a complete description of the Castle, its magical defences and inhabitants. And to make such a dangerous place more tempting, there are seven adventures in the book as well!

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