

The background of the cover is a detailed, atmospheric illustration of a medieval fantasy city at night. The city is built on a hillside, with numerous towers, spires, and buildings. Many windows and balconies are lit with warm, yellow light, contrasting with the cool blue tones of the night sky. In the foreground, three prominent towers are visible, each with its own unique architectural style and lighting. The sky is filled with soft, wispy clouds and a few birds are seen flying in the distance. The overall mood is one of mystery and grandeur.

WARHAMMER
FANTASY
ROLE-PLAY

POWER BEHIND THE THRONE COMPANION

THE ESSENTIAL COMPANION
FOR CAMPAIGNING ACROSS MIDDENLAND



POWER BEHIND THE THRONE

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PREFACE: A BIT OF HISTORY



Welcome to **The Power Behind the Throne Companion**, the third in a series of companion volumes for **The Enemy Within Director's Cut**. This book accompanies the third part of the campaign, **Power Behind the Throne**. Here is a brief summary of what you will find in these pages.

Guest Commentaries: Derrick Norton, the developer of **Power Behind the Throne** and the linked adventure 'The Grapes of Wrath', writes about his contribution to this beloved adventure.

Deleted Scenes: The Graf's garden party, an important but underserved scene in the original, is presented here in detail, offering the Characters many chances to make the acquaintance of some key NPCs in Middenheim's high society. Middenheim-based cameo adventures from several WFRP First Edition sources offer the Players some interesting side-quests and distractions.

Golthog the Ogre, an NPC who did not make it into the Director's Cut of **Power Behind the Throne**, is presented in a Fourth Edition version, consistent with the rules for Ogre Characters that will be published in **Archives of the Empire II**.

Behind the Scenes: The Slaaneshi cult of the Jade Sceptre and the Middenheim-based cult of Ulric are examined in detail.

Supporting Cast: Several optional major NPCs, such as Breugal the Palace Chamberlain, are described, all of who can complicate the Characters' lives even further. In addition, a few faces from past adventures might pop up in **Power Behind the Throne** to help, annoy, or intrigue the Characters.

Bonus Shorts: Two adventures from *White Dwarf* are updated to WFRP Fourth Edition, one of them extensively overhauled to form part of the ongoing 'Gravelord' optional sub-plot that was first introduced in **Death on the Reik Companion**.

Graeme Davis

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In Memory of Carl Sargent

Special thanks to the Games Workshop Team

Published by: Cubicle 7 Entertainment Ltd, Unit 6, Block 3,
City North Business Campus, Co. Meath, Ireland. Printed in China.

Twelve Months

By Derrick Norton

Derrick Norton's name may not be familiar to many readers, but as the developer of Power Behind the Throne he played a major role in making it what it is. He looks back on that process, and on the oft-reprinted adventure 'Grapes of Wrath', which appears in this volume under its original title, but with a different villain.

My first project with Games Workshop was the 'Grapes of Wrath' adventure, which at the time enjoyed the working title of 'Flying Death Skulls'. My work on **Power Behind the Throne** was an order of magnitude more challenging, given the size and complexity of the original draft. I started reading and came to understand the themes of the adventure as roleplay, influence, and high politics. It is a great credit to Carl Sargent to have created this, on such a scale, when **WFRP** was far more Old World than open world.

The original manuscript resolved the adventure when the PCs had accumulated enough 'influence points' to secure an audience with the Graf and abolish the taxes causing all the trouble. I wasn't convinced the climax of the adventure should be something like '*Huzzah! We have repealed regressive tax legislation — the City is saved!*' Reforming tax law might be grim, but it is not perilous. I felt there had to be a thrilling final confrontation, so I wrote one: 'The Traitor Unmasked' — and gave the adventure its current ending.



A Tribute to Carl Sargent, 1952-2018

By Graeme Davis

A former Cambridge academic in the fields of psychology and parapsychology, Carl wrote extensively for WFRP and for several other games in the late 1980s and early 1990s before seeming to disappear from the face of the earth. There was great speculation among the gaming community.

After 1996, Carl he took his career in another direction. He continued to write, but for markets outside the games industry.

News of his death was greeted by a flood of tributes, many of which can be found online. All of them single out **Power Behind the Throne** as his masterwork, standing out over the rest of his considerable body of work. Carl is missed by all who knew him, and I hope that this new version of **Power Behind the Throne** does justice to his original vision.





INTRODUCTION



Power Behind the Throne was originally published in 1988, and quickly established itself as a memorable and impressive achievement in roleplaying. Since then the adventure has been released with each edition of Warhammer Fantasy Roleplay.

It is a testament to the enduring appeal of the adventure's freeform, sandbox structure that thirty-three years after it launched, new players continue to enjoy the many delights and intrigues of Middenheim's carnival. The contributions of Carl Sargent, Derek Norton and others continue to delight old hands and fresh faces alike.



ADVENTURE HOOKS



These boxes highlight adventure seeds that you might like to pursue in your campaign, or which could form the basis for separate adventures entirely.

FOR GROGNARDS

Grognard, n. From French grognard, 'grumbler'. An old soldier or other kind of veteran: originally, a member of the Old Guard in Napoleon's army, whose long and faithful service won them the right to complain, even in front of the Emperor. More recently, an experienced (and often opinionated) player of wargames and/or roleplaying games.

Over the last 30 years or so, an awful lot of people have played the **Enemy Within** campaign. This new version includes some changes and, at key points in the story, boxes like this one offer new ideas and different events to make the campaign just as fresh and challenging for seasoned **WFRP** fans as it was when it first appeared in 1987. Those players who think their previous knowledge will give them an advantage may find the forces in the shadows and behind the screen more formidable and tricky than before.

Some of the material in this volume has also been reprinted from earlier sources, and grognard boxes are provided where appropriate with the same ends in mind. Of course, if the alternative options look better, feel free to use them instead of the originals!



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Last Edited: February 2021

CHAPTER 1



THE GRAF'S GARDEN PARTY



In **Power Behind the Throne**, the Graf's Garden Party is only covered briefly. Taking place in the Royal Gardens from 2:00 to 8:00 p.m. on Marktag, it offers the Characters a golden opportunity to get to know many of the key figures at court who can help them resolve the plot of the adventure.

THE ROYAL GARDENS

Sometimes confused with the nearby Konigsgarten, the Royal Gardens are in fact located within the palace complex. A broad and grassy inner courtyard with a formal shrubbery, a topiary garden, and a hedge maze in the form of a wolf's head, the whole area is crisscrossed by shining walks of marble chippings and dotted with statues.

GETTING IN

It is almost impossible to get into the garden party without a written invitation. These take the form of small scrolls sealed with the Graf's personal seal and addressed by name to the holder. There are several ways the Characters can get their hands on an invitation, both legitimate and otherwise. There are also a few plans that might suffice to get them inside. A few of the more obvious approaches are covered below: if the Characters try anything else, be prepared to improvise.

Who You Know

The Characters have already been in Middenheim for several days, and the Carnival has been under way for two. There have been some opportunities to meet some of the major NPCs and make a good enough impression to earn an invitation. Most of these are covered in **Chapter 5: The Powers that Be of Power Behind the Throne**.

A Reasonable Facsimile

If the Characters can get their hands on a genuine invitation (by stealing it from an NPC, for example), they can get reasonably convincing copies made in their own names if they know a good forger or have the requisite skills themselves. This involves an Opposed Test between the forger's Skill and the Perception of an average palace guard (Perception 52).

Do You Know Who I Am?

Bluffing one's way in takes considerable nerve and ability, but it is not impossible. Posing as a visiting dignitary from out of town with their entourage, the Characters may be able to bluff and bluster their way in without an invitation, even if their names (or those of their assumed personae) are not 'on the list'. This only works if at least one of the Characters can successfully pose as a figure of Gold Status.



What's it Worth to You?

Bribery is probably the least effective means to try. The palace guards and staff are all very well paid, so they do not need extra money and they stand to lose a great deal if they are dismissed from their posts — to say nothing of the possible charges of treason if their negligence results in a real or potential threat to the Graf or his family. All bribery attempts are **Very Hard** (–30) at least.

Shhhh!

Stealth is also a risky tactic: anyone caught trying to sneak into the palace — garden party or no garden party — is regarded as a potential assassin and dealt with accordingly. The guards are trained to look out for potential threats (they make **Average** (+20) **Perception** Tests to spot a potential assassin while on duty), and there are dogs and wizards in attendance, in case of magically invisible assailants.

The Entertainment

Characters with appropriate Skills may attempt to get into the garden party as hired entertainers. Perhaps they have been noticed while busking at the Carnival (see **Power Behind the Throne**, page 59), or perhaps they have had some other opportunity to impress someone who suggested them to Brueghal or some other person in charge of arrangements. The Character is invited to an audition, which takes place somewhere in the outer palace. This is the most demanding audition they have ever faced: all Tests are **Very Hard** (–30), as this is an extremely discerning audience.

Supplies

The garden party is being catered largely out of the palace kitchens, but there are a few suppliers who are bringing food, drink, flowers, and other items on the day, and if the Characters are clever and well-connected they may be able to gain entrance by posing as these suppliers. However, they find that all supplies must be delivered and set up half an hour before the party, and all suppliers and their staff are required to leave the garden immediately after their work is carried out. Finding an excuse to stay, or a place to swap clothes and assume a more fitting persona, will challenge the Characters' ingenuity.

THE HAND OF FATE

If the Characters have fallen at every hurdle and failed to find a way to glean an invite to the party, it is possible that one might fall into their lap. Someone sends a handful of invites to wherever the Characters are staying without further explanation. Who is this mysterious benefactor? None other than the Law Lord Karl-Hienz Wasmeier himself, who wishes to get a look at the now infamous Kastor Leiberung and his companions first hand. If so, Wasmeier will attend the party briefly from 6.00 to 6.30, keeping mostly to himself.

IN ATTENDANCE

The following major NPCs attend the garden party, though not all are there for the whole time.

The Graf

For reasons explained in **Power Behind the Throne**, Graf Boris is not himself, and has not been well for some time. He sits on a wooden throne in a small, open-sided pavilion, nodding absently to the arriving guests who bend the knee as custom dictates, but seemingly lost in a dark, brooding reverie. Breugal the Chamberlain (see page 56 stands at his right hand, ready to carry out any order or to hurry away anyone who is annoying, boring, or tiring the Graf. The pavilion is flanked on either side by a detachment of six Knights Panther, and liveried servants scuttle to and fro, bringing food, drink, and other things that the Graf ignores.

Other Guests

The party is teeming with other guests, enjoying Middenheim's social event of the year and taking care to see and be seen. These guests serve mainly as sources of overheard gossip and as obstacles, cutting in front of a Character to engage a dignitary in meaningless small talk just as the party was hoping to make an influential acquaintance, bumping drunkenly into a Character and accusing them of assault or pickpocketing, and so on.

Visiting Dignitaries: An embassy from Kislev is in the city, hoping to speak to the Graf about certain problems on their northern borders and remind him of a pact that gives Kislev the right to request a force of Knights Panther at need. There are also visitors from other cities in the Empire, and a few from other countries.

Prominent Middenheimers: In addition to the major NPCs listed above, the party is also thronged with Kommission convenors, guildmasters, priests of various deities, and other members of the city's upper echelons.

Strolling Players: Musicians and other performers have been hired or invited to entertain the guests. Minstrels, jugglers, and others stroll the ground, and a small, curtained stage has been set up opposite the Graf's pavilion for brief performances by several of the more highbrow entertainers who are performing at the Royal College of Music and the Royal Gardens during Carnival week.

Servants and Lackeys: Servants in the Palace livery move to and fro constantly, some bearing trays of food and drink that they offer to guests, and others collecting empty glasses and plates. Other servants patrol for dropped litter and keep an eye out for trouble. Meanwhile, the personal lackeys of several guests weave through the crowd, carrying messages from their master or mistress to some ally or paramour, or manoeuvring themselves into spots where they can eavesdrop on the conversation of a rival.

EVENTS

For the most part the Garden Party is not a dramatic affair. Folks mingle and trade polite gossip, but it is a place to be seen at, rather than rambunctious entertainment. No one would behave in a way that would likely ruin their reputation. Even those who get a little too drunk on the punch retain a semblance of decorum.

However there are occurrences that might be of particular interest to the Characters, if only because they provide an opportunity to earn the gratitude of a major NPC.

As written, these events are what happens if the Characters do nothing. They can be affected by where the Characters are and what they do at any particular time. The GM should feel free to amend events as desired.

Even if the Characters are not feeling particularly sociable, there are a couple of things they can involve themselves with in a more or less passive way: mingling with the crowd, and playing in the hedge maze.

GUESTS OF NOTE - ARRIVAL AND DEPARTURE TIMES

Various important members of Middenheim's court attend the Garden party, with most staying until the event concludes. A brief summary of their comings and goings as well as their activities at the party may be found below.

Who	Arrives	What Do They Do?	Departs
Hausmeister Breugal	Noon	Organises the set-up from noon. Accompanies Graf Boris (2:00). Clashes with Luigi (4:15). Warns Albrecht Helseher (6:30). Manages the clear up (8:00).	-
Graf Boris	2:00	Takes up place in pavilion and acknowledges guests as they arrive or depart. Rallies at the sight of Katarina and Emmanuelle (6:15). Acknowledges the end of the event and disappears into the palace with Katarina, Hildegard and Emmanuelle (8:00).	8:00
Convenor Yarnad Magradil	2:00	Arrives looking grumpy. May heckle Rallane (4:15). Accosts Wallenstein (5:20). Leaves for home (8:00).	8:00
Bettie Greenhill	2:10	Arrives. Starts to lay out food. Provides a hutch of rabbits for children to play with (3:30). Enters the hedge maze to look for lost rabbits (6:20). Encounters Ulrike and Bertha Jung in the hedge maze (between 6:45 and 7:00). Helps with the clear up (8:00).	-
Rallane Lafarel	4:00	Arrives. Performs a brief set (4:05 to 4:15) then mingles. Navigates hedge maze with Luigi (5:00 to 5:20). Joins Allavandrel for drinks (5:30). Joined by Dieter, Kirsten, Ulrike and Bertha (6:40). Leaves to watch <i>The Barbarian of Vessile</i> (6:45).	6:45
Siegfried Prunkvoll	4:00	Arrives. Mingles. Tries to intercept von Genscher (5:00). Navigates hedge maze with Baroness Marlena Klochmann (6:10 to 6:30). Tries to attract attention of Katarina (6:30). Tries to intercept von Genscher again (6:45). Leaves (7:00).	7:00
Petra Liebkosen	4:00	Arrives with Thijs van Zalijswijre from the Marienburg Goods Exchange. They navigate the hedge maze (4:30-4:50). Navigates hedge maze with Janna (7:00 to 7:20). Leaves for the <i>Laughing Jackass</i> (8:00).	8:00
Luigi Pavarotti	4:15	Arrives with a pair of barmaids and is chastised. Insults Breugal. Navigates hedge maze with Rallane (5:00 to 5:20). Spikes the punch (5:30). Late leaving having scoured for leftovers (8:10).	8:10
Baroness Marlena Klochmann	4:15	Arrives. Mingles. Navigates hedge maze with Siegfried Prunkvoll (6:10 to 6:30). Leaves early (7:00).	7:00
Werner Stolz	4:30	Arrives with a delegation of Sigmarites. Receives a somewhat cold reception. Uncomfortable chance meeting with Ar-Ulric (7:30). Leaves (8:00).	8:00
Isolde Begegnen	4:30	Arrives. Mingles. Thanks Gotthard (6:20). Sees Ar-Ulric, grows sad and leaves (7:10).	7:10
Marshal von Genscher	5:00	Mingles but avoids Siegfried Prunkvoll. Engages Sergei Bukharin in conversation (6:45). Leaves to watch <i>The Barbarian of Vessile</i> (7:00).	7:00

GUESTS OF NOTE (CONTINUED)

Who	Arrives	What Do They Do?	Departs
Albrecht Helseher	5:10	Arrives with Janna and Erina. Mingles. Tries to complain to the Graf about the Scroll Tax, warned away by Breughal, leaves the party (6:30).	6:30
Janna Eberhauer	5:10	Arrives with Albrecht and Erina. Mingles. Pleased to see Allavandrel (5:30). Navigates hedge maze with Petra (7:00 to 7:20). Leaves for the <i>Laughing Jackass</i> (8:00).	8:00
Erina Eberhauer	5:10	Arrives with Janna and Albrecht. Mingles. Leaves for the <i>Laughing Jackass</i> (8:00).	8:00
Natasha Sinnlich	5:15	Arrives with Sergei Bukharin. Mingles. Navigates hedge maze with Sergei (5:30 to 6:00). Leaves for the <i>Harvest Goose</i> (8:00).	8:00
Sergei Bukharin	5:15	Arrives with Natasha. Mingles. Navigates hedge maze with Natasha (5:30 to 6:00). Leaves for the <i>Harvest Goose</i> (8:00).	8:00
Gotthard Wallenstein	5:20	Arrives and immediately set upon by Dwarf Delegation. Thanked by Isolde (6:20). Slapped by Bertha Jung (7:30). Leaves with reprobate pals (7:45).	7:45
Allavandrel Fanmaris	5:30	Arrives and joins Rallane for drinks. Joined by Dieter, Kirsten, Ulrike and Bertha (6:40). Leaves for the Festival of Fine Ales (7:45).	8:00
Dieter Schmiedehammer	6:10	Arrives with Kirsten, Ulrike and Bertha. Mingles. Joins Rallane and Allavandrel (6:40). Leaves to attend the Festival of Fine Ales (7:45).	7:45
Kirsten Jung	6:10	Arrives with Dieter, Ulrike and Bertha. Mingles. Joins Rallane and Allavandrel (6:40). Leaves to watch <i>The Barbarian of Vessile</i> (7:00).	7:00
Ulrike Jung	6:10	Arrives with Dieter, Kirsten and Bertha. Mingles. Joins Rallane and Allavandrel (6:40). Navigates hedge maze with Bertha Jung (6:45 to 7:00). Leaves for the <i>Laughing Jackass</i> (8:00).	8:00
Bertha Jung	6:10	Arrives with Dieter, Kirsten and Ulrike. Mingles. Joins Rallane and Allavandrel (6:40). Navigates hedge maze with Ulrike Jung (6:45 to 7:00). Slaps Gotthard Wallenstein (7:50). Leaves for the <i>Laughing Jackass</i> (8:00).	8:00
'Princess' Katarina	6:15	Arrives with Hildegard and Emmanuelle. Fends off swarm of aspiring suitors. Ignores Siegfried Prunkvoll (6:30). Returns to the palace (8:00).	8:00
Hildegard Zimperlich	6:15	Arrives with Katarina and Emmanuelle. Fends off swarm of aspiring suitors. Returns to the palace (8:00).	8:00
Emmanuelle Schlagen	6:15	Arrives with Katarina and Hildegard. Mingles. Shares meaningful glance with Ar-Ulric before returning to the palace (8:00).	8:00
Ar-Ulric	7:00	Arrives. Frosty meeting with the Graf. Mingles. Uncomfortable chance meeting with Werner Stolz (7:30). Shares meaningful glance with Emmanuelle before leaving the party (8:00).	8:00

THE IMPORTANCE OF BEING FLEXIBLE

One of the most enjoyable aspects of playing *Power Behind the Throne* is getting to know the various NPCs, uncovering their personalities and interconnections, and forging relationships with them. The Garden Party provides an opportunity for Characters to engage in this kind of activity, and while it may feel that little is being accomplished, be sure to gauge your players attitude to events. If they are enjoying themselves sneaking about the hedge maze, drinking with Luigi or gossiping with Petra, allow things to proceed. If, however, they seem at a loose end, be prepared to move things along. Hint at some of the key intrigues which contribute to the plot – the Graf's troubled mind, Ar-Ulric's affair, or Dieter's bizarre habit of repeating himself over the matter of the taxes, and move on.

This is good advice to keep in mind during any of the Carnival's events. *Power Behind the Throne* was designed with the knowledge that not every group of Characters will see everything that is to be seen and uncover every detail of the plot. There are many paths to gaining influence with the Graf, and it is intended that each group find their own way to the core of the plot. If your players seem disinterested in one event, let them peruse the carnival calendar. There is certain to be something that draws their eye, and other opportunities will arise for the plot to bubble to the surface.



Mingling

Most of the guests at the garden party are here to mingle. Throughout the event guests wander about the garden, briefly and politely acknowledging other guests. In general it is considered polite to allow those of noble birth to decide whether or not to continue a conversation beyond a brief greeting. So burghers, artisans, performers, and the like tend to wander around at a fairly brisk pace, networking briefly with people they encounter, whilst aristocrats engage in deeper conversation if they feel like it. Characters would be wise to know that complaining about being treated with snobbish disregard is a good way to be asked to leave the party.

Characters who mingle may still overhear some interesting titbit of information, though not from the mouths of any major NPC. A character who announces they are going to spend half an hour mingling should make a **Hard (-20) Gossip Test** and refer to the Mingle Outcome table (this becomes an **Easy (+40) Gossip Test** if the character has the *Etiquette (Nobles)* Talent). If multiple characters mingle successfully at once they gain multiple pieces of information, rather than just overhearing the same snippet. Refer to rumours from page 14 of **Power Behind the Throne** if you need extra things to overhear.

MINGLE OUTCOME TABLE

SL	Result	Consequences
+6 or more	Astounding Success	The Character overhears Emmeline Helstein, a local noblewoman, discussing recent events with Abu Tawb, a diplomatic envoy from the Spice Port of Copher. He has raised the topic of a Vizier Bahr, who he says is a sorcerer and fugitive from the Sultan's justice. <i>'You say the trail leads you to Middenheim? We harbour no witches here, and we'll be sure to let you know if we catch a whiff. Don't trouble the Graf with this. He is unwell and, if I may say so, ill-advised of late. How so? Well these taxes for a start. Verena only knows what's gotten into the chancellor and the Law Lords, why they would draft such inflammatory legislation baffles me. It's entirely out of character. No one seems able to talk sense to Boris about it though.'</i>
+4 to +5	Impressive Success	The Character overhears Rudolph Helstein and Henricus von Kärzburdger, two elderly local noblemen, gossiping about who does and does not have the ear of the Graf. <i>'If you want to get your voice heard in the Middenpalaz these days you could do worse than befriending that Tilean fellow, Pavarotti. The Graf thinks he's been a miracle worker with Stefan and respects him a lot. Of course, Boris is besotted with his daughter too, trusts her instincts even if she isn't exactly what one would call a prodigy. The marshals? For sure he trusts their strategic insights, but they don't understand politics.'</i>
+2 to +3	Success	The Character overhears a couple of the rumours being shared between guests. These can be taken from the more accurate rumours on page 14 of Power Behind the Throne , but they won't be anything that could be considered critical of Middenheim or the Graf.
+0 to +1	Marginal Success	The Character overhears a single rumour being shared between guests. This can be taken from page 14 of Power Behind the Throne , but they won't be anything that could be considered critical of Middenheim or the Graf.
-1 to 0	Marginal Failure	The Character overhears Hans Verschwender, a Mercers' Guild Secretary, gossiping with Horst Hutmacher, a visiting merchant from Hochland. <i>'What do you make of that chap Wallenstein? Works hard and plays hard that fellow. Good friend of the Graf's late wife, don't you know? Anika-Elise. You want to get in the Graf's good books, he's the man you have to impress.'</i>
-3 to -2	Failure	The Character hears nothing of interest.
-5 to -4	Impressive Failure	If the Kastor Lieberung lookalike is still a part of the party, the Character overhears Hans, a serving boy, telling Greta, a serving girl, that <i>"Ulric's Teeth, but I swear I seen that feller somewhere before, you any idea who he is?"</i> In fact Hans has simply mistaken the lookalike for someone else. If the lookalike is elsewhere, the Character hears nothing of interest.
-6 or more	Astounding Failure	The Character's bumbling efforts to mix with high society result in very important people becoming seriously offended. Not only does the Character not learn anything, they are escorted from the party by the Knights Panther, thrown into the street, and suffer -20 to any Fellowship-based Tests they make with other attendees of the party if they meet them in the future.

The Hedge Maze

The hedge maze is, like everything else in Middenheim, rather smaller and more compact than equivalents in other parts of the Empire. Still, it is puzzling enough. Anyone wanting to try their hand at navigating their way through the hedge maze should make a **Challenging (+0) Navigation** Test.

Characters who spend longer navigating the maze than they would like can call for help, though this is a shameful show of dependency, and they suffer from -10 to Fellowship-based Tests and -30 to Leadership Tests for the rest of the party.

Throughout the party various NPCs take time to try the hedge maze. Usually this is an opportunity to gossip and flirt without other partygoers seeing them, and if a character is in the hedge maze at the same time they may observe something intriguing.

Jade Wizards from the Middenheim's Grand Guild of Wizards regularly alter the course of the hedges in the maze, so it is a novel experience even for courtiers who have navigated it many times before.

In order to discover what important NPCs might be saying within the privacy of the maze, Characters must be in the maze at the same time as the NPCs and pass a **Stealth** Test (either Urban or Rural Stealth specialisations are useful in the hedge maze) opposed by a **Hard (-20) Perception** Test using the NPC's Skill rating listed in the Hedge Maze Spying Outcome table below. If the Character fails the Test, the NPC in question suspects that they can be overheard and stops talking.

HEDGE MAZE SPYING OUTCOME TABLE

Time	NPCs	Information
4:30 to 5:00	Petra Liebkosen and Thijs van Zalijswijre	Test against Petra's Perception of 64. If successful, the following exchange is heard. <i>Thijs: 'So, this deal we are hoping on making with your lovely city, it is good to put to the Graf, yes?'</i> <i>Petra: 'He wouldn't hear it from you. You'll have to get someone else excited about it who can sell it on your behalf.'</i> <i>Thijs: 'This man Wallenstein, he stands for the merchants' interests?'</i> <i>Petra: 'Yes, but don't bother, no one likes him much.'</i> <i>Thijs: 'Chancellor Sparsam then?'</i> <i>Petra: 'Hmm... he might help.'</i> <i>Thijs: 'Is he going to be here this afternoon?'</i> <i>Petra: 'Doubt it, he isn't one for crowds, but I heard he bought tickets for tomorrow's opera.'</i>
5:00 to 5:20	Luigi Pavarotti and Rallane Lafarel	Test against Rallane's Perception of 75. If successful, the following exchange is heard. <i>Luigi: 'So, I have been meaning to get to know you. You have been avoiding Luigi, eh?'</i> <i>Rallane: 'Not at all, not at all. My duties have kept me busy.'</i> <i>Luigi: 'Busy dreaming up this Dwarf tax? No, basta, basta! A joke, a joke!'</i> <i>Rallane: 'Ah. I'm not in the mood. I have never suggested such a tax.'</i> <i>Luigi: 'Not sorry to see it introduced though? No! Don't take me so seriously. We are friends now, you and me, you'll see.'</i> <i>Rallane: 'The Graf's son has seemed quieter since you came here.'</i> <i>Luigi: 'Stefan is a sweet child. I have him rest for his own sake.'</i> <i>Rallane: 'You're not sedating him?'</i> <i>Luigi: 'With music you can settle a troubled soul. It is the same with my art.'</i>
5:30 to 6:00	Natasha Sinnlich and Sergei Bukharin	Test against Natasha's Perception of 67. If successful, the following exchange is heard. <i>Natasha: 'Why do they say the young Tsarevna commands the weather?'</i> <i>Sergei: 'One of her talents, one of many.'</i> <i>Natasha: 'How did she learn it?'</i> <i>Sergei: 'It is in the Gospodar blood, my dear.'</i> <i>Natasha: 'Oh? Did you see much of the Carnival earlier?'</i> <i>Sergei: 'I saw the archery. I bumped into Herr Schmiedehammer there.'</i> <i>Natasha: 'Poor Sergei. Was he very dull?'</i> <i>Sergei: 'Ha! Actually... he was tiresome. I asked him what he thought of this tax on Dwarfs and he kept repeating himself. He must have been drunk.'</i> <i>Natasha: 'Was he now?'</i>

Time	NPCs	Information
6:10 to 6:30	Siegfried Prunkvoll and Baroness Marlena Klochmann	<p>Test against Marlena's Perception of 88. If failed, the Character can still overhear the conversation, but Marlena is aware of them listening in (Siegfried is too self-absorbed to care about being overheard). The following exchange is heard.</p> <p>Siegfried: <i>'I know the secret of the maze, every second left.'</i></p> <p>Marlena: <i>'I'm so glad you're here to escort me, I'd get lost on my own.'</i></p> <p>Siegfried: <i>'Well there's no need to fear when you're accompanied by the Knight Eternal. I've seen you at the palace before, is that right?'</i></p> <p>Marlena: <i>'Perhaps, I've made representations to the Law Lords about these taxes.'</i></p> <p>Siegfried: <i>'None of my business. Not fitting for Middenheim's own Knight Eternal to question the wisdom of his Graf.'</i></p> <p>Marlena: <i>'Law Lord Erlich, I was hoping he'd come to see sense. Is he here?'</i></p> <p>Siegfried: <i>'I have not seen him in weeks. Now, time to turn left again.'</i></p> <p>Marlena: <i>'I think it's straight on. Not seen him in weeks?'</i></p> <p>Siegfried: <i>'No, and as Knight Eternal of Middenheim it wouldn't be my habit to fraternise with clerks.'</i></p>
6:45 to 7:00	Bettie Greenhill, Ulrike Jung and Bertha Jung	<p>Test against Bettie's Perception of 61. If successful, the following exchange is heard.</p> <p>Bettie: <i>'Ere, watch where you're placin' yer clogs, some of us is workin' ere.'</i></p> <p>Ulrike: <i>'Oh, I'm sorry. What are you doing down there?'</i></p> <p>Bettie: <i>'On the 'unt for some stray bunnies ain't I? And I ain't talking about your Frauline Schlagen nor her naughty bad wolf neivver. Ha!'</i></p> <p>Ulrike: <i>'I'm sorry, we're not well acquainted with the city. Who are you talking about?'</i></p> <p>Bettie: <i>'Ang me, draw me and quarter me for my loose lips. Never mind me dearie, more gob than sense at times.'</i></p> <p>Ulrike: <i>'Well... very well then.'</i></p>
7:00 to 7:20	Petra Liebkosen and Janna Eberhauer	<p>Test against Janna's Perception of 67. If successful, the following exchange is heard.</p> <p>Janna: <i>'So you were saying the same thing happened to you?'</i></p> <p>Petra: <i>'I couldn't believe it, I thought the man was passionate about money and only money, but there he was making the sort of proposition I'd expect from Gotthard Wallenstein.'</i></p> <p>Janna: <i>'Who?'</i></p> <p>Petra: <i>'Ah, you don't want to know. Some bigwig trader. A favourite of Anika-Elise's who is still hanging about like a bad smell.'</i></p> <p>Janna: <i>'Are you going to complain then?'</i></p> <p>Petra: <i>'About what?'</i></p> <p>Janna: <i>'The Chancellor.'</i></p> <p>Petra: <i>'Oh Janna, he's an embarrassment, but he is not without means, you know.'</i></p>

HEDGE MAZE NAVIGATION OUTCOME TABLE

SL	Result	Consequences
+6 or more	Astounding Success	The Character navigates the maze in a minute. This is mildly impressive and they benefit from a +5 bonus to Fellowship-based Tests for the rest of the party.
+2 to +5	Success or Impressive Success	The Character navigates the maze in 7 minutes.
+0 to +1	Marginal Success	The Character navigates the maze in 15 minutes.
-1 to 0	Marginal Failure	The Character navigates the maze in 20 minutes.
-5 to -2	Failure or Impressive Failure	The Character navigates the maze in 35 minutes.
-6 or more	Astounding Failure	The Character takes about an hour to get through the maze. This is frankly pathetic and they suffer -5 to Fellowship-based Tests for the rest of the party.



THE BEARER IS CORDIALLY INVITED TO ATTEND
MIDDENHEIM'S FINEST
GARDEN PARTY

HELD AT THE BEHEST AND THROUGH THE GOODWILL OF
GRAF BORIS TODBRINGER

THE SEMINAL SOCIAL EVENT OF THE CARNIVAL
TO BE HELD IN THE ROYAL GARDENS ON MARKTAG,
FROM FOUR BELLS UNTIL EIGHT

In light of the events of the previous carnival, goose shall not be served.
Formal attire essential. Duels and challenges arising shall be suspended until the conclusion of the carnival.

6:00 A.M. TO 2:00 P.M.

The garden teems with servants and groundskeepers as everything is put in place for the garden party. First, the grass is cut, the bushes are trimmed, and all is made perfect in the garden itself. Then, the Graf's pavilion, the stage, and other structures are erected. Staging areas for food and drink are set up, chairs and other furniture are brought out, and last of all, deliveries of flowers, perishable food, and other last-minute necessities arrive.

At noon, Breugal the chamberlain stalks out of the palace, casting a critical eye over the preparations and making sure that all is perfect. Knights Panther take up their guard stations; servants, groundskeepers, and other staff hustle out.

At 1:30 p.m. the performers are permitted into the garden, shown where they can and cannot go, and allowed time to tune their instruments or make other preparations.

Guests begin to arrive at the palace from 10:00 a.m., eager to be the first to meet the city's ruler. Once their invitations have been checked they are held in an outer courtyard, where musicians play and liveried servants distribute refreshments. By 2:00 p.m., the courtyard is a heaving mass of people.

2:00–4:00 P.M.

Precisely at 2:00 p.m., a trumpet fanfare announces the opening of the garden party. Graf Boris makes his way from the palace to his pavilion, escorted by a dozen Knights Panther. As he enters his pavilion his electoral flag is raised to indicate his presence. Breugal takes up his station by the Graf's right shoulder, and indicates with a nod that guests may enter.

For the next two hours or so, the guests file past the Graf's pavilion, offering a bow or curtsy and receiving a distracted nod of acknowledgement. The few who try to speak to the Graf are quickly seen off by Breugal.

Among the first arrivals are several prominent members of the city's Dwarf community — with typical Dwarven precision, they take the start time on their invitations literally, and would never think of being late. They bow formally to the Graf, but with a successful **Challenging (+0) Perception** Test, any Character can tell that beneath their impassive faces and impressive beards they are deeply unhappy. A Dwarf Character does not require a Test to see this. Prominent among them is an old Dwarf with a fine, long white beard and a terrible squint. This is Convenor Yarnad Magradil, who manages the Dwarf office of the Kommission for Dwarf, Elf, and Halfling Interests.

Bettie Greenhill, the ebullient and industrious Halfling who manages the Graf's Kitchens, starts to lay out platters of food on trestle tables near the hedge maze. She fetches a hutch of rabbits around 3:30 and places them near the hedge maze to help keep younger garden party guests amused.

4:00–5:00 P.M.

As the early arrivals thin out, more prominent members of Middenheim's court begin to arrive.

A cheery group led by Rallane Lafarel comes in from the Square of Martials, where the archery tournament has just finished. If the Characters have managed to befriend the court minstrel, they may be with him as his guests. Siegfried Prunkvoll accompanies the group, talking eagerly about the events of the tournament to anyone who makes eye contact. Meanwhile, Rallane and his friends greet the Graf, and Rallane mounts the stage to give an impromptu performance on the lute. A crowd gathers round to hear him play, while the Dwarf delegation stands to one side, glaring at the Elf whom many blame for the introduction of the Dwarf Tax. Yarnad Magradril makes a comment before Rallane's second tune. *'Sweet enough for warbling I suppose, but if the Chancellor taxed you by the note he'd fill his coffers without having to bother them that does proper work.'*

There is an awkward silence, and if a Character thinks of something suitably mollifying to say, they may well earn some gratitude from all in attendance (alternatively if they exacerbate matters, they earn people's disapproval). Rallane plays for about fifteen minutes before leaving the stage to stroll about the party, chatting with friends, visiting the other entertainers, and playing from time to time.

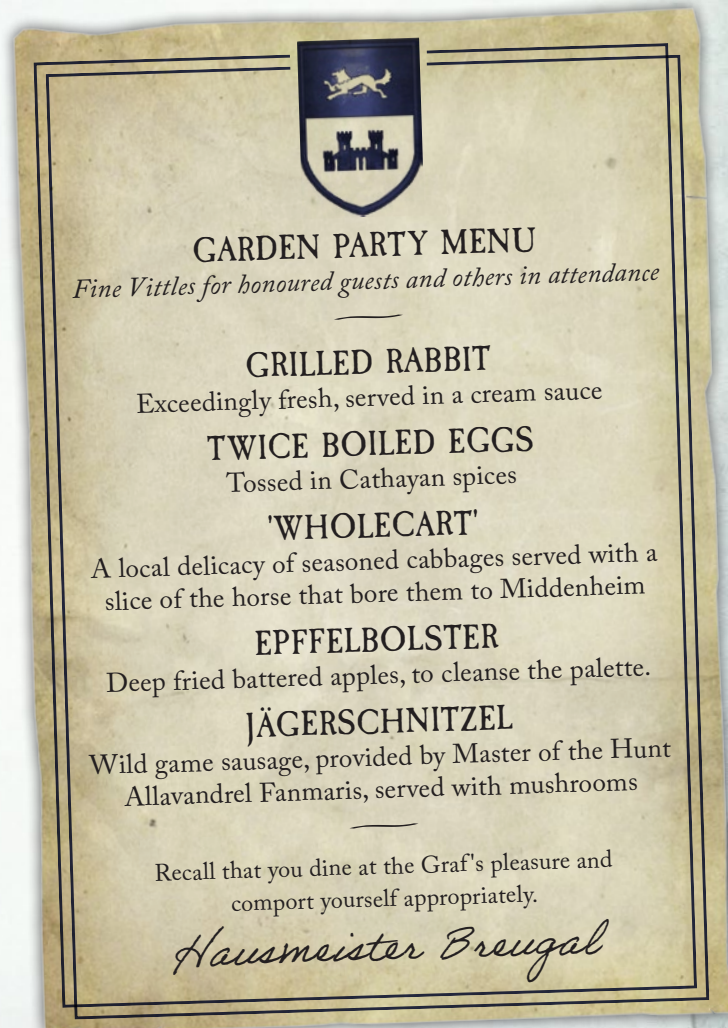
Petra Liebkosen emerges from the palace, in the company of a pudgy man in his fifties. Richly dressed in Marienburger fashion, her companion seems both fascinated by her company and determined to talk her ear off. She smiles politely and puts in a word or phrase where she can, but her increasing annoyance is clear to anyone who makes an **Easy (+40) Intuition** Test. Characters who have previously made her acquaintance may try to rescue her from her tedious guest, gaining her gratitude if they do so without causing an incident. The man is Thijs van Zaliyvwijre, a high-ranking member of Marienburg's Goods Exchange, and his goodwill ensures that Middenheim's merchants trade on favourable terms in the great port-city.

Luigi Pavarotti arrives a few moments later, laughing loudly and staggering a little as he leans on two giggling young women who are clearly not dressed for a garden party: a successful **Average (+20) Perception** Test leads a Character to the conclusion that they are barmaids from the Festival of Fine Ales in the Great Park. Breugal intercepts the group as it weaves its way towards the Graf, stopping Pavarotti with a palm on his chest and a few quiet words.

The Tilean's face darkens momentarily, then he turns around with a good-natured shrug, escorting his two supporters back out of the palace and leaving each with a kiss. They head happily back to their duties at the Great Park, talking about having seen the palace, while Pavarotti totters back to the party, bowing deeply to the Graf and biting his thumb at Breugal as he straightens up (characters familiar with Tilean culture recognise this as a highly impertinent gesture).

Baroness Marlena Klochmann from Hochland arrives. She is a distinguished lady with stiff movements who looks old before her time, with pale skin, grey hair and bright green eyes.

This is an alias of Brunhilde Klaglich. She mingles, giving nothing away. Her time here is spent listening in to others' conversations and gauging how well her plans are progressing. If the characters are indiscreet about their investigations she may well overhear them.



High Priest Werner Stolz of the Temple of Sigmar arrives, accompanied by a couple of initiates. A group of visiting merchants from Altdorf gravitates toward him, discussing the current religious tensions and asking him about recent rumours of anti-Sigmarite atrocities in Middenheim and across Middenland. He answers as best he can, but seems uncomfortable. As the conversation goes on, nearby partygoers quietly move away, leaving the Sigmarites alone and clearly isolated from the rest of the crowd. It is a subtle gesture, but definite, and Characters who pay attention notice that neither the priests nor the merchants have much to do with the other guests for the rest of the party. The Characters can join in the conversation if they wish; fellow Reiklanders are welcomed into the group, at the cost of being increasingly shunned by the surrounding Middenheimers. They can pass along any rumours or facts about the religious situation, and the growing north-south divide in general.

Isolde Begegnen, High Matriarch of the cult of Shallya in Middenheim, arrives. She looks concerned by the sight of the Graf and speaks to him softly for a while before Breugal ushers her on. She mingles with other guests.

At this time Petra Liebkosen and Thijs van Zalijswijre wander about in the hedge maze.

5:00–6:00 P.M.

Marshal von Genscher arrives, bowing to the Graf and saluting the Knights Panther who flank his pavilion; they respond by snapping to attention. Von Genscher pauses briefly, scanning the crowd as if looking for someone, and then turns and hurries away into the crowd. Seconds later, Siegfried Prunkvoll struggles through the crowd in pursuit of him, giving up after a few dozen paces.

Luigi and Rallane, who have both wanted to get to know one another a little better, take a stroll through the hedge maze.

High Wizard Albrecht Holseher arrives, accompanied by his deputy Janna Eberhauer and her sister Erina. All three are in the formal robes of their respective orders. Holseher bows stiffly to the Graf, who barely acknowledges him; he steps forward and opens his mouth to speak, but is stopped by a look from Breugal. Janna, meanwhile, scans the crowd. She sees Petra appearing from the hedge maze and gives her a friendly wave. Holseher wanders off and leaves them, as Janna points out major NPCs to her sister. If the Characters have already made Erina's acquaintance at the Templar's Arms, this is their opportunity to be introduced to Janna. Her reaction to them is modified by the impression they have already made on her sister.

Natasha Sinnlich arrives accompanying Sergei Bukharin, ambassador to the Empire from Tsar Rarii Bokha of Kislev. He wears his hair and moustaches in long braids threaded with ceramic beads and he radiates strength. Despite the splendour all around, he can hardly take his eyes off Natasha, who reminds him of an old lover. She smiles and responds with seeming affection, but a **Hard (-20) Intuition** Test leads any Character to conclude that her manner is feigned.

Those close enough to overhear gather that they have just come from the Minotaur fights at the Bernabau Stadium, and the visitor is part of a Kislevite diplomatic mission that arrived shortly before Carnival week began.

Gotthard Wallenstein arrives and bows to the Graf, treating him to an oily and ingratiating smile. The Graf nods without even looking up, and Gotthard stifles a scowl as he turns on his heel, snatches a drink from a passing tray, and stalks off into the crowd.



Convenor Yarnad Magradil spots Gotthard and wades through the crowd toward him with grim determination. The Dwarf tries to corner Gotthard on the subject of the new taxes. Gotthard makes excuses about none of them being his idea (unconvincing, for the chair of the Kommission on Commerce, Trade, and Taxation, but true nonetheless) and tries to persuade Yarnad to take the matter up with the Law Lords. If the Characters are interested in making Gotthard's acquaintance (whether or not they already know that he is actually Gotthard von Wittgenstein), this is an opportunity for them to step in and smooth things over.

This is not easy, though, as Yarnad is outraged and insulted and knows that his community is looking to him to take action.

A cheer goes up from the entrance to the garden as Allavandrel Fanmaris arrives, lofting the archery trophy in triumph — or, if he has failed to maintain his winning streak, carrying the victor on his shoulders. If one of the Characters won the tournament, the whole party is with the huntmaster as his guests. Anyone close to Janna Eberhauer who passes a **Hard (-20) Perception** Test notices her look over to the source of the cheer, like most other guests, and then turns away quickly, with a slight blush on her cheeks. Meanwhile, Allavandrel and Rallane greet each other with a wave and a shout in Elthárin, gesturing to a nearby drinks table where they and their companions meet up with much cheering and back-slapping.

Natasha Sinnlich and Sergei Bukharin take their turn to find their way through the hedge maze.

Luigi is not a wholly malign man, but when bored he does indulge in an appetite for high jinks. Having found the punch rather tame, he doctors it with extract of Weirdroot. Anyone drinking a glass from this point forward should make an **Average (+20) Toughness** Test, or suffer the effects of Weirdroot (WFRP, page 307). Characters passing a **Very Hard (-30) Perception** Test spot the Doktor producing a small vial and preparing to empty it into the punch bowl. They could let him know they have their eye on him, in which case their discretion wins them his friendship. Alternatively, they could inform the authorities. This would end the Physician's career in Middenheim, but wins the Characters the high regard of Chaperone Zimmerlich. If Bettie Greenhill is informed she provides a fresh bowl of punch, and can scold Luigi without costing him his position at court.

6:00–7:00 P.M.

Dieter Schmiedehammer and Kirsten Jung arrive together, with her two sisters Ulrike and Bertha. The sisters may have shared a coach with the Characters on the journey from Altdorf (as well as the early part of the adventure **Flying Death Skulls** (see pages 98-119), and this is an opportunity to renew the acquaintance and possibly to be introduced to Kirsten and Dieter as gallant travelling companions. Depending on the events of the journey, the Characters can gain an initial bonus to Fellowship Tests when dealing with Dieter and Kirsten, up to a maximum of +30. Those who did not endear themselves to the sisters are not granted an introduction: their subsequent dealings with Dieter or Kirsten suffer a penalty of up to -20, and if they persist in bothering the group, Dieter sees them off.

A scuffle breaks out between children at the rabbit hutch, and a pair of rabbits escape and hop into the hedge maze.

The rather infirm Baroness Marlena Klochmann presses on Siegfried Prunkvoll to help her find her way through the hedge maze. Siegfried condescends to help the Baroness. Anyone who passes a **Hard (-20) Perception** Test notices that he is more relieved at the invitation than she is by his agreeing to it, after all no one else was paying him any attention.

Another flourish of trumpets announces the arrival of 'Princess' Katarina, who comes out of the palace accompanied by her chaperone Hildegard Zimmerlich and lady at court Emmanuelle Schlagen. The little group curtsies to the Graf, who looks up and smiles wanly. A successful **Challenging (+0) Intuition** Test allows a Character to notice the pride in his eyes as he looks at his daughter, and a hint of something else — perhaps an attempt to rally himself? — when he acknowledges Emmanuelle.

THE WINE OF MADNESS



If you intend to make use of the short adventure 'The Wine of Madness' found on page 23, you may wish to lay the groundwork for that adventure now. Gotthard has taken a little of the Estalian Mosca with him to sample at the garden party, or perhaps to taint the drinks or food that can be had there. Characters who pass a **Challenging (+0) Perception** Test will spot Wallenstein drop a small glass bottle from inside his waistcoat at around 5:45 pm, before quickly recovering it and glancing about to see if anyone noticed him. There are too many present for him to spot the Characters unless they draw attention to themselves. Those who passed the Perception Test by at least +2 SL notice that Luigi Pavarotti, fresh from his own much milder enhancement of the punch, got a good look at the bottle Gotthard dropped and seems quite amused...

Almost as soon as the 'princess' turns away from her father, a tidal wave of handsome young gallants surrounds the three women. Hildegard and Emmanuelle stand by Katarina's side, doing their best to deflect as many as they can, but Katarina herself hardly seems to notice. She politely offers distant responses to the deluge of compliments and attempts to grab her attention.

Bettie Greenhill enters the hedge maze to search for the stray rabbits.

After making a circuit of the party, High Wizard Albrecht Helseher returns to the Graf's pavilion. Anyone passing a **Hard (-20) Perception** Test sees him start to say something before Breugal steps forward and raises a warning hand. Shooting a venomous glance at Breugal, he bows and takes his leave. He had tried to talk to the Graf about the taxes, but the chamberlain did not want his master bothered.

Isolde Begegnen is working up the nerve to talk to Gotthard Wallenstein. Anyone passing a **Hard (-20) Perception** Test notices her watching him intently for a while. She does not approve of his wild manner of carousing. After a while she approaches him. He immediately settles down, and stands respectfully. She then thanks him effusively for the generous donations he has made to the Shallyan institutions in Middenheim. He smiles an unctuous smile and tells her that it was his most humble pleasure.



Siegfried Prunkvoll emerges from the hedge maze. Spotting the 'Princess' he rather ungraciously leaves Baroness Marlene and joins the throng of young men surrounding Katarina. He is roundly ignored by everyone, and after a while he leaves to mingle once more. He spots von Genscher eating a pastry nearby, and starts toward him with a hopeful expression; the Marshal, however, spots Siegfried from the corner of his eye and moves quickly away, striking up a conversation with Sergei Bukharin about the logistics of supplying a field army in the cold boreal forests of the Troll Country. Anyone passing an **Average (+20) Perception** Test notices Siegfried grimace and shrink visibly. He shuffles dejectedly to the pavilion, bows to the Graf and takes his leave.

Having mingled for a while, Dieter, Kirsten, Ulrike, and Bertha sit down with Rallane and Allavandrel and share a few drinks. Having made their introductions, Bertha and Ulrike navigate the hedge maze, during which they encounter Bettie Greenhill still looking for the rabbits.

Shortly before 7:00, guests begin to drift away, heading for the Royal College of Music and the opera *The Barbarian of Vessile*. These include Rallane Lafarel, surrounded by a boisterous group of friends, and Marshal von Genscher, walking purposefully but alone. Baroness Marlena Klochmann, who knows not to push her luck, also vanishes at this point.

7:00–8:00 P.M.

Ar-Ulric arrives with a small party of three priests and two Knights of the White Wolf. He bows to the Graf; the White Wolves suppress scowls at the scant nod he receives in return. Ar-Ulric speaks briefly to his companions; the priests nod and head off toward a nearby drinks table, but the White Wolves shake their heads. After holding their impassive gaze for a few seconds, Ar-Ulric snorts in frustration and heads off into the crowd, the two knights matching his stride.

Characters close to Emmanuelle Schlagen may make a **Challenging (+0) Intuition** Test to notice that she and Ar-Ulric exchange a glance. It is clearly meaningful, but hard to interpret: an Impressive or better success will lead to the conclusion that they are romantically involved, and hoped to meet at the party before the High Priest's bodyguard thwarted them.

Petra Liebkosen and Janna Eberhauer take a wander through the hedge maze.

Bettie Greenhill leaves the hedge maze having captured the errant rabbits.

Isolde Begegnen has spotted Ar-Ulric. Anyone passing a **Hard (-20) Perception** Test notices her try to catch his eye before looking saddened and frustrated. She leaves the party.

Allavandrel expresses a desire to take in the Festival of Fine Ales. He is joined by Dieter, who says goodnight to Kirsten and her sisters, leaving them in the company of the Eberhauer sisters.

Gotthard notices Dieter has left. He sits down next to Bertha Jung, yawns theatrically, and tries to put his arm around her shoulder. She recoils violently and slaps him.

The shifting currents of people bring Ar-Ulric and his two Knights of the White Wolf suddenly and unexpectedly face to face with High Priest Werner Stolz of the Temple of Sigmar and his two initiates. There is an awkward pause before the two priests acknowledge each other with a nod; the initiates and the knights glare at each other, and a successful **Challenging (+0) Perception** Test allows any Character to notice the knights' knuckles whiten slightly as they grip the hafts of their great hammers. Then the two priests turn away from each other, and the groups go their separate ways.

Gotthard Wallenstein leaves the party, accompanied by three or four junior merchants. The group of merchants leaves the palace complex and heads into one of the city's less reputable districts in search of less refined company.

8:00 P.M.

Precisely at 8:00, a flourish of trumpets signals the end of the party. The Graf rises from his throne, acknowledging the bows and curtsies of the crowd with a vague wave of his hand, and returns to his private apartments in the palace. 'Princess' Katarina, her chaperone Hildegard, and the lady at court Emmanuelle accompany him. A successful **Challenging (+0) Perception** Test allows any nearby Character to notice that the Graf casts an affectionate glance toward Emmanuelle, which she returns; on an Impressive or better success, though, her response may seem a little forced. Just as they leave the garden, Emmanuelle looks around, locking eyes briefly with Ar-Ulric before the group enters the palace. Any Characters near Ar-Ulric may attempt a **Challenging (+0) Intuition** Test to notice a look of mixed affection and pain cross his face. He heaves a visible sigh and walks quietly toward the exit, flanked by Knights of the White Wolf.

Yarnad Magradil leaves promptly at 8:00; after all that was the time noted on his invitation.

At a nod from Breugal, the palace servants begin clearing away furniture and food as the musicians and other performers pack up and prepare to leave. Bettie Greenhill manages staff as they return crockery and cutlery to the kitchen.



A group of guests leaves, including Kirsten and her two sisters, and Janna Eberhauer and her sister Erina. If a Character won the archery tournament earlier in the day, or befriended Dieter or any of the Jung sisters, they may be invited to join the group as they head for one of the city's classier hostelrys — the *Laughing Jackass* — to spend the rest of the evening.

Petra and Natasha say goodnight to their charges and retire to their apartments in the palace to change. Thereafter Petra joins the group at the *Laughing Jackass* while Natasha heads for the *Harvest Goose*, where she meets the Kislevite ambassador again over a sumptuous meal. He is besotted with her, while she sees him as a useful source of influence outside Middenheim.

Luigi Pavarotti is among the last to leave, taking a quick circuit of the garden, emptying any glasses and bottles that have not yet been cleared away. With a quick look to make sure Breugal is out of sight, Luigi slips a half-emptied bottle of wine under his arm and heads to the Great Park, where the Festival of Fine Ales is still in progress.



RESOLUTION

There are no particular plots to resolve, so when the garden party is over, it's over. The Characters will have had the opportunity to observe many of the key members of the Graf's court, and to become acquainted with a few of them; they may have learned a few things to their advantage, or been inspired with ideas about what to do next. What happens now is up to the Players and the GM.

REWARDS

Beyond any points you offer for good roleplaying and clever ideas at the end of the session, XP should be awarded for the following:

- 20–30 points for making a favourable impression on a major NPC.
- 10–30 points for good fellowship at the event, such as: taking the sting out of Yarnad Magradil's remarks about Rallane, ensuring Petra is not too bored by Thijs, providing company to the Sigmarite delegation, occupying Siegfried for a period of time, facilitating the introduction of Janna to Allavandrel, dealing with Luigi's attempt to spike the punch, telling Gotthard to leave people alone.
- 20 points for overhearing a conversation in the hedge maze.
- 5 points for each rumour heard or piece of information gained through **Intuition** or **Perception** Tests and other means.

CHAPTER 2

CAMEO ADVENTURES

In this chapter, you will find a selection of short adventures and encounters that can be used in various ways. They can be dropped into **Power Behind the Throne** as distractions, to slow the Characters down if they are making too much progress too quickly, or they can be used as separate adventures and encounters in Middenheim. With a little adaptation, most of them could be set in any of the Empire's great cities or larger towns.

THE WINE OF MADNESS

This short adventure can be used to add another layer of complication to the end of the Carnival in **Power Behind the Throne**, and strengthen the role of Gotthard Wallenstein in the adventure. If the Players already have their hands full, it may be omitted or used at another time in another city. Before running this adventure, it is advisable to read **The Jade Sceptre: A GM's Guide** (page 32) in this book.

THE JADE SCEPTRE IN MIDDENHEIM

The followers of Slaanesh in Middenheim have seen more auspicious times: like other Chaos cults in the city, they have suffered from the rise of the Purple Hand. However, the cult of the Jade Sceptre is active enough, and the schemes of one member in particular should provide the Characters with plenty to think about.

The most active cell revolves around a small group of wealthy young rakes who style themselves 'The Deviants and Decadents'. This inner circle has a surprising amount of political influence, if it should choose to use it, although not as much as the Purple Hand can bring to bear. Still, the Jade Sceptre could become a significant power in the city if its members looked up from their excessive indulgence long enough to formulate a plan. So far, they have not. Recently, a more ambitious member has joined their ranks.

Gotthard von Wittgenstein

Gotthard von Wittgenstein is the last remaining member of an ancient but little-known Reikland family. The von Wittgensteins had risen to prominence in the service of the Empress Margaritha in the 1980s (Imperial Calendar), but since then they have sunk back into obscurity. For one reason or another (but mainly because each succeeding generation was developing more and more mutations), none of the family had left their barony for more than seventy years.

Gotthard was bored in the family's crumbling castle, tired of the same old faces (and beaks, and tentacles): his sister spent all her time hunched over dismembered corpses; his brother was obsessed with taxidermy; his mother was completely deranged; and his father looked more like a giant cockroach every day. Eventually, he could bear it no longer.



Although, rather surprisingly, they had yet to receive a call from the Witch Hunters, the von Wittgensteins had developed a rather unsavoury reputation among the riverfolk who passed beneath their towering castle. Mutants seemed more numerous in those waters, to say nothing of corpses. He had developed a correspondence with a friend in Middenheim, who hinted at dark pleasures that he knew he would have to experience for himself.

Gotthard von Wittgenstein arrived in the city a few months ago, and through the influence of high-ranking cult members and his own boundless energy and ambition, he rose quickly. Under the assumed name of Gotthard Wallenstein, he became not only the Chairman of the Merchants' Guild but also the Convenor of the Kommission for Commerce, Trade, and Taxation, giving him considerable power over the city's economy. So far, he has only used this power to line his own pockets and those of his friends, but he has something special planned for the last night of the Carnival.

GOTTHARD'S PLAN

As readers will gather from **Power Behind the Throne**, Carnival week is a raucous time, when the normally dour Middenheimers let loose and enjoy themselves. People come from all over the Empire to join in the festivities: it is a time of spectacular parties, and monumental hangovers. This year, the Merchants' Guild has announced that on the last night of the Carnival, it will pay for every fountain in the city to flow with wine instead of water. Although Gotthard believes the idea was his alone, it was in fact subtly suggested to him by the Law Lord (and Purple Hand leader) Karl-Heinz Wasmeier, who thought it a good way to blunt public outrage at the new taxes he is forcing through, while simultaneously focusing attention on the merchants rather than the Law Lords. Such a display of conspicuous wealth, coupled with a few well-placed rumours, will promote the idea that the merchants are somehow behind the new measures, or at least that they are profiting handsomely from them.

Unknown to Wasmeier, Gotthard — who is completely ignorant of Wasmeier's plot or his status as a member of the Purple Hand — has added a further detail to the plan. He has obtained a huge quantity of a drug known as Estalian *Mosca*, a powerful stimulant rumoured to fuel many wild parties, and plans to spike the free wine with it. For the last night of the Carnival and most of the following day, Middenheim will become one vast revelry, a tribute that will surely attract the notice of Slaanesh and may even lead to the city's fall.

Preparations

Through cult contacts in Marienburg, Gotthard has obtained three barrels of *Mosca*: a huge quantity, representing tens of thousands of individual doses. Brought into the city under the cover of the hundreds of barrels supplying the Festival of Fine Ales at the Great Park (**Power Behind the Throne**, page 65), Gotthard inspects the barrels when he visits on Wellentag around 1 p.m. Having marked the barrels in question, he goes about his business while one of his trusted agents, a dissolute lass named Addic, will 'buy' the 'ales' in question and have them delivered to a restaurant and tavern in the Neumarkt-Osttor district called the *Templar's Downfall*, ostensibly to add to their stock. From there, the schemers decant the drug into empty wine bottles, which are 'delivered' in cases of twelve bottles to various warehouses around the city, where the wine purchased by the Guild is stored. It takes several days for the cult to spike all of the wine, but everything should be complete in time for the promised filling of the fountains on Festag evening.

The Festival of Fine Ales



Wellentag, Augebtag and Marktag
from

Noon untill 11 bells
or later, should be Watch be languid
to be held in
The Great Park

Brewers from every district of Middenheim and
beyond present the finest examples of their craft.

With this flyer only, buy two drinks for the price
of three and recieve a third drink FREE

THE BEST-LAID PLANS

As simple as this plan is, there are a number of things that can go wrong, tipping off the Characters that something sinister is afoot and prompting them to investigate. Here is one example.

A Simple Mistake

If they are at the Festival of Fine Ales between noon and 1 p.m., the Characters come upon a commotion at a beer tent with a sign outside reading '*J. Thijksen, Marienburg*'. If the Characters investigate, they see several employees and bystanders struggling to hold steady a clearly intoxicated Carnival-goer spewing an increasingly incomprehensible stream of colourful lanuage. The drunkard is raving in the language filthy enough to make a state soldier blush, and when brought outside the tent turns his vitriol first towards a series of horrified patrons who seem to know him, then to a nearby tent pole, a rain barrel — anything within earshot.

ESTALIAN MOSCA

Cost: 15/-

Enc: 0

Availability: Rare

Estalian *Mosca* is a clear, oily liquid that is usually consumed in food or drink. Each dose increases Toughness and Agility by +10 and lowers both Intelligence and Willpower by -10. In addition, all *Fatigued* Conditions are removed and no more can be gained until the dose wears off. The effects last for a number of hours equal to the imbiber's Toughness Bonus.

A successful **Challenging (+0) Perception** Test (+10 for Physicians, Spies, or anyone else who has practical knowledge of drugs and poisons) reveals a strange, glazed look in the drunkard's eyes, a flush in his face, and profuse sweat running down his forehead and cheeks, quite out of keeping with the weather. Others may make an **Easy (+40) Intelligence** Test to observe that it is very early in the day for anyone, even a seasoned drinker, to be as drunk as this man seems to be. At that exact moment, his eyes start almost out of his head, his whole body is wracked by a tremendous spasm, and he falls down dead with blood leaking out of his eyes, ears, and mouth.

Questioning the staff and bystanders turns up that the man came into the tent with his fiancée and a number of friends and relations from both families. He ordered a beer, took one sip, and spat it out with an oath, saying that it was not beer at all. The embarrassed tent staff took the barrel off and were in the process of tapping another one when the drinker apparently went insane.

If the Characters try to locate the barrel, they are pointed to one at the side of the tent that turns out to be empty, and seems perfectly normal. An observant bystander may be able to tell them that the drinker was served from a barrel marked only with a plain looking label, but the empty barrel bears a familiar brewers seal, as do all the others that the Characters can see.



The unfortunate drinker was accidentally served a full tankard of *Mosca* by a staff member who is not in on the plot, and one swig was enough to cause a fatal overdose. One of the tent's staff, an intermediary for the Jade Sceptre, hurried it out of sight in the curtained stock area at the back of the tent before the Characters arrived, which is where it should have been all along. The three barrels of *Mosca* are hidden among almost a hundred others, stacked at the back of the tent to serve the day's drinkers, and the Characters are not permitted to interfere with the stock: the staff call the Watch if they persist in investigating the inventory.

No matter how they try, the Characters are unable to find anything wrong with the beer sold in the tent. If they try to claim that the tent's beer is poisoned, they are thrown out; any complaints to the Watch are met with polite skepticism and a promise to investigate 'in due course'. This, naturally, never happens.

If the Characters are still at the tent at 1 p.m., they see Gotthard arrive, although they may not know who he is. He seems to be just another well-to-do festival-goer until, mug in hand, he motions one of the staff to one side. A **Hard (-20) Lore (Chaos)** Test or a **Difficult (-10) Lore (Slaanesh)** Test leads a Character to recognise a Jade Sceptre hand sign in the exchange of gestures. After a whispered exchange, he goes through into the stock area, emerging about thirty seconds later, finishing his drink, and carrying on with a circuit of the festival. Along the way, the Characters may be able to see him nod to a disreputable-looking woman — Addic — in passing.



If they watch the tent, Addic arrives an hour or so later with a donkey-cart and three hired guards, loading up the three barrels and driving to the *Templar's Downfall*. The Characters have a chance to intercept the cart at this point, although the Watch will not look favourably on anything that seems like attempted robbery, especially if the guards — a sensible precaution for anyone moving drink across the city during Carnival week — are injured.

Once in the *Templar's Downfall*, the barrels are safe from anything less than a full-scale assault. Secure in the cellar, the drug is decanted. If they are still watching the place at noon the following day, the Characters see several crates of bottled wine being loaded on to a cart for delivery to the Merchants' Guild, but they will not see any barrels leaving and they will not know that anything is wrong with the 'wine'.

If the Characters manage to sneak or force their way into the cellar of the *Templar's Downfall* before the process is complete, they find it crowded with Jade Sceptre cultists who attack any intruders on sight. They outnumber the Characters by at least three to one, and are desperate to ensure that no word of their activities gets out. If the Characters manage to get into the cellar after noon on Aubentag, they find the three marked barrels, all empty. It takes a **Hard (-20) Extended Trade (Apothecary)** or **Trade (Poisoner)** Test with 8 required SLs to identify the rapidly drying residue inside the barrels as Estalian *Mosca*, with each roll requiring about five minutes of examination.

What Now?

Even if the Characters have realised what is going on, and have followed the trail from the *Templar's Downfall* to the Merchants' Guild, they will not simply be able to storm in and expose the plot. The Guild, and Gotthard as its Chairman and Convenor of the Komission on Commerce, Trade, and Taxation, have too much clout for a wild accusation from a group of adventurers from out of town to be taken seriously.

If they decide to take action themselves, they will have to track down all the tainted wine before it reaches fountains all across the city, and either take it or destroy it. Neither course is likely to endear them to the thousands of people who are looking forward to free wine, and the results could range from a mob beating to a full-blown riot.

Oh, What A Night

The rest of this adventure is left to the GM, based on the Characters' actions so far, the contacts they have made within the city, and how they decide to deal with the problem. At the GM's option, the city may indeed see a night of unbridled havoc if they fail, perhaps accompanied by Daemonettes (*WFRP*, page 335) appearing here and there.

The Daemon Drink

Alternatively, some other power may step in and save the day. For example, a faction of hard-line temperance campaigners (possibly led by one or more flagellants) might lay siege to the *Templar's Downfall*, denouncing it as a den of iniquity and making it impossible to move the tainted barrels to the Merchants' Guild. They might gather outside the guild house, making it impossible to take the wine to the fountains, or they might attack the fountains themselves.

Sigmarite flagellants, of course, might cause a riot simply by their presence in the city, so perhaps the protests are led by a priest of Ulric — possibly a Wolf-Kin (see page 154 of **Middenheim: City of the White Wolf**) — who was granted a vision warning of a threat to the city from the wine.

In any event, the protest devolves into a series of riots as townsfolk and visitors exchange harsh words, improvised missiles, and blows with the protestors. The situation continues to spiral out of control until the Watch has to intervene in force, which might prevent them from being somewhere else at a crucial time.

For an added layer of complication, the protestors might include some followers of Khorne from a local cult (such as the Crimson Skull, which is detailed in **Middenheim: City of the White Wolf** — for the Blood God and the Prince of Pleasure are implacable enemies). The two cults will fight it out under cover of the riots.

In Vino Verminous

To add to the confusion even further, the Skaven might steal the tainted wine to help in their attack on the city at the end of which will occur during **The Horned Rat**. Bottles or cases of the wine are planted in the kitchens of the Collegium Theologica, the Wizards' and Alchemists' Guilds, and other selected locations, to lower their defences and make it easier for the assorted and sometimes conflicting Skaven plans to come to fruition.

ENDING THE ADVENTURE

The adventure ends when the plot has been thwarted, or when the fountains begin to flow with the tainted wine. The Characters may have learned more about the cult of the Jade Sceptre and Gotthard von Wittgenstein, and they may know that he is the last of the von Wittgensteins, living under an assumed name. They may have earned themselves some leverage with a major figure in the city, just in time to make use of it in the plot of **Power Behind the Throne**. Although Gotthard's influence is limited, every little helps!

If things have not gone well, the Characters will not only have failed to stop the attack on the city, but wasted precious time. They will have some catching up to do if they want to thwart the greater plot of Karl-Heinz Wasmeier and the Purple Hand.

For total success in this adventure — the plot foiled and Gotthard exposed or turned into a tool for the Characters to use — each Character should be awarded 100 Experience Points, with the usual bonuses for bright ideas and good roleplaying. For partial success or failure, reduce the awards in proportion to the party's achievements.

WATCH THE BIRDIE...

This incident could be used almost anywhere in the city, but is perhaps most effective either in a market area or wherever large numbers of moderately wealthy people are likely to be walking about. The incident takes place in daylight.

About 30 yards away, there is a sudden blur of action. There is a scream and some shouting, and a bird flies away rapidly, with people throwing stones and other improvised missiles at it. Any Character with an appropriate Skill can identify the bird as a magpie. What do the Characters do?

RUSHING TO HELP

If the Characters hurry to the scene of the activity, they find a distraught, middle-aged woman from whom the bird has just stolen a jewelled hair-pin, or a furious stallholder from whom it has stolen some small but valuable trinket, or some other victim from whom the bird has stolen something small, shiny, and valuable. By the time they reach the scene, the bird is long gone. If the Characters have failed to make the acquaintance of a major NPC, this could be an opportunity to introduce them — the woman above could be one of the Ladies of the Court, for example.

SHOOTING

The Characters suffer from the usual -20 penalty for shooting at a Little target. There is time for one round of missile fire from the moment the Characters first see the bird to when it disappears behind a tree or rooftop. The bird is flying fast and fairly low, so the Characters' shots may endanger bystanders and could cause a panic. In this event, a Watch patrol arrives on the scene in 2d10 rounds, and the party may be charged with causing a breach of the peace. If the Characters manage to bring the bird down, they are able to explain the situation to the Watch and may get away with a warning and perhaps a spot fine of a Crown or two. Otherwise, a successful **Challenging (+0) Charm** Test, bribery, or some other means is needed to avoid a heavier penalty: a fine of 2d10 GCs and the confiscation of their missile weapons.

If the bird is brought down and the stolen object recovered, the victim offers to pay any fine the Characters may have incurred, and gives them 5 GCs as a reward.



PURSUIT

If the Characters decide to follow the bird, you may make use of the pursuit rules on page 166 of **WFRP**, though unless they can themselves fly they will not catch the creature, merely keep up with it. The bird has an effective Agility of 33 and a Move of 8. Talents such as *Excellent Vision* give the usual bonuses. If they manage to keep the bird in sight for 5 successive rounds, they see it fly through a window into the attic of a building several streets away. A successful **Challenging (+0) Intelligence** or **Average (+20) Navigation Test** is required for the Characters to find the building.

The building stands a storey taller than those around it, and there is a single door at street level. Going through the door, the Characters find a narrow hallway with doors on either side and a staircase leading upwards. The building is split into apartments, and after two or three landings the Characters reach the door to the attic. The door is locked, but fairly flimsy — a **Challenging (+0) Strength Test** will see it smashed off its hinges.

Beyond the door is a small attic room furnished with a bed, a table with two chairs, and a small cupboard. A small, wiry, shabbily dressed man of about thirty is sitting on the bed, which is strewn with brightly shining baubles of all descriptions. As the Characters enter the room, a raven takes off in alarm from its perch on the back of a chair and flies out of the window. As soon as he sees that he is outnumbered, the thief surrenders, but he attempts to escape if the opportunity arises.

If the Characters turn him over to the authorities, they receive a reward of 17 GCs 10/–, this being 10% of the value of the goods recovered. On the other hand, this thief could be useful if the Characters wish to make contact with the city's underworld. In either case, a reward of 25 Experience Points is appropriate for each character who helps the party discover the operation.

FURTHER POSSIBILITIES

The Characters might witness several aerial robberies over a period of time, all in the same general area, until they decide to take action. They could hear rumours of a bird stealing small items of jewellery on a few occasions, or witness a dispute between a stallholder and a shopper who claims that a trinket on the stall was stolen from them a few days ago. The operation can make a good piece of background noise, to distract the players from the main thread of their adventure and to help create the feeling that things are happening in Middenheim even when their Characters aren't around.

NICE TEDDY...

This incident takes place during the day, while the Characters are wandering through any area where they are likely to encounter an entertainer — Chapter 4 of **Power Behind the Throne** gives more information on this. An entertainer stands on a street corner playing on her flute while a dancing bear shuffles comically to the music. It wears an iron collar attached to a chain looped through the piper's belt.

A small crowd has gathered, including a number of street urchins who jeer and play dares to see who will go closest to the animal. One of them throws a stone, hitting the bear in the eye. With a bellow of pain, it lunges forward, snapping the chain taut and pulling the piper off her feet. The crowd scatters as it advances on the stone-thrower, dragging the struggling piper behind it.

By the time the Characters are able to do anything, the bear has trapped the urchin in a corner, and the piper is still unsuccessfully struggling to regain her feet. She is shouting to the bear to stay still, but without effect.

The bear has a standard profile (**WFRP**, page 314) but its Movement score is reduced to 3 due to dragging the piper. Characters with a higher Initiative score than the bear must still make a successful **Initiative Test** in order to act before it can attack the cornered urchin. You should also make a **Challenging (+0) Initiative Test** for the piper at the beginning of each Round, based on a score of 31. On the first successful

Test, she regains her feet and starts using her Animal Training Skill (45) to calm the bear, provided it is not in combat. If any Character attacks the bear, it cannot be calmed down unless it is first successfully distracted (see below).

The Characters have a number of options apart from simply standing by and watching the terrified urchin be shredded.

ATTACKING

The Characters can attack the bear and try to kill it — this is probably the least satisfactory option. Although it saves the urchin and perhaps many others, the piper is not happy about losing her livelihood!

DISTRACTION

Secondly, they can try to distract the bear long enough for the urchin to escape. If the Characters try this, make a **Challenging (+0) Willpower** Test for the bear. If it fails, it is distracted long enough to allow the urchin to escape. However, it is still angry, and attacks the nearest Character unless it can be calmed with a **Charm Animal** Test opposed by the bear's **Willpower**. A single SL on the Opposed Test is enough to calm the bear long enough for the piper to regain her senses and pacify her friend.

THE CHAIN

The Characters can take hold of the bear's chain and try to pull it away. Only Characters who make a successful **Challenging (+0) Cool** Test can summon the courage to do this, but the Test may be attempted once per Round until successful. Make an Opposed Test using the total Strength scores of the Characters pulling on the chain, and the bear's Strength of 55, repeating each Round until successful. This draws the bear's attention, allowing the piper to calm it.

CHARM

A Character can calm the bear down on a successful **Average (+20) Charm Animal** Test. If the Characters fail the Test, the attempt counts as a distraction (see above).

MAGIC

A spellcaster might try to save the day with magic. While the bear is too large to be affected by the Petty spell *Animal Friend*, *Sleep* might be useful, as might *Entangle* or the Lore of Beasts spells *Beast Master* and *Beast Tongue*. Resourceful Players will be able to come up with many more ideas.

The best spells to use are those that can calm, subdue, or entangle the bear quickly. Wounding spells might be effective, but most enrage the bear further, forcing the Characters to kill the bear. The Characters receive no thanks from the piper who has just lost her star attraction. Spells and miracles with an area of effect risk wounding the urchin as well as the bear, and possibly the nearer bystanders.



RESOLUTION

The entertainer might make for an interesting contact if she is happy with the Characters' resolution. She has regular dealings with the Low Kings' thugs and dealmakers and has heard whispers of Chaos cults operating within Middenheim. The extent of her knowledge is up to the GM, but she freely shares it for the Characters' help.

If the Characters kill the bear, the urchin runs off at the first opportunity, and any attempt to prevent this is met with a kick in the shins. The urchin escapes automatically, and the kicked character must make a successful **Challenging (+0) Willpower** Test or spend one Round hopping and cursing.

Each Character who participates in any action that leads to the urchin getting away should receive 30 Experience Points. This award is halved if the bear is killed, and at the GM's option Taal may decide that the Character is due some Sin points. Characters who manage to subdue the bear without harming it receive 50 Experience.



DOWN AMONG THE DEAD MEN

This encounter takes place in or around Morrspark at night. The Characters spot two figures in the shadows, either coming out of a family crypt or heading away from the Morrspark. They are carrying something that looks remarkably like a body wrapped up in sack-cloth.

SPOTTED!

If the Characters challenge the grave robbers or otherwise make their presence known, the thieves drop the body and run for it, quickly losing any pursuit in the streets of the Westor-Sudgarten district and heading back to Ostwald. The Characters can call the Watch, who quickly summon a priest of Morr to the scene. After about half an hour of making statements and tying up formalities, the Characters are rewarded with 10 GCs by the Temple of Morr: the standing reward for thwarting body-snatchers and Necromancers.

TRAILING THE THIEVES

If the Characters follow the grave robbers, they see them load the body into a small cart hidden on a side-street off the West Weg. The thieves drive off across the city, through a maze of side-streets. They cross Ulricsmund, Geldmund and Altmarkt before pulling up at a building in the Freiburg, where a third figure waits in the shadows to receive the body.

The Characters can call the Watch at this stage if they wish. A successful **Challenging (+0) Bribery** or **Charm** Test is necessary to persuade the Watch to raid the house. If this is successful, the Watch — perhaps with the Characters close behind — discovers the body and catches the miscreants red-handed. The Characters are rewarded with 10 GCs as above: this is the standing reward, and is not negotiable.

Instead of calling the Watch, the Characters might decide to stake the house out, or to break in and find out what is going on. If so, the GM has to decide precisely what that is. Some possibilities follow.

Forbidden Research: The body is being delivered to the house of a Necromancer. The premises are guarded by Zombies (**WFRP**, page 328) and Cultists (**WFRP**, page 333). The Necromancer herself will be alerted by sounds of combat, and will attempt to use magic to kill, and preferably reanimate, the Characters.

In the Name of Science: The body has been delivered to a physician or scholar, who wants it for dissection and research. The house is quiet; servants have been given the night off, and encouraged to visit relatives in other parts of the city, but a few students might be in attendance. The grave robbers lock the body in a laboratory in the basement. Other than the Grave Robbers, the housekeeper has the only.

There is an operating table in the laboratory, and shelves around the walls are stacked with limbs and organs in pickling jars. If discovered, the physician or scholar tries to buy the Characters off, starting at 10 GCs each and bargaining upwards as the GM sees fit. Even if the Characters accept the bribe, they may still have a later encounter with a band of footpads whom the physician or scholar hires to kill them and recover the money. If the thugs fail, the increasingly paranoid dissectionist may even go so far as to hire an assassin.

A Quick Exit: The 'body' is not really dead. Someone — a cultist trying to escape from their cult, a character on the run from a gang, or anything else you care to think of — has staged their own death with the aid of a coma-inducing drug. Shortly after burial, the 'body' is recovered by hired grave robbers (who do not know the full story) and delivered to an alchemist or pharmacist, where the antidote is administered. The fugitive is then smuggled out of the city to begin a new life somewhere

else. When the Characters break in or the Watch raids the house, they find no body, just a semi-conscious patient receiving treatment. This leaves the Characters with some fast talking to do.

CONCLUSION

If the Characters bring the incident to a satisfactory conclusion, they should be awarded 20 Experience Points each, with bonuses as usual for clever ideas and engaging roleplaying.



DEVOURING THE WORLD

By now the Characters may have become accustomed to the facing off against cultists of the Ruinous Powers. While always terrifying, they may feel that they have come to understand their enemy. However, there are other powers at work in the world, and one in particular has plagued Middenheim since its very founding.

Of all the enemies that faced Middenheim throughout the ages, the first, and perhaps the greatest, was Babrakkos the Liche-Thing. The undying creature is so integral to the legends surrounding Middenheim's early days that it is sometimes known as the First Threat. A vile undead monstrosity, Babrakkos remains a puzzle to the scholars of the Collegium Theologica, for it bears little resemblance to Vampires or the revenant kings of distant Khemri. Yet its connection to such things is undeniable. Babrakkos cheated death and commanded animated corpses as its soldiers and servants.

While Babrakkos could be said to have been killed, there is no place in Morr's realm for such a foul abomination. Its spirit still lingers around Middenheim in anticipation of the day it will return to lay waste to the heirs of the heroes who once slew it.

A group called The Eaters of the World has grown up around the worship of Babrakkos. They seek to usher in their master's return, and have long been hunted in Middenheim. In the present day their influence is reduced but not gone. They prefer to work through subtle means, spreading crescent shaped icons of the creature across the city. This has the effect of slowly increasing their master's presence. In a nameless cellar the cultists gather to give praise, and in an unmarked throne a half scene figure slowly grows more substantial. Babrakkos will return once more, and Middenheim will burn.

For more on Babrakkos and the Eaters of the World, see **Middenheim: City of the White Wolf**.

UNBIDDEN GIFTS

While the Characters are enjoying the events of the carnival, they are approached by a Eric Schmidt, a young man dressed in carnival attire who is freely handing out small amulets. They are small crescent moons cheaply made and tied to a simple hemp twine. He pushes one to the hands of at least one Character, and bids them to wear it.

If asked about the meaning of the amulet, Eric will shrug and say they are from a tradition as old as Middenheim, and represent rebirth. He will then continue down the street handing out the amulets to random passers by.

If the Characters choose to wear the amulet, they will notice little effect during the first day. However, for each additional day they wear it, make an **Average (+20) Cool** Test on behalf of the Character. If they fail, they are troubled by bad dreams of a shadowy figure just out of sight, resting on an unadorned throne. If they suffer an Impressive Failure or worse, they also gain one *Fatigued* Condition which lasts for the rest of the day.

In Middenheim, the prevalence of *Ghur* makes it hard to pick up on subtle magical details, so any investigation of the amulet by a Character with Magic Sight will reveal little if undertaken inside the city. However, if the amulet is studied outside of Middenheim a subtle note of *Shyish* can be detected.

If the Characters look for Eric Schmidt, he can be found around the Great Park during the Festival of Fine Ales, and later outside the Opera's, still handing out his amulets. If confronted he will please ignorance, but offer to take the amulet back. He will continue to plead innocent until a chance to escape presents itself, at which point he will hiss '*May his hunger find you last of all,*' before sprinting off. If killed, they will see a look of calm cross Schmidts face as he dies, before his eyes roll back in his head and he screams '*Babrakkos! My soul to feed yours!*'

If the Characters pursue this further, they find themselves the target of yet another cult with agents at every level of Middenheim society. Details for weaving a larger adventure around the return of Babrakkos can be found in **Middenheim: City of the White Wolf**.



GOLTHOG, OGRE MERCENARY

Golthog was featured in the original edition of **Power Behind the Throne** as a fellow guest in the *Templar's Arms* inn. The Ogre could help out in an unexpected Skaven attack (**Power Behind the Throne** page 89) and possibly become a replacement Character. Here is a Fourth Edition version of Golthog. He could be encountered in the *Templar's Arms* or elsewhere in the city.

While he is in Middenheim looking for the famous Baumann's Blitztruppen mercenary band, he might pass the time by entering the Minotaur fights, seeing a Snotball match, catching the elephant show (he likes elephants — they're nice and big), or even challenging the Graf's champion. All these events are described in Chapter 4 of **Power Behind the Throne**. Alternatively, he might have been hired as extra muscle by anyone whom the Characters have made threats against or been investigating too closely.



GOLTHOG

The massive Ogre stands some 8 feet tall, towering over everyone in Middenheim. He has short dark greased into angry spikes. Golthog is used to travelling among Humans and other non-Ogres, and very little surprises or confuses him about their behaviour. He is reserved but not unfriendly, knowing that he has to be careful not to frighten anyone or out come the torches and pitchforks. Far from feeling aggrieved at this discrimination, he treats it with the same shrug of the shoulders as any other strange non-Ogre behaviour. 'You're not like us', he will say. 'I know that'.

GOLTHOG – OGRE SOLDIER (SILVER 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
6	45	23	47	56	20	27	22	19	38	27	34

Traits: Armour 1, Prejudice (Thin People), Night Vision, Size (Large), Weapon (Zweihander) +9

Trappings: Mail Shirt, Helmet, Zweihander

GOLTHOG AS A PLAYER CHARACTER

While the profile above is sufficient to play Golthog as an NPC, a couple of extra steps are needed to turn him into a fully-fledged Player Character. You'll find one version of Golthog at the back of the book, ready to play. If you wish to build your own version of Golthog, use the guide below.

Skills and Traits: If he is intended to join the party during *Power behind the Throne*, Golthog should be given 500 Experience Points to spend on Skills and Talents taken from the Soldier career (**WFRP**, page 115). These replace the Traits listed above, except for Size (Large).

Trappings: In addition to the possessions listed above, the player should be given 2 GC to spend on additional equipment, rations, and other necessities. The Player should be encouraged to bear in mind that Ogres cost around three times as much to feed as Characters of other Species. Luckily, Ogres are not fussy eaters.

BAUMANN'S BLITZTRUPPEN

The Characters will have heard rumours about Baumann's Blitztruppen as they made their way toward Middenheim, and more will be heard about them in future adventures. However, if Golthog becomes a Character, he will have to give up his intention of joining them — they are about to leave for a mission in the east of the Empire, and that is not compatible with the next stage in the campaign.

A Player Character Golthog, and other Characters if necessary, should be gently discouraged from joining the Blitztruppen, or at least persuaded to delay their enlistment until after the carnival. By that time, events will have taken a turn, and the Characters will have far more serious matters to occupy them than joining a mercenary company!

CHAPTER 3

THE JADE SCEPTRE:
A GAMEMASTER'S GUIDE

Cultists of Slaanesh are very different from the followers of Tzeentch. Where the Purple Hand concocts endlessly complex plans to place its agents in positions of power and the Red Crown recruits mutants and prepares for a future uprising, the followers of Slaanesh have little time for deep-laid plans. Instead, they seek the instant gratification of all desires and probe the limits of physical and psychological excess. Their appetites are endless and insatiable, and power takes a distant second place to pleasure.

SLAANESH, THE DARK PRINCE

The promise of Slaanesh is the promise of ultimate pleasures, and the cults of Slaanesh are most common in the great cities, where the bored and well-to-do seek new and interesting vices to excite their jaded palates. Their interests span every possible appetite and pleasure, from art and fine dining and physical pleasures. The Dark Prince is not interested in mundane satisfaction however, but in the pursuit of pleasure through pain and excess. While most Witch Hunters look to the bordellos when hunting Slaaneshi cultists, an equal number can be found in the homes of the noble and the wealthy, where private parties behind closed doors have been known to take any number of disturbing turns.

While the worship of Slaanesh presents an unquestionable threat to public morals, the followers of the Dark Prince do not generally seek the overthrow of the Empire, and cults like the Jade Sceptre tend not to be pursued with such vigour as those that clearly endanger the state. Indeed the status quo provides endless opportunities to cultists of Slaanesh, and the dreary pace of typical life in the Empire has driven many into their dark embrace.

The followers of Slaanesh are implacably opposed to those of Khorne. Followers of the Blood God kill for the sake of killing, never glorying in the excess of death or taking pleasure in the pain they inflict. For their part, followers of Khorne despise the soft and hedonistic devotees of Slaanesh. Relations with the cults of Tzeentch vary: the ambitious Tzeentchians have been known to use Slaaneshi cultists as distractions or patsies, although from time to time they will solicit their help in corrupting a powerful individual who can then be controlled by means of blackmail or addiction. Cultists of Slaanesh and Nurgle tend to ignore each other unless the operations of one cult constitute a clear threat to the interests of the other.



ORGANISATION

According to some Witch Hunters, the Jade Sceptre is barely an organisation at all. The cult seems to consist of a large number of local cells, some of which maintain a loose and intermittent contact with each other, but no hint of an overall leadership or power structure has been uncovered.

Worse, the name 'Jade Sceptre' has sometimes been adopted by a variety of pleasure-seeking organisations that are unconnected with the worship of Slaanesh and do not seem to understand the import of the name: it has become an umbrella term under which all manner of gourmands, dilettantes, and hedonists gather. The name has become a sign of devotion to unbridled pleasure and contempt for morality by those who do not know its place in the lore of Chaos.

A true Jade Sceptre cell can consist of up to forty individuals, and like the cult itself, most cells have no particular structure. Some are led by cult wizards, others by the wealthiest and most powerful members, or those whose homes are most commonly used for meetings, and others still by those who have the greatest interest in managing the calendar of events.

SYMBOL

Most Jade Sceptre cells use the common symbol of Slaanesh in rituals and as a recognition symbol when dealing with members of other cells. Some cultists wear it as a tattoo while others paint it on to their skin for rituals.

There is a ceremonial Jade Sceptre from which the cult purports to take its name and which is often used in their most sacred rites and initiations. It is carved from jade, encircled in writhing figures, and inflicts a terrible yet irresistible pain when grasped. Though almost certainly a source of great Chaotic corruption, it is greatly sought after by those who know of it. For a terrible price paid directly to Slaanesh himself, the Sceptre is said to be able to cure mutation. There are mutants among the Jade Sceptre however, so if there is any truth to the rumour then the price demanded by the Dark Prince must be high indeed.

METHODS

The cult of the Jade Sceptre actively recruits those of all Species who show a predilection for self-indulgence, especially those who are rich or noble. Cultists, especially those with no visible mutations, are usually very active in the society of their home town or city, frequenting all the best parties, balls, and other entertainments.

They go out of their way to befriend a likely recruit, assess their predilections, and promise even greater pleasures of the same type. This period of initial contact is sometimes referred to as the 'courtship', and it lasts until the potential recruit is so addicted to their vices, and so hungry for more, that they will do anything to gratify their desires. At this point, under the promise of levels of hedonistic abandon beyond anything the recruit has known, the new member is formally inducted into the cult.

Forms of initiation vary: a few cells use set rituals accompanied by readings from forbidden tomes; some substitute a painful hazing followed by an indulgent feast; and still others eschew all semblance of ritual and welcome the new member with the wildest and most decadent party they can devise.

Once established in a city, a cell of the Jade Sceptre devotes itself to corrupting public morals, especially at the upper levels of society. Nobles and governing burghers become more and more openly dissolute and spend less and less time on the necessary tasks of government, trade, and the law. The end goal seems to be to turn the whole town into a morass of self-indulgence, utterly lawless and without ready defences. The process has only been completed in a few cases, though, since a point is usually reached where suspicions are raised. Witch Hunters descend on the town, trying and burning a great many innocent people and the handful of cultists who did not flee at the first sign of danger.



THE ENEMY OF MY ENEMY

The role of the Jade Sceptre may seem obvious — they are a Chaos cult dedicated to a Ruinous Power, and the natural enemy of the Characters and most citizens of the Empire. However, their role in *Power Behind the Throne* is more nuanced. While they may act as antagonists, especially if the Characters find themselves chasing Gotthard Wallenstein or pursuing *The Wine of Madness* (page 23), the Characters may just as easily find common cause with the cult.

Though not as naturally opposed to Tzeentchian cults as followers of Nurgle, the Jade Sceptre and The Purple Hand are often at odds. They compete for much the same resources — both recruiting impressably nobility, albeit for different reasons. Additionally, the Purple Hand's plans for Middenheim would see it ultimately fall to Chaos. While technically this is a favourable outcome for the Jade Sceptre, in practice many of its members are far too much enamored by the lifestyle they currently enjoy in the city to wish to see it fall too suddenly.

If the Characters capture Gotthard alive, he will offer almost anything for his freedom, including the services of the Jade Sceptre. He has influence over the cult, which has members throughout Middenheim. They could be useful spies, and provide some magical muscle if the players find themselves outmatched by a Purple Hand Magus or other agents of Wasmiere.

Of course, any such alliance would be incredibly uneasy, morally fraught, and the Jade Sceptre are almost certain to betray the Characters in as excessive and painful a manner as possible just as soon as the opportunity presents itself.



NEW TALENTS

The following Talents are sometimes granted to followers of Slaanesh. They are not available to others.

Controlled Corruption

Max: 1

Tests: Endurance to avoid gaining a mutation

Endurance Tests to avoid gaining a mutation are Difficult (–10) rather than Challenging (+0). When you gain a mutation, roll twice and choose from the two results.

Extra Spell

Max: Special (see description)

Your deeper studies into the Lore of Slaanesh give you the ability to cast a spell not on your spell list. Each *Extra Spell* Talent gives you access to a single spell, noted in parenthesis, such as *Extra Spell (Gift of Slaanesh)*. This spell must come from the Lore of Slaanesh (see below), so you must have that Lore before you can gain this Talent.

JADE SCEPTRE CULTISTS

The GM should custom-design important NPCs from the Jade Sceptre to fit the required background and role in a particular adventure. Less important cult NPCs, or cultists you need to design in a hurry, can be created according to these notes.

Most Jade Sceptre cultists fall into one of three categories: junior cultists, senior cultists, and cult wizards.

JUNIOR CULTISTS

Basic profiles for Cultists can be found on WFRP page 333. They all have the Skills Lore (Chaos) and Secret Signs (Jade Sceptre).

If the GM needs to create a junior cultist in more detail, add a day-to-day Career which is often drawn from the Academic, Burgher, or Courtier classes, with the *Secret Identity* Talent (WFRP, page 144). It is not unknown for bawds and other rogues to be followers of Slaanesh, though in many cases they are employed by cult members for their useful skills and contacts, but not formally inducted. Some cultists regard such types as 'not our kind of people', while many bawds, in particular, are wary of being accused of cult affiliation.

A junior cultist also has a 25% chance of a mutation (WFRP, pages 183–5). If the junior cultist has a physical mutation, you can roll on the Slaanesh column of the mutation table on page 66 of the *Enemy in Shadows Companion*.

SENIOR CULTISTS

Senior cultists are mostly Silver and Gold Status Academics, Burghers, and Courtiers. Instead of starting with the Cultist profile, create the NPC as normal and then add the Skills *Lore (Chaos)*, *Lore (Slaanesh)*, and *Secret Signs (Jade Sceptre)* at an appropriate level, along with the Talents *Secret Identity* and *Controlled Corruption* (see below). The senior cultist also has the *Corruption (Minor)* Trait (**WFRP**, page 339).

A senior cultist has a 50% chance per Career level of a mutation (**WFRP**, pages 183–5). If the cultist has a physical mutation, roll on the Slaanesh column of the mutation table on page 66 of the **Enemy in Shadows Companion**.

CULT WIZARDS

Some (but not all) cells of the Jade Sceptre include one or more cult wizards. In addition to their day-to-day Career, a cult wizard also follows the Wizard Career (**WFRP**, page 60), gaining access to all the associated Skills and Talents. In addition, a cult wizard gains the following at each level.

Level	Skill	Talent
1 Apprentice	Secret Signs (Jade Sceptre)	Secret Identity
2 Wizard	Lore (Slaanesh)	Chaos Magic (Slaanesh), Corruption (Minor)
3 Master Wizard	Lore (Chaos)	Controlled Corruption
4 Wizard Lord	–	Savant (Slaanesh)

An NPC cult wizard has a 50% chance of a mutation per Career level (**WFRP**, pages 183–185). If the cult wizard has a physical mutation, roll on the Slaanesh column of the mutation table on page 66 of the **Enemy in Shadows Companion**.



THE LORE OF SLAANESH

The lore of Slaanesh includes a wide array of spells that offer pleasure (or pain) to their subjects or allow the caster to exert a powerful fascination over others.

PETTY SPELLS OF SLAANESH

Befuddle

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

Your touch causes one opponent to make a Willpower Test or gain one *Stunned* Condition.

Blessing of Slaanesh

CN: 0

Range: You

Target: You

Duration: Willpower Bonus Rounds

Increase your Intelligence or Fellowship by +10.

Endure Excess

CN: 0

Range: You

Target: You

Duration: Special

You allow dark energy to permeate your body, fueling your desires and casting fatigue aside. You may ignore all of your *Fatigued* conditions for as long as you are indulging in an activity you truly enjoy. However, as soon as you cease to do so these conditions return and you lose 1 wound, ignoring any Toughness Bonus and armour.

Leer

CN: 0

Range: Willpower Bonus Yards

Target: 1

Duration: Special

You gaze at a target in a deeply uncomfortable way. You may make one Called Shot against the target without taking the usual -20 penalty. This spell ends once you have attacked the target or if you lose sight of them.

Lure

CN: 0

Range: Touch

Target: 1

Duration: Willpower Bonus Minutes

You touch and object and draw upon your power, imbuing the object with the essence of desire. Anyone who normally enjoys objects of this sort will find the imbued item to be extremely desirable.

Often cast on a mug of ale or a bloody steak, this does nothing to improve the actual quality or value of the object — it simply becomes much more appealing in that moment. Cultists often use this simple spell to entice others to excess.

Preen

CN: 0

Range: You

Target: You

Duration: Instant

Your hair, body and clothing are instantly cleaned and made presentable. However, though those who pay close attention notice small details that are slightly off — not necessarily magical, simply disgusting. Your hair may be a little too greasy, your hands clammy, or your scent somewhat sickly sweet. These effects remain until you next wash yourself properly.

Sense Vice

CN: 0

Range: Willpower Bonus Yards

Target: 1

Duration: Instant

You lock eyes with another person and read their desires. Make an opposed **Intuition/Cool** Test. If you succeed, you learn one thing which the target enjoys. This is sometimes a hidden vice, but more often this spell simply informs the caster of a type of food, beverage, or activity enjoyed by the target. This is useful information to cultists of Slaanesh, who often exploit such information to great effect.

ARCANE SPELLS OF SLAANESH

Acquiescence

CN: 8

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

Your magic pierces deep within your target, flooding the soul with an acute awareness of their broken dreams. The target's Initiative Characteristic drops to 10, if it was not already lower, as the mind turns inwards. On the target's Turn, all movement is randomised as determined by the GM as the target bemoans life, loudly telling all what should have been as hands are flung in the air. Further, the target can only perform an Action if they pass a **Challenging (+0) Cool** Test. If failed, the target is far too busy bemoaning what could have been to do anything else.

Aura of Acquiescence

CN: 12

Range: You

Target: AoE (Fellowship Bonus yards)

Duration: Willpower Bonus Rounds

This more powerful version of the *Acquiescence* spell affects multiple targets, but it is identical to *Acquiescence* in all other aspects.

Bonds of Slaanesh

CN: 8

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

The target is enveloped by glowing threads of magic force, gaining one *Entangled* Condition for each SL on the Casting Test.

Breath of Inspiration

CN: 8

Range: 1 yard

Target: 1

Duration: Up to Willpower days

You blow a stream of scented air into the face or ear of an adjacent living creature, filling its head with glorious visions of capability and skill while simultaneously sullyng the target's soul with an unending burden of shame. The target of this spell gains a bonus to any one Test equal to your Willpower, after which the effect ends.

Blissful Throes

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Instant, Special (see below)

A long whip of pure Chaos energy lashes out at the enemy with a delightful crack, leaving its victim wracked with pain, to the envy of the caster. This is a magic missile with Damage +6. If this attack struck the head hit location, the caster may choose to inflict an *Entangled* Condition on the target, if they wish. The caster can maintain this Condition for up to Willpower Bonus Rounds. The caster uses their Willpower in place of Strength for Opposed Tests made to remove the Condition.

Cacophonic Caress

CN: 6

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Instant

You throw back your head and emit a ululating scream filled with obscene promises, tormenting the ears and the minds of those who hear it in equal measure. All enemies within range suffer one Damage +3 hit per SL, which ignores Armour.

Careless Whispers

CN: 8

Range: 1 mile

Target: 1

Duration: Instant

You call on Slaanesh to unlock the secrets in your target's heart. On successfully casting the spell, make an **Extended Opposed Cool** Test, with 6 required SLs. The winner may choose to hear the loser's current Ambition, and know it to be true. The winner must also pass a **Cool** Test or gain 1 Corruption.

Chaos Spawn

CN: 10

Range: Willpower yards

Target: 1

Duration: Instant

A beam of bright green corruption shoots from your outstretched fingers, striking one visible target within range. For every SL on the Casting Test, the target must roll once on the **Physical** or **Mental Corruption Tables** according to the rules on page 183 of the WFRP rulebook.

Cursed Caress

CN: 8

Range: Touch

Target: 1

Duration: Instant

You touch one subject, who is instantly overcome by such overwhelming ecstasy that their overloaded brain leaks blood from the eyes, ears, and mouth. The target must roll once on the **Head Critical Wounds** table (WFRP, page 174). The results are as indicated, except that there are no broken bones. The descriptions should be amended to reflect the fact that no physical blow has landed.

Cutting Wit

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus Rounds

You flick out a long, writhing tongue that counts as a magic missile with a Damage of +3 that ignores Armour, delivering a pulse of pure agony wherever it strikes.

Delicious Excruciation

CN: 6

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

A ray of coruscating pinkish light strikes one friendly creature within range and line of sight, filling them with an overpowering mixture of pain and pleasure that leaves them elated. The target loses any *Broken* Conditions immediately, and cannot gain any more *Broken* Conditions for the duration of the spell.

Fleshy Curse

CN: 10

Range: Willpower yards

Target: 1

Duration: Willpower Bonus Rounds

You cause a single creature within range and line of sight to sprout horrible, uncontrollable growths. The target can resist this spell when it is first cast, and at the beginning of each subsequent round, by succeeding on a **Hard (-20) Willpower** Test. Each Round after you cast the spell, roll 1d10 and consult the Fleshy Curse Effect Table to determine the effects for the Round.

While affected by this spell, the victim writhes in agony, and can take no action and is considered helpless. Even once the spell ends, the effects of Fleshy Curse remain and are permanent without drastic action such as amputation or the application of even more dangerous magic. Cultists often attempt to recruit victims of this curse who are no longer capable of participating in Empire society.

FLESHY CURSE EFFECT TABLE

1d10	Effects this Round
1-3	Growths of fat, sinew, and muscle spurt from the victim, spilling forth 2 yards in a random direction. Any creature in its path must succeed on a Challenging (+0) Agility Test or be buried beneath the mess, requiring a Difficult (-10) Agility Test to wriggle free. The Test may be repeated each round until successful; after one minute, the victim risks suffocation.
4-6	Growths of fat, sinew, and muscle spurt from the victim, spilling forth 2 yards in a random direction. Any creature in its path must succeed on a Challenging (+0) Agility Test or be buried beneath the mess., requiring a Difficult (-10) Agility Test to wriggle free. The Test may be repeated each round until successful; after one minute, the victim risks suffocation.
7-8	Nothing happens this Round.
9-10	The victim and all growths move 2d10 yards in a random direction.



Flesh Puppet

CN: 10

Range: Willpower Bonus yards

Target: 1

Duration: Willpower minutes

You weave strands of dark magic, entangling your target's limbs in your manipulative web of deceit. On successfully casting the spell, make an **Extended Opposed Cool** Test, with 6 required SLs. Should you win, you take control of the target for the spell's duration. You control all of their movements and actions, and can even speak through their voice, though you cannot cast spells through them, even if they could normally cast spells themselves. While in effect, the target's skin is flushed, and their eyes periodically change colour to a deep purple. When the spell ends, the target feels violated, and they are aware that they have been controlled. If they pass a **Challenging (+0) Intuition** Test, they intuitively know who controlled them (though proving it may not be easy).

From Pain, Pleasure

CN: 6

Range: Touch

Target: 1

Duration: Willpower Bonus Rounds

You confound the target's senses, transforming pain to pleasure. The target gains the *Painless* Creature Trait (WFRP, page 340) for the duration of the spell. As they endure injuries, they moan ecstatically in pleasure. Should they suffer a Critical Wound, they must pass an **Average (+20) Cool** Test or drop their weapons, standing helplessly as their enemies rain blows down upon them, lost in the ecstatic rending of their own flesh.

Lash of Slaanesh

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus Rounds

A quivering lash uncoils from your outstretched hand and strikes one target, causing one Damage +5 hit and requiring the victim to make a **Challenging (+0) Willpower** Test (with difficulty increased by one step per SL on the casting roll) or gain a *Stunned* Condition from the excruciating (some would say delicious) pain of the lash.

Gift of Slaanesh

CN: 8

Range: You

Target: You

Duration: Willpower Bonus Rounds

You call upon the Dark Prince to aid you against your foes, and receive one of the following gifts. Roll 1d10 and consult the table below. All gifts vanish at the end of the spell's duration.

GIFT OF SLAANESH

1d10	Gift
1	Daemonette Claw
2	Daemonic Aspect
3	Dark Seduction
4	Entrancing Aura
5	Siren Song
6	Soporific Musk
7	Unnatural Swiftess
8-10	Roll Twice

Daemonette Claw: Your dominant arm turns into the long and wickedly barbed claw of a Daemonette. You cannot hold anything in that hand, but you have a *Magical Weapon* +9 that cannot be disarmed. The claw uses the *Melee (Brawling)* Skill.

Daemonic Aspect: Your features shift into the beautiful yet frightening face of a Daemonette, and you gain the *Fear* (2) Creature Trait (WFRP, page 339).

Dark Seduction: Your will overpowers any enemy engaged in hand-to-hand combat with you, and you can force them to attack any creature within Willpower Bonus yards. The spell is broken if your victim moves further away from you.

Entrancing Aura: The Dark Prince endows you with an unearthly radiance. Everyone in hand-to-hand combat with you must make a successful **Challenging (+0) Willpower** Test each Round, or spend that Round lost in rapt contemplation of your beauty, unable to attack or defend themselves.

Siren Song: You call to one enemy within Willpower Bonus yards and line of sight. This enemy must either move toward you at their maximum rate or gain one *Broken* Condition. The effect ends if you are attacked, regardless of the spell's duration.

Soporific Musk: Your skin exudes an entrancing perfume that affects everyone within 1 yard of you, causing their heads to swim and their eyes to lose focus. You gain the *Distracting* Creature Trait (WFRP, page 339).

Unnatural Swiftess: You move with the grace and speed of Slaanesh, gaining +10 Initiative and +10 Agility for each SL on the Casting Test.

Lash of Slaanesh

CN: 6

Range: Willpower Bonus yards

Target: 1

Duration: Willpower Bonus Rounds

A quivering lash uncoils from your outstretched hand and strikes one target, causing one **Damage +5** hit and requiring the victim to make a **Challenging (+0) Willpower** Test (with difficulty increased by one step per SL on the casting roll) or gain a *Stunned* Condition from the excruciating (some would say delicious) pain of the lash.

Luxurious Torment

CN: 8

Range: Willpower yards

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

The targets are engulfed by a wave of ecstatic hysteria, clawing at themselves and flailing with weapons or bare hands at whomever is nearby. They enter a state of Frenzy (**WFRP**, page 190) for the duration of the spell, each attacking the nearest creature, friend, or foe.

Mask of Desire

CN: 8

Range: Touch

Target: 1

Duration: Willpower Bonus hours

You sprinkle swirling pink motes that descend on the target's flesh, eliciting excitement and intense pleasure. All Conditions are removed immediately, and for the duration of the spell any outwardly visible wounds are masked (although lost Wounds points are not healed). Additionally, the target gains a +10 bonus to all **Fellowship** Tests.

Pavane of Slaanesh

CN: 8

Range: You

Target: AoE (Fellowship Bonus yards)

Duration: Willpower Rounds

An unholy music, pulsating and sensual, pervades the air, overwhelming the senses of all living creatures within range. Anyone within the area of effect must make a **Challenging (+0) Cool** Test or be unable to do anything but dance lewdly. If attacked, they are *Surprised* for the first round of combat, but this casting of the spell has no further effect on them.

Phantasmagoria

CN: 8

Range: You

Target: AoE (Willpower Bonus yards)

Duration: Willpower Bonus Rounds

In response to your invocation, unearthly visions of lustful and fearsome creatures fill the area of effect, giving you and all allies the *Distracting* Creature Trait (**WFRP**, page 339) for the duration of the spell.

Succubus's Caress

CN: 8

Range: Fellowship yards

Target: 1

Duration: Fellowship Bonus hours

Your spirit reaches out into the aethyr, caressing the spirit of your target. Every hour of the spell's duration, your target must pass an **Average (+20) Cool** Test or be overcome by pleasure. The first time they fail this test, they gain 1 *Fatigued* Condition. Thereafter, each failed test gives them 1 *Blinded* and 1 *Deafened* Condition, as their senses grow numb to the mundane world, intoxicated by the aethyric stimulation. When their total number of *Blinded* and *Deafened* Conditions is equal to or greater than their Initiative Bonus, they are overwhelmed and gain the *Unconscious* Condition. When the spell ends, all Conditions other than the *Fatigued* Condition are removed.

Summon Daemonette

CN: 12

Range: Willpower Bonus yards

Target: Special

Duration: Willpower Bonus Rounds

You summon one Daemonette (**WFRP**, page 335), which appears in any unoccupied spot within the spell's range and disappears when the spell's duration expires. It is not under your control, but may be persuaded to do as you ask.

Summon Daemonette Pack

CN: 25

Range: Willpower Bonus yards

Target: Special

Duration: Willpower Bonus Rounds

You summon a number of Daemonettes (**WFRP**, page 335) equal to your Willpower Bonus. They appear in any unoccupied spot within the spell's range and disappear when the spell's duration expires.

Titillating Delusions

CN: 8

Range: Willpower yards

Target: See description

Duration: Willpower Bonus Rounds

You create an illusion of your enemy's deepest desire, and they cannot resist its allure. This may be cast on any unoccupied spot within range and line of sight. An irresistible illusion appears at that spot, and all enemies who can see the illusion must make a **Challenging (+0) Willpower** Test each Round or be forced to spend the entire Round making their way towards the illusion as quickly as possible. Those who have already reached the illusion must make a **Challenging (+0) Willpower** Test each Round, or spend the whole round clutching and grasping fruitlessly at it.

CHAPTER 4

THE CULT OF ULRIC



*Old Wolf White Back prowls the hills,
Belly craving fresh new kills.
Bloody Blitzbeil wants him dead,
So, it slices off his head!
Old Wolf White Back howls out loud,
To the cheers of Ulric's crowd.*

Along with Myrmidia, goddess of war, and Sigmar, deified founder of the Empire, Ulric is a warrior god. However, where Myrmidia stands for the science and art of battle and Sigmar for the righteous power to smite evil, Ulric's domain is honour, bravery, and prowess. He despises cowardice and weakness, and expects his followers to display directness and independence in all walks of life.

These differing philosophies can cause friction between the cults of the war gods. In particular Ultricans and Sigmarites have, if not contempt, then certainly a suspicion of each other. In most respects the two cults are in accord: both preach defiance of evil and respect might and power. Smaller philosophical differences between them — such as Sigmar's placing mental resolve above physical strength, or Ulric's emphasis on self-sufficiency rather than protection — can cause friction, but it is history rather than dogma at the root of the animosity.

Before the coming of Sigmar, Ulric was the most powerful deity in the Old World. Indeed, it was the High Priest of Ulric who crowned Sigmar as the first Emperor almost 2,500 years ago. For centuries, the cult of Ulric refused to acknowledge Sigmar's divinity and although most Ultricans now believe that Sigmar is as much a god as any other, sub-sects of the cult hold that Sigmar was nothing more than a mortal hero — and by implication that the entire Empire is founded on heresy. As well as this, the cult of Ulric begrudges the Sigmarites' three Imperial votes to its one, believing that if any cult is to be prevalent it should be theirs. The most devout Sigmarites in turn are notoriously superstitious, and rarely hold any trust in anyone who is not a dedicated servant of Sigmar.



In the case of the cult of Ulric, this suspicion is doubled by the Ultricans' mistrust of the man-god, which, in the eyes of the cult of Sigmar, makes them highly suspect themselves. This mutual mistrust is mostly unfounded and relations between the two cults usually remain friendly, but on occasion the religious differences act as catalysts in other disagreements, turning the smallest bone of contention into a blazing conflict. This is particularly noticeable during Imperial elections, when the votes of the Grand Theogonist and two Arch-Lectors of Sigmar almost always go to the Grand Prince of the Reikland, while the High Priest of Ulric invariably supports an Ultrican claimant.

Ulric's relations with the other gods are mostly agreeable. In particular he has allies in Rhya and Taal as fellow deities of nature, and there exist many shrines dedicated to Ulric, Rhya, and Taal as the gods of the seasons. For the most part Ulric is a distant deity with little interest in the affairs of other gods. The cult of Ulric occasionally takes issue with that of Ranald, as the methods of the Trickster God are seen as underhand and dishonourable. There is marked rivalry with followers of Myrmidia, but this tends to manifest in competition and condescension rather than outright hostility.

BROTHERS IN BLOOD

While not required, more on the Ultrican faith, its church and important sub-organisations and sects can be found in **Middenheim: City of the White Wolf**

Famous Ultricans of History and Legend

Skoll: Legends say that Ulric walked the world in ancient days, doing great deeds and vanquishing heinous foes. In many of these tales he is assisted by helpers or companions, and the most famous of these is a huge spectral White Wolf, Skoll. According to Ultrican tradition, it is Skoll who chases the sun away each winter, and some say that the monstrous White Wolves that prowl the northern lands are his descendants.

Artur: Artur was the Teutogen Chieftain who discovered the Fauschlag in -50 IC and founded Middenheim on top of it. He became the nominal king of the Teutogen people and in his youth was seen as the archetype of a brave and fierce Ultrican ruler. He grew cruel and vengeful with age and was slain by Sigmar during the unification of the Empire.

Ar-Ulric Wulcan: Ar-Ulric Wulcan was the first to record many of the legendary acts of Ulric, responsible for turning what was up until this point an oral tradition into a consistent lexicon worthy of serious study. In 63 IC he was inspired by a series of visions. He saw Ulric summoning forth the Eternal Fire by smiting the Fauschlag with the butt of his axe, and he ordered Middenheim's High Temple of Ulric to be built at the site.

Ar-Ulric Bronnstein: Trained at the Drakwald College of the Holy Wolf, an Ultrican seminary renowned for the piety of the priests it produces. Bronnstein is feted for displaying the courage and prowess expected of an Ultrican warrior, dying in battle fighting overwhelming foes as a Skaven raiding party attempted to storm the High Temple in 1116 IC.

Ar-Ulric Herrsher: He is remembered for the vigilance and dedication he displayed in rooting out evil in the heart of Middenheim itself. In particular he is credited for driving out the Doomlord Dieter Helsnicht in 1207 IC.



Grand Duchess Ottilia of Talabecland: Few rulers exemplify the divisions between Ulrican and Sigmarite as much as Ottilia. She outlawed the cult of Sigmar in Talabecland and extolled the belief that Sigmar was never anything more than a mortal follower of Ulric. In 1360 IC she declared herself Empress, plunging the Empire into turmoil. Most Ulricans consider her reckless, but hardliners admire her and suggest that she ought to be thought of as the first Wolf Empress.

Ar-Ulric Krieger: He is remembered by many Ulricans as a devout and principled man, though others see him as a divisive and reactionary figure. He is remembered for relocating the centre of the cult of Ulric from Middenheim to Talabheim following an invitation from Grand Duchess Ottilia in 1360 IC.

Horros: Horros was a monstrous White Wolf who preyed upon the inhabitants of villages near Middenheim before being slain by a knight. To those unacquainted with Ulricans, it may seem strange that they remember the monster but have let the name of the knight who slew her pass from memory. Ulricans often pay great regard to those who force them into hardship.

Graf Siegfried the Significant: Siegfried is an inspiration thanks to his decision to declare himself the first of the Wolf Emperors in 1547 IC. Most Ulricans find his example to embody their core values of courage and independence.

Ar-Ulric Sehrhart: Another Ar-Ulric known for putting the tenets of his faith into practice by becoming an accomplished warrior. He is said to have personally slain as many as thirty Orcs at the Battle of Kleindorf in 1567 IC.

Ar-Ulric Franzsson: A controversial High Priest who accepted the minor Order of the Winter Throne into the arms of the main cult in 1975 IC. Members of the Order of the Winter Throne, known as Ragnarites, believe in depriving people of food in order to prepare for an Ulrican apocalypse. Critics of the order see its precepts as thin justification for wanton marauding.

Grand Master Kruger of the Order of the White Wolf: The bold and fierce Grand Master is credited with slaying Vlad von Carstein in 2025 IC. He did not kill Vlad forever though, and was later turned into one of the Vampire's undead servants by way of revenge.

Grand Master Giger of the Order of the White Wolf: This leader of the Knights of the White Wolf contributed to the defeat of the Norse barbarians of Thiafi Swiftaxe in 2198 IC. Grand Master Giger and Grand Master Sechse of the Knights Panther both claimed credit for the success of the campaign, leading them into a long and bitter rivalry.

Ar-Ulric Kriestov: Another divisive Ar-Ulric. Kriestov is notorious for casting doubt on the legitimacy of Magnus the Pious in 2302 IC. He later repented of his scepticism, joined Magnus on campaign, and supported his election as Emperor. Many Ulricans regard him as a model of fair compromise, whilst others decry his inconstancy and regard him as a Sigmarite quisling.

Anraheir: An Amber Wizard who lived in Middenheim in 2367 IC. He was famed for the innovation of a number of spells and the creation of many magical items. A devout Ulrican, his works are regarded as magical rather than spiritual accomplishments, yet in their wild ferocity they embody his Ulrican heritage.



LESSER TEMPLES

No matter where Ulric's temples are erected, almost all follow the same template: a square wall protecting a fortified inner sanctum. The outer walls are normally undecorated, although isolated temples proudly boast any scars of war they have sustained. A single, reinforced gatehouse pierces the defences, and often houses an array of anti-siege measures. A wolf's head emblem is carved above the gate: the only sign that the place is a temple and not a well-defended keep.

Within, everything is austere, utilitarian, and grey. Functional temple buildings (including workshops, cells, barracks, refectories, stables, and animal pens) cling close to the high walls, overlooking wide courtyards and training squares. The temple itself rises in the centre, its manned battlements surrounding a high dome.

The temple interior is usually a single, windowless chamber, lit only by small apertures in the dome above and by a great, central, ever-burning fire that represents the Eternal Flame in Middenheim. Opposite the entrance, and behind the sacred flame, is a raised sacristy. Here, a grim statue of Ulric, sometimes sitting, often flanked by wolves, silently challenges those who dare enter his sacred hall.

THE WOMB OF THE WOLF

The Womb of the Wolf is believed by the Sons to be the site where Ulric's first mortal child was born. The mother, Griselda, was the daughter of the Teutogen chief, and fled into the tunnels of the Ulricsberg when she became pregnant. There, the Sons believe, she was brought meat by Ulric's wolves, and drank water from a holy spring.

There is still a spring there today, and the site where the birth supposedly happened is lined with wolf skins. For more on the Womb of the Wolf, see **Middenheim: City of the White Wolf**.

THE PLACE OF SHINING ROCK

On the road from Altdorf to Middenheim, about fifty miles from the City of the White Wolf, there is a remote shrine known as the Place of Shining Rock.

Unusually, it is sacred to both Ulric and Sigmar. It is said to be the site of a pleasant, wooded glade where one of the two gods (depending on the faith of whomever is telling the story) had come to rest after a battle against the forces of Chaos. Caught in an ambush with his weapon out of reach (or temporarily lost, according to some versions of the legend), the god picked up a strange rock as an improvised shield. An attacker's blow miraculously shattered part of it into a long, sharp shard and, using it as a sword, the god slew five hundred enemies before they fled. A shrine was built around the rock, which lays where the god threw it down after the battle.

The turning off the road to the shrine is marked by a large, white boulder. Half a mile down the track is an open area of flat, rocky ground, an acre or two in extent. In the middle stands a simple but elegant building about 40 feet long, with a low tower at one end. It looks more like a village temple than a shrine. At the edge of the clearing, by the river that marks one side of it and about 70 yards from the shrine itself, is another building: a single-storey wood-framed structure with a steep planked roof and a chimney. This one-room structure houses the four priests — two of Sigmar and two of Ulric — who attend the shrine.

THE SHRINE OF THE WOLF

On a country road ten miles north of Altdorf lies an obscure shrine: a small stone tower, not more than 10 feet square and four storeys high. It tapers as it rises, and ends in a tiled belfry. The bell is gone, however, and hasn't been there for hundreds of years. On the ground floor is a wooden altar supporting a small, wooden statue of a wolf, and carved into the wall behind it is the simple legend: *Sigmar and Ulric*.

According to local legends, the place commemorates the site where Sigmar was said to have met with Ulric in his wolvern form. He fought the wolf to a standstill and, depending on which version of the story one believes, either Sigmar was impressed by the wolf's bravery and agreed to spare it, or the wolf was impressed by Sigmar and agreed to spare him. However, both versions of the story are obscure these days.

Locals know the place only as the Shrine of the Wolf. It is little visited these days, and the inside is dusty and devoid of offerings. No priest attends it, and no pilgrims visit it.

THE DRAKWALD COLLEGE OF THE HOLY WOLF

Poking through the shadowy canopy of the Drakwald Forest, far from the Middenheim–Altdorf road, is a steep rocky outcrop topped with a lonely-looking Ulrican temple. This is the Drakwald College of the Holy Wolf, a renowned Ulrican seminary famous for the devotion and piety of the priests it produces, and infamous for the brutal regime to which its initiates are subjected.

Membership is reserved for those initiates of Middenheim and Middenland who show great promise, and only a dozen are enrolled in any year. Initiates are subjected to a gruelling routine, with frequent beatings, arbitrary punishments, and lengthy rituals. Of the dozen who enroll, less than half become priests, for many flee their harsh masters before ordination. Of course, because the college is deep in the dangerous Drakwald Forest, few who flee make it home alive.

Many high priests of Ulric have come from the college, including Ar-Ulric Bronnstein, who famously died in battle fighting a Skaven raiding party on the steps of the high temple in Middenheim in 1116.

OTHER SACRED SITES

Ulrican holy sites are common across the north of the Empire, especially in Middenland and southern Nordland. Shrines to Ulric line the roads of the north, especially where wolves have their hunting grounds. The most common decorative motifs are a wolf's head and a stylised letter 'U,' and crude statues of the god are not uncommon. Shrines are tended by wandering priests of the Howling Wolf or by devout locals.

Most Ulricans also maintain small shrines to Ulric in their homes or barracks. They normally feature a statue where ale can be poured ('*First drink to Ulric!*' being a common toast) beside which weapons are stacked to receive the god's blessing. Almost every barracks in the Empire, even those in the far south, have such a shrine to Ulric.

AR-ULRIC

The High Priest of Ulric goes by the traditional title Ar-Ulric — 'Son of Ulric' in the ancient Teutogen dialect — and like his Sigmarite counterpart the Grand Theogonist of Altdorf, he is an Elector in his own right. With the combination of his spiritual authority as high priest and his temporal power as an Elector, many devout followers would rate him at least as the Graf's equal. The current Ar-Ulric is described in detail in **Power Behind the Throne**.

CELIBACY

In 1547 IC, Graf Siegfried the Significant of Middenheim worried that the priesthood of Ulric could become a rival dynasty to the Grafs of Middenheim. He offered the cult of Ulric the opportunity to return to the city provided that their senior priests took vows of celibacy. Ar-Ulric agreed in order to return to the great temple at Middenheim and its eternal flame.

Now, almost 1,000 years later, the vows of celibacy are still sworn by new priests. The vows may be ancient, but the cult has a long memory, and knows their origin: petty politics. Few Ulricans happily accept this, and some find celibacy a hard vow to keep. In **Power Behind the Throne**, the issue of celibacy has provided the villain with leverage over one of the main NPCs, but the matter is larger and further reaching than just this one case.

FOLLOWERS OF ULRIC

*Ulric give me the fangs of the wolf,
Ulric give me the claws of the wolf,
Ulric give me the coat of the wolf,
And I will show your enemies
the mercy of the wolf.*

As noted on page 213 of the **WFRP** rulebook, the cult of Ulric consists of two main orders: the priestly Howling Wolves and the martial White Wolves. Within each order, there are opportunities for devout Characters to follow a number of different careers. A few of them are outlined below, including details on how they differ from the Career descriptions in the **WFRP** rulebook.

THE PRIESTS OF THE HOWLING WOLF

Not all members of the Order of the Howling Wolf are ordained Priests. It takes people from all walks of life to maintain the temples and other facilities that provide for the faithful of Ulric, and lay members of the order can be following many different Careers.

TERMS OF ADDRESS

Ulrican Priests, Monks, Nuns, and Warrior Priests in the second or third Career level are addressed as 'Wolf-born,' or referred to as 'the Wolf-born [name].' Characters in the fourth level of their Career claim the title 'Lord Wolf'.



Monks and Nuns

While monasteries devoted to the worship of Ulric are not as well-known as those of Sigmar, they are not unheard of. They fall into two broad categories: contemplative and ascetic.

Contemplative Monasteries

The best-known monastery of this type is the Lore Haus, housed in a wing of Middenheim's great Temple of Ulric. This is the Old World's greatest repository of Ulrican theology and history, where monks and nuns study ancient scriptures dating back as far as Teutogen times.

Characters of this type are very similar to the Monks and Nuns described on page 56 of the **WFRP** rulebook, except that their Trade and Lore Skills focus on history (especially that of Middenland, Nordland, Kislev, Norsca, and the ancient Teutogens) and the creation and repair of books and scrolls (printing, bookbinding, etc.). The more senior staff often have some experience as a Scholar (**WFRP**, page 59).

The Lore Haus is also the final authority on the canon law of the cult of Ulric, and its staff includes a few Monks and Nuns who also have levels in the Lawyer Career (**WFRP**, page 55).

While devoted to their studies, the contemplatives of the Haus do not neglect the Ulrican tradition of keeping themselves fit and trained for combat at all times (many Nuns and Monks of the Lore Haus choose to take Advances in a favoured Melee Skill during their second Career level). From time to time, a few set forth on an expedition to seek out some location from Ulrican legend or a cache of historical or religious documents.

Ascetic Monasteries

These are smaller and more numerous than their contemplative counterparts. Some fall under the monastic Order of the Winter Throne, but many more are independent. Dedicated to hardening the body and soul through exposure to the elements, physical exertion, and combat training, most of these monasteries are located in remote and barren places such as mountaintops and deep valleys. Some are little more than a collection of small caves in which members of the community sleep, while a few consist of a cluster of rough, hand-built stone huts surrounded by a wall.

The ascetic Monks and Nuns of Ulric live as close to the wild as they can, hunting their own food as wolves would do. They usually have at least one level in a Warrior or Ranger Career in addition to their religious pursuits, and many are (or become) Wolf-Kin, the fanatical warriors whom many compare to the crazed flagellants of Sigmar. See **Middenheim: City of the White Wolf** for more on these rugged worshippers of Ulric.

THE KNIGHTS OF THE WHITE WOLF

It is in war that we glorify our gods, for what greater cause is there than to fight and die in the name of Ulric

—Frandegast Ulfheim, Knight of the White Wolf

The Knights of the White Wolf are an order of templars who protect the Temple of Ulric and serve Ar-Ulric both in his capacity as High Priest and Elector. They are the oldest and the largest templar order in the Old World, their founding dating back over 2,000 years to the time of Ar-Ulric Wulcan.

Although they are based in Middenheim, the White Wolves serve Ar-Ulric rather than the Graf. This has been known to cause tensions in the past, but throughout history the holders of Middenheim's two great offices have taken pains to work together, and Knights of the White Wolf have taken the field alongside Middenheim's army on many occasions. Almost every temple of Ulric, from the smallest of shrines to the high temple in Middenheim, has at least one or two White Wolves stationed in it.

White Wolves are tasked with guarding the temples and priests of Ulric throughout the Empire and beyond. Units of White Wolves may be dispatched on quests or missions, or they may be sent to battle, marching as part of the army of Middenland to war, or accompanying a larger templar army on the battlefield.



Equipment

The Knights of the White Wolf are distinctive, both on and off the battlefield. When on duty or in battle, White Wolves dress in heavy suits of plate mail, lacquered black or treated with dark oils. Every knight wears a distinctive wolf pelt over his shoulders, and it is a rite of passage that every White Wolf must hunt, kill, and skin a wolf with their bare hands in order to become a full-fledged member of the order.

White Wolves fight from the back of red-barded warhorses, wielding cavalry hammers instead of lances. They refuse to wear helmets, and their flowing hair and long beards add to the ferocity of their appearance on the battlefield.

Careers

All Knights of the White Wolf have at least one level in the Knight Career (WFRP, page 111), and some are also Warrior Priests (WFRP, page 116). Their Skills, Talents, and Trappings are as shown for those Careers, modified as necessary to reflect their ability to use a two-handed warhammer from the saddle and their refusal to wear helmets, which they consider cowardly. Most Knights have previous Careers as Soldiers (WFRP, page 115) or Cavalry (WFRP, page 109).

THE TEUTOGEN GUARD

The Teutogen Guard is an elite unit within the Knights of the White Wolf, and forms Ar-Ulric's personal bodyguard. They normally fight on foot, but are armed and armoured identically to the other knights of their order.

The Brotherhood of the Axe

Although they are now technically subordinate to the Teutogen Guard, the Brotherhood's origins go back to the days before Sigmar, when the Teutogens were the most powerful tribe in what is now the northern part of the Empire. They were an elite warrior society made up of the very finest Teutogen warriors, the bodyguards of the ancient Teutogen warrior-kings, whose names are still enshrined in song and story. When Sigmar united the tribes and founded the Empire, the Brotherhood of the Axe retained their original role as protectors of the Teutogen chiefs.

Only warriors of pure Teutogen blood are admitted to the Brotherhood, and they must also be warriors of proven skill and unquestioning loyalty to Ulric. They are fiercely traditional (some would call them reactionary) and see themselves as the only true guardians of the old warrior traditions. They arm themselves with great two-handed axes rather than hammers, arguing that the traditional Teutogen war-axe is the weapon of Ulric while the hammer is that of Sigmar.

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



LAY PERSONNEL

ULRICAN SAYINGS

'The baying you hear be not mere curs.' — A grave threat is approaching.

'The cold fire reveals all.' — A warning to speak the truth.

'The word of a Sigmarite.' — A falsehood.

Both the monastic and martial orders of the cult of Ulric employ large numbers of lay personnel: devout followers of the god who are not ordained as priests or inducted as knights.

The temples, and the more contemplative monasteries, employ large staffs of servants, artisans, and other individuals who see to the mundane tasks of construction, repair, maintenance, and day-to-day running. In addition, Ulricans of all types sometimes retire to a monastery for a short time, either in repayment of a vow or to spend some time reconnecting with their faith for other, more personal reasons.

While inducted Knights of the White Wolf form the core of the Electoral force commanded by Ar-Ulric, they are accompanied in the field by lay infantry and cavalry who are sworn to serve the cult. In peacetime, some serve the temples and monasteries as guards, hunters, groundskeepers, and manual labourers, while others are small units drawn from a particular village or group of farms, training together as part of their devotion to the wolf-god. They usually have one or two levels in a Warrior or Ranger Career, and are led by a Priest or Warrior Priest in their second or third Career level.

THE CHILDREN OF ULRIC

Some Ulricans believe that Werewolves are especially favoured by Ulric, who grants them the ability to walk abroad as Human or wolf. Werewolves are sometimes called 'children of Ulric,' but they should not be confused with Wolf-Kin, nor yet with 'children of Ulric' as a term for wolves in general. Officially, the cult of Ulric has neither confirmed nor refuted this folk-belief.

QUICK ULRICAN NPCs

If you need an Ulrican Priest or other NPC in a hurry, take the standard profile for the NPC's Career and make the following additions.

☛ *WS +10*

☛ *S +10*

☛ *Skills: Lore (Ulric) +10*

☛ *Talents: Strike Mighty Blow and Warrior Born*

THE SIGMARITE HERESY

The so-called 'Sigmarite Heresy' is at the centre of the growing religious tensions between north and south, which threaten to tear the Empire apart. In essence, it is a simple theological difference, but it has come to stand for a number of long-standing resentments and cultural differences.

Heed me. It will snow in the Rakland once more, and through the snow, the wolves will hunt.

—Olaf Eichhorn, Priest of Ulric

For centuries, the leaders of the cults of Ulric and Sigmar have smoothed over their religious differences in the interests of unity, and only fringe fanatics and hard-line separatists have raised the subject. Since no one took these groups very seriously, the Sigmarite Heresy became more and more of a non-issue, a mere theological curiosity that was, in most people's view, as ridiculous as the people who argued for its significance. In recent months, though, that has changed — but no one is quite sure how or why.

In its simplest form, the Sigmarite Heresy proposes that Sigmar is at best an inferior deity to Ulric (some say, a mere demigod who serves Ulric as a shield-bearer) and at worst that he is not a god at all: just the revered memory of a great — but mortal — chieftain. The underlying theology is complex in the extreme, depending on the deep study of ancient legends and chronicles from many sources — not all of them Human — and the very subjective interpretation of key words and phrases in multiple ancient languages.

The central argument is that since it was the High Priest of Ulric who crowned Sigmar as the first Emperor, the cult of Ulric is the pre-eminent faith of the Empire by right and tradition: every claim made on behalf of Sigmar by his followers, from Emperor to god, derives from the authority of Ulric and his priesthood. Certain extreme positions argue from this basis, and from the fact that no Ulrican source describes Sigmar as a god until well after the Sigmarite Emperors established the power of Altdorf over the whole Empire — Ulric himself never pronounced Sigmar a god. Therefore, Sigmar's deification was simply a decree made by mortal Emperors, and carries no weight with the gods themselves.

This issue has come to stand for every grievance that the Ulrican north holds against the Sigmarite south. There are many of these, ranging from resentment of Imperial authority to the foppish snobbery that many northerners perceive (not without justification in many cases) in the actions and manners of visiting Altdorfers. Thanks to the machinations of the Purple Hand, popular sentiment in Middenheim and across the north

has been stirred up against the south in general and Altdorf in particular. Aspirations of independence as a separate and completely Ulrican nation have been stoked to the point where violence is starting to break out on both sides of the divide.

An even more extreme view is currently dismissed by all but the most fanatically unhinged. If Sigmar is not a legitimate god, not recognised by Ulric and the other traditional deities of the Old World, and yet he behaves like a god, granting Miracles and Blessings to his followers, then only one conclusion is possible: that he is really a Chaos God, either a mask worn by one of the four known Ruinous Powers or a separate malign entity. Needless to say, the cult of Sigmar spares neither flame nor sword in its efforts to suppress this proposition.

THE SONS OF ULRIC

The Sons of Ulric were originally an extreme and widely outlawed sect of the cult, whose members claimed to be the blood descendants of Ulric himself and believed that

My friends, let me explain what I mean:

Sigmar was an Ulrican.

Sigmar founded this Empire. Thus, the Empire is Ulric's nation.

We are all Ulricans! This slavish devotion to Sigmar must end!

—Johann von Schattenlas, Carroburg Politician

only they were worthy to be his priests. Some Sons of Ulric actively persecuted those who they deemed not to be of pure, unadulterated Teutogen blood, and all were implacably opposed to the growing power of the southern interloper Sigmar and his priests.

A fractious and disorganised movement, the Sons were constantly splintering into smaller groups following one charismatic leader or another, unable to agree whose blood was the purest and who should lead them. Infighting between groups sometimes became a threat to public order, and the splinter groups visited even greater atrocities upon each other than they did on non-believers, the lax in faith, or the followers of Sigmar. While capable of causing great trouble, they were simply too fragmented to constitute a serious threat, and the authorities did little to stamp them out.

As the Sigmarite Heresy has reared its ugly head over recent months and north-south tensions — religious and otherwise — have grown to their present dangerous pitch, the Sons of Ulric have become more active, and apparently more organised. Atrocities against the Sigmarite minority in Middenland,

Nordland, and surrounding areas, and attacks on coaches and merchant caravans travelling north from Altdorf, have increased in both number and severity, to the point where the Grand Theogonist has called an emergency congress of Sigmarite priests and scholars to discuss the Sigmarite Heresy and seek some permanent compromise to restore peace — the Characters may have heard of this on their travels.

At this time it is unclear whether the Sons of Ulric are really behind the escalating violence, or whether their name has been co-opted by other groups of religious fanatics, northern separatists, and opportunistic bandits. What is beyond doubt, though, is that their name has never been more prominent, or more widely feared.

OMENS AND PORTENTS

In addition to the Blessings and Miracles described in Chapter 7 of the **WFRP** rulebook, Ulric may send omens and portents to his followers. Sometimes, an omen is granted in response to a prayer for guidance, but they may also appear unbidden, as advice, warnings, aid, or as a reminder to a wayward Character that fewer Sin points would be a good idea.

Omens and portents offer the GM a way to give the Characters (and their Players) some gentle guidance if needed, but care should be taken not to overuse them. If they become commonplace, they lose their wonder, and if Players come to rely on spoon-fed information from one Character's deity, the challenge quickly goes out of an adventure. Bear in mind, too, that Ulric has always stood for individual strength and self-sufficiency, so he is unlikely to coddle his followers.

The definitive sign of Ulric is the wolf. It is not uncommon for a travelling Ulrican to see fleeting glimpses of a wolf in the distance among the trees. Try as they might, the Ulrican can never catch up with the beast, always enticing the devout forward. More often than not, this leads the follower to where they are needed to do Ulric's will.

A lone wolf in winter, striding through virgin snow amidst bare trees, is a sign that all is right with the Old World. A vision of a parched landscape with a hot, high sun shining down upon it could mean that the forces of Ulric will be weakened, or that a harsh test lies ahead. Otherwise, the wolf's situation could be an indication of a looming danger.

- ☠ Passing through a twisted and mutated wilderness would indicate the forces of Chaos.
- ☠ A rheumy-eyed beast with sores upon its back might portend a plague.
- ☠ A den of wolf cubs being attacked by a ferocious horned ram foretells of a Beastmen raid.

ULRICAN MIRACLES

Several Miracles of the faith of Ulric are listed in Chapter 7 of the **WFRP** rulebook. The following are optional, and may be used at the GM's discretion.

WOLF'S BITE

Range: Touch (You)

Target: 1

Duration: Fellowship Bonus Rounds

Your harsh words and roared prayer bless you with Ulric's savagery, adding +20 to the severity roll for any Critical Wounds you inflict.

HOWL OF BATTLE

Range: You

Target: You

Duration: Fellowship Bonus Rounds

Ulric's spirit fills you, unleashing your bloodlust. You gain the *Berserk Charge* Talent (**WFRP**, page 133). If you already have it, you gain it again, ignoring the normal maximum if necessary.

CRUSH THE WEAK

Range: You

Target: You

Duration: Fellowship Bonus Rounds

You are filled with Ulric's scorn for the weak and cowardly. Once per Round, you may re-roll one missed attack.

FROSTBITE

Range: Fellowship yards

Target: 1

Duration: Special (see below)

Ulric's cold fury freezes your enemy's body and blood. One opponent within range loses 1d10 Wounds, ignoring Armour and Toughness Bonus. Furthermore, the target must pass a **Challenging (+0) Toughness** Test or be unable to take any actions next turn, apart from defensive actions such as using Dodge.

HEART OF THE WOLF

Range: You

Target: AoE (Fellowship Bonus yards)

Duration: Fellowship Bonus Rounds

Your allies are inspired with the martial spirit of Ulric. Any allies within range automatically lose all *Broken* Conditions. For the duration of the Miracle, they are immune to *Fear*, *Terror*, and the effects of Skills and Talents such as *Intimidate* and *Frightening*.

HOARFROST THEWS

Range: You

Target: You

Duration: Fellowship Bonus hours

Ulric cools your body, and frost forms on your flesh. You become immune to cold from any source.

ICE STORM

Range: Fellowship yards

Target: AoE (Fellowship Bonus yards)

Duration: Instant

Ulric sends a fierce storm of slashing ice-shards to punish your foes. Anyone affected takes a Damage +5 hit and must make a successful **Challenging (+0) Willpower** Test or gain one *Stunned* Condition.

GAZETTEER OF THE DUCHY OF MIDDENHEIM

Those using the rules for trading found in the *Death on the Reik Companion* will find the gazetteer useful. It contains a list of notable settlements in the Duchy of Middenheim, and commonly traded items in those settlements.



GAZETTEER OF THE DUCHY OF MIDDENHEIM

d100	Settlement	Size	Ruler	Pop	W	Produces	Garrison/ Militia	Notes
1-30	Middenheim	4	Graf Boris Todbringer	40,000	5	Trade, Services, Government	900a/ 12,000b	Capital of the Grand Duchy, High Temple of Ulric
31-35	Brass Keep	2	House von Kärzburdger	n/a	n/a	Government	25a/45b/ 100c	A military picket of the occupied fortress has become a semi-permanent settlement
36-40	Gladbeich	2	Disputed, effectively Graf Boris Todbringer	101	2	Timber	4b	See Holzbek, locals very wary of wizards
41-44	Holzbek	1	Disputed, effectively Graf Boris Todbringer	31	1	Subsistence	-	The Barony is claimed by Hochland, but the Baron seeks Todbringer patronage
45-48	Hope Square	3	House von Kärzburdger	n/a	n/a	Iron Ore, Illicit Slave Trade	10a/25c	Mining penitentiary, Kärzburdgers enjoy hereditary tenure of the surrounding estate
49-53	Hovelhof	1	Graf Boris Todbringer	49	1	Subsistence	4b	
54-57	Immelschied	2	Graf Boris Todbringer	90	2	Timber, Slate	6b/10c	
58-63	Jagerhausen	1	Disputed, effectively Graf Boris Todbringer	75	3	Agriculture, Herbs	8c	Lies to the west of the Grand Duchy, held by Thugenheim family for Graf Boris, claimed as part of Middenland
64-68	Linz	2	Margrave Danmark	139	2	Cattle Market Hub	8b/12c	The Danmarks have held hereditary tenure over their small March for 16 generations
69-74	Nordringen	3	Graf Boris Todbringer	<250	2	Timber	20b/<34c	Currently suffering from outbreak of Spotted Green Brainpox
75-80	Oberholzbek	3	Disputed, effectively Graf Boris Todbringer	302	2	Ore	10b/27c	See Holzbek, mining community, suspected bonanza of silver
81-84	Schoninhagen	3	Disputed, effectively Graf Boris Todbringer	171	3	Timber, Trade	5b/8c	Lies to the south of the Grand Duchy, held by von Gensher family for Graf Boris, claimed as part of Middenland
85-90	Sohk	1	Graf Boris Todbringer	46	1	Timber	5c	
91-94	Solzheim	1	Graf Boris Todbringer	37	1	Agriculture, Timber	4c	
95-98	Thugenheim	2	Graf Boris Todbringer	102	2	Timber	6b/11c	
99	Upper Spite	1	Graf Boris Todbringer		2	Agriculture, Timber		
00	Warrenburg	3	Graf Boris Todbringer	232	1	Subsistence	-	Shanty town at foot of the Fauschlag

CHAPTER 5

SOME VERY IMPORTANT PEOPLE



Power Behind the Throne is well known for providing GMs with a number of challenges to reach a smooth and satisfying conclusion. There are a number of highly detailed NPCs to portray and keep track of. Hooking the adventures into investigating the circumstances behind the new tax policy of Middenheim can be tricky and, once hooked, preventing them from working out whodunnit until the dramatic conclusion also requires some juggling.

With all this in mind perhaps the last thing GMs want to consider as they prepare to run the adventure is yet more detailed NPCs, but such characters may be useful to help control the flow of the adventure and the characters' investment in the plot. As a GM, be sure to handle them with care if you do go on to use them.

NEW NPCS

NPC	Role	Useful for...
Sascha Rothbert	Criminal Fixer for 'The Man'	...hooking roguish parties and Characters who might otherwise be averse to mixing in high society into the plot. Has some inkling of the Purple Hand's involvement.
Hausmeister Breugal	Chamberlain to the Graf	...putting obstacles in the way of Characters who feel entitled to access to the palace and important NPCs who live there.
Clerk Thognar	Official at the Kommission of Elf, Dwarf, and Halfling Interests	...letting the party know that spirited opposition to the taxes is being carried out, but could also mislead them with conspiracy theories.
High Priestess Muella	Leader of Verenan Cult in Middenheim	...providing information to Characters who wonder what the Verenan cult thinks of events in Middenheim. Concerned about the taxes.
High Matriarch Begegnen	Leader of Shallyan Cult in Middenheim	...providing information to Characters who wonder what the Shallyan cult thinks of events in Middenheim. Concerned about the taxes.
Alfric Half-Nose	Honourless Dwarf and information broker	...confirming speculation or rumour regarding the NPCs, or acting as a 'gateway' criminal contact for groups without a roguish Character.

EXPANDED NPCS

In addition to the characters above, a couple of NPCs detailed in **Power Behind the Throne** are provided with some extra information here for GMs who might like them to take a more proactive role in the story.

NPC	Role	Useful for...
Nastassia	Secret Agent of Baron Heinrich	...spurring on motivation to expose the plot behind the taxes, can provide Characters with a wealth of potential leads and draw them away from red herrings.
Brunhilde Klaglich	Wasmeier's chief agent and enforcer	...protecting the plot behind the taxes, can distract Characters from potential leads and draw them away with red herrings.





SASCHA ROTHBERT

THE FIXER

There aren't many problems that Sascha Rothbert can't solve, although he can't promise that people won't get hurt along the way. That's why the Low King (as Middenheim's criminal kingpins style themselves) known only as 'The Man' keeps him as a prized agent. Rothbert makes it his business to know people, from the lowliest beggar in Ostwald to high society at the palace. If you want to get in with someone, you could do worse than get in touch with Sascha.

Despite his standing in Middenheim's criminal fraternity, Rothbert is frightened. Two months ago, he happened to be on a roof looking through a certain window. Inside he saw a circle of people in purple robes chanting in a strange unsettling tongue. This is the kind of information he didn't want — and it got worse when one of the cultists turned and looked his way. Now he's running scared and watching every shadow for threats.

'The Man' does not like the new tax. It's bad for business and it's causing the wrong kind of disorder in the city. He's charged Sascha with solving the problem for him. But Sascha is trying to keep a lower profile and needs help. Ideally he can find some out-of-towners who can move through Middenheim society and get to know what's going on. When the party arrive in the city, it takes mere hours before he knows about them, so he can be used to hook them into the adventure... especially if there are roguish types amongst them. Alternatively, if they're looking for someone in the underworld with connections, Rothbert emerges from the shadows. The information broker known as Josef can also put characters in touch with Rothbert.

SASCHA ROTHBERT

HUMAN PROCURER (SILVER I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	33	34	33	32	55	51	50	35	48	48	13

Traits: Weapon +5

Skills: Bribery 63, Charm 63, Consume Alcohol 47, Cool 58, Dodge 61, Entertain (Storytelling) 63, Evaluate 38, Gamble 50, Gossip 58, Haggle 63, Intimidate 48, Intuition 65, Lore (Middenheim) 48, Melee (Basic) 46, Perception 65

Talents: Carouser, Criminal, Dealmaker, Doomed (*Hark unto that hissing noise but tarry not*), Embezzle, Etiquette (Criminals, Guilders), Gregarious, Luck, Sharp, Suave, Resistant (Disease)

Trappings: Dagger, Good but not Fancy Quality Clothing, a purse containing coins to a value of 2 GC

ROLE

Rothbert is one of 'The Man's' most valued lieutenants, charged with resolving problems bothering the crime lord. This includes gathering information, ensuring rivals are removed, acquiring stolen goods, or bribing officials. He rarely gets his own hands dirty, preferring to procure the services of fences, smugglers, or other ruffians to get the job done.

LOCATIONS

Rothbert lives in rooms above the *Dying Manticore* inn in Ostwald. During the day, he moves between various establishments affiliated with 'The Man' — such as the *Drowned Rat* inn or Pfandleiher's Pawn Shop. But often he can be found in any other part of the city, meeting contacts and making arrangements. In the evening, he frequents inns and taverns where he can discover interesting information and people.

Given recent events, Rothbert keeps a low profile as he goes about his business. He won't announce his presence, and Characters looking for him will likely need to make an arrangement to meet in advance.

REACTIONS

Rothbert normally gets on well with strangers — after all, any of them could prove useful in the future. But now he's nervous that anyone could be a cultist. All Fellowship Tests are at -5 for Humans and Elves until he trusts them, which happens after three successful Tests. Dwarfs and Halflings do not suffer this penalty as the cultists he saw were all man-sized.

KNOWLEDGE

Rothbert has a reasonable understanding of who influences the Graf, based on scraps of gossip he's picked up and his own educated guesswork. Assume he knows who to target for influence, explaining it to the party by moving beer tankards representing the main players around on an inn table.

MISCONCEPTIONS

Rothbert thinks that the ladies-at-court have considerable influence over the Graf; he believes the Graf can't resist a pretty face.

GOALS

Rothbert wants to keep his boss happy, so he's working to see the tax repealed and to improve his own relationship with members of the court. But he has a more pressing goal: to find out whether the cultists are after him and, if so, what he can do to stop them.

INFLUENCE

Rothbert has never met the Graf and people like him have no influence whatsoever on his opinions.

Pressure Points

Rothbert is well known, but after witnessing a Purple Hand ritual he feels like a hunted man. Unbeknownst to him, the cultist did not recognise his face. But if Wasmeier realises that Rothbert saw the ritual or is working against his plan, he will have him killed. So far, Rothbert's natural distrust of the authorities has prevented him from approaching them with what he saw. He dare not tell 'The Man' in case someone in the organisation hears and decides to sell him out.

THE OPINIONS OF OTHERS

As a fixer, Rothbert has met more of the major NPCs than one might expect. Certainly he's a criminal, but he presents as fairly respectable and moves easily in different kinds of company.

Dieter Schmiedehammer – Champion: Met Sascha once when visiting a horse trader. He couldn't quite work out why he was there, but they got on well enough.

Rallane Lafarel – Minstrel: Sascha has been part of Rallane's audience and the Elf has drunk with him on occasion as part of a larger group. Rallane doesn't remember much about him, other than his face.

Hildegard Zimmerlich – Chaperone: The Chaperone would never entertain the idea of conversing with a criminal such as Rothbert. She might change her mind if she realised he knows about her nephew Bruno Kohl.

The Wizards: Rothbert has several wizardly acquaintances at the Guild, who sometimes look to 'The Man' and his agents to source rare or illicit spell ingredients. Eberhauer knows him, but politely ignores him in public.

The Paramour and the Ladies-at-Court: Schlagen remembers Rothbert as someone who occasionally hung around with her old theatrical friends. She's wary of spending time with anyone associated with that time in her life. While she enjoyed it, she's moved on. The other ladies-at-court do not know him.

Allavandrel Fanmaris – Master of the Hunt: The Elf knows Rothbert as a casual acquaintance who can be good company and always knows a good hostelry when they need one.

Gotthard Wallenstein – Komission Convenor: He's worried about Rothbert and 'The Man', as they know some of Gotthard's dubious practices and criminal connections. If he could find a way to neutralise them, he would.

Luigi Pavarotti – Baronial Physician: He likes Rothbert, as he's always up for a drink and he knows some interesting people.

The Law Lords: He doesn't have much interest in them — they're cold fish and believes that there's not much to know about them. He does know Hultz Fleischer of Klaglich's gang and knows that he found a decent job recently working for some cunning woman, but he has no knowledge of the link to Wasmeier.

THE OTHER NPCs

As someone who makes a trade of knowing things, Rothbert has good insights into the NPCs and several routes to introduce the party to Middenheim's upper echelons.

Josef Sparsam – Chancellor: He's heard that the Chancellor has picked up a nasty drug habit, but doesn't know where he's getting his supply. Josef Pfandleiher once sourced some dodgy antiques for the Chancellor and Rothbert can use his connection to the pawnbroker to engineer an introduction.

Dieter Schmiedehammer – Champion: Rothbert knows that he wants to get into the horse trade and met him through 'Bolgasgrad' Vadim, a horse trader. He likes Dieter and suspects he can be easily fleeced.

Rallane Lafarel – Minstrel: He likes the Elf and has hung around on the periphery of a few nights out, buying the odd drink and keeping his ears open.

Katarina Todbringer – 'Princess': He's admired her from afar, but never got anywhere near.

Hildegard Zimmerlich – Chaperone: He knows that her nephew is 'a bit of a naughty boy' and can use this as leverage to get the party an introduction to Zimmerlich, or help them arrange a diversion to get her away from the Katarina.

The Midden Marshals: 'The Man' and other ne'er-do-wells would pay handsomely for compromising information on Schutzmann. Otherwise, Rothbert has avoided all three of the Midden Marshals like the plague.

The Wizards: He knows a crooked wizard who helped steal a few books from the Wizards Guild library on his behalf, as he had a buyer in High Priest Etelka Mueller. The wizard, a Shadowmancer called Jurgen Monilus, can introduce the party to the High Wizard for a small price. Rothbert himself won't go, as he's wary of wizards. He thinks they can read minds and suspects some of them could be cultists.

High Priest Ar-Ulric: When an Ulrican priest wears a wolfskin, they are expected to have killed the wolf themselves. On several occasions, Rothbert has arranged the sale of freshly killed pelts to priests who are too busy or scared to do the deed themselves. If he wants to pull in a favour and enable a meeting with Ar-Ulric, he might be able to make this work.

The Paramour and the Ladies-at-court: He knows her from her old acting days, when she hung around with a much more disreputable crowd. Rothbert is impressed at her social climbing and bears no ill will, but if he needs to use his old connection to get the party an audience with the paramour, he will.

Siegfried Prunkvoll – Knight Eternal: No dealings with him.

Allavandrel Fanmaris – Master of the Hunt: They have been occasional drinking companions whenever Allavandrel ventures to the less salubrious parts of town for entertainment. Although he won't show it, he doesn't like the Elf as much as Rallane, because he finds him unnervingly perceptive.

Gotthard Wallenstein – Kommission Convenor: Rothbert has discovered that Wallenstein is involved in dubious dealings such as human trafficking and even worship of the Ruinous Powers. He fears that the merchant was one of the cultists he saw and Rothbert avoids discussing him until he feels completely at ease with the party.

Luigi Pavarotti – Baronial Physician: He caused quite a sensation when he arrived in the city — not least because his largesse attracted a great number of hangers-on. They've never met, but Rothbert knows exactly where to find Pavarotti on any given evening.

The Law Lords: He doesn't have much interest in them — they're cold fish and he believes that there's not much to know about them. He does know Hultz Fleischer of Klaglich's gang and knows that he found a decent job recently working for some cunning woman, but he has no knowledge of the link to Wasmeier.

CARNIVAL EVENTS

Rothbert will be at the following events, checking out the crowd and talking with acquaintances.

Day 1 Wellentag: Festival of Fine Ales

Day 2 Aubentag: Elven Gymnasts; Minotaur fights

Day 3 Marktag: Challenges to the Graf's Champion; Fire-breathers of Carroburg

Day 4 Backertag: Horse Fair (with 'Bolgasgrad' Vadim); Barnumbel's Elephant Show

Day 6 Konigstag: Black Pool Illuminations

Day 7 Angestag: Snotball Cup Final



HAUSMEISTER BREUGAL THE CHAMBERLAIN

A tall, emaciated man in a regal, black, high-collared jacket and lace ruff strode out to meet them all, pacing the ground with a silver-knobbed cane. He wore a white, ringletted and ribboned wig of the latest fashion and his skin was aristocratically powdered white.

'I am Breugal, chamberlain to the Graf', he said in a strangled, haughty voice.

— *Hammers of Ulric*, by Dan Abnett and James Wallis

Breugal, the chamberlain to Graf Boris, appeared in the Games Workshop novel *Hammers of Ulric*, which was published in 2000, more than 20 years after *Power Behind the Throne*. As a powerful figure in the court of Middenheim, he makes a great addition to the major NPCs.

The Graf's chamberlain is known only as Breugal. He is a tall, emaciated man with an air of aristocratic detachment. He is a common sight about the Palace grounds, striding forth with his silver-topped cane in hand and dressed in ornate high fashion. Breugal is a coldly efficient household manager, responsible for running the Middenpalaz. Those who fail to meet his exacting standards do not last long in his employ. His office is his life, and he has never been known to fraternise with anyone.

HAUSMEISTER BREUGAL

HUMAN GOVERNOR, FORMER ADVISOR (GOLD 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	46	31	44	46	32	33	33	55	65	37	18

Traits: Prejudice (lowborns), Weapon (Dagger) +6

Skills: Athletics 48, Bribery 52, Charm Animal 80, Consume Alcohol 61, Cool 85, Endurance 61, Evaluate 75, Gossip 50, Haggle 45, Intuition 52, Leadership 57, Lore (Middenheim 75, Politics 65), Perception 52, Ride (Horse) 53

Talents: Coolheaded, Doomed (*Even in the freshest mountain air, a predator lurks*), Etiquette (Nobles, Servants), Menacing, Read/Write, Savvy, Shadow, Strong-minded, Super Numerate, Well-prepared

Trappings: Dagger, Silver-topped Cane, Fashionable Clothes

ROLE

The chamberlain is the Graf's head of household, and oversees all the staff in the palace. His is the final word on all domestic affairs and matters of protocol, and no event takes place in the palace without his direct involvement. He schedules all audiences, organises all dinners and receptions (including the annual garden party: see pages 10–22), and is in charge of hiring and firing servants and staff.

LOCATIONS

Breugal has a small but very neat suite of rooms in the Outer Palace, and during Carnival week he never leaves the palace complex, overseeing every detail of the Graf's movements during that time as well as anything else that takes place there. If anything needs to be handled outside the palace — dealing with merchants and suppliers, for example — he either sends a member of his staff or summons the parties concerned to his office off the Graf's audience chamber. Even in his very rare free time (of which he has none in Carnival week), he does not frequent informal or lowbrow events, markets, or other 'common' locations.

REACTIONS

A Character of at least Gold 1 Status, or a lesser Character who can convincingly imitate these qualities, may be able to gain Breugal's approval so long as they adhere to every scintilla of protocol. Anyone without Etiquette (Noble) is dismissed out of hand, and all others must make any necessary Fellowship Tests with a -20 penalty, such is the depth of his snobbery and devotion to 'correct behaviour'.

KNOWLEDGE

Breugal knows much and suspects more, but says nothing. While he has the Graf's ear on domestic matters, he underestimates his influence, especially given the Graf's weakened condition. He refuses to listen to anything he considers 'idle gossip', anything vulgar, and anything that reflects poorly upon the Todbringer family or any of its members.

While it is not impossible to get past Breugal and speak to the Graf directly, the chamberlain does everything in his not-inconsiderable power to prevent his master from being bothered, especially now. However, if the Characters can convince the chamberlain that the fate of the city or the life of the Graf are in danger — which is not easy — then he sends them to the major NPC whom he believes best placed to deal with the matter, writing a letter of introduction that urges the recipient to take them seriously.

MISCONCEPTIONS

Breugal has a very accurate idea of who influences Graf Boris, and how much. He underestimates his own influence, and overestimates that of the Law Lords and the Midden Marshals, but only by a little. Otherwise, he is very rarely wrong.

GOALS

Breugal's only goal is to ensure the smooth running of the palace and its household so that all who see it are left in no doubt about the power and prestige of the Todbringer family. He ventures no opinions on politics, taxation, or anything else, regarding these matters as irrelevant to the true business of the palace, which is to be grand.

BREUGAL'S ROLE

Adding Breugal to **Power Behind the Throne** makes the adventure more challenging in a number of ways, and the GM should use him with care. If the Players enjoy roleplaying and NPC interaction — which are, after all, a major part of this adventure — he can add a great deal to the fun. On the other hand, if the party's skills are more suited to combat than intrigue, the addition of another powerful NPC who requires careful handling may be too much.

Obstacle

As chamberlain to the Graf, Breugal oversees the running of the palace, and he can also control access to the Graf. Although he is only a slight physical threat in himself, he can call an almost unlimited number of Knights Panther and palace servants to deal with any riff-raff who threaten him or cause other kinds of trouble.

Breugal's default position toward anyone not of the court is one of disdain. Even high-ranking nobles from other cities, while accorded all the respect demanded by protocol and good manners, find that Breugal can be surprisingly effective in keeping unwanted visitors at bay. Those of lower social status find it even harder.

Approaching Breugal is best through another NPC, whom he already knows and respects. If the Characters can make a good impression on him during an initial conversation (which is best done by expressing a devotion to the interests of the Graf and his city, while at the same time maintaining all the rules of etiquette and politeness), he might come around to their side and become a source of support rather than an obstacle. However, he helps in his own way, according to what he thinks is best (and most respectable, and in keeping with his idea of his office and its powers), which may not always be the kind of help that the Characters want or expect.

Influence

According to the system on page 40 of **Power Behind the Throne**, Breugal has moderate influence (2 'votes') over Graf Boris.

Adding Breugal to the mix of NPCs raises the total number of 'influence votes' from 17 to 19, requiring the Characters to amass 10 'votes' rather than 8 to ensure that the tax measures are rescinded.

Pressure Points

In concocting his plan (see **Power Behind the Throne**, pages 37-43), the evil Law Lord and Purple Hand cultist Karl-Heinz Wasmeier has completely overlooked the influence of the chamberlain, and this gives the Characters a small advantage: an NPC who has not yet been compromised.

Breugal has no obvious pressure points: indeed, he has been careful to avoid any circumstance that could compromise him and lead him to endanger the honour or the safety of the Todbringer family or their court. The Characters have to gain his support honestly and honourably, unless the GM decides otherwise and gives him a secret vice or some other weakness. *Hammers of Ulric* hints at a sadistic streak in his nature, which may reflect a greater interest in whipping underlings than discipline warrants, and it also suggests that he is a worshipper of Sigmar rather than Ulric, which could make his position increasingly uncomfortable in the growing religious tensions.

THE OPINIONS OF OTHERS

Like the NPC sheets in **Power Behind the Throne**, the sheet for Breugal gives his impressions of the other major NPCs, but to add him to the adventure, the GM must also know what they think of him.

Josef Sparsam – Chancellor: Knows Breugal by sight, but has never conversed with him. To Sparsam, Breugal is just a part of the palace furniture.

Dieter Schmiedehammer – Champion: Dieter is polite about Breugal when speaking to others, and when dealing with him in person. Privately, though, he thinks he is a little drunk on the power he has over the Graf's household, and would do better to see people as people, and not simply as the sum of their status and position.

Rallane Lafarel – Minstrel: Exchanges a polite word with Breugal in passing, and makes sure to keep on his right side, but secretly finds his dress and manner ridiculous.

Katarina Todbringer – 'Princess': Thinks Breugal should relax a little, but unconsciously senses the affection he harbours for her and finds him endearing, like an eccentric uncle.

Hildegard Zimmerlich – Chaperone: Sees Breugal partly as a kindred spirit, and partly as a rival for her self-appointed position as the court's arbiter of etiquette and genteel behaviour. She secretly relishes their contests of etiquette, which both regard as something like a duel against a worthy opponent: each of them believes they have the lead in this ongoing contest.

The Midden Marshals: Watch Commander Schutzmann respects Breugal in an abstract way: he is a lackey, but a senior one, and carries out his duties with devotion and ability. General Schwermutt is secretly amused by Breugal's dress and manners. Marshal von Genscher regards Breugal as a kind of door between him and the Graf, to be unlocked with the right forms of words and behaviour.

The Wizards: High Wizard Albrecht Helseher despises Breugal, seeing a man with neither temporal or magical power who struts and lords it over his betters. Deputy High Wizard Janna Eberhauer takes a more practical view, and regards the necessity of staying on the chamberlain's good side in much the same light as she might regard the proper treatment of volatile alchemical ingredients.

High Priest Ar-Ulric: While Breugal has never shown the High Priest anything less than the proper respect due to his station, an increasingly guilty conscience has made Ar-Ulric sour and distrustful of the chamberlain. He sees contempt in Breugal's every gaze and accusation in his every word, completely without justification.

Emmanuelle Schlagen – Paramour: Emmanuelle never liked Breugal, finding his manner off-putting while simultaneously hating herself for caring so much about what he might be thinking and searching for any signs that he is judging her. At first, she was afraid he knew about her involvement with the Graf; now, she worries that he might know about her affair with Ar-Ulric. She avoids the chamberlain whenever she can.

Ladies-at-Court: Kirstin Jung is careful to be polite to Breugal, but does not know him as a person. Petra Liebkosen thinks him ridiculous, and sometimes cannot resist teasing him in one way or another. Natasha Sinnlich is aware of the subtle power that Breugal wields within the palace — more aware than Breugal himself, in fact — and has begun the long process of cultivating him as an acquaintance.

Siegfried Prunkvoll – Knight Eternal: Thinks him a fine servant and a credit to the court, but obviously one does not become familiar with a servant. What was the fellow's name again?

Allavandrel Fanmaris – Master of the Hunt: Allavandrel only rarely crosses paths with Breugal, and has no particular opinion of him.

Gotthard Wallenstein – Kommission Convenor: Treats Breugal with fawning politeness when he wants something, but hates and despises him. He has even considered recruiting some of his Jade Sceptre cronies to frame the chamberlain in some scandalous way. It would serve him right for being such a puffed, self-righteous old stick — and what would everyone's faces look like!

Luigi Pavarotti – Baronial Physician: Knows that his manner bothers Breugal, and misses no opportunity to cause him discomfort. There is no malice in it, though: Luigi simply can't help himself.

The Law Lords: All three see Breugal as just another palace servant — a senior one, to be sure, but a servant nonetheless — to whom one speaks in order to see the Graf.

THE OTHER NPCs

As someone who makes a trade of knowing things, Rothbert has good insights into the NPCs and several routes to introduce the party to Middenheim's upper echelons.

Josef Sparsam – Chancellor: He's heard that the Chancellor has picked up a nasty drug habit, but doesn't know where he's getting his supply. Josef Pfandleiher once sourced some dodgy antiques for the Chancellor and Rothbert can use his connection to the pawnbroker to engineer an introduction.

Dieter Schmiedehammer – Champion: Rothbert knows that he wants to get into the horse trade and met him through 'Bolgasgrad' Vadim, a horse trader. He likes Dieter and suspects he can be easily fleeced.

Rallane Lafarel – Minstrel: He likes the Elf and has hung around on the periphery of a few nights out, buying the odd drink and keeping his ears open.

Katarina Todbringer – 'Princess': He's admired her from afar, but never got anywhere near.

Hildegard Zimmerlich – Chaperone: He knows that her nephew is 'a bit of a naughty boy' and can use this as leverage to get the party an introduction to Zimmerlich, or help them arrange a diversion to get her away from the Katarina.

The Midden Marshals: 'The Man' and other ne'er-do-wells would pay handsomely for compromising information on Schutzmann. Otherwise, Rothbert has avoided all three of the Midden Marshals like the plague.

The Wizards: He knows a crooked wizard who helped steal a few books from the Wizards Guild library on his behalf, as he had a buyer in High Priest Etelka Mueller. The wizard, a Shadowmancer called Jurgen Monilus, can introduce the party to the High Wizard for a small price. Rothbert himself won't go, as he's wary of wizards. He thinks they can read minds and suspects some of them could be cultists.

High Priest Ar-Ulric: When an Ulrican priest wears a wolfskin, they are expected to have killed the wolf themselves. On several occasions, Rothbert has arranged the sale of freshly-killed pelts to priests who are too busy or scared to do the deed themselves. If he wants to pull in a favour and enable a meeting with Ar-Ulric, he might be able to make this work.

The Paramour and the Ladies-at-court: He knows her from her old acting days, when she hung around with a much more disreputable crowd. Rothbert is impressed at her social climbing and bears no ill will, but if he needs to use his old connection to get the party an audience with the paramour, he will.

Siegfried Prunkvoll – Knight Eternal: No dealings with him.

Allavandrel Fanmaris – Master of the Hunt: They have been occasional drinking companions whenever Allavandrel ventures to the less salubrious parts of town for entertainment. Although he won't show it, he doesn't like the Elf as much as Rallane, because he finds him unnervingly perceptive.

Gothard Wallenstein – Kommission Convenor: Rothbert has discovered that Wittgenstein is involved in dubious dealings such as human trafficking and even worship of the Ruinous Powers. He fears that the merchant was one of the cultists he saw and Rothbert avoids discussing him until he feels completely at ease with the party.

Luigi Pavarotti – Baronial Physician: He caused quite a sensation when he arrived in the city — not least because his largesse attracted a great number of hangers on. They've never met, but Rothbert knows exactly where to find Pavarotti on any given evening.

The Law Lords: He doesn't have much interest in them — they're cold fish and believes that there's not much to know about them. He does know Hultz Fleischer of Klaglich's gang and knows that he found a decent job recently working for some cunning woman, but he has no knowledge of the link to Wasmeier.

CARNIVAL EVENTS

Rothbert will be at the following events, checking out the crowd and talking with acquaintances:

Day 1 Wellentag: Festival of Fine Ales

Day 2 Aubentag: Elven Gymnasts; Minotaur fights

Day 3 Marktag: Challenges to the Graf's Champion; Fire-breathers of Carroburg

Day 4 Backertag: Horse Fair (with 'Bolgasgrad' Vadim); Barnumbel's Elephant Show

Day 6 Konigstag: Black Pool Illuminations

Day 7 Angestag: Snotball Cup Final



NASTASSIA – THE SPY

Nastassia is a spy in the employ of Baron Heinrich Todbringer. She operates on his behalf in Middenheim, throughout the Empire, and beyond, running a small network of agents to gather intelligence and take action to protect the interests of the Todbringers and Middenheim.

Power Behind the Throne suggests that Nastassia can feed the party information if they're stalled or struggling to uncover the machinations of the Purple Hand. This profile makes her more of a character in her own right, running a parallel investigation to that of the party. Heinrich is out of the city, so she's working independently to thwart a scheme that she does not yet understand.

She could be used to hook the Characters into the whole investigation in Middenheim. In this case, she has been aware of them since their exploits in Bögenhafen, where one of her agents reported an unusual group of adventurers asking questions about Johannes Teugen, which seemed to lead to his downfall. Nastassia can contact the party surreptitiously in the Templar's Arms (or wherever they are staying) by leaving a note in a bunk suggesting that they pay close attention to the people behind the new tax.

NASTASSIA – HUMAN SPYMASTER (GOLD 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	56	49	37	35	60	58	38	65	60	63	15

Traits: Armour (Mail Coat) 2, Weapon (*Throat Slitter*) +6

Skills: Bribery 83, Charm 83, Climb 52, Cool 80, Entertain (Act) 78, Gamble 85, Gossip 86, Haggle 86, Intuition 80, Language (Tilean) 85, Leadership 83, Lore (Middenland) 85, Melee (Basic) 76, Perception 85, Secret Signs (Middenheim Spy Ring) 85, Sleight of Hand 53, Stealth (Urban) 78

Talents: Attractive, Blather, Briber, Carouser, Doomed (*A lurid claw will render your haven of quiet splendour*), Etiquette (Nobles), Flee!, Gregarious, Lip Reading, Master of Disguise, Mimic, Read/Write, Savvy, Secret Identity, Shadow, Suave, Tower of Memories

Trappings: *Amulet of Thrice-Blessed Copper*, Carrier pigeons (in private house), Mail Coat, Pass to Inner Palace, *Potion of Invisibility*, *Throat Slitter*, 3 GCs in assorted denominations, but can lay her hands on 100 GCs within an hour

Amulet of Thrice-Blessed Copper: A verdigris amulet blessed by a Shallyan High Priestess, this item grants its wearer the *Immunity to Poison* Trait, and turns bright green if held over any dish or drink that has been poisoned.

Throat Slitter: A dagger imbued with magic by a Gold Wizard who owed Natasha a favour, *Throat Slitter* is a razor-sharp blade that reflects little light even in bright sunshine. Its damage is increased to +3, it has the *Fast* Quality, and ignores the AP of any armour with the *Weakpoints* Flaw.

While Nastassia has made some headway in discovering the various secrets of the NPCs, she has yet to uncover the hidden hand of Wasmeier and his plot to replace the Graf. She knows that someone is working in disguise to manipulate several important members of the court. Nastassia has connected two aliases as the same woman — 'Frau Kenner' and her connection to the Chancellor and 'Elise Kaltblutig' as someone who met with Ar-Ulric and left him shaken. Nastassia was in Altdorf while Klaglich put her schemes into action; she now regards Wasmeier's agent as her archenemy. The party can help accelerate her confrontation with Klaglich if she nudges them in the right direction.

Nastassia is extremely perceptive and capable of making swift, accurate judgements about the behaviour of those around her. She is an excellent conversationalist, inspiring others to open up and share their secrets without revealing anything about herself. Nastassia has a photographic memory and a powerful recollection for faces and locations.

If Nastassia has a flaw, it's her professional pride. She has excelled in her profession as a spy, and Brunhild Klaglich's success has inspired frustration that she's been outwitted by someone on her watch. Nastassia is also something of a loner by nature. She has grown self-sufficient and untrusting of other people, so her personal relationships tend to be short-lived or based on dishonesty. Behind all her genius and professionalism she is a rather lonely person.

PRESSURE POINTS

Nastassia has family who live in Grubentreich, and although she has kept this relatively secret, they are vulnerable should her identity become known to Wasmeier or the Purple Hand. Her professional pride can also be used against her — should Klaglich decide to taunt Nastassia, she may become reckless in pursuing her rival.

ROLE

Nastassia operates as a spy for Baron Heinrich and, by extension, the Todbringers of Middenheim. She is charged with gathering intelligence, running a network of infiltrators and informants and, on occasion, the clandestine suppression of threats to the Todbringers and Middenheim.

INFLUENCE

Nastassia's role as Heinrich's lieutenant and spy depends on her anonymity. As such, she has no direct influence on the Graf.

LOCATIONS

When in Middenheim, Nastassia roams throughout the city — from the corridors of the palace to the dingiest taverns in the Altquartier. She is usually in disguise or concealing her face. Nastassia reports to Baron Heinrich by pigeon, although the two meet in person at various locations around the city — including in the palace itself. If she wants to meet the party, she will find them. She lives alone in a small, neat and impersonal house in Ulricsmund.

Outside Middenheim, she can be encountered in any large town or city where political or military decisions are made. In Altdorf, she runs a spy network from a front organisation, the Salzenmund Export Company, which operates from an office in Grandmarkt.

REACTIONS

Nastassia is untrusting by nature, so most people suffer -5 to Fellowship Tests with her. If she decides independently that the Characters are working for the interests of the Todbringers (whether they realise it or not), they gain +5 to Fellowship Tests instead.

KNOWLEDGE

Nastassia makes it her business to understand who has influence on the Graf, so she has in-depth knowledge of the internal politics of the court. She is one of the few who recognises the impression that Pavarotti has made on the Graf.

MISCONCEPTIONS

Nastassia slightly overestimates the influence of Ar-Ulric on the Graf's decisions, in part because she has not realised how the latter's depression has muted his faith.

GOALS

Nastassia has several related goals. She believes that there's a plot against the Graf, but wants to understand the full extent of what's underway. Then she naturally wants to foil whatever is planned and capture or eliminate the instigator. Her personal goal is to best Klaglich.

THE OPINIONS OF OTHERS

Nastassia has maintained a careful anonymity. Few who have met her know just who it was they were speaking to. While a few might recognise her as someone they have seen about the palace, none have formed much opinion of the woman. Indeed none of the major NPCs aside from Heinrich Todbringer even know her name.

THE OTHER NPCs

During her investigations, Nastassia has acquired a wealth of intelligence on the behaviour and secrets of the other NPCs. She can feed this to the Characters during the adventure, but be careful not to overuse her and remove the need for them to investigate themselves. She should point them in the direction of clues rather than hand out facts.

Josef Sparsam – Chancellor: Until recently he was a dull but dependable servant of the Graf, but now he's a drug addict who has lost his way. Nastassia knows that 'Frau Kenner' is the dealer, but she doesn't know where Sparsam meets her.

Dieter Schmiedehammer – Champion: She's observed him closely and likes him, seeing nothing negative in his character. She sees that he plans to give up his role. She is surprised that he supports the tax and suspects the hand of Klaglich is behind this — but she hasn't discovered the hypnotism.

Rallane Lafarel – Minstrel: He's not stupid enough to have proposed the tax, but doesn't seem to mind that they've been introduced because he doesn't like Dwarfs. His friendship with Emmanuelle Schlagen is interesting and it seems that he knows about her affair with Ar-Ulric.

Katarina Todbringer – 'Princess': The Princess is more intelligent than she likes to show, but she does have a soft spot for handsome, romantic men. Other NPCs might dismiss her as foolish, but the Graf pays more attention to her opinions than most realise.

Hildegard Zimmerlich – Chaperone: Nastassia thinks that the Chaperone's over-protective character is beneficial, even if she finds her annoying and small-minded. She has discovered that Zimmerlich's nephew is a drug dealer who works from the Pit, and that Zimmerlich has disowned him.

The Midden Marshals: She thinks that they are a competent, trustworthy bunch and has advised Heinrich accordingly. She knows that Schutzmann had a liaison with Emmanuel Schlagen in the past, which he prefers to keep quiet about.

The Wizards: They're good people and loyal to Middenheim — so it's no surprise that they're furious about the tax. Nastassia thinks they're a little naive and detached from political reality.

High Priest Ar-Ulric: Nastassia is a moderate Ulrican, troubled by the knowledge that the head of her cult is having an affair with the paramour. She does not support celibacy and has long favoured him as head of the cult, so she worries that if he was exposed, a more fanatical Ulrican could take his place.

Emmanuelle Schlagen – the Paramour: Nastassia knows that she's having an affair with Ar-Ulric and worries that Emmanuelle's dominance of the priest will come to no good.

The Ladies-at-Court: Nastassia uses Petra as a source of information, meeting her in disguise and paying her for court gossip. She knows that Natasha worships power and has kept an eye on her.

Siegfried Prunkvoll – Knight Eternal: Nastassia can't think of a use for Prunkvoll. If the party spend too much time with him, she can warn them not to waste their efforts.

Allavandrel Fanmaris – Master of the Hunt: She realises that the Elf has no interest in politics and little influence on the Graf. But he is a useful person to know and a potential ally for Heinrich's aims for a unified Middenheim, so she has watched his dissolute lifestyle with (misplaced) concern.

Gotthard Wallenstein – Kommission Convenor: Nastassia has been completely taken in by Wittgenstein's misdirection. She thinks he has reformed from a shady past and become a genuinely good person in his role in the Merchant's Guild — even making anonymous charitable donations. She suspects that someone is trying to frame him for corruption. If you need to throw the party off Wittgenstein's scent while the events of Power Behind the Throne unfold, Nastassia can provide them with reassurance. She will later discover the truth and chastise herself for being outplayed.

Luigi Pavarotti – Baronial Physician: Nastassia knows Pavarotti is trustworthy — he's trying his best to help Stefan. In the guise of Ursula von Lupe, she met him in Miragliano during a mission abroad. She knows that, below the fun-loving surface, he's a good man, an accomplished sea captain, and an expert hypnotist.

The Law Lords: There's something up with Ehrlich — the tax isn't the kind of thing he'd normally support and he hasn't been seen in public for a little while. Wasmeier unsettles her, but she can't work out why.

CARNIVAL EVENTS

Working from the shadows and in disguise, Nastassia can be present incognito at any Carnival event you want, observing the party and other NPCs and providing information where you deem necessary.



ALFRIC HALF-NOSE THE BLACKMAILER

There was a sound from one of the booths at the far end of the room. Nobody looked that way, so I knew it was what I was after and glided over to it. The great bulk of Alfric was squeezed in there, with one of his henchmen and a fat human in opulent robes sat opposite. The table was covered with empty tankards on the Dwarfs' side, and gold coins. Alfric looked up. There was more grey in his beard than I remembered, and the scars around his ruined nose were a flaming red: a sure sign he'd been drinking heavily. But it would be unwise for me to assume he'd be drunk, or unobservant.

'Good evening, brother,' he said. 'Sit down. How may I be of service to the Temple of Morr this evening?'

— *Hammers of Ulric*, by Dan Abnett and James Wallis

Another character from the *Hammers of Ulric* novel, Alfric is a blackmailer and information broker, but his services do not come free of cost or risk.



The intrigues and operations of Middenheim's criminal underworld are of little interest to its Dwarf population. They are honourable traditionalists in the main, and do not care to sully their reputations by getting involved with any sort of criminal activity. Few Dwarfs would sink so low as to work for gangs of organised human criminals, and to be discovered doing so would shame many of them into seeking out honourable death as a Slayer.

Alfric, though, is among the few exceptions. A grizzled Dwarf who looks older than his years (and he is by no means a beardling) he has offered his services to the Low Kings of Middenheim for longer than a Human generation. By and large Middenheim's Dwarf community shun Alfric, believing him a disgrace to his family and clan. A small coterie of less honourable Dwarfs, however, do seek him out and provide him with gossip, and the fact that he retains this tenuous link with the Dwarf community makes him a valuable asset as a fence and a trader in sensitive information.

ALFRIC 'HALF-NOSE' ANVILBREAKER DWARF FENCE (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fcl	W
3	42	32	42	44	38	30	36	49	41	38	16

Traits: Animosity (Elves), Hatred (Greenskins), Prejudice (Strangers), Weapon (Dagger) +6

Skills: Consume Alcohol 51, Evaluate 64, Gossip 68, Haggle 45, Intuition 44, Language (Khazalid) 58, Melee (Basic) 50, Perception 55, Secret Signs (Thief) 52, Trade (Mason) 38

Talents: Criminal, Dealmaker, Etiquette (Criminals), Gregarious, Magic Resistance, Night Vision, Read/Write, Sturdy

Trappings: Dagger, Sharp Ears, Writing Kit

Much of Alfric's nose has been cut away. No one is sure why and the episode must have occurred in his youth, as he has been mutilated for as long as anyone in Middenheim can recall. He is a member of the Anvilbreaker family, and pretends a degree of sentiment about his blood relations (just to put people off guard a little, in truth he is too cynical to care). He has a black beard shot through with grey streaks and his dark eyes glint like wet stones. He is not pleasant company, and sets great personal store on his identity as a bitter and insulting individual who belongs nowhere.

ROLE

Alfric is a fence and information broker who provides a buffer between three important groups in Middenheim, the Low Kings, the Dwarfs, and curious people who seek to find out about events in the criminal world without becoming embroiled in them. He has extensive black market connections, and trades secrets.

Most rogues in Middenheim know about Alfric and can recommend him to anyone who is looking for information for sale. Alfric does not part with any information unless he gets something in return, which means he either wants gossip or money. Even letting Characters know that he does not know about something, or that the answer to their queries is merely 'no' costs 1d10 Brass Pennies, and if they plump him for actual information this cost increases.

Alfric trades information for information, but he does not accept idle gossip or obvious fabrications, it must be something that rings true and cannot be got just by listening to people in the street. If he realises he is being lied to he will happily sell his own lies back to the liar.



LOCATIONS

Alfric uses the Bretonnian House Inn in Altquartier as the base of his locations. It lies within the borders of the turf claimed by Bleyden, Lowest of the Low Kings. Bleyden offers Alfric a degree of protection, but is himself so besieged by his rivals that he cannot risk annoying the Dwarf by threatening him with censure, so Alfric is relatively free to let people know about criminal activity, for a price. The inn is fairly cheap and nasty, a stench of boiled cabbage clings to the place, but it is a marked step up from the Pit or the Drowned Rat. Alfric rarely leaves the inn (he sleeps in a small garret room on the upper floor).

REACTIONS

Alfric is resistant to Charm or Intimidate Tests, which suffer from a penalty of -1 SL. He does like bribes, so any Bribery Tests can be made with a +2 SL bonus (though they are something of a waste, Alfric can be bought in most circumstances and is quite open about it). Alfric does not let people Haggle him down, ever, he'd sooner starve.

KNOWLEDGE

Alfric knows a little bit about most of the controversies in Middenheim, however he has an understanding with the informer known as Josef (see *Power Behind the Throne* pages 53 and 54), who sells high society secrets.

MISCONCEPTIONS

Like most Dwarfs in Middenheim Alfric reckons the influence of the Elves at court is behind the Dwarf Tax.

GOALS

Alfric just wants to retain his position as a networker and seller of information. He does not like the Dwarf Tax, and supports its repeal, but he is too self-loathing to take it personally.

THE OTHER NPCs

In order not to step on Josef's toes Alfric will never volunteer information on individuals in high society. However, he can confirm suspicions for the price listed. Before Alfric sells anything about Middenheim's courtly intrigues he suggests Josef as a source (and tells people how to find Josef for a charge of 6 schillings) but suggests that once they have spoken to Josef he might be able to add further juicy details, for a price.

Josef reciprocates this relationship and suggests Alfric to the Characters if they are interested in information about Middenheim's underworld.

Josef Sparsum – Chancellor: Alfric knows that the chancellor is addicted to Laughing Powder. He will confirm this for 4 schillings. He can also sell out Bruno Kohl as a local supplier, for 7 schillings. For 2 schillings he points out that he does not know who the go-between is, and that that is strange, as he knows most everyone who trades Laughing Powder in the city. Alfric also knows about Josef's recent impertinence to Janna Erberhauer and Petra Liebkosen (see below).

Dieter Schmeidehammer – Champion: Alfric knows that Dieter's behaviour changed recently and for 3 schillings he will agree that the symptoms look like those of a person who has been hypnotised. Alfric has met 'Charlotte'. For a Gold Crown he admits that he has met her and provides a decent description highlighting her bright green eyes. He has not guessed that she is anyone's alter ego. He does not say if they are due to meet again but a Character who passes a Very Hard (-30) Intuition Test might suspect that she and Alfric have met more than once.

Ralane Lafarel – Minstrel: Alfric is not particularly prejudiced against Elves but he has spent so much time around those who are that he believes Rallane to be behind the Dwarf Tax. This misleading opinion can be bought for 3 schillings.

Katarina Todbringer – 'Princess': Too hot to handle, tells anyone interested to talk to Josef.

Hildegard Zimmerlich – Chaperone: He does not sell information about her, but if he is asked if she is a relation of Bruno Kohl, and is paid 2 schillings, he says that it is not a lie.

The Midden Marshals: He can point out that Ulrich Schutzmänn is a Sigmarite who regularly prays at the Temple of Sigmar in Middenheim for 6 brass pennies. 'Hardly a secret but some might query his loyalty to Ulric's holy city'. He has nothing of interest to say about the other Midden Marshals.

The Wizards: Alfric happens to know something 'a bit surprising about Janna Erberhauer' but thinks Josef would prefer to sell it. Josef does not, so if Characters come back to Alfric he asks for 4 schillings and then relates that Josef Sparsum, who is normally shy as a mouse with women, propositioned her rather rudely recently.

High Priest Ar-Ulric: Tells anyone interested to talk to Josef.

The Paramour and Ladies-at-Court: He leaves gossip about court to Josef, but can confirm Emmanuelle Schlagen's status as paramour (8 schillings) and the recent attempt by Josef Sparsum to proposition Petra (2 schillings). He can confirm gossip about Ar-Ulric and Emmanuelle, but only if the Characters spell it out, have already spoken to Josef about it, and pay 12 schillings.

Allavandrel Fanmaris – Master of the Hunt: Alfric knows little of Allavandrel but believes he helped Rallane instigate the Dwarf Tax. This misleading opinion can be bought for 3 schillings.

Gotthard Wallenstein – Kommission Convenor: Alfric can relay that Gotthard is 'a relatively recent arrival' (2 schillings) who 'earned his positions without a record of merit' (8 schillings).

Luigi Pavarotti – Baronial Physician: Alfric tells anyone interested to talk to Josef. Can suggest, if the subject of hypnosis is raised, that he knows an expert in the field who moves in court circles, and for 4 schillings he gives Luigi a name. For another 3 schillings he explains that Luigi, for all his vices, does not mix with criminals.

The Law Lords: Tells anyone interested to talk to Josef. He can confirm if asked that Erlich has been in depressed self-isolation recently (3 schillings) and that Erlich's support of the taxes is rather out of character (5 schillings).

CARNIVAL EVENTS

Alfric is far too wrapped up in performative misanthropy to be seen enjoying himself, and eschews the carnival.

HANDLE WITH CARE

There are a few things to consider when employing Alfric.

Alfric plays a part in the fourth part of The Enemy Within campaign, The Horned Rat. He should be used very sparingly in Power Behind the Throne, and whilst he might annoy the Characters, he should not anger them so much that they do away with him or ruin the chance to cooperate in future.

Once every few weeks Brunhilde Klaglich disguises herself as 'Charlotte' and pays Alfric to inform her of any dealings within underworld society that might trouble her. She is next due to do this on the fifth day of Middenheim's carnival. Unless the Characters adopt good disguises when speaking to Alfric he tells her what he knows of them. This may spur her to take action against them in turn.



THOGNAR – THE CLERK

Clerk Thognar is employed at the Kommission of Elf, Dwarf, and Halfling Interests. He may be of interest to the Characters because he is one of the few individuals in Middenheim who is taking a proactive stance in opposing the introduction of the taxes by collecting signatures for his petition. He is also vehement in his opinion that the court minstrel, Rallane Lafarel, is to blame for the introduction of the taxes. He could be introduced into the campaign either to spur the Characters into action by pointing out the injustice of the taxes, or to mislead them by impugning the blameless Rallane.

Thognar is close to four and a half feet in height and has a medium build for a Dwarf. He has a thick thatch of light brown hair with a somewhat darker full and lengthy beard. His large eyes are a pale blue and he glares rather too intensely at whomever he is speaking with.

Thognar is rather surly and unlikeable even by Dwarf standards. He is brooding and concentrated when calm, loud and piping hot when roused. It's easy for him to find fault with folk, though he takes his job very seriously and tempers his attitudes towards those who seek his aid, and with members of Middenheim society who might be able to help.

Behind the bluff exterior Thognar is maudlin and lonesome. He feels that at his age he ought to have achieved more than assisting a Kommission Convenor in Middenheim, and he feels he is leaving it a little late to start a family. He takes pride in his work, but he does not excel at it. Whilst he is industrious, such diligence is needed to compensate for his slowness and inaccuracy.

ROLE

Clerk Thognar's professional role is to receive anyone who arrives at the Kommission for Elf, Dwarf, and Halfling Interests with an issue of concern to Middenheim's Dwarf community.

LOCATIONS

Thognar is not a hypocrite, and is every bit as hardworking as he claims to be. He can be found at the Kommission offices every day except Festag. He works from 8 in the morning until 7 at night. On Festags he spends the morning in the Chapel of Grungni. The rest of the time he splits between drinking in the *Coppershiners* tavern, or pottering about his Sudtor home reviewing notes and reading.

REACTIONS

Dwarfs have a bonus of +10 to any Fellowship Tests with Thognar. He is a little lonely, so female Dwarfs are subjected to mooning but coquettish fascination.

KNOWLEDGE

Thognar has little knowledge about the opinions and motives of the influencers at the Graf's court. He is not very perceptive and blinded by his prejudices. His superior, Convenor Magradil, shares his views, and the two of them spend a lot of time in conference where they reinforce each other's perspectives.

MISCONCEPTIONS

Thognar does not really know who has the ear of the Graf, and is humble enough not to speculate on matters he doesn't understand. The exception to this is that he is convinced Rallane possesses undue influence, and exercises it against Dwarf interests.

GOALS

Thognar's goals at this time are to organise a petition against the Dwarf tax, see the influence of Elves reduced at the Graf's court, and promote Dwarf interests in Middenheim.

THOGNAR – DWARF AIDE (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	41	31	32	54	35	24	42	31	56	23	18

Skills: Bribery 28, Consume Alcohol 69, Cool 61, Endurance 64, Evaluate 34, Gossip 28, Haggle 28, Intimidate 35, Language (Classical 36, Khazalid 36), Lore (Local 36, Politics 46), Melee (Basic) 44, Perception 38

Talents: Gregarious, Magic Resistance, Night Vision, Read/Write, Resolute, Sturdy

Trappings: Plain Clothing, Petition, purse containing coins to a value of 6 shillings

THE OTHER NPCs

Josef Sparsam – Chancellor: Until recently Thognar respected the Chancellor's conservative approach but is deeply distressed by the introduction of the Dwarf tax. He is making up his mind whether to hate Sparsam, directing his anger at Rallane in the meantime.

Dieter Schmiedehammer – Champion: They have never met, but Thognar has heard of the good opinion Dieter has of Dwarfs, and acquaintances have shared anecdotes about the champion's friendly behaviour and ability to hold his drink. The two attend the Festival of Fine Ales together during the course of the adventure, where Thognar attempts to persuade Dieter to sign his petition. If Dieter refuses due to being hypnotised, Thognar grows furious and may voice his opinion of Rallane.

Rallane Lafarel – Minstrel: Rallane is the focus of Thognar's bitterness. He is obsessed with the Elf and whilst he keeps his lips sealed when at work, he complains about the minstrel openly if he has had a drink. He believes that Rallane has a deep and long-held hatred of Dwarfs, resents them for their hard work, and has swayed the Graf against his better judgement. Thognar privately entertains thoughts that the Elf has woven spells into his songs that have weakened the resolve of the courtiers. If he is presented with evidence that hypnotism or drugs have been used to control people, he quickly blames Rallane, even concocting anecdotes and circumstantial evidence to support his suspicion.

Katarina Todbringer – 'Princess': He has respect for her according to her station, but they have never interacted.

Hildegard Zimmerlich – Chaperone: No idea who she is.

The Midden Marshals: Thognar has respect for Middenheim's military, but no dealings with them.

The Wizards: Wizards are better integrated in Middenheim society than they are elsewhere in the Empire, and have a long history of constructive cooperation with the city's military. As such, Thognar is respectful of the Wizards, though he does not know them personally.

High Priest Ar-Ulric: Thognar is a little leery of the Ulrican cult; he has little time for Human gods and is dimly aware that Ar-Ulric has voiced his approval of the taxes.

The Paramour and Ladies-at-Court: Dwarfs tend to find the whole notion of people employed for their ability to beguile and charm somewhat dishonourable, so he has no time for ladies-at-court as a concept, though he has nothing against them personally.

Allavandrel Fanmaris – Master of the Hunt: For some reason Thognar does not regard Allavandrel with the degree of malice that he does Rallane. This is an unconscious bias — Thognar has respect for Allavandrel's skill in hunting and carousing. Forced to acknowledge this inconsistency, he would quickly decide that Allavandrel is in cahoots with Rallane, and equally deserving of opprobrium.

Gotthard Wallenstein – Kommission Convenor: Thognar is acquainted with Gotthard thanks to a few functions at which various Kommission staff have mingled. He affords Gotthard grudging respect, as the man is in a similar line of work and apparently successful. He is aware that Gotthard is pleased with the taxes, but cannot bring himself to dislike him for it. It is, after all, the fault of the Elves rather than the merchants.

Luigi Pavarotti – Baronial Physician: No idea who he is.

The Law Lords: Thognar is bitterly disappointed by the three Law Lords, men he had previously respected. Convenor Magradil has been to see them since the introduction of the taxes and reports that Erlich has supported the taxes but doesn't respond to any requests to explain himself, that Hofflich supports the taxes and is cold and indifferent when asked why, and that Wasmeier, whilst apparently against the taxes, is unwilling to oppose them in any serious manner.

Breugal – Chamberlain: Thognar imagines they have a nodding acquaintance thanks to his occasional visits to the palace, and respects Breugal's obvious diligence. Breugal does not know who Thognar is.



CARNIVAL EVENTS

He attends a few Carnival events, mostly to talk with other Dwarfs and drum up support for his petition. He quickly leaves any space Rallane enters.

Day 3 Marktag: Festival of Fine Ales (8–11)

Day 7 Angestag: Black Pool Illuminations (9–11)

Day 8 Festag: Pageants/Jousting (2–5)



HIGH PRIESTESS EDEL MUELLER

Edel Mueller is head of the Cult of Verena in Middenheim, ministering to those in the city who favour the Goddess of Wisdom. She works from the temple but is often out on religious business with the legal, educational, and magical authorities in the city.

As an important cleric with a connection to the Worshipful Guild of Legalists, the Characters may be interested in meeting her to find out her role in the introduction of the tax. She is connected to the Law Lords as they are expected to pay respects to Verena in her capacity as Goddess of Justice.

Edel is one of the more cynical NPCs in Middenheim's upper echelons. She takes a pessimistic view of city government and always assumes the worst of intentions in others. She is strongly opposed to the tax, but takes few positive steps towards its repeal as she believes that powerful people will do what they want with few consequences. However, Edel will lend support to the party if they're working against the taxes, even though she suspects they'll fail. She is well connected and can provide introductions to several key NPCs.

Rather than waiting for the party to show an interest in the tax issue, you can use the Cult of Verena as a potential 'hook' to involve the Characters in the adventure. An initiate of Verena can accost any Academic, Lawyer, or vaguely bookish Character in the street and thrust a printed pamphlet into their hand. They explain earnestly that the tax is doubly unfair on the Cult of Verena, as it affects the temple and the wizards who tend to congregate there. If they can help the cause, they can potentially have free access to the cult's extensive library. Any expression of interest gains an audience with Mueller, a sardonic lecture on futility, and her tacit support.

The most senior priest of Verena in Middenheim, Edel is in her early forties, taller than average with a slim build. She has long black hair that she usually wears in two long plaits. Her eyes are dark brown.

Edel Mueller's upbringing was within the Verenan faith and there was never any doubt that she would become a priestess. Both she and her sister left Middenheim to attend Altdorf University before returning to take up posts in the city and Salzenmund, where her sister is now High Priestess. The two remain close, but with an undercurrent of rivalry.

EDEL MUELLER HUMAN HIGH PRIESTESS (GOLD 1)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
3	41	31	32	54	35	24	42	31	56	23	18

Skills: Athletics 65, Charm 70, Cool 78, Endurance 72, Entertain (Speeches 60, Storytelling 65), Gossip 63, Heal 73, Intimidate 42, Intuition 65, Leadership 60, Lore (Heraldry 78, History 73, Law 78, Middenheim 78, Politics 83, Theology 83), Melee (Basic) 44, Perception 65, Pray 70, Research 83

Talents: Blather, Bless (Verena), Bookish, Doomed (*When thunder shakes the skies you'll meet with your demise*), Etiquette (Scholars), Holy Visions, Invoke (Verena), Read/Write, Savvy, Strong-Minded

Trappings: Religious symbol of Verena, robes, purse containing coins to a value of 2 GC

Mueller always looks a little sour or disappointed with the world around her. She can manage a wry smile or sarcastic quip, but charm does not come easy to her, and people tend to assume that she'd rather be hidden in her study reading — which is entirely true. But she is not bitter and there are flashes of humour and friendliness when someone shares her interests or preoccupations.

Over the years, Mueller's intelligence has given her a mistrust of power and a fatalism that can run counter to her faith. For many years she was a Scalebearer, the school of thought within the Cult that prioritises justice over learning. But as she became more jaded, she moved towards the Lorekeepers, who believe that salvation comes from knowledge. This personality change has manifested as a compulsion to collect books, particularly rare tomes. Her chambers in the temple are piled high with hundreds of folios, scrolls, and codices, threatening to topple over. She keeps her rarest or forbidden books in a locked antechamber.

ROLE

Mueller is High Priestess of Verena in Middenheim and as such she has an important role in the religious and secular life of the city. The latter is enshrined in formal connections between the cult, the Law Lords, and the Worshipful Guild of Legalists. She is occasionally asked to arbitrate on matters of justice or lead prayers in the courts.

LOCATIONS

Mueller lives in chambers above the temple library, the official residence of the High Priestess. On most days, she stays in the temple to conduct cult business or study. At other times, she officiates in the Worshipful Guild of Legalists in Altmarkt. She meets with the Law Lords on occasion in the Inner Palace. As the sole non-Ulrican patron of the Collegium Theologica, she can be found there on occasion.

Edel is easy to meet if someone has academic or priestly status. Alternatively, anyone offering to sell books meets an enthusiastic response.

REACTIONS

Mueller is disappointed by the world, so she expects little of people — she is immune to the Charm Skill. She has respect for intelligence — if a party member has an Intelligence of above 40, they benefit from +10 to Fellowship Tests.

KNOWLEDGE

Mueller has a skewed idea of who influences the Graf. She assumes correctly that the Law Lords, Chancellor, Midden Marshals, and wizards have his ear, because they represent power. Beyond that she is unsure who might persuade him to repeal the tax.

MISCONCEPTIONS

She assumes that Schmiedehammer, Lafarel, Schlagen, and Pavarotti have no influence — because why would the Graf care what they think?

GOALS

Mueller wants to see the tax repealed — it's bad for the Cult of Verena and the Wizards' Guild. It's unjust, and even a disillusioned priestess still cares when her goddesses's justice is violated. She also desires rare books — she currently has her eye on a copy of *The New Apocrypha (Volume 4)*, a banned text that she believes is hidden in the back room at the Vermilion Pawn, a pawnshop in Neumarkt that carries items of sorcerous nature.

THE OTHER NPCs

Mueller knows many of the main NPCs and has regular contact with the more educated characters.

Josef Sparsam – Chancellor: Mueller is slightly dismissive of him as she thinks he has no imagination, calling him the 'Drab Abacus' behind his back. She's heard he's recently discovered women, which made her roll her eyes.

Dieter Schmiedehammer – Champion: She once dismissed him as a stereotypically thick-headed warrior; she was pleasantly surprised by his interest in the history of his role. But last time she met him, he behaved oddly when asked about the tax. While she's not quite a friend, she can easily provide an introduction.

Rallane Lafarel – Minstrel: Mueller is interested in him because Elves are known to have knowledge hidden from Humans. But she doesn't trust the influence of the Eonir in Middenheim for that exact reason.

Katarina Todbringer – 'Princess': She considers Katarina a vacuous ornament — of no real importance to serious people or the city of Middenheim.

Hildegard Zimmerlich – Chaperone: A judgemental old rat bag, but harmless enough. She can put in a good word and introduce the Characters to the Chaperone, purely by using her status in the city.

The Midden Marshals: They're not her kind of people, but she respects their pragmatism — they're refreshingly free of the pomposity of most military types and don't abuse their position.

The Wizards: Mueller is very interested in the wizards and welcomes them to the Temple of Verena. She covets more books from the Wizards' Guild's library and has been considering how she might acquire them. If the party want to meet Helseher or Eberhauer, she can introduce them.

High Priest Ar-Ulric: She has dealings with Ar-Ulric as one of the city's religious leaders, and they meet in his capacity as Patron of the Collegium Theologica. She thinks he's slightly better than your average Ulrican, but not by much. She heard rumours from a student at the Collegium that he is being blackmailed for something, but she's not sure she believes it.

The Paramour and the Ladies-at-Court: No dealings with them, and assumes that they're fairly dim. She surprised herself when she met Kirsten Jung to discuss her forthcoming nuptials and found her a good-hearted bride-to-be.

Siegfried Prunkvoll – Knight Eternal: She tolerates him with gritted teeth, as his knowledge of history and collection of military history tomes is impressive.

Allavandrel Fanmaris – Master of the Hunt: Mueller has no dealings with him.

Gotthard Wallenstein – Kommission Convenor: Mueller has no dealings with him, but has heard he once had a bad reputation.

Luigi Pavarotti – Baronial Physician: She thinks he's a charlatan and is taking advantage of the Graf to enjoy his hospitality.

The Law Lords: Edel knows them better than most NPCs. She likes Ehrlich and noticed his depression, for which she has sympathy. She hates Hoflich as someone who seems to enjoy punishment. She admires Wasmeier for his scholarship and intelligence. If the party want to meet with the Law Lords and Mueller supports them, she can give them a letter of introduction to help.

CARNIVAL EVENTS

Edel enjoys some of the cultural aspects of the Carnival and attends with a few priests from the temple.

Day 1 Wellentag: Matinee of Bards and Poets

Day 2 Aubentag: Matinee of Bards and Poets; Opera *The Barbarian of Seville*

Day 5 Bezahltag: Druidic life sculptures; Synchronised flying displays

Day 7 Angestag: Opera *The Ring of the Nibble Unger Lied*

Day 8 Festag: Opera *The Ring of the Nibble Unger Lied*; Black Pool Illuminations Finale





HIGH MATRIARCH ISOLDE BEGEGNEN

Isolde Begegnen is the idealistic High Priestess of Shallya for Middenheim and the surrounding hinterland. She is a passionate protector of the poor and vulnerable and a popular figure amongst the city's lower classes. The High Matriarch is a common sight at the Temple of Shallya, the attached orphanage, and in the slums, where she works tirelessly to help the sick and destitute.

Begegnen is quiet and actively dislikes politics, but she's furious about the temple tax. The Temple of Shallya is not wealthy and she channels any gold it receives into good works. The tax has hit them hard and as far as the priests are concerned it takes money and food from the orphans, the poor, and the sick.

The Characters may want to visit the temple to investigate the Shallyans' response to the tax or (perhaps more typically for many parties) because they need healing. They hear the complaints of the priests and initiates as they arrive, and if they suggest that they are working actively to repeal the taxes, they may be granted an audience with the High Matriarch. She can be a useful contact, especially as she has a special relationship with Katarina Todbringer.

ISOLDE BEGEGNEN HUMAN HIGH PRIESTESS (GOLD I)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	31	32	34	50	44	54	37	56	51	54	18

Skills: Athletics 64, Charm 74, Cool 71, Endurance 70, Entertain (Speeches 64, Storytelling 69), Gossip 77, Heal 76, Intuition 64, Leadership 64, Lore (Heraldry 61, Herbs 66, Middenheim 66, Politics 66, Theology 76), Perception 64, Pray 74, Research 66

Talents: Blather, Bless (Shallya), Bookish, Doomed (*Fresh mountain air, thine end is there*), Hatred (Followers of Nurgle), Holy Visions, Invoke (Shallya), Read/Write, Resistance (Disease), Savvy, Strong-Minded, Surgery

Trappings: Religious symbol of Shallya, robes, purse containing coins to a value of 1 GC

Isolde is the senior Priest of Shallya in Middenheim; she is in her mid-forties, and petite. She has long wavy dark-brown hair, tied back from her face, and brown eyes.

She has an open, expressive face with large eyes and perhaps a few more wrinkles than one might expect in someone her age. She dresses in simple white robes with a blue trim. When walking she conveys a calm sense of purpose, never rushing but always determined in her path. She is surprisingly strong and resilient, although that's not immediately obvious from her appearance.

Isolde is humble, quiet, and serious. She apparently has no sense of humour and is fully committed to improving the lot of those who live at a disadvantage. She is warm towards people in her caring, especially the children at the orphanage. With them she is caring and attentive, singing with them and tending to them herself rather than delegating to her subordinates.

She can be a little single-minded, fixated on the temple and its works in the city. In truth, her piety is a form of spiritual pride. She takes pleasure in the martyrish purity of her mercy for others. Even some of her subservient priests find her a little too 'holy' and comment that she is trying to be more perfect than their Goddess.

ROLE

Begegnen has an important role in Middenheim, as a religious leader and champion for the poor. At the temple, she oversees care for the sick and nurturing the orphans. Like the other high priests, she is consulted in matters of city government, but outside her domain she has little interest in the running of Middenheim.

LOCATIONS

The High Matriarch has a small annexe in the temple where she sleeps and lives in contemplation. Begegnen's cell is small and austere. She rises early to pray and begin a long, arduous day ministering to the sick and those in need. Most of the time she stays in the temple, but she also makes excursions into the Altquartier, Southgate, and other poor parts of the city.

From time to time she visits the palace or Physician's Guild to meet with those who seek her counsel or support.

REACTIONS

The High Matriarch tries to see the best in others, whoever they are. Everyone starts with a +5 to Fellowship Tests, which is lost if they act or speak cruelly of other Humans, Elves, Dwarfs, or Halflings or dismiss their suffering. Brass Characters also get a permanent +5 to Fellowship Tests.

KNOWLEDGE

Begegnen does not have much insight into who can influence the Graf, but through her relationship with Katarina Todbringer she has realised that the 'Princess' is more influential than most would expect.



MISCONCEPTIONS

Other than Katarina, she believes that only the Chancellor, Law Lords, Merchants' Guild, and Midden Marshals have any real influence on the Graf's decisions.

GOALS

The High Matriarch wants the tax to be repealed and will lobby to ensure this happens. She also seeks increased support for the Temple's good works and improved sanitation in the poor parts of the city. She wants the Physician's Guild to pay greater respects to Shallya and less to gold.

Finally, she wants to know what made Ar-Ulric back the tax, as it seems to make no sense.

INFLUENCE

The High Matriarch has an active dislike of politics and dislikes those who deal in it. As such, she has no influence on the Graf.

Pressure Points

Begegnen founded the temple's orphanage and school herself and she is very protective of the institution and its charges. If Wasmeier were to threaten either the children or the reputation of the temple, she would become reluctant to support anyone trying to bring down the tax or investigate the conspiracy in the city.

THE OPINIONS OF OTHERS

She may disdain politics, but Isolde Begegnen is well connected in Middenheim.

Josef Sparsam – Chancellor: Rather fond of her, as she petitions him gently on behalf of the poor. While he doesn't provide much support, he enjoys her attention.

Dieter Schmiedehammer – Champion: He admires the High Matriarch's quiet devotion to helping those in need and has made some small donations, but when they meet he has little to say to her.

Rallane Lafarel – Minstrel: He knows she's a good person, but finds her very dull.

Katarina Todbringer – 'Princess': Katarina looks up to Begegnen. She knows that the priestess is a selfless soul who makes great sacrifices for the unfortunate people of Middenheim. Katarina has spoken with her father on behalf of the temple because Isolde is one of the few people who doesn't treat her like she's stupid.

Hildegarde Zimmerlich – Chaperone: Zimmerlich has some respect for Isolde, as she behaves just as a Shallyan should. She also supports the princess's involvement in a worthy cause like the Temple of Shallya. Zimmerlich would rather not get too close to the temple if she can avoid it, because she's not particularly partial to grubby orphans or smelly poor people.

The Midden Marshals: The Temple of Shallya is a tactical asset in the defence of Middenheim. The Midden Marshals have noticed that although introverted, the priestess is resolute and tough.

The Wizards: They're glad she's there, but have few dealings with the Shallyans.

High Priest Ar-Ulric: He respects her quiet resolve and values her role in the city, even though some of the other Ulrican priests dismiss her as soft. Her recent hostility towards him has proved unsettling.

Elizabeth Schlagen – the Paramour: Considers her naive and distrusts anyone so apparently idealistic. She believes that Katarina confides important secrets to Isolde, which is not true but feels plausible.

The Ladies-at-Court: Kirsten Jung is a follower of Shallya and values the priestess's counsel and spiritual guidance. The other ladies have no dealings or interest in Begegnen, and Natasha thinks she's pathetic.

Siegfried Prunkvoll – Knight Eternal: He has some respect but little time for the Cult of Shallya, which he dismisses as 'a woman's religion'.

Allavandrel Fanmaris – Master of the Hunt: No dealings with her.

Gotthard Wallenstein – Kommission Convenor: He ensured he was seen 'anonymously' giving money to the orphanage — to improve his reputation. In reality he despises the Cult of Shallya and its doctrine of helping those in need.

Luigi Pavarotti – Baronial Physician: Pavarotti feels a twinge of guilt that he hasn't yet visited the Temple of Shallya. Very soon he will visit to pray, explain his absence, and try to seduce the priestess.

The Law Lords: Ehrlich speaks out for the Cult of Shallya from time to time and has a good relationship with the High Matriarch. Wasmeier and the doppelgänger have no interest in Isolde and do not consider her a threat to their plans.



BRUNHILDE KLAGLICH WASMEIER'S RIGHT HAND

Wasmeier was the instigator of the plot to undermine Middenheim, but Klaglich is the woman who made it possible through coercion, kidnapping, and duplicity. She may be a pawn of the Law Lord, but she is resourceful, cunning, and a worthy adversary for the party in her own right.

Klaglich has used various aliases and a small band of Wasmeier's agents to blackmail and compromise several powerful Middenheimers. As the Characters investigate the conspiracy behind the new taxes, Klaglich becomes aware of them and works to thwart their endeavours.

Discovering Klaglich's identity and tracking her to her lair is part of the conclusion of *Power Behind the Throne*, but she can take a greater role in the rest of the adventure if the GM prefers. This profile provides detail to enrich her portrayal and a number of options to extend her role in the scenario.

BRUNHILDE KLAGLICH HUMAN SPYMASTER (GOLD 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	61	49	37	35	63	59	40	67	60	61	15

Traits: Armour (Headband) 1, Armour (Mail Coat) 2, Weapon (Dagger) +5, Weapon (Magic Sword) +7

Skills: Bribery 81, Charm 81, Climb 52, Cool 80, Dodge 74, Entertain (Act) 81, Gamble 87, Gossip 81, Haggle 81, Hypnotism 87, Intuition 83, Leadership 81, Lore (Middenland 87, Hochland 87), Melee (Basic) 81, Perception 88, Secret Signs (Thief 87, Vagabond 82, Wasmeier's Code 87), Sleight of Hand 60, Stealth (Urban) 78

Talents: Attractive, Beneath Notice, Blather, Briber, Carouser, Concoct, Doomed (*Uninvited guests unpick all of your embroidery*), Etiquette (Criminals, Nobles), Flee!, Gregarious, Lip Reading, Master of Disguise, Mimic, Read/Write, Savvy, Secret Identity 5, Shadow, Suave, Tower of Memories

Trappings: 2 Daggers, Disguise Kit, 2 Doses of Heartkill (WFRP, page 306), Magical Headband (under broad-brimmed hat, 1 AP, head), Magical Sword (counts as a Hand Weapon but is magical and benefits from the *Impale and Damaging Qualities*), Mail Coat, Potion of Resistance (see below), 2 Opals (worth 20 GCs each), access to coins to a value of 22 GCs, 11/-

Wasmeier's chief agent in Middenheim and a mistress of disguise, Brunhilde is a nasty piece of work. She grew up in Bergsburg, the daughter of a bookbinder who was ruined when the authorities discovered he was trading in copies of *Tenebris Geheimnis*, a holy book of Khaine. Her father protested that he was no heretic and had not realised what he was selling, but the Witch Hunters burned him all the same. Brunhilde grew resentful of anyone with authority over her.

She became a keen follower of Ranald, revering him in his role as a trickster deceiving the powerful. Before long this was not enough. She learned the art of deception from the Ranaldite priest Otto Stehlenhuhn, but then turned her hatred of authority on the cult itself. Brunhilde informed the Merchants' Guild of Stehlenhuhn's crimes and revelled in the ensuing chaos within the cult. Klaglich turned her back on Ranald and Bergsburg, then made her way to Middenheim. Since then she has worked for any unscrupulous individual who can afford to secure her services.

If the party interacts with Klaglich out of her disguises, she presents a veneer of warm sociability. Beneath that she is guarded and cautious — always looking for an advantage or an opportunity to betray or deceive. She tends to answer questions with enquiries of her own rather than reveal anything about herself.

GOALS

Brunhilde is smart enough to know that Wasmeier has no loyalty to her. She works for him because it furthers her own goals. She is not a member of the Purple Hand and does not know that her master worships Tzeentch — but if she did, she wouldn't care.

During the adventure, Klaglich wants to keep the taxes in place to destabilise the powerful people of Middenheim and make way for control by Wasmeier. Her aim is to ensure the critical NPCs support the taxes and nobody upsets the plan to replace the Graf.

On a deeper level, she revels in the idea of disruption. She wants to see the current order torn down, because she believes that society must be constantly renewed through turmoil and disorder. She does not want a better world, she just wants to upset the current one.

Klaglich takes great personal satisfaction in outwitting others. If she can, she deceives and lies to others whenever the opportunity presents itself — it makes her feel superior.

Potion of Resistance

This potion makes the drinker utterly incoherent, as though drunk, but at the same time immune to pain. These effects last 2+d10 hours. During this time, the imbiber suffers three *Stunned* Conditions, and cannot make Endurance Tests to remove them until the effects of the potion wear off. During that time, they also gain the *Immunity to Psychology* and *Painless* Traits, making them immune to interrogation and torture.

SECRET IDENTITIES

Brunhilde Klaglich: Undisguised, Brunhilde is a striking woman with blonde hair, unusually bright green eyes, and full lips. She has an open, friendly expression that completely belies her personality. Going about the city, she wears plain burgher's clothes and a broad hat with a brim that's easily pulled down to shadow her face.

Elise Kaltblutig: When in the role she used to blackmail Ar-Ulric, Brunhilde wears her hair dyed black, centre-parted and scraped back in coiled braids on the back of her head. She rouges her skin to make it look flushed and pushes cotton wadding into her cheeks to make them fuller. Her simple clothes are typical of an Ulrican pilgrim. When meeting Ar-Ulric, she pulls a grey cowl over her head and speaks in a flat monotone.

Frau Kenner: In this guise, Klaglich plays to the Chancellor's inexperience with women. She wears her blonde hair down and speaks softly but persuasively from under a deep blue hood. Her fingers are covered with silver rings bearing Ranaldite symbols. She affects a coastal Nordlander accent.



'Charlotte': When she hypnotised Dieter Schmiedehammer, Klaglich looked and acted like the kind of attractive person who floats on the periphery of carousers in Middenheim's upmarket taverns. She wore a wig with brown curly hair, a great deal of makeup, and a revealing dress, but nothing that attracted too much attention. If she suspects Schmiedehammer's hypnosis is wearing off, she uses this disguise to revisit him.

Baroness Marlena Klochmann: If she needs to talk directly with Wasmeier, Klaglich visits him disguised as a Middenland minor noble. She powders her skin to make it very pale, streaks her hair with grey ash, and uses a tight corset to change her shape and stiffen her movements. She wears outdated but expensive robes and speaks in a refined, dry voice — at least until she can be sure that she and the Law Lord are alone.

Zena Kroll: If the party make good progress in their investigation, Klaglich may engage them directly as Zena Kroll — who looks exactly like a 'potential replacement party member'. She approaches them in the *Templar's Arms* and introduces herself as a former road warden looking to join an adventuring party. She asks them about their exploits and then subtly drops a clue to implicate the Gausser family of Nordland in a clandestine plot to influence the Graf and destabilise Middenheim. A successful **Challenging (+0) Lore (Middenheim)** Test reveals that the Gausser family have often voiced disquiet at Todbringer influence in Nordland. 'Zena' also hints that Nordlanders are suspect anyway, what with so many of them having Norscan blood. This is an attempt to put the Characters off the scent, and maybe even get them away from Middenheim.

As Zena, she rubs dust into her skin and hair to look beaten. She wears hardy, travel-stained clothes, and the remnants of a Delberz road warden's uniform.

If this plan works a little too well, a GM could clue the party into the fact that they have been tricked without exactly exposing Klaglich. When the party are miles north of Middenheim, she vanishes into the night, leaving them stranded in inhospitable terrain while she flees back to the city to regain control of the other folks she has tricked.

Klaglich is an expert at disguise. To recognise that any of the above are the same person requires a specific inspection, and a **Hard (-20) Perception** Test.

That said, there are several 'tells' that reveal her true identity. Anyone getting into conversation or glimpsing her full face notices her bright green eyes (+10 to **Perception** Tests to see through her disguise).

Moreover, the carrier pigeons she uses to communicate with Wasmeier tend to drop feathers that get everywhere. There's a good chance there are pigeon feathers on her clothes, despite her best efforts at disguise.

SCHEMES

Wasmeier and Klaglich know exactly who has influence on the Graf, so they focused their plotting on the most critical NPCs. As a summary, here are the schemes that Klaglich used to secure support for the taxes.

Josef Sparsam – Chancellor: She deals drugs to him in the guise of Frau Kenner. She has threatened to break off his supply if he does not support the new taxes.

Dieter Schmiedehammer – Champion: Disguised as 'Charlotte', she hypnotised him on a night when he was drinking with friends. He now offers unthinking support for the taxes.

Reiner Ehrlich – Law Lord: Wasmeier arranged for a Chaos band to kidnap Ehrlich's niece Reya and smuggle her into the city, where she is kept prisoner by Klaglich and her henchmen. The girl is now in the ruined house that Klaglich uses as a hideout.

High Priest Ar-Ulric: Klaglich obtained letters between Ar-Ulric and Emmanuelle Schlagen that revealed an affair between the High Priest and the Graf's paramour. Disguised as Elise Kaltblutig, she blackmailed him into supporting the taxes.

If the GM wants to add complexity to an already tricky scenario, Klaglich may fall back on alternative schemes, especially if the party are successfully building support to repeal the taxes:

Katarina Todbringer – 'Princess': Klaglich and Wasmeier know how the Graf dotes on his daughter. If forced to find additional support for the taxes, they implement a plot to blackmail the princess. Under cover of darkness, they smuggle Wasmeier's henchman 'Hawk' into her chambers in a state of undress. Wasmeier then arranges for Klaglich (disguised as a palace guard) to 'discover' the princess with a dirty commoner. She threatens to tell the Chaperone Zimmerlich (impossible, of course) and the Graf about her shameful behaviour if Katarina does not support the taxes.

Emmanuelle Schlagen – the Paramour: The Graf's paramour does not know that Ar-Ulric is being blackmailed. If discovered, she would likely flee the city. However, Wasmeier knows she has influence over the Graf and can be manipulated if necessary. Through subterfuge, he and Klaglich hide a cache of papers and artefacts in her chambers. These implicate her as a cultist of Slaanesh, who seduced the Graf and Ar-Ulric through sorcerous wiles. Disguised as Kaltblutig, Klaglich threatens to reveal this to the Witch Hunters if Emmanuelle does not support the taxes. Although the evidence is faked, it is very convincing and enough to get the paramour a biased 'trial' at the hands of the city's religious authorities.

HER ACTIONS

For simplicity's sake, the GM may decide to use Klaglich just as a route to confronting Wasmeier, as outlined in **Power Behind the Throne**. It's possible to give her more agency, where she can be used as an active opponent, working against the party's actions as they get closer to success. Klaglich can be employed as the mirror image of Nastassia, frustrating their progress if they're advancing too easily.

Unaware: Before Klaglich finds out about the party, she continues her business as usual. She continues supplying the Chancellor, awaits Wasmeier's instructions in the ruined house, and tries to keep his other servants out of trouble. She spends the rest of her time surreptitiously watching the major NPCs for signs of unexpected behaviour. In this situation, she may even be open to the party hiring her.

The GM needs to decide when the party's actions become apparent to Klaglich or Wasmeier. Asking questions around the City Council or Guilds will do it if they're indiscreet in talking about the taxes and their supporters.

Observing: When Brunhilde becomes aware of the party making enquiries, she starts spying on their movements. She adopts one of her disguises and watches them when they're in public places, such as at the Carnival or the *Templar's Arms*. A **Hard (-20) Perception** Test reveals that someone is following or watching them.

Checking: Klaglich becomes more suspicious if she knows the Characters have met and discussed tax with any of the NPCs who have a weaker influence on the Graf — those with one influence 'vote' (Schmiedehammer, Lafarel, Zimmerlich, the Midden Marshals, the Wizards, Ar-Ulric, or Pavarotti). If this happens, she works to increase the pressure on Ar-Ulric with another visit as Elise Kaltblutig, meets Schmiedehammer to test his hypnosis in the guise of 'Charlotte', and checks Ehrlich is still hiding in his house. The Characters could happen across her in any of these situations if they're in the right place at the right time.

Thwarting: If the Characters meet with any of the most influential NPCs (the Chancellor, Katarina, or Schlagen) or look to have won more than seven 'votes' to influence the Graf, Klaglich takes direct action. She orders Dagmar, Hultz, or Anton to ambush any Character who separates from the party. Wasmeier commands her to initiate one or more of the fallback schemes above, or adopt the role of Zena Kroll to meet the party and throw them off the scent.

Discovered: If the Characters discover Klaglich's identity or follow her back to the ruined house where she is staying with her henchmen and the imprisoned Reya, follow the guidelines on page 98 of **Power Behind the Throne**.



CHAPTER 6

FAMILIAR FACES



A CAST FROM THE PAST

Although they are not scheduled to play any particular role in *Power Behind the Throne*, there are several NPCs from earlier adventures who might cross the party's path in the teeming city of Middenheim, especially during Carnival week when the city is full of visitors. Here are some ideas that allow the Characters to renew old acquaintances, or put faces to names, in circumstances both welcome and unwelcome.

LADY ISOLDE VON STRUDELDORF

Lady Isolde (**Enemy in Shadows**, page 21) could be among the minor nobles who come to Middenheim's Carnival from across the Empire. She is accompanied as usual by her maid Janna and her bodyguard Marie, and perhaps others.

In keeping with the tone of the Characters' first encounter with her, Lady Isolde might bump them from a coach or a room at an inn during their journey to Middenheim. She is as snobbish as the Players remember her, and absolutely refuses to allow members of the lower classes to sit in the same coach with her, or to keep her from a room that she clearly needs, when such riff-raff as the Characters can clearly make do with the common room or a gutter.

Alternatively, the tables could be turned: the Characters might rescue her from the wreck of a coach that has suffered an accident or an attack on the road. Mutants and Beastmen are an ever-present danger, even on a well-travelled road such as the highway between Altdorf and Middenheim. Other threats include the militant Sons of Ulric, to whom Lady Isolde is unlikely to endear herself with her southern accent and high-handed attitude. Do not expect her to change her personality, though: she rewards the Characters for any help they give her, as befits a lady of her station, but once that transaction is complete — and she regards it as no more than a transaction — she sees no reason why anything should change between them. No matter what experiences they may have shared, she remains a lady and the Characters remain... well, whatever they are.

Lady Isolde can pop up from time to time during the Carnival, impeding the Characters when they are in a hurry or getting into various kinds of trouble just as they are passing by with something more urgent on their minds. In the latter case, she recognises them and calls out imperiously for their aid: after all, the purpose of the lower classes is to serve the upper, and she has relied upon the Characters before. They are practically her servants, according to the lady herself.

PHILLIPE DESCARTES

Phillipe (**Enemy in Shadows**, page 23) could be encountered in any inn between Altdorf and Middenheim, and he might even have decided to work the city's hotels, which are full of out-of-town visitors during Carnival week. He may or may not recognise the Characters immediately, but as soon as he does so, he tries to get away. As the song says, a gambler knows when to run, and based on his last experience with the party, he expects that they will either attack him on sight or expose him for cheating, neither of which bodes well for his prospects.

On the other hand, some time has passed and many adventures have befallen the party since they last crossed paths with the gambler, so there is a chance that they might not recognise him straight away. The GM might decide to impose **Average (+20) Intelligence** Tests on all Characters when they first see the Bretonnian: on a Marginal success he seems familiar but they cannot place him, and on a better success they remember the incident in the *Coach and Horses*. Meanwhile, Phillipe, with a hard-earned ability to remember everyone who might present a threat, has recognised them right away and does his best to avoid them, fleeing if necessary and fighting if cornered. He might even try to set the party up in some way, so that they are detained by the local road wardens or the Watch while he catches the next coach out.

THE HIGH CARD



On the other hand, Phillipe knows that luck can change any time a new hand is dealt, and that old enemies might become new friends should a mutual need arise.

During Carnival Week while the commoner's inns are packed and any number of low stakes games are played, the best gamblers in the Empire meet for a game of cards where fortunes are made and lost on a single hand. Descartes would do anything to get a seat at that table. He has noticed that, for reasons he doesn't fully understand, the Characters are attempting to inveigle their way into Middenheim high society. Might they be able to get him a seat at the High Table?

Descartes will carefully approach the Characters and explain his predicament. The game is to be played the following night, and everyone from The Low Kings to Hildegard Zimmerlich is said to be attending. It's another chance to meet with powerful people, and Descartes proposes splitting his 'assured' winnings 50:50. Can the players get Descartes into the game? Given that he is certain to cheat, should they?





GUNNAR AND HULTZ, COACHMEN

The Characters will probably encounter several coachmen on their journey, and there is a chance — however small — that they may run into Gunnar and Hultz (**Enemy in Shadows**, page 21) again somewhere along the way. These two are best played for comedic effect and will probably not advance any plots, though they may get in the way when the Characters are trying to do something without being noticed.

For example, if the party is sneaking across the common room of an inn to rifle the pockets of a sleeping or passed-out NPC, the coachmen might recognise them from the *Coach and Horses* and totter over, full of loud and drunken bonhomie, to ask how they've been doing, where they're headed, and whether they might have the price of another drink on them.

Alternatively, the Characters might encounter the duo on the road, nursing monumental hangovers that make their coach a danger to other traffic, including the Characters. For a more poignant encounter, they might be found, dead or dying, among the wreckage of a coach that was recently attacked by bandits, Beastmen, or Mutants along the highway.

THE RED CROWN

Although the Purple Hand might have been warned off from further attempts to contact the Characters, the Red Crown has two or three reasons to be angry with them. They may have crossed apprentice wizard Ernst Heidleman in the *Coach and Horses Inn*, and they will definitely have crossed him and his superior Etelka Herzen in the Barren Hills. As if that is not enough, Heidleman's master, the Altdorf daemonologist Alberich Hollzauber, tried to kidnap the party's friend Elvyra Kleinstun from her home in Weissbruck, only to be thwarted by the Characters.



ONE MORE FOR THE ROAD

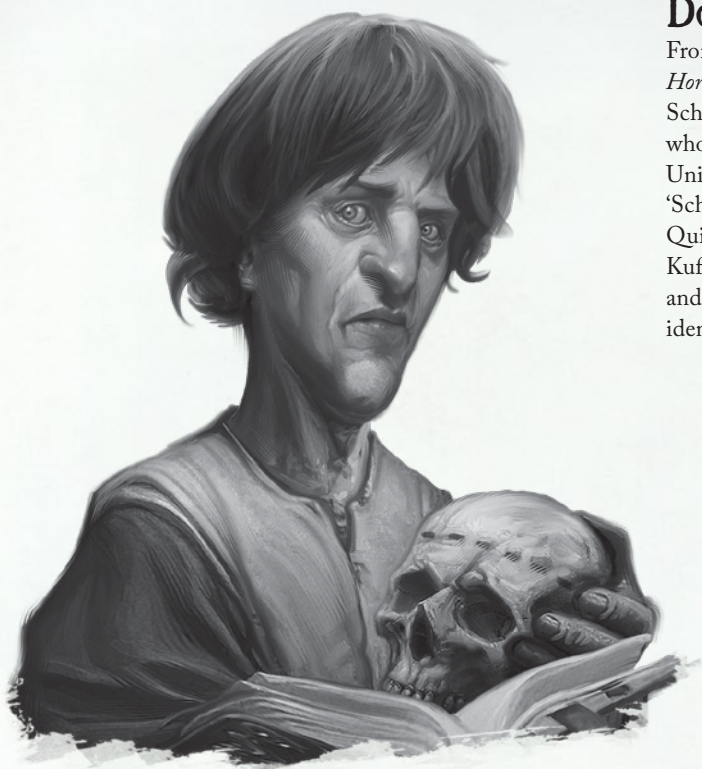
Any surviving member of The Red Crown who has encountered the Characters is almost certain to bear a grudge. If Etelka Herzen or Ernst Heidleman (page 80) survived the events of Death on the Reik, they are likely to strike again as the Character's make their way North to Middenheim.

Somewhere along the journey, perhaps near Delberz where the geography is tricky and the road is sometimes unclear, they will strike. As the Character's coach rounds a bend, a band of beastmen are seen on the road ahead, dragging screaming passengers from another coach. Perhaps the travelers are known

to the Characters, who may have spent the night before sharing an inn with them. One of the beastmen, in barely comprehensible Reikspeil, screams 'Which one of you is Kastor Lieberung?' It is up to the Characters whether or not they wish to intervene, but if they choose not to be sure to describe the horrible screams as the beastmen drag off some random bystanders in their place.

Either way, and if she survived, the hooded figure of Etelka Herzen stands waiting in a clearing not far for the road, impatiently waiting for the Character's to be dragged before her.





ERNST HEIDLEMAN

Ernst (*Enemy in Shadows*, page 22 and *Death on the Reik*, pages 24 and 36) may have been killed in *Death on the Reik*, along with his superior Etelka Herzen. If not, though, or if he can plausibly be brought back, he may be encountered in an inn along the way, or at the Carnival itself. If so, he tries to evade the Characters, resolving to trail them at a distance and strike a blow when they least expect it.

A chance glimpse of him, among the crowds of Altdorf or Middenheim, can surprise and worry the Players, and, as long as he stays out of their reach, the Characters will never be able to tell whether some event is simple mischance, or whether it is due to the machinations of this junior wizard. This kind of worry has been known to make Players quite cautious, increasing the campaign's tension.

If encountered in Altdorf, he has come to report to his master Alberich Hollzauber on the failure of the Red Crown's expedition to the Barren Hills, and to place all the blame on Etelka Herzen if she is dead. However, the sight of the Characters might change his mind, leading to an attack by local Red Crown cultists under his command, acting on Hollzauber's orders.

DOCTOR SCHMIDT

From their encounter with Ernst Heidlemann in the *Coach and Horses*, the Characters may have learned the name of Doctor Schmidt at the University of Altdorf. This is actually Hollzauber, whose cover identity is that of a scholar and physician at the University. Heironymus Blitzen (see below) may have met 'Schmidt' at some academic dinner or other social event, and Quintus Fassbinder, the sponsor of bounty hunter Adolphus Kuftos, suspects that 'Schmidt' has some links to a Chaos cult and is investigating. So far, though, the daemonologist's true identity has not been exposed.



ETELKA HERZEN

Depending on events in the Barren Hills, Etelka Herzen (*Death on the Reik*, page 35) may be dead or alive. If alive, she has fled to Altdorf after the Characters ransacked her house in Grissenwald and thwarted her warpstone-finding expedition to the Barren Hills. Taking refuge with the local cell of the Red Crown (of which Alberich Hollzauber is a prominent member), she might recognise the Characters as they prepare to travel to Middenheim and arrange for cultists or Mutants to attack them in revenge, overpowering them so they can be taken to a cult lair and sacrificed in a suitably painful manner!



DOCTOR MALTHUSIUS AND THE ZOOCOPEIA

The showman (**Enemy in Shadows**, page 64) may be encountered on the road, heading for Middenheim with the intention of setting up in the Great Park if he can obtain the appropriate licences, or setting up at the foot of the Ulricsberg to entertain those waiting to enter the city if all else fails. He remembers the Characters from their meeting at the Schaffenfest in Bögenhafen. His initial attitude depends upon how friendly or otherwise their interactions were at that time — especially on whether he blames them for the loss of his prized three-legged Goblin.

At the GM's option, the circumstances of an encounter with the Zoocopeia could give the Characters an opportunity to help Doctor Malthusius in some way, according to their particular skills, contacts, and experience. Another creature might have escaped, and need to be recaptured discreetly before it can cause a panic in the streets or be killed by zealous watchmen. The good Doctor might be facing some legal or administrative difficulties: trouble obtaining a performance permit for the Carnival, for example. The Characters' high-level contacts (assuming they have made any) might enable them to place him in their debt.

Alternatively, the Zoocopeia might give the Characters an opportunity to make a good impression on one of the major NPCs. For example, Hildegard Zimmerlich the chaperone (**Power Behind the Throne**, page 122) is drawn to exotic events and might be pleased by the offer of a private viewing of the show.

STEP RIGHT UP



Malthusius has learned from the affair with the goblin. A single unusual creature isn't enough — a whole bevy of creatures are required to make a real impression. The Doctor has heard tales of the Pandemonium Carnival, a travelling show packed with beastmen that has somehow gained the right to travel the Empire without being set alight by every passing witch hunter. He wishes to emulate their success.

Malthusius has heard rumors of rat-headed beastmen in the sewers beneath Middenheim. He was given the name of Modi Zargul, but after the dwarf learned that Malthusius intended to capture one of the Skaven rather than just kill the things he sent the Doctor packing.

Having heard that the Characters are in town, Malthusius approaches them with an offer; 5 GC for every live Skaven brought to him. Aside from the obvious hazards, should they succeed in capturing a live Skaven, others are certain to follow. While there is little loyalty among the creatures, they have a vested interest in keeping a low profile and a Clan Eshin Assassin, Yellow Fang cultist, or a small warband will be sent to retrieve any captives and slay those responsible.



HIERONYMOUS BLITZEN AND HANS-PETER SCHILLER

Heironymous (**Death on the Reik**, page 141) was provided as a potential mentor for wizard Characters needing to advance; in the original edition of the campaign, he was the mentor of the pregenerated PC Wanda Weltschmerz, and Hans-Peter was his current apprentice.

According to later publications (principally the **WFRP** Second Edition supplement *Children of the Horned Rat*), Blitzen accepted the position of Professor of Bestiaria at the University of Altdorf, dying from a fever in the exceptionally cold winter of 2512 IC. From at least 2510 IC (two years before the start of the campaign), Blitzen had been carrying on a correspondence on the subject of Skaven with a Doctor Felix Liebkosen of Rugebrunnen in Middenland. Given how carefully the Skaven cover their tracks, they may already be planning the murder of the new professor, and the Characters might find their social or training visit ends with them standing between Hieronymous and a Clan Eshin death squad.

QUINTUS FASSBINDER

Fassbinder is an expert on Chaos based at the University of Altdorf. His researches have alerted him to the existence of the cult of the Purple Hand, and he is the 'Q.F.' whose letter to Adolphus Kuftsos the Characters may have found in **Enemy in Shadows** (Handout 7).

An introduction to Fassbinder might be arranged through Hieronymous Blitzen, and he can provide a convenient means of giving the Players any information on the cult of the Purple Hand that the Characters should have learned or worked out by now, but have somehow missed.

In addition, Fassbinder is quietly investigating Doctor Schmidt, a fellow academic (see above). At present, he has nothing to go on other than a vague feeling that something about the man is not right, so he cannot give the Characters any useful information on 'Schmidt' or link him to the cult of the Red Crown. However, he will have a part to play in the campaign's concluding chapter, **Empire in Ruins**.

MASTER AND APPRENTICE



Hieronymous Blitzen's death was much exaggerated — and in fact, this was entirely by design. During his exchange of letters with Doctor Felix Liebkosen in Middenland, the old Wizard realized that his mail was being intercepted and read. One night a shout from Hans-Peter roused the Wizard from sleep to find his home being ransacked by several unusual thugs. These turned out to be Yellow Fang cultists (use the stats on page 96 if required), and Blitzen was certain more would follow.

He has faked his death and come to Middenheim to search for further evidence of the Skaven, for Doctor Liebkosen's letters indicated the city could be a den for the creatures. His relief to find the Characters is palpable, and he quickly attempts to recruit them into his efforts to search for the creatures, especially once he hears of their attack on the inn (See *Chaos Strikes by Night in Power Behind the Throne*).

For his part, Hans-Peter feels veritably dragged to Middenheim, and has no faith that the Skaven exist at all. He presumes the attack from the cultists to be just another chaos cult worshipping beastmen, much like the Red Crown. He wishes to make contact with the Grand Guild of Wizards in Middenheim to see if he can find another master to take him on.

Some characters may wish to help Hans-Peter in this endeavor, if only to be rid of him. Hieronymous would find this terribly distressing, however, as he has come to view the somewhat obnoxious young man in quite a paternal manner.

While a full on investigation of the Skaven may distract from the main plot, Blitzen's appearance towards the end of the campaign may feed nicely into the growing presence of the Skaven which will be explored during *The Horned Rat*. If the Characters are having trouble making inroads with the High Wizard during their investigation, the more established Hieronymous vouching for them may be of use.

Alternatively, the wizard may provide an excellent way to hook the Characters into the events of *The Ritual* (page 84). Instead of a random stranger shouting for help, the Characters are surprised when Hans-Peter bursts into wherever they are staying, shouting that Hieronymous has been taken. The old wizard, while canny, may have been taken by surprise and gagged, rendering his magic useless.

It is up to the GM whether Hans-Peter survives Peter Tavel's crossbow bolt.



THE RUNAWAY LOVERS

If the party has played *Rough Nights and Hard Days*, the Players will probably be aware of the unwelcome romance between Baroness Nastassia von Saponatheim and Altdorf jeweller's apprentice Joachim Bitterfeld. Depending on the events of that adventure, the pair may have succeeded in their plan to run away together.

The Characters may encounter them in Altdorf, or they may overhear Lady Isolde von Strudeldorf or some other noble acquaintance talking about the young jeweller with a new wife who acts like a lady of quality rather than the jumped-up shop-drab that she must surely be. What action, if any, the Characters take is up to them.



CHAPTER 7

THE CHANGELING



The Changeling is an elite Daemon of Tzeentch that first appeared in the *Daemons of Chaos* army book for 8th edition *Warhammer*. It did not exist at the time **Power Behind the Throne** was first written, but it could make an interesting alternative to the Doppelgänger in that adventure — especially if grognard players are expecting to confront a Doppelgänger!

The Changeling — it is known by no other name — personifies its master's meddlesome, deceptive nature. It is a trickster, canceling some of its plans from even its master — something which Tzeentch finds particularly laudable. It can take the form of other beings, from the tiniest of insects to the most massive of Greater Daemons. No one, save perhaps The Changer of Ways, knows the Changeling's true form, for it goes cowed and cloaked when in his own shape: perhaps even the Changeling himself has forgotten it. Not only can the Changeling mirror the form of another, he can adopt mannerisms and personalities in so flawless a fashion that even the Dark Gods can be deceived. In all of creation there is only one entity that the Changeling cannot duplicate: the Chaos God Tzeentch himself. The Grand Schemer will not suffer any being to steal his identity, even for a moment.

Afflicted with a low tolerance for boredom, the Changeling loves to play malicious tricks upon all about him. The Changeling's handiwork is always obvious after the fact: indeed, part of the prank is to make the victim aware of the deceiver, but impotent to act against them. The Changeling roams wild throughout eternity, causing havoc where it may. Each meddling opens up more possibilities in the Great Game, and Tzeentch watches with amusement as the Changeling weaves his uneven tapestry of disruption. Once in an age, the Changeling might work at the direction of a Lord of Change or some other powerful minion of Tzeentch, but only when the prank takes his fancy and the consequences will be truly spectacular.

FORMLESS HORROR

This Trait is unique to the Changeling: no other being anywhere possesses it, except possibly Tzeentch itself. Once per round, the Changeling may shapechange instantly into an exact copy of another creature: either a typical creature for its species, as presented in the *Bestiary of the WFRP* rulebook, or a specific individual whom the Changeling has studied for a number of hours equal to the creature's Intelligence Bonus.

Upon adopting a shape, the Changeling instantly gains all of the standard Traits for that creature. In addition, it may use any of the target creature's Characteristic scores in place of its own. When impersonating an individual, it has full access to all of the individual's skills, but not their memories.



CHANGELING OF TZEENTCH

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	60	40	30	30	65	60	35	75	70	65	22

Traits: Corrupted (Moderate), Daemonic 8+, Distracting, Dark Vision, Fear 2*, Spellcaster (Tzeentch), Unlimited Shapechanger, Unstable, Weapon +11

CHANGING WAYS



What are the impacts of using the Changeling in your game? To start, the creature is far more powerful than a Doppelgänger, and is certainly manipulating Wasmiere to further its own goals. The Changeling will abandon Wasmiere as soon as it is helpful to do so, and indeed getting rid of the upstart Magister may have been its intention all along.

The fun does not stop there, however. The Changeling may well continue to appear in the Character's lives, impersonating future NPCs at first to study its marks, then to guide them towards its eventual goal — which lies in Altdorf.

Of course, what is time to the Changer of Ways and its minions? The Changeling may already have appeared in the Character's lives, perhaps as far back as *Enemy in Shadows*. Perhaps there never was a Kastor Lieberung — or rather, Kastor was the Changeling all along, made to look like one of the Characters to one day draw them into the terrible machinations of Tzeentch.

CHAPTER 8

THE RITUAL



This adventure can be used as a diversion or a way to fill time when the Characters are in Middenheim. It pits the party against Skaven and their Human allies, and offers a good way to introduce the cultists of the Yellow Fang and the Skaven activity beneath the city.

BACKGROUND

Grey Seer Skreth is insane: a renegade Skaven with an impossible goal. He controls a small group of loyal but misguided Clan Skyre warriors. Recently, he and his group infiltrated the Undercity through a forgotten entrance that was not shown on any Skaven map — Skreth looks upon it as fate.

The Grey Seer has become obsessed with Necromancy. He has even spent some time observing a Human Necromancer, but Skreth's heavy use of mandrake root (**WFRP**, page 306) did not help his understanding of the experiments he witnessed. Instead, he formed a crazed theory: that the power of magic and the life-force were the same thing, and therefore that warpstone, as the greatest source of magic (in Skaven eyes, at least) holds the secret of life and death. Corollary to this theory was the proposition that the life-force of every living thing could be extracted from its body in the form of warpstone. He needs only to perfect the process.

The prospect of an unlimited source of warpstone — and therefore, of an unlimited source of power — turned the Grey Seer's brain. Amid visions of conquering the Skaven, and then the world, he set about a series of disturbed experiments intended to discover the process by which his theoretical goal might be achieved. The Undercity has provided him with an opportunity to collect specimens and practise rituals for his flawed quest. Human cultists in the town, members of the Skaven-worshipping Yellow Fang cult, are aiding Skreth in his mission.

The adventure leads the Characters into the Undercity. They discover that a band of Skaven has recently taken up residence there and, with the aid of Human servants, is carrying out bizarre rituals and sacrifices to the foul Skaven deity, the Horned Rat. The Characters must try to eradicate the Skaven, or at least drive them out, and save a wealthy citizen from their clutches in the process. The Skaven presence is significant, so the Characters will need their wits about them: repeatedly choosing to fight will lead to a swift and bloody demise!



CLAW MARK

The following encounter takes place at night, as the Characters are walking through one of the more pleasant parts of the city. Ideally, they should have a good deal of their equipment with them, as they will have no time to go and pick up anything left in their lodgings.

As they are strolling through a particularly dark and quiet street, the door of a house suddenly bursts open and a young man, dressed only in his night-clothes, rushes out yelling, *'Help me, someone, please!'*

As he catches sight of the party, he turns and races towards them. A large bruise covers one side of his face. As he rushes over, gasping for air, a dark shape appears, silhouetted in the doorway of the house. The man gasps out one last sentence, *'They've got my father... Don't let them take him... Hurry...'* before an audible twang comes from the doorway, followed by a much closer thud.

The unfortunate young man collapses into the arms of one of the Characters (perhaps one who is drawing or who has already drawn a missile weapon of their own), choking and coughing up blood. A crossbow bolt is buried in his back.

The shooter is a Yellow Fang cultist by the name of Peter Tavelli, ordered to stop Ernest from raising the alarm while Skretth's minions took his captured father away through an old, forgotten stone passageway that travels into the house through a flagstone in the cellar.

Tavelli retreats back inside the building and watches the Characters' reactions through the hall window. The Characters are likely to chase Tavelli into the house, remembering the urgency of the dying man's last words. If they pursue, Tavelli leads them into a trap in the house before trying to get back to the cellar and the secret passage. If he is caught or cornered, he swallows a capsule of concentrated Heartkill (*WFRP*, page 306) containing four doses of the poison. It may not kill him, but even so his fanatical loyalty to his cult and to the Skaven ensures that all Tests to make him talk are **Very Hard** (–30).

If particularly cowardly adventurers refuse to enter the house, the adventure can be brought to them. The Skaven are very interested in capturing the party, since they are the only (living) people who know what happened to Klaus. They may be grabbed during the night and thrown into the cells in the sewers (see **Into The Sewers**, below) to await sacrifice. The Characters will then have to escape, though they will not have to worry about Klaus: he will already have been sacrificed.

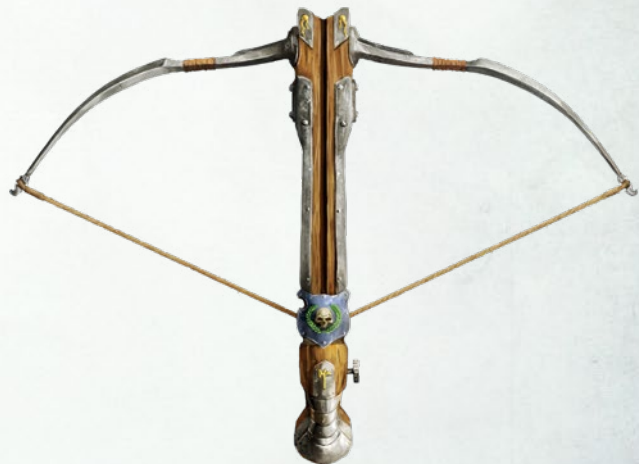
UPSTAIRS, DOWNSTAIRS

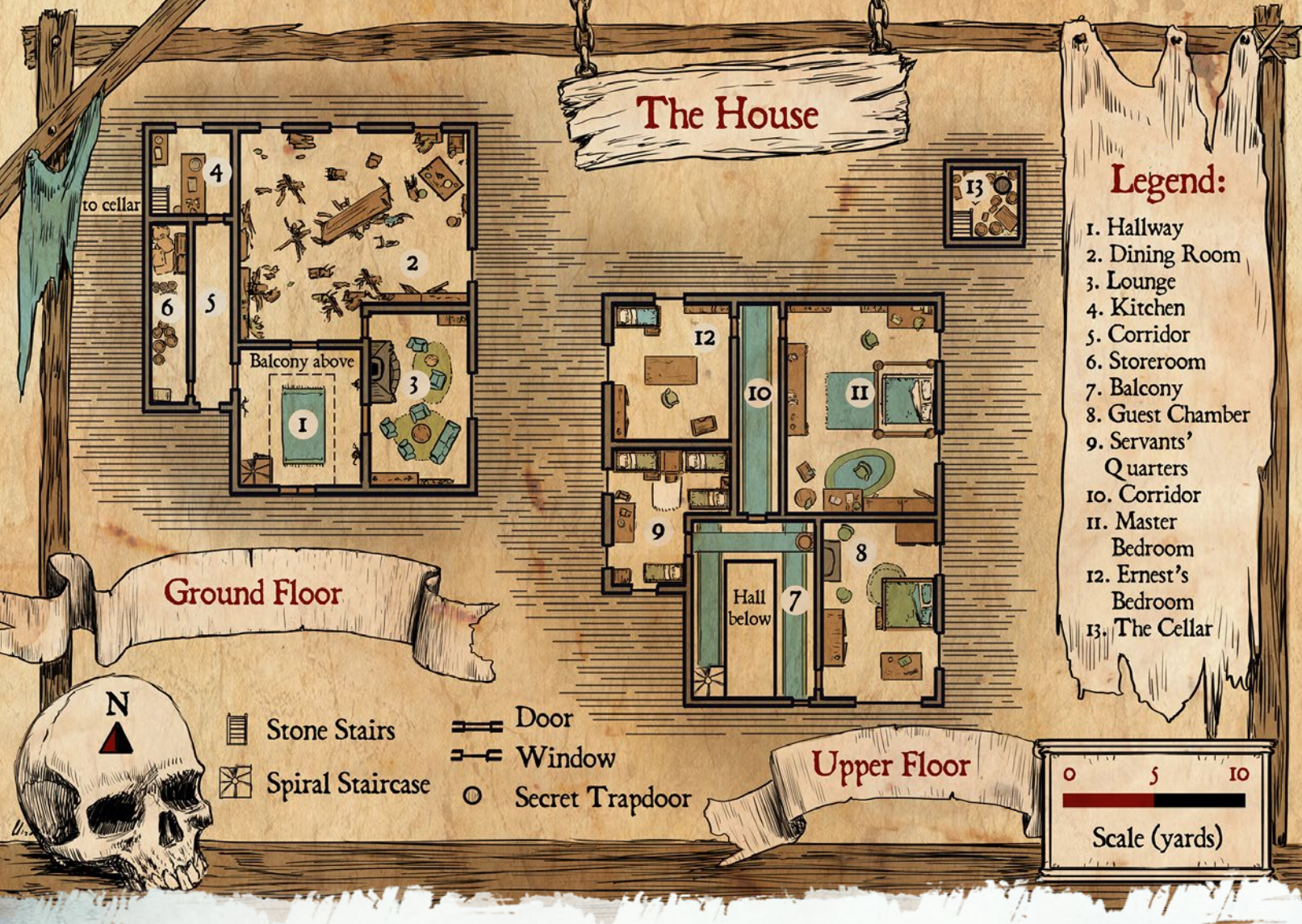
If he sees that he is being followed, Tavelli races up the stairs in the hall, making sure the Characters see him. If they pursue him up the stairs, he kicks over a decorative wine barrel standing on the landing and sends it crashing down towards his pursuers. Anyone standing on the stairs, or at the foot (presumably to aim a bow or crossbow), must pass an **Agility** Test or suffer a Damage 3 hit and gain a *Prone* Condition. The test is **Difficult** (–10) for those on the stairs, and **Challenging** (+0) for those at the foot. At the GM's option, those on the stairs may take additional falling Damage according to where they were when struck.

As the Characters are distracted by the barrel, Tavelli rushes back down the stairs, leaping the banister half way down (a 3-yard jump). Assuming he lands safely, he races back to the cellar and enters the sewers through the secret passage. If anyone is still able to pursue him, he turns and fires his crossbow, or simply keeps running if his pursuers are too close. If capture seems inevitable, he swallows his poison capsule as described above.

THE HOUSE

Only brief descriptions of the rooms are given, as it is unlikely the Characters will spend much time here. Should the party choose to loot the place, it might be prudent to have a Watch patrol come to investigate — this is a well-off district, and there is, in all likelihood, a body still in the street outside. All the rooms can be illuminated by lanterns hanging from the ceiling rafters, but at present, only those ones in rooms 1, 7, 11, and 12 are lit.





1. Hallway

The hallway is opulently furnished, with hunting trophies and tapestries on the walls. A plush blue carpet covers the floor. An elaborate staircase in the south-western corner spirals upwards to a balcony that overlooks the hall. There are three tapestries here, each worth 12 GCs. The hunting trophies are not especially valuable.

2. Dining Room

This room is currently a mess. Two bodies are sprawled across the floor. The table is upturned and shattered glass lies everywhere. What must once have been an expensive wooden cabinet has been smashed in at the front; its drawers and their contents have been scattered across the room. The two bodies are those of the servants who tried to oppose Tavelli as he pursued Ernest. The ensuing fight succeeded in completely devastating the whole room, leaving nothing of value unbroken.

3. Lounge

This is where Klauss used to entertain his guests while they relaxed after a meal. The room has not suffered the same fate as the dining room. Several luxurious armchairs, a large decorative fireplace, and an elaborate sideboard provide grand furnishing. Four paintings hang on the walls, each worth 7 GCs, but again, looting should be discouraged.

4. Kitchen

This large room has a flight of stone stairs leading down into the cellar. Two clubs rest in a puddle of blood, evident to anyone entering the room. A successful search turns up an ornamental clasp decorated with the symbol of the Horned Rat: three crossed bones forming the shape of an inverted triangle. All three items were dropped during the scuffle between Klauss, Ernest, and the cultists, and the clasp may reveal just what the Characters are up against. A successful **Challenging (+0) Lore (Theology or Middenheim)** Test reveals the nature of the symbol and its connection to the Skaven. Even so, many Characters may believe that the Skaven are no more than a fairytale.

5. Corridor

A corridor connects the hall to the kitchen. As it is a part of the house that guests would not normally see, it is merely stone-flagged, showing none of the splendour seen elsewhere.

6. Storeroom

This is where all the food and other domestic requirements of the house are kept, under lock and key. However, when Klauss and Ernest went to investigate the sounds of the cultists breaking in, they armed themselves with clubs kept here (now to be found in the kitchen), and Klauss forgot to lock the door in his hurry. Thus, the door is slightly ajar, the keys still in the lock.

Inside are several sacks of grain, stacked neatly against one wall along with many other common food items.

A wooden crate marked '*DANGER! EXPLOSIVES*' sits innocently in the corner, and contains four Bombs (WFRP, page 295). In addition, there are two lanterns here, three spare flasks of oil, and a tinderbox. The Bombs could prove very useful to the party in the later part of the adventure, should they choose to take them.

7. Balcony

The stairs from the hallway spiral upwards to this balcony, which overlooks the hall below. The floor here is also covered in blue carpet, but there are no adornments, save for a large, decorative wine barrel on the landing.

8. Guest Chamber

Visitors to the house are normally accommodated here. A large four-poster bed is set against one wall; a set of drawers and a large wardrobe provide the other furnishings. There is nothing of real value here.

9. Servants' Quarters

This large room contains four beds, only two of which have been occupied recently (by the servants lying dead in the dining room). The room is not as well furnished as the rest of the house, but still represents very good servants' accommodation.

10. Corridor

This corridor separates Klauss and Ernest's bedrooms off from the rest of the house, providing them with more privacy. As with the hall and balcony, the floor is covered with blue carpet. Two paintings hang on the walls, worth approximately 7 GCs each.

11. Master Bedroom

This is the largest bedroom in the house, and is where Klauss usually sleeps. An ornate rosewood cabinet is set against the wall opposite the four-poster bed, together with an equally ornate set of drawers and a spacious wardrobe. The drawers are all filled with personal belongings and clothes, but a successful **Difficult (-10) Perception** Test made while searching the wardrobe turns up a false bottom concealing a secret compartment that contains 28 GCs, 25 shillings, and 300 pence.

12. Ernest's Bedroom

This isn't quite as luxurious as the master bedroom. It is relatively sparsely furnished with a single bed, a wardrobe, and a chest of drawers.

13. The Cellar

This stone-flagged room is filled with barrels and casks containing a wide variety of fine wines and ales. A flight of stairs leads up into the kitchen in one corner; in another corner a flagstone has been lifted out of the floor, revealing the entrance to an old, long-forgotten tunnel that leads into the sewer system. This is the way Tavelli and company gained entrance to the house; neither Klauss nor Ernest knew of its existence. If Tavelli has already rejoined his companions, the flagstone has been replaced, and a **Challenging (+0) Perception** Test is required to find the hole — assuming the searcher has a reason to suspect such a tunnel must exist (for example, having heard the grating sound of the flagstone being pulled back into place).



INTO THE SEWERS

Beneath the hole, a rusty, iron-runged ladder leads down a narrow shaft for 10 yards or so, finally emerging in a rough-hewn stone corridor. The course of the adventure from this point depends very much on what has happened to Tavelli.

TAVELLI ESCAPED

If he has successfully managed to escape down the shaft, he returns to Skretth immediately and reports what has happened. He only mentions the Characters if they are pursuing him, giving the Skaven time to ready for the Characters and step up the guard around the sacrificial chamber, so that when the time for the ritual (midnight) comes, it is much harder for the Characters to ruin it.

TAVELLI KILLED

If the Characters killed Tavelli, or if he killed himself, he will not be missed for some time — with the impending sacrifice, the Skaven have more important things to worry about.

Skretth's experiments have not been going well. He really has no idea how to achieve his goal, and he is beginning to worry that his followers will soon lose patience. Apart from anything else, he is constantly under the influence of Mandrake, and rational thought (in so far as a Grey Seer is ever capable of it) is far beyond him.

The guard around the sacrificial chamber is not increased, and consequently the Characters' task is made a little easier. Any attempt to impersonate Tavelli by wearing his clothes imparts a +20 bonus to any relevant Skill: the Skaven have difficulty telling one Man-thing from another, and they can seldom be bothered to try. Even so, there are several parts of the complex where Humans are not permitted, and trying to enter them will arouse suspicion. The cultists know exactly where they can and cannot go.



WHAT NOW?

From this point on, the action is dependent on where the Characters go. They are racing against time, so the GM should keep a careful record of elapsed game time.

The rock corridor in which the Characters are standing is pitch black, without enough light for *Night Vision* to be effective. They will be spending some time underground, so the party risks becoming stranded in the sewers in the dark if they do not take enough oil or spare torches. If the Characters decide to turn back to acquire light sources, remember that the ritual begins at midnight.

The corridor and branching passages are, rather disturbingly, filled with the echoes of strange, far-off noises. The walls glisten with moisture, and a greenish slime is present in some places. The air is distinctly cool. The GM should try to convey an atmosphere of foreboding.

The corridor is quite low (about 6 feet high), so tall Characters have to duck to avoid hitting their heads against the ceiling. The floor is covered with a shallow layer of slippery mud: any movement faster than walking speed requires an **Average (+20) Athletics** Test to avoid falling over.

They Went Thataway

A clear trail marks the path taken by the cultists: no Test is necessary to make it out. There are two sets of footprints, with two continuous, roughly parallel furrows between them. A successful **Easy (+40) Track** Test leads a Character to conclude that the furrows were made by the heels of someone who was unconscious or overpowered, being dragged backwards by the elbows between two abductors.

The tracks eventually lead to a dead end: a wall of moist, smooth stonework. A **Challenging (+0) Perception** Test reveals a scratched design in the wall, which an **Average (+20) Secret Signs (Thief)** Test identifies as meaning 'push'. Pushing the wall at this point opens a secret door leading into the sewers. The door may be closed by pushing the stone as it protrudes from the other side: it repositions the counterweight mechanism that opens the door.

Wandering off the Trail

Should the party decide to ignore the obvious trail (see below) and take one of the side passageways instead, they soon become lost in the labyrinth of Middenheim's Undercity: a terrifying, twisting maze that winds away in every direction. No further details of the side branches are given, but if needed, you can find more information on the Undercity in **Middenheim: City of the White Wolf**. It should quickly become clear to the Characters that the further into the tunnels they go, the more danger they face. All manner of pitfalls and wandering, mutated creatures await the unwary, and the party could wander endlessly, slowly dying of starvation, lack of water, and festering wounds.

DIGGING TOO DEEP

The Undercity of Middenheim is vast. Beneath the upper areas carefully, often thanklessly patrolled by the dwarfs, lie ancient warrens carved by the first settlers of the Fauschlag. These halls are home to many horrors, as discussed above. Various elemental creatures drawn to the place by the strength of *Ghur* in Middenheim stalk the caverns, and give pause even to the Skaven.

Beneath these layers is the Skaven den of Under-Middenheim. Discussed in more detail in **Middenheim: City of the White Wolf**, these halls are ruled by a triumvirate of tyrants whose cruelty is all but unmatched. Should the Characters make it this far they are all but certain to die without the expenditure of a Fate point. Be sure to give the Characters plenty of warning that they are threading towards danger — foul smells, interminable sounds, and the skittering of many unseen paws over stone floors should abound.

Should the Characters proceed all the same, feel free to throw any number of Skaven and Skaven-bred monstrosities at them. Regardless of their skill, armaments, or preparations they may have taken, no small group of Characters can hope to take on Skavendom directly and survive. If you are feeling generous allow them a glimpse at the vast and terrifying caverns full of uncountable rat-men, and then start looking at the Character's Doomings to see what sort of fate the Skaven are planning for each of them.

If they do decide to run, there are reasons to be merciful. The Skaven will give chase, but not into the upper caverns patrolled by Dwarfs or filled with horrors even the Skaven wish to avoid. While this may be a case of 'out of the frying pan and into the fire', most Characters will stand a better chance facing off against a single monstrosity than against a veritable tide of well-armed vermin.

DARK, DAMP, AND DEADLY LOCATIONS

The major encounter areas are detailed below. As the whole area below the cellar has been taken over by the Skaven and their servants, there is an 80% chance of encountering someone or something for every 10 minutes spent here. Roll 1d10 and consult the table below, or choose an option you prefer.

1d10	Encounter
1–4	A lone cultist on a routine errand for the Skaven. Use the Yellow Fang Cultist profile (see page 93) if a fight develops, but remember that raising the alarm is the cultist's main priority.
5–6	A patrol of 2–4 cultists armed with swords. Use the standard Yellow Fang Cultist profile. Unlike a lone cultist, these are more likely to attack, only thinking of raising the alarm if the fight turns against them.
7–8	A single Clanrat (WFRP , page 337) going about its business. Although determined to keep the Skaven presence beneath the city a secret, Skaven are mostly cowards, and its first instinct is to flee.
9–10	A small band of 2–4 Clanrats led by a Stormvermin (WFRP , page 337), returning from a routine reconnaissance patrol elsewhere in the sewers. They want to keep the presence of Skaven in the sewers secret, and attack in earnest, though they flee if faced with determined opposition.

1. Sewer Entrance

The secret door leads into the sewers proper. The walls are made of dull grey stone and glisten with moisture (although this time there is no slime). The sewers, like the corridor leading into them, are pitch dark. In this part of the system, the sewers are roughly 10 feet wide, including narrow stone walkways 2 and a half feet wide, on each side of the effluent channel. The channel is 5 feet deep and half-filled with slow-flowing muck. See **Enemy in Shadows** pages 70–77 for advanced rules and more ideas on exploring sewers.

A successful **Challenging (+0) Track** Test allows the party to follow the route taken by the cultists to the second secret door. Even if this is not successful, the Characters realise on a successful **Easy (+40) Intelligence** Test that although it is possible for one person to leap or wade the effluent channel, it would be practically impossible for two men dragging an unconscious or dead person, and any attempt to do so would certainly leave some sort of trail. Therefore, their quarry must have kept to this side of the channel. To the left, the channel could go on for some way, maybe even forking once or twice. However, due to other effluent channels crossing the path, or build-ups of detritus that would have given away anyone passing through, it should be obvious that the abductors did not pass this way.

2. The Ghoul

The party sees a humanoid body slumped face down over the walkway, one arm dangling over the edge. It is dressed in rags, and lies unmoving. The figure is, in fact, a Crypt Ghoul (**WFRP**, page 329), which was attracted here by the smell of dead Human flesh. It began to explore the area, but came across a Skaven patrol that attacked it immediately. The Skaven easily overpowered the miserable creature and left it for dead. However, it is currently on the verge of regaining consciousness. The Crypt Ghoul currently has 4 Wounds remaining.

The Ghoul does not come to unless one of the Characters touches it. Due to previous Critical Hits inflicted by the Skaven patrol, it cannot walk, and must remain *Prone*. Even if the Characters kill it, it serves one useful purpose: to indicate that the abductors did not come this far. It would clearly have been impossible to drag an unconscious Human past even a wounded Ghoul.

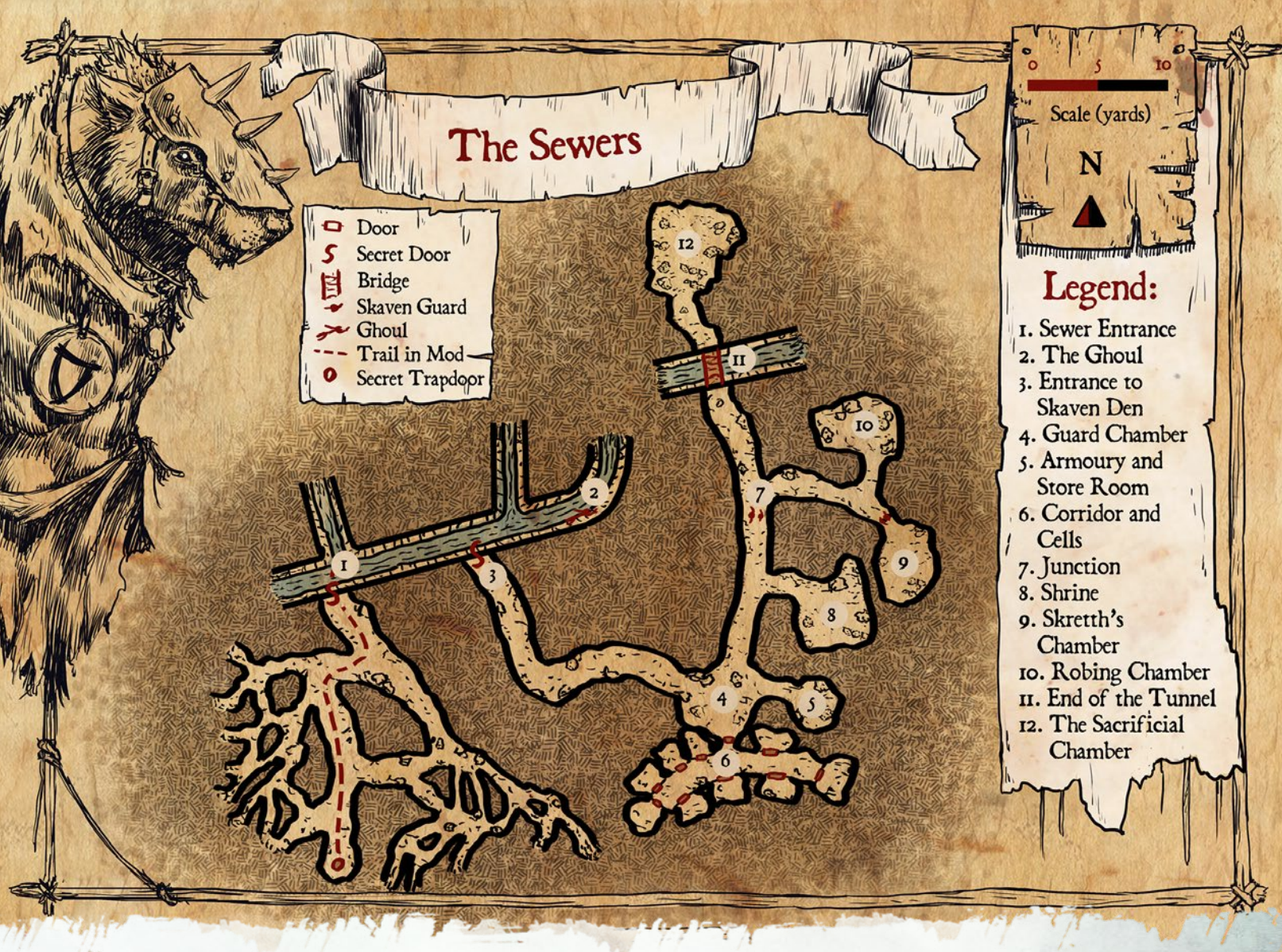
3. Entrance to Skaven Den

The secret door opens into a rock corridor branching off to the right. The trail disappears into the wall here. If the Characters have lost the trail due to a failed Track Test, a successful **Challenging (+0) Perception** Test is required to find the secret door. If the Characters miss the door and continue past, have a patrol of Skaven (as above) exit through the secret door as they are about to pass it by again after dealing with the Ghoul.

The corridor beyond slopes upwards at a steep angle (evident to anyone entering it), levelling out as it reaches the guard chamber (see below). Halfway along, just before the bend in the passage, is a tripwire. Any Character approaching it spots it on a successful **Challenging (+0) Perception** Test. If it goes undetected, each Character passing by it must make a **Difficult (–10) Agility** Test or unwittingly trigger it.

Security Measures

If the tripwire is triggered, two things happen: a bell rings in the guard chamber, alerting the cultists there; and a small glass globe drops to the floor, releasing a yellowish gas that initially fills a 2-yard radius centred on the unfortunate who triggered the trap. The gas spreads another 2 yards in all directions each Round for 1d10 halved Rounds. Anyone caught in the gas must pass a **Hard (–20) Toughness** Test or fall unconscious for 1d10 minutes — they may repeat this test if they suffer more wounds than their **Toughness Bonus**.



After the gas has dispersed (which takes as many Rounds as it took to spread), the guards from area 4 take any unconscious Characters and throw them in the cells in area 6. If any Characters are unaffected by the gas, the guards seek to subdue them with their clubs: all have *Strike to Stun*. They avoid killing the Characters due to Skretth's instructions to acquire sacrificial victims.

If the Characters are subdued, refer to **Captured!** on page 91.

4. Guard Chamber

This rough-hewn cavern serves as the common room and guard chamber for the Skaven's cultist servants. There are a couple of tables and some chairs in the north-eastern part of the room; two sets of bone dice and a pack of cards lie on the tables. Illumination is provided by four torches mounted on the walls.

If Tavelli managed to escape, he is here (unless the party is hot on his trail, in which case he is in area 9, reporting to Skretth).

There are 2–8 Yellow Fang Cultists in the room at all times. Their actions depend on whether or not the party triggers the tripwire in area 3. If they have avoided it, the guards are sitting at the table playing cards and the Characters can Surprise them, gaining Advantage. The guards are naturally suspicious, making any opposed **Charm/Cool Test Difficult (–10)** for the Characters if they try to bluff their way through instead of fighting.

These guards know Tavelli, and if one of the Characters is wearing the cultist's clothes, the guards immediately recognise them as an imposter.

The noise of any fighting here alerts the Skaven sentries in area 7, who attempt to ambush and capture any intruders who come into their area (the Skaven Surprise the Characters when they enter).

5. Armoury and Store Room

This small cave serves as a makeshift armoury for the guards in area 4. It contains five Swords, six Daggers, three Hand Axes, two flasks of oil, two tinderboxes, and eleven torches. The weapons are all arranged in wooden weapon racks set against the walls, and the torches, oil, and tinderboxes are stacked neatly in a corner.

6. Corridor and Cells

This dismal corridor is accessible from the guardroom by a sturdy oak door. There are nine cells, each with a small barred window in the door. It requires a **Difficult (-10) Strength Test** to break down a door, or a successful Extended (3 SL) **Pick Lock Test** to pick the lock on any door. Of course, the jailer has the keys to the cells.

Only seven of these cells are used as such. The westernmost cell holds any equipment taken from captured Characters, and is always locked. The easternmost cell is the jailer's den, crudely furnished with a chair and a makeshift table on which stands a bottle of cheap Estalian wine. The other cells are rat-infested holes with damp straw on the floor in place of a bed. The only light comes from a single lantern hanging in the corridor.

7. Junction

The northern passageway from the guard room splits into two at this point. Standing at the junction are two Clanrat (WFRP, page 337) sentries. Humans are only allowed past them if they have been sent for by Skreth — the Characters will either have to bluff or fight their way past. These Skaven believe that no pathetic Man-thing would dare go to Skreth uninvited, so they are not too difficult to bluff, requiring only a successful **Average (+20) Charm Test**. Fighting here alerts Skreth if he is in his chamber.

8. Shrine

The shrine consists of an altar flanked by two crudely sculpted statues of the Horned Rat, standing about 8 feet tall. The symbol of three bones forming an inverted triangle has been chiselled into the rock wall behind the rough stone altar. The roof is supported by four stone columns, and there is a small pit in front of the altar where the sniveling Skaven throw offerings to their deity. The pit is a natural narrow shaft, about 3 feet in diameter, which disappears downward out of sight. If anything is lost in here, the shaft is effectively bottomless; if a Character falls in, they become wedged about 4 feet down, and need to be pulled out. Any Tests made to rescue a Character or climb out are Challenging (+0).

9. Skreth's Chamber

Two Clanrats stand guard at the entrance. Unless the Characters arrive during the ritual (whose victim will be Klauss Dralst), Skreth is here. Skreth's mental state has deteriorated through his growing addiction to Mandrake and the continued failure of his experiments. He spends more and more time here isolated from the rest of the group in 'think-think time'.

The only contents of the room, scattered haphazardly across the floor, are some foodstuffs, a shield, half a dozen unrefined Mandrake roots, and a small jar containing a dozen doses of Skreth's Mandrake snuff. In addition, Skreth's grimoire is here unless he is conducting the ritual.

THE MAGIC RING

Somewhere in the course of his career, Skreth picked up a magical ring that casts the Necromancy spell *Reanimate* (WFRP, page 256) with +6 SL. It has enough magical power to cast the spell twice: if he has no other choice, Skreth uses the ring to animate the corpses in area 12, turning them into Zombies.

10. Robing Chamber

Skreth uses this room to prepare himself for the rituals. Two robes hang from pegs driven into the stone walls. One is black with a red lining: this is the robe Skreth uses when he performs his futile ritual. The other is white, torn, and bloodstained. Victims are dressed in this just prior to the ceremony. A sacrificial dagger lays on a natural shelf on the stone wall unless the ceremony is under way.

11. End of the Tunnel

The tunnel ends at this point, dropping away to the sewer some 7 yards below. A rope bridge spans the chasm, ending in another tunnel mouth that leads away into the darkness. A rough staircase is carved into the rock on the southern side of the gap, allowing the Skaven access to the sewer system by their own route — they prefer to avoid contact with the Humans whenever they can.

12. The Sacrificial Chamber

This huge, natural cavern is dominated by a carving of the Horned Rat on the northern wall. At the north end of the cavern is a bloodstained granite block with an iron ring set into it. The south end is bare except for two pillars supporting the entrance to the tunnel. This is where the Skaven assemble to attend the ritual. A torch in a wall bracket provides illumination: the light cast is sufficient for Skaven eyes, but Characters without *Night Vision* or a light source of their own can only see dimly.

All the Skaven attend the rituals, by Skreth's command. When everyone is assembled, Skreth stands at the head of the block and leads the group in a chant: a noise so loud it can be heard as far away as area 3. This lasts for about a minute, increasing in volume and speed until the Skaven are worked up into a frenzy. The Skaven kill the victims at this point, then they fall silent, waiting for something (they are not sure what) to happen.

Nothing happens. After a moment of uncomfortable silence, the body is dragged away into a corner. The six most recent victims lie here.

If the adventurers reach the chamber before the ritual begins at midnight, Klauss is bound to the iron ring, a rope around his wrists, dressed only in the white robe from area 10 and too exhausted to cry for help. He is unguarded.

If the Characters have to interrupt the ritual to save Klauss, the odds are against them. There may be up to a dozen Skaven in the cavern (all Clanrats, though you may wish to add a Stormvermin or two if you feel the Characters need an additional challenge), and these may be enough to overpower the Characters. If the party also has to deal with six Zombies raised using Skreth's magic ring, they could be in trouble. Unless...

Remember those bombs in the house? They might be enough to even the odds in a fight, or they might bring the cavern down on everyone's head. Sensible Players should be able to use them to cover the Characters' retreat if they find themselves outclassed.

CAPTURED!

If the Skaven capture the Characters, they are stripped of their possessions (which are placed in the westernmost cell of area 6) and tossed into different cells until Skreth is ready to use them in a future ritual. They can shout to one another from their cells, and the Players may use this opportunity to discuss wild and unlikely escape plans. However, as the jailer is exceptionally dim-witted, all they have to do is think up a remotely convincing story, succeeding at an **Easy (+40) Charm Test**, and Tigrati, the jailer, simply opens a door. A well-placed kick and a swift grab for the key could leave him in the cell, and a Character outside with the keys.



CONCLUSION

If the Characters are careful and sensible, they should reach Klauss before the ritual takes place. This gives them a reasonable opportunity to get out safely.

Skreth is an incoherent maniac who could be far more powerful were it not for his Mandrake addiction. If the party rushes blindly into every combat they encounter, they deserve to find the going very tough.

Award the following Experience Points to each Characters for completing the following goals.

- ☠ Chasing/overcoming Tavelli: 20 points
- ☠ Making a comprehensive search of the house: 30 points
- ☠ Dealing with the cultists: 20 points
- ☠ Dealing with the Skaven, one way or another: 60 points
- ☠ Killing Skreth: 20 points
- ☠ If the Zombies had to be overcome: 20 points
- ☠ If Klauss is rescued: 30 points
- ☠ For good roleplaying: 10–30 points

Successful Characters should be encouraged not to be side-tracked by another expedition into the tunnels. If they used the bombs, some convenient structural damage might make it impossible for them to do so. If the GM wishes to underline this point, they could have to make their way back to the house, dragging or carrying a semi-conscious Klauss, as the tunnels shake and collapse behind them.

Escaping Skaven or cultists need not be a problem. Even if he is still alive, Skreth is effectively finished: the Skaven go deeper into the Undercity in search of a new master, while the cultists flee to the surface if they can and spend some time lying low for fear of being exposed.

Klauss repays his rescuers with 3 GCs per Character (this may result in an embarrassing situation if the party looted his house earlier). The Characters could raise this to 5 GCs each with a successful **Hard (–20) Haggle Test**, but only if they are completely without shame.

NPCS AND MONSTERS



PETER TAVELLI, YELLOW FANG CULTIST

Tavelli is a tall, angular man with a hooked nose, small beady eyes, and black hair. He wears a black, wide-brimmed hat that covers most of the face, and a dark blue neckerchief as a mask. His midnight-blue cloak is fastened by a clasp identical to the one lying in Klauss's kitchen.

PETER TAVELLI – YELLOW FANG CULTIST (BRASS 4)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	32	36	32	34	30	41	30	32	32	35	12

Traits: Prejudice (Skaven deniers),
Ranged (Crossbow) +9, Weapon (Club) +7

Skills: Athletics 54, Dodge 45, Intimidate 40,
Melee (Basic) 47, Perception 43, Ranged (Crossbow) 66,
Sleight of Hand 37, Stealth (Urban) 44

Talents: Acute Sense (Vision), Alley Cat, Deadeye Shot,
Disarm, Strike to Stun

Trappings: Club, Crossbow with 9 Bolts, Mask

TUNING THE CHALLENGE

By the time your Characters have reached Middenheim, they will have been through a lot, with experience and skills to match. Depending on your party composition, you might find some of the NPCs and creatures depicted here to be outmatched by your group.

On the following pages, you will find that some of the stat blocks have two versions. Pick the one which will present your group with an appropriate challenge. This is something that you will have to determine for yourself to some degree. There is no 'typical' WFRP group, and so creating one size fits all encounters can be difficult. A party might be all battle-hardened Soldiers, Witch Hunters and Knights, or it might be three Halfling Pedlars and a Human Graverobber who just wanted to get to the Schaffenfest. Choose wisely, and remember that making things too easy and robbing your group of meaningful challenges to overcome is just as bad as making things too hard. After all, if you make a mistake Characters have Fate points for a reason.

THE JAILER

Tigrati 'Head' Parvisch is 5'10 tall, and wears a layer of stinking sweat and dirt over a filthy white vest and equally disgusting black trousers. He always carries the ring of keys to the cells on his belt, making them difficult to get hold of. Fortunately, he is immensely stupid and easy to trick.

TIGRATI 'HEAD' PARVISCH – CULTIST (BRASS 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	33	32	40	40	29	26	37	22	29	22	14

Traits: Infestation (fleas), Weapon +8

Skills: Climb 45, Endurance 45, Intimidate 45,
Melee (Basic) 58

Talents: Strike to Stun

Trappings: Club, Ring of Keys



GUARDS AND CULTISTS

The following profile represents the Yellow Fang guards and cultists. The Horned Rat Companion contains more information on the cult of the Yellow Fang and rules for creating cultists in more detail.

YELLOW FANG CULTISTS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	34	34	40	40	33	32	35	28	31	30	15

Traits: Armour (Leather Jack 1),
Weapon (Club) +8, Weapon (Dagger) +6

Skills: Athletics 37, Climb 45, Endurance 45,
Intimidate 45, Melee (Basic) 44, Lore (Skaven) 38,
Perception 40, Stealth (Urban) 37

Talents: Strike to Stun

Trappings: Club, Dagger, Leather Jack,
1d10 shillings in mixed coins

YELLOW FANG CULTISTS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	44	34	40	40	33	32	35	28	31	30	19

Traits: Armour (Mail Coat 2),
Weapon (Club) +9, Weapon (Dagger) +6

Skills: Athletics 37, Climb 45, Endurance 55,
Intimidate 45, Melee (Basic) 64, Lore (Skaven) 48,
Perception 45, Stealth (Urban) 57

Talents: Hardy, Strike to Stun, Strike Mighty Blow

Trappings: Club, Dagger, Mail Coat,
1d10 shillings in mixed coins

SKRETTTH, INSANE GREY SEER

Skretth has pale grey fur and, thanks to his drug intake, wild eyes even for a Grey Seer. He dresses in filthy robes and half his left front tooth is broken off. More details on Grey Seers and the magical lore of the Horned Rat can be found in The Horned Rat Companion.

SKRETTTH – SKAVEN GREY SEER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	33	25	36	38	40	40	45	54	39	19	12

Traits: Corruption (Erratic Fantastist), Night Vision,
Spellcaster (Horned Rat), Weapon +7

Skills: Channelling 52, Melee (Polearm) 43,
Language (Magick 64, Reikspiel 48)

Trappings: Grey Robes, Quarterstaff,
4 Doses of Mandrake Snuff, Grimoire,
Magic Ring (see box on page 94)

Spells: Aethyric Armour, Bolt, Silence

SKRETTTH – SKAVEN GREY SEER

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
5	33	25	36	38	40	40	45	54	51	19	20

Traits: Corruption (Erratic Fantastist), Night Vision,
Spellcaster (Horned Rat), Weapon +7

Skills: Channelling 71, Melee (Polearm) 53,
Language (Magick 74, Reikspiel 48)

Talents: Aethyric Attunement 2, Hardy 2, Intrinsic
Diction 2, War Wizard

Trappings: As above, plus enough Warpstone to double
the SL of three Casting/Channelling Tests (WFRP 244)

Spells: As above, plus Chain Attack and Terrifying

CHAPTER 9



FLYING DEATH SKULLS



THE STORY

After taking a humiliating revenge on Father Marcus and his monks in 'Vengeance of the Gravelord', Hans Gräber moves north to settle another old grudge in a village on the way to Middenheim. Purely by coincidence, the vine-growing village of Pritzstock also lies on the Characters' journey, and they become entangled in his plans once again.

PAST AND PRESENT

The origins of the current trouble lie three years in the past. A young Hans Gräber, passing through Pritzstock on his way to Altdorf and initiation as a novice monk, caught sight of the beautiful Elisabet Rocheteau, the wife of village mayor Henri-Phillippe (see page 110) and partner in his wine business.

Gräber fell hard for the beautiful wine merchant, mistaking her polite and somewhat motherly concern in his increasingly drunken state for romantic interest. When she could no longer fend off his clumsy attentions, her husband and a few villagers stepped in and treated the besotted postulant to a cooling dip in the village pond.

FLYING DEATH SKULLS

This adventure is based on Carl Sargent's 'The Grapes of Wrath', which was written for **WFRP** first edition to cover the gap between the end of **Death on the Reik** and the start of **Power Behind the Throne**. Originally printed in *White Dwarf* issue 98, it was reprinted in *The Restless Dead* for first edition and adapted for the second edition rules in *Plundered Vaults*.

This new version forms the second chapter in the saga of the Gravelord, whom readers first encountered in **Death on the Reik Companion**. Like that adventure, this can be used as an optional sub-plot to enrich **Power Behind the Throne**, as part of a separate 'Gravelord' mini-campaign, or as an adventure in its own right.

Utterly humiliated, Gräber left the village before dawn, and joined his order as planned. The pain of his humiliation never abated, and neither did the memory of the woman who (in his mind) clearly led him on just to make him the village laughing stock. Having dealt with Father Marcus, revenge on the village of Pritzstock became his next priority.



In his research and wanderings, Gräber had begun to compile a grimoire of necromantic magic, and its contents include a strange and varied array of spells. One of them, picked up in the Grey Mountains from a rotting parchment whose seller claimed it had come from the time of Heinrich Kemmler himself, enchants the skulls of people and animals and turns them into flying servants and emissaries. With his usual imagination and dramatic flair, Gräber is using these simple creations to conduct a reign of terror in and around Pritzstock.

A MATTER OF TIME

The Gravelord is striking at a vulnerable time. Depending on when you set this, it is either budding time, when the vines come out of their winter dormancy and require careful tending to ensure the next harvest, or harvest time. The following text assumes that the adventure takes place at harvest time and will have to be amended slightly for the spring: in either case, there are only a few critical days to do what needs to be done, or the next harvest is ruined — and with it, Pritzstock's prosperity for the next year or more. With the village cowering under a necromantic threat, time is of the essence. The atmosphere in the village becomes increasingly desperate as the days pass.



RUNNING THE ADVENTURE

The adventure is set out as follows. After an initial encounter, the Characters arrive in the village. There is a section on Pritzstock's main NPCs: what they do, who they are, what they know, and suggestions on how they respond to various actions and conversation. This is followed by descriptions of Gräber and the cave where he has made his base, as well as the other adventurers' camp.

The map on page 102 shows the layout of the villages southwest of Middenheim. At the start of the adventure, the Characters are travelling to Middenheim by coach, along the Altdorf—Middenheim road. The woods through which the road runs are known to harbour many dangers, so coaches travel quickly and avoid stopping.

THE CRASH

As stated in **Power Behind the Throne** (page 11), the Characters are travelling in a coach with Elise and Bertha Jung and their bodyguard, Gunder. The Characters have some time to get to know the sisters and their bodyguard as the coach heads north. Refer to the first chapter of **Power Behind the Throne** for details of the route and incidents along the way. This adventure begins on day 6 of their journey north, a few hours after they have left Grubentreich. The village lies on a side road off the main Altdorf—Middenheim road. The attack occurs not long after the Character's coach has rejoined the main road.

ALTDORF – MIDDENHEIM STAGES

Day	Stage	Distance
1	Altdorf – Frederheim – Kutenholz	63 miles
2	Kutenholz – The Forest Hearth Inn – Bröckel	65 miles
3	Bröckel – Mittelweg	58 miles
4	Mittelweg – Delberz – Sotturm	64 miles
5	Sotturm – Malstedt – Grubentreich	66 miles
6	Grubentreich – Schoninghagen – Middenheim	46 miles

From out of the trees ahead, and travelling about 15 feet above the ground, an evil-looking skull with glowing eyes comes hurtling towards the coach. Shouting a prayer to Sigmar, the coachman drops the reins to cover his eyes, while the horses scream and rear in terror. As they bolt wildly to avoid the flying skull, the horses careen the coach against the trunk of a massive oak and the whole thing overturns, smashing both right-side wheels in the process.

Anyone on the roof of the coach must make a Test against *Fear* (2) (**WFRP**, page 190) in order to be able to do anything other than quiver with fright. A jump from the coach is treated as a distance of 3 yards. Hanging on to the coach requires a **Challenging (+0) Strength** Test: success results in the Character taking a Damage 3 hit that ignores Armour, while failure means that the Character is flung clear and falls 3 yards. See **WFRP**, page 166, for details on jumping and falling.

Having had no warning, all those within the coach must make a **Challenging (+0) Agility** Test to avoid taking a Damage 3 hit that ignores Armour. As the passengers begin to disentangle themselves, one of them (chosen at random) sees the skull heading west over the trees. For a further description of the skull, see page 117.

FOR GROGNARDS: WHY HERE?

Since the adventure's first publication, it has been observed that the skull attack on the coach does not fit with the general pattern of skull activity, and does not advance the villain's agenda at all: in fact, it leads to his ultimate downfall by bringing the Characters to the village. Experienced Players may wonder about this, even if they have not played 'The Grapes of Wrath' before, and if they manage to capture Gräber, they may question him on the matter.

The fact is, it was a simple accident. He was testing the range of his control in an area far from the village where he did not expect to be disturbed, and a wasp flew down the neck of his jerkin. Distracted, he briefly lost control of the skull, which careened wildly out of the woods and across the road – and right into the path of the Characters' coach.

Gräber is embarrassed to admit this, though, since it is hardly the sort of mischance that should befall the great and dreaded Gravelord. Instead, he makes up some grandiose tale about recognising them from Altdorf and punishing them for killing his Carrion or whatever else they did to thwart him, but a successful **Challenging (+0) Intuition Test** leads the Characters to believe he is lying. Also, his hand strays unconsciously to the back of his neck as he speaks, and if the Characters examine the spot they will find an angry red welt, clearly caused by a wasp sting at about the time when their coach encountered the skull.



The coach is beyond repair: only two wheels remain intact, and both axles are smashed. Hedric the coachman is lying in the road battered and bruised, but otherwise unhurt. Gunder, alas, suffered fatal injuries during the crash, when a trunk containing Elise's ball gowns fell from the luggage rack and broke his neck. Two horses have run off, a third has a badly broken leg, and the other stands shivering nearby. The two girls are very upset but can be calmed by reassuring words. Hedric's wide-eyed babble about the 'swooping, red-eyed monster!' does little to help.

A CHOICE

The party has a number of options. They could stay put, but this would mean a night in the forest. Hedric points out that no other coach is due today, and in any case, would not stop for fear that the party was actually a gang of highwaymen. The next settlement of note on the route is Schöninghagen, but they could not reach it before nightfall. The obvious choice, and the one clearly favoured by Elise and Bertha, would be to walk back to the village of Grubentreich: the girls have relatives there who would put the Characters up for the night and see them safely to Schöninghagen the next day. If the Characters seem reluctant, the girls say that their relatives are sure to reward the brave adventurers for escorting them safely there.

Hedric, a brave fellow who takes his duty seriously, declares that he has to ride the one remaining horse to Schöninghagen and inform the road wardens. He would not do so unless he is sure that the young ladies are safe in the Characters' company, he says, but his duty is clear. The bulk of the luggage has to be left on the road (much to the passengers' distress) and take its chances overnight: it can be recovered in the morning on the way to Schöninghagen.

On foot, it takes an hour or so to reach Grubentreich. About half a mile outside the village, though, Bertha stumbles and twists her ankle. Any Character who successfully treats her with an **Average (+20) Heal Test** or carries her for the last half-mile wins her sincere gratitude, something which may prove useful during the events to come in Middenheim.

GRUBENTREICH

The village itself comprises around 80 simple country folk, who make a moderate living from agriculture and livestock.

Mathilde and Eduard Jung, the sisters' aunt and uncle, run the *Black Sheep* tavern. They are grateful to the Characters for having rescued their nieces, and offer the party free accommodation, food, and drink for the night. Unfortunately, the inn's two guest rooms have already been taken, but the taproom is clean and warm.

If the Characters don't mention the encounter with the flying skull, one of the girls certainly does so. This may happen while the bar is still full of locals, or last thing at night, as Eduard locks up the tavern. Talking with the locals brings nothing more than sceptical comments about 'bumps on the head' obtained during the crash. Eduard is not so dismissive, though. The description of the crash backs up the rumour he heard two days ago from Werner Geizhals, a wine merchant returning from the nearby village of Pritzstock.

According to Geizhals, who travelled on to Middenheim for the Carnival, the folk of Pritzstock gave him the impression that the village was cursed. There were tales of the dead prowling around the outskirts of the village, and of phantom, flying skulls haunting the woods. Eduard broaches the subject with the Characters quietly, after the tavern has emptied out for the night. If they are real, these flying skulls should be dealt with before the threat spreads to Grubentreich, and who better to deal with them than these recently arrived adventurers?

If the Characters look like they do not intend to investigate, Eduard elaborates on the rumours, making up tales that the skulls are thought to guard some long-lost treasure or whatever else he thinks will motivate the party to investigate. Bertha will not hesitate to urge the Characters to assist, especially if during the coach ride they told her tales of their previous exploits. Finally, should all else fail, Eduard will offer 2 GC as recompense if the Characters should investigate. He and Mathilde are worried that the worsening reputation of Pritzstock will spread and cast a cloud over Grubentreich and the *Black Sheep*.

As chance would have it, three of the inn's other guests are travelling through Pritzstock the following day: a farmer named Hans Krug, and handymen Pieter Klammerer and Albrecht Krupp.

These three retired to the guest rooms early, but are returning to Leichlinberg via Pritzstock tomorrow. The Characters could get a lift to the village on Krug's carts.

The Characters must rise early to ask Hans Krug for a spot on the carts, so woe betide those who over-indulged on Eduard's hospitality. The farmer agrees willingly enough, but asks for 1 shilling each as payment. He can be bargained down to 6 pennies each, but being poor he tries to make money whenever he can. Talking him down requires a successful **Difficult (-10) Haggle Test**. If the Characters really need encouragement to investigate, Eduard offers to pay the fare. They need have no further concern about Elise and Bertha: Eduard assures them that he will personally escort them to Middenheim on the next coach.

The journey to Pritzstock takes about three hours on Krug's cart. The only other way that the Characters could make the trip is on foot, as there are no horses available for hire or sale. The farmer and his assistants know nothing of events at Pritzstock, having just returned from a trip to Middenheim.



THE VILLAGE OF PRITZSTOCK

Pritzstock is a small but wealthy village of 60 or so adults and children. The map below details the local area and the map on page 104 shows the village proper. In addition to a farmhouse, each household has a large fermenting shed where workers press grapes and store wine casks. Bottles of the better vintages are usually kept in cellars beneath the houses.

Livestock is limited to a few pigs, goats, and hens. The latter are allowed to wander freely and spend a lot of their time scratching around the northwest area of the village, since this is where people are buried and the worms grow fat as a result.

Surrounding the village are vineyards grown on manufactured terraces cleared from the forest; the wine produced provides the sole source of income for the inhabitants. Pritzstock wine has a light, delicate flavour, and is gaining in popularity throughout the Western Empire. In recent years, harvests have been particularly good, and the village has prospered as a result — buildings and carts are in good repair, animals are sturdy, and the people are well fed.

Surprisingly to some, the village does not have an inn: Pritzstock's social life takes the form of frequent wine tastings at one house or another. By far the most popular sessions take place at the home of Henri-Phillippe Rocheteau, the burgomeister.

The village is at its busiest during the grape harvest, and the timing of this is crucial to the village's continued prosperity. The grapes must be picked within the next week to produce the best wine. Judging just when to start requires years of experience, and the Characters arrive just two days before the harvest of this year's crop must begin if the wine is not to be ruined. Migrant workers from the surrounding areas have yet to arrive but some wine merchants from Middenheim and even Altdorf have already visited: the grapes have been assessed, and prospects look good — provided the harvest starts on time.

ARRIVING IN PRITZSTOCK

The rough track from Grubentreich emerges from the forest to reveal a small valley, intensively cultivated with acre upon acre of healthy-looking vines. If the party is travelling with Hans Krug, they hear a grunt of surprise. It is curious, he says, that nobody is working the vineyards.

Arriving in the village across a well-maintained but rather inadequate defensive ditch, the Characters might be struck by Pritzstock's obvious prosperity. A couple of houses have planks nailed across the windows, and large sprays of flowers fixed to the front doors. A successful **Challenging (+0) Lore (Folklore)** Test reveals they are 'nanny's fingers', a local weed thought to ward off evil spirits.

Following the sound of a hubbub in the distance, the Characters find that all the villagers are meeting outside the house of Henri-Phillippe. The scene is quite confusing, with many people speaking and shouting at once. Things quiet down when the strangers are spotted, but at this stage the villagers are wary of newcomers, and act accordingly.

Taking advantage of the lull, Henri-Phillippe speaks. *'Look, there's no point arguing until we've all calmed down and can talk sensibly, and there's no sense blaming people without cause.'* At this there is a general murmur of dissent, but Henri-Phillippe continues. *'Everyone go home, and we'll meet again in a couple of hours.'* This is met with broad approval and the villagers begin to disperse. If the Characters arrived with Krug, the farmer and his two companions continue on their way after a stop at the local store to find out what's going on.

Once the meeting is concluded, Henri-Phillippe greets the Characters. He is described on page 114.



RECENT EVENTS

A day ago a boy named Seel Baldurich came running into the village having seen 'a ghost' in the woods (see Sighting 1 on the map on page 102). Seel is well known in the village for his tall tales, and this one was put down to imagination. However, a few hours later, Isolde Gudhoffen was out collecting fruit when she noticed a skull sitting on a branch. The skull did not move, but when she returned with volunteers from the militia, the skull had gone (Sighting 2). Again, no one believed her. However, the previous evening two farm workers, Sigismund Halsbret and Knud Grapenpikker, both claimed to have seen a 'glowing skull' floating in the woods while out working (Sighting 3). This report was taken seriously, but a full-scale search by the militia failed to reveal any clues.

Finally, on the morning the Characters arrived, Erietta Surhardt was attacked while working among the vines. Three other workers heard her scream and rushed over to discover her unconscious and bleeding. Worse still, a skull was resting on her body (Sighting 4). The skull took to the air and flew off into the forest. Erietta was carried back and now lies in the Rocheteau house, attended by Elisabet. **Note:** If the Characters delayed coming to Pritzstock, feel free to change these exact timings, making sure to keep the relative time between each the same.

An already frightened village had gathered to 'do something' when it was noted that Sigismund Halsbret (one of the witnesses in Sighting 3), was missing. A search of the village has failed to find him, unnerving the villagers further. (Actually, a very scared Sigismund left secretly before dawn. He has no relatives in the village and decided to pack his bags and run.) With the grape harvest due to begin in two days, the villagers are worried about their livelihood: they are frightened to go into the vineyards, and the crop is in danger.

All the above is common knowledge, but the Characters are likely to obtain a more coherent version from Henri-Philippe. Speculation is rife in the village. Here are a few possible rumours, and the GM should feel free to add more.

The graves of dead warriors from an ancient battle have been disturbed by clearing the forest. Local rumour, based on truth, has it that a Chaos horde from the Drakwald Forest was slain two centuries ago, *'somewhere over to the southwest'*. Perhaps some were also slain near Pritzstock?

The skulls have been sent as a punishment from the gods for not making proper sacrifice in respect of the recent excellent harvests.

Henri-Philippe is somehow involved, scheming to buy everyone's land cheaply when all the villagers have left or been killed. Who else has the capital to buy so much land?



The last rumour is the blackest, and is only spoken if things are getting very bad — and if Henri-Philippe isn't around.

The villagers are angry that the militia has not done anything to stop the skulls. Just what the militia (four farmers and a young well-to-do soldier) are supposed to do nobody says, but that does not stop them from complaining.

Pritzstock has a lot to lose if the harvest does not go ahead on time, and welcomes the Characters as potential rescuers. Henri-Philippe offers 8 GCs if the party deals with the skulls before the harvest begins. For each harvest day lost, the reward is reduced by 1 GC. He believes that the skulls have indeed come from some disturbed battlefield, and wonders whether all that is needed is to seal up some tomb entrance to stop the skulls getting out. During their period of hire, the Characters receive free food and drink, and may sleep in the fermenting shed.

THE SKULL HUNT

If the Characters have behaved intelligently, they should find themselves hired to deal with the problem soon after reaching the village. The Characters have two days before the harvest is due to begin, and until this time the villagers have no real need to venture out. If the skull problem is not solved in that time, the villagers refuse to work the vineyards unless guarded by a personal escort: their livelihood may suffer, but it's better than being killed!

Even if the Characters are willing and able to guard the villagers, the harvest still fails, as tales of the flying skulls have spread and vital migrant workers have stayed away.

The militia, led by Parzival (see page 114), is at the Characters' disposal. However, despite their leader's urging, the militia have no desire to go skull-hunting, for glory, gold, honour, or for any other reason. Parzival therefore orders them to maintain a watch along the village boundary while he joins the Characters on their hunt. His boredom with village life has left him all too eager to engage the skulls and demonstrate the superior quality of Reikland nobility. He will be especially happy to accompany the Characters if any are Reiklanders themselves, and will ask for news of Ubersreik should they have any.

The Characters should seek to achieve three objectives: learning about the previous sightings, trying to capture a skull for study, and tracking them to their point of origin. If they do not arrive at these objectives on their own, Parzival haughtily suggests them as the only 'obvious' course of action.

A SHARE OF THE PROFITS

Enterprising (or unscrupulous) Characters may try to haggle for a better price, especially once they realise that they hold the entire village's hopes for the coming year in their hands. If they persuade Henri-Phillippe to offer a percentage profit from the harvest as payment (a **Hard (-20) Haggle Test**), the following sums are relevant. A good harvest nets Henri-Phillippe 500 GCs in one year's time, rising by around 100 GCs for each extra year the wine is matured. Full maturity is reached in five years. Rocheteau opens negotiation at 30 GCs but may be bargained all the way up to 100 GCs if the Characters are truly ruthless.

That is for immediate payment: deferred payments may be negotiated, based on the increasing value of the maturing wine, but the party must state how many years they wish to wait and undertake to return at the appropriate time to collect. For each harvest day lost, Rocheteau's profit falls by about 10%.



PRITZSTOCK

TO GRUBTENREICH

HOUSEHOLDS OF PRITZSTOCK

- 1 Aschaffenberg
- 2 Baldurich
- 3* Bleurer
- 4* Fleiss
- 5 Guderain
- 6* Kallman
- 7* Klop
- 8* Rueter
- 9 Rocheteau
- 10 Semmelweiss
- 11 Surhardt
- 12* Uderlast
- W Village Well

* One of Rocheteau's tenant farmers

FOR GROGNARDS: THE CELLAR

Grognard Players may remember that in the original adventure, 'Grapes of Wrath', the villain is one Dieter Maranauer, whose twin brother Stefan had an affair with Elisabet and was bricked up in the cellar by a vengeful Henri-Phillippe. They may decide to search the burgomeister's cellar looking for evidence of the crime, but in this version there is no Stefan, no Dieter, no affair, and no hidden body. Even if the Characters take the cellar completely apart, they find nothing.

Strangers who start pillaging people's homes — or appearing to do so — will not make a good impression on the villagers, to say nothing of the burgomeister and his wife. If the GM is feeling especially cruel and the party does not include any Dwarfs or anyone with Trade (Engineer), a too-thorough search of the cellar might result in structural damage to the Rocheteaus' house, or even total collapse.

However the Characters may try to excuse their actions, the people of Pritzstock conclude that here is another group of adventurers who, just like many they have heard of, are nothing more than brigands trying to put on an air of respectability.

After being caught in the cellar, the Characters suffer a -20 penalty to all Fellowship-based Tests when talking to any of the villagers. Destroying the burgomeister's house will probably get them run out of Pritzstock, pursued by a mob of villagers brandishing torches and pitchforks.



THE SIGHTINGS

The previous sightings are covered briefly above. The Characters are quickly able to find the witnesses, and other villagers answer their questions once they know that Henri-Phillippe has hired them to resolve the situation.

Seel Baldurich, Village Brat

Seel is an obnoxious, snot-nosed seven-year-old. He was playing in the woods when he saw a skull at Location 1a on the Sightings map, and ran back in fear. However, having been warned time and time again not to play so far from the village, he lied about its position, claiming that he saw it at Location 1b. Under close questioning, the Characters may make a **Challenging (+0) Intuition** Test to realise that Seel may not be telling them the entire truth and, if challenged, he admits to the deception. Seel is particularly enraptured by tales of adventure and swashbuckling action, such as fighting off Mutants after narrowly escaping a coach crash. If the Characters win him over with such tales, he opens up about his deception.

Seel saw a skull heading away from him, that is all. However, his imagination has elaborated this quite a bit: 'breathing fire', 'howling', 'covered in horns and spikes', and so on. Since the young lad half-believes this by now, it is up to the Characters to determine the truth of the matter.

Isolde Gudhoffen, Social Climber

Isolde's encounter with a skull is Sighting 2 on the Sightings map. She can only say that it appeared to be the skull of an animal. She is not sure, but if asked, she says that the thing's eyes were glowing dimly. If taken back to the area, she is unable to locate the specific tree where she saw it, and searching the area reveals nothing of interest.

THE FEMME FATALE

Any Character with the Attractive Talent or a Gold Status attracts Isolde's interest, since she is seeking to get away from Pritzstock and is impatient with Parzival's increasingly vague explanations for why he can't take them away to his holdings in Ubersreik to be wed. She will take the time to speak with any Character who appears likely to be able to offer her a rung up on the social ladder. If this has the effect of making Parzival jealous all the better, as she feels it will help to sharpen his mind on returning to Ubersreik with Isolde in tow.

Parzival has just enough nostalgia for his youth to think that a duel to first blood might be a suitable way to ward off any rivals for Isolde's affections — it is a small village, after all — and will issue a challenge to a Character if warranted. He favours a sword, and will provide one if his opponents lacks a suitable weapon.

Unless taunted, Parzival will not fight to the death, and indeed things could get very bad for the Characters if he is killed. Rocheteau dispatches news to Ubersreik at once, and the GM should follow this up as opportunity allows.

While watching the duel, Isolde is surprised to find that she cares quite a bit more than she expected for Parzival's wellbeing. Isolde lavishes praise on Parzival if he wins, and comforts him if he loses. If she feels the Character dueled him fairly, or perhaps even let him win, she will nod to them respectfully and view them favourably in the future. If however they wounded Parzival badly (4 wounds lost or more) or employed dishonourable tactics she treats them with contempt from now on.

Sigismund Halsbret, Missing Worker

One of the witnesses to Sighting 3, Sigismund decided to pack up and go. He worked at the Reuter household, and an inspection of his room (actually a corner of the hayloft) reveals that his clothes and his few other belongings have also gone. Sigismund's employers considered him a lazy worker, and are not too distressed about his disappearance.

Knud Grapenpikker, Other Worker

Knud is the other witness to Sighting 3. He works at the Kallman farm and is somewhat obtuse, needing to be prompted often to reveal the little he knows. He and Halsbret were out working when they spotted a skull heading towards them.

Sigismund started running, but Knud waited to hit it with his pet shovel, 'Clod'. For whatever reason, the skull turned and flew back into the trees. Knud carries his shovel everywhere now, and even takes it to bed.

Erietta Surhardt, Unconscious Victim

This young woman currently lies unconscious in the Rocheteau house, tended by her mother and Elisabet Rocheteau. She will recover consciousness in about two days, but will still be weak from blood loss. Successful mundane (a **Challenging (+0) Heal** Test) or magical healing restores her to consciousness, and an inspection (only to be carried out by a female Character, or a male who has thoroughly convinced all three women that he is a physician) reveals she was bitten twice.

Erietta was attacked by surprise, and her only recollection is of 'a gleaming white face with red eyes' (Sighting 4 on the Sightings map). More information can be gained from her 'rescuers', Wanda and Hilda Klop and Imogen Uderlast. They heard a scream and ran to help, but on seeing a skull on Erietta they immediately ran away. Their courage returned when they saw the skull flying off into the forest.

Wanda and Hilda are twins, and each habitually repeats what the other has just said by way of confirmation.

Seeing Erietta and Elisabet together, any Character who makes a **Challenging (+0) Perception** Test notices that they have a similar build and features: not enough to amount to a close resemblance, but perhaps enough for one to be mistaken for the other at a distance. This observation may not seem important at the time, but the GM may wish to point it out after the attack on the Rocheteaus' house (see **The Gravelord Responds** on page 108). Although only Gräber knows this at the moment, the attack on Erietta was a mistake. Seeing her in the distance, he mistook her for the woman who humiliated him on his previous visit.

Wuder Lechart, Village Fool

Unknown to anyone in the village — including himself — Wuder was one of the first people to see the skulls, although this was before they began to fly. Wuder was unlucky enough to end up in possession of a warpstone filling (see page 116) and this has left him both addled and with an unnerving sense for the presence of warpstone.

Wuder wanders freely around Pritzstock, often roaming deep into the forest when the mood takes him. By chance, he came across the cave containing the bones (see page 111). While there, he picked up a small rock that fascinated him for no reason he could understand. It was a piece of warpstone, and when he thought he saw some of the bones move, he fled clutching the rock, keeping it as a lucky charm. Coupled with his filling, Wuder's exposure to corruption has been growing quickly, and it is only a matter of time before he mutates.

If Wuder loses his 'lucky charm' (and he won't give it to anyone without a struggle), he becomes very upset, and soon afterwards he sets off back to the cave to obtain another piece. Being so attuned to Chaos, he has no trouble locating it; curious Characters may profit from following him. However, if he does get a new piece of warpstone, he changes in new and different ways: roll for a three mutations (**WFRP**, page 183–5).

THE STOREKEEPERS

The snobbish and self-righteous Ludovic and Mathilda Reuter run the only store in the village. Items commonly needed by farming folk are stocked at normal prices and, since the village is quite prosperous, they also stock some fancy goods as well, though little of any practical use: folding card tables, toast racks, garden ornaments, and so on. These items are sold at 25% over the normal price.

Mathilda is the village gossip, and if the Characters question her, they find that she knows many 'truths' about people in and around Pritzstock. If stuck for a bit of gossip, she makes something up, usually something prurient and sensational that allows her to reflect piously on the state of the village's morals: so unlike the decent lives she and her husband live. Here is a selection; the GM should feel free to add or elaborate as desired.



RUMOURS

- ☠ *Henri-Phillippe has a mistress in Altdorf and Middenheim. (False: he only has a mistress in Middenheim.)*
- ☠ *Parzival Aschaffenberg has been disowned by his family for an 'indiscretion'. (False, but he did get a servant girl pregnant.)*
- ☠ *Knud Grapenpikker is wanted for murder in Middenheim. (False: Knud has never been to Middenheim.)*
- ☠ *Elisabet Rocheteau flaunts lovers before her husband. (False.)*
- ☠ *Gunter Semmelweiss spends a lot of time in the pig-shed. (True: he's a miser and hoards money in the pig-pen, although Mathilda does not know this.)*
- ☠ *Isolde Gudhoffen got her gold brooch by 'being nice'. (False.)*

Being a snob who thinks herself more sophisticated than her neighbours, Mathilda has no time for local legends, history, and the like. She knows nothing of old battles, bones, or such things.

CAPTURING A SKULL

This is not an easy task. Not knowing where the skulls come from, the Characters will have to wait for a skull to come to them. Beating the undergrowth around Pritzstock is unlikely to have any effect.

Unknown to the Characters, most of the previous sightings were experiments, as Gräber learned how to control the skulls: moving, hiding, watching, following, and attacking. The attack on Erietta marked the end of his experiments, and Gräber has sent skulls to take up positions north, west, and east of the village. These are in position by approximately 3:00 pm on the day the Characters arrive.

When the Characters encounter a skull, the GM can determine the success or failure of any attempts to capture it. They are small, and their shape means that they are not easily grappled (−30 penalty to all attempts to do so) but they might be caught in a net or something similar. The Players should be encouraged to try various approaches, with the GM judging each on its merits. All is not lost if the Characters fail to capture a skull.

Captive Skulls

Any captive skulls cannot be interrogated, but may be useful nevertheless. The behaviour of a captured skull depends on its state. If active, the skull does whatever Gräber tells it; if passive, it keeps on trying to carry out its last instructions. If the skull is in a dormant state, the Characters may make use of its orientation ability (say by using it as a compass or by putting it on a lead), or attempt to gain control of it and perhaps use it to follow other skulls. Of course, the villagers will not be too happy at the prospect of a magical skull flying around the village, no matter how tame the Characters say it is! See **The Flying Death Skulls** below for more information on tracking, controlling, and dealing with the skulls.

If Wuder Lechart approaches within five yards of a dormant skull, it senses his warpstone and tries to move towards it. If able to move, the skull flies slowly up to Wuder (who watches in fascination), and then snuggles up to him like a pet cat, getting as close to the warpstone as possible.

THE FLYING DEATH SKULLS

A skull may be in one of four states.

Active: Whenever the controller is in direct command, its eye sockets glow bright red. Its controller can see through its eyes, but not hear. Active control of a skull requires concentration, which is broken if the controller is disturbed in any way; the skull then switches to passive mode, and seeks to carry out the last command it was given or, at the GM's option, return to its controller.

Passive: When the skull is carrying out instructions out of sight of its controller, or when its controller is in direct control of another skull, its eyes dim noticeably. When it completes its most recent orders, it becomes dormant.

Dormant: When a skull is not under direct control and has no orders to carry out, its eyes do not glow. It seeks to return to the cave immediately; if unable to do so, it simply orients itself to face the cave. A successful **Challenging (+0) Perception** Test while moving a captive skull permits the Characters to notice this phenomenon. If a localised source of Chaos (say, a small fragment of warpstone) is brought within five yards of a dormant skull, it orients to that instead.

Dead: When the skull reaches 0 Wounds or has been away from a source of Chaos (the cave, a piece of warpstone, or anything else the GM chooses) for more than 24 hours, it simply becomes a normal skull.

TRACKING A SKULL

Although the skulls do not travel fast, they are able to fly, which makes conventional tracking impossible. Their flight and small size allows them to lose themselves in the forest easily.

The Characters cannot stumble upon Gräber's lair by chance — except, perhaps, through a divine miracle. The area to search is simply too big, and the cave entrance too well hidden. Inventive Characters may work out various plans to follow a skull, and again the GM must judge each on its merit. As a general rule, consider Tests made to track the skulls or look for clues to be **Hard (-20)**.

Characters running full-tilt through the forest must make a **Challenging (+0) Athletics** Test each Round to avoid tripping over roots, running into low branches, and so on. Characters who fail gain a *Prone* Condition, and while they regain their feet the skulls will probably be able to escape.



THE GRAVELORD RESPONDS

The first night the Characters spend in the village, Gräber mounts an attack on the Rocheteaus' house — or, if it has been destroyed by an overzealous party looking for a walled-up body, wherever the couple is spending the night.

At about two in the morning, lights are seen flitting through the woods to the north of the village. Four skulls are flying toward Pritzstock, about fifteen feet off the ground, each holding a blazing torch in its jaws. They have been ordered to fly to the burgomeister's house and drop their torches on to its thatched roof. As the occupants flee the burning building, the skulls will swoop down to attack Elisabet and Henri-Phillippe, two skulls to each NPC, ignoring everyone else.

Anyone trying to shoot or cast spells at the skulls as they approach suffers a -20 penalty for a Little target. The normal -30 penalty for shooting in darkness is offset by the light of the torches that clearly marks the position of each skull.

If the Characters (perhaps aided by the militia) repulse the skulls, they do not return until the next day. If any skulls are captured or destroyed, it is clear that each has a slogan scrawled across its forehead in charcoal. Two examples are in the box below, and feel free to invent more.

Further attacks are up to the GM. Gräber has a stock of forty skulls in the cave, and can enchant up to four at a time. His objective is to kill Elisabet Rocheteau (and her husband too, if possible), but the GM can extend the adventure by giving him additional goals.

FOR GROGNARDS: A LITTLE MORE URGENCY

Players who are familiar with the original version of 'The Grapes of Wrath' for the earlier editions of **WFRP** may be expecting to have a week or so to deal with escalating attacks before the climax of the adventure. In this version, the timescale is rather shorter. This is for two reasons.

Firstly, the Characters are probably on their way to Middenheim to begin **Power Behind the Throne**. They have an urgent package to deliver, so time is of the essence.

Second, Gräber has been keeping an eye on the village, and he is dismayed to see the Characters arrive: the very same people who were keeping company with Father Marcus and the monks whom he punished earlier (see 'Vengeance of the Gravelord' in *Enemy in Shadows Companion*). Being an incurable egotist, Gräber has decided that the Characters have somehow tracked him to Pritzstock, and he is determined to complete his revenge on the village and its inhabitants — especially Elisabet Rocheteau — before they can interfere.



FEAR THE GRAVELORD

This title is familiar to the Characters if they have played *Vengeance of the Gravelord*, and should motivate them to hunt down this elusive foe.

INCONSTANT JADE

This refers to Elisabeth Rocheteau and her laughing rejection of Hans Gräber. Either she or Henri-Phillippe recognise the phrase, which Gräber spat at her before quitting the village in humiliation; other villagers (except Seel Baldurich and Wuder Lechart, who know nothing) require a successful **Challenging (+0) Intelligence** Test to recall it. Everyone except Mathilda Reuter is reluctant to speak of the incident unless the Characters make a successful **Challenging (+0) Charm** or other Test as determined by the GM. If persuaded, they tell the story of Hans Gräber's visit as given in *Past and Present* on page 94. This gives the Characters a name and a physical description of their opponent, and should motivate them to track him down.

VENGEANCE COMPLETED

For a short, simple adventure, Gräber considers his vengeance complete when Elisabeth Rocheteau is dead, but if the Characters are close to finding him, he may be satisfied with leaving her seriously injured.

To prolong the action, and give the Characters further opportunities to capture a skull or find Gräber's lair, he could have a more extensive revenge in mind. At the GM's option, additional goals might include some or all of the following.

- ☠ *Elisabet Rocheteau must die!* Gräber will not cease his attacks while she lives.
- ☠ *Elisabet Rocheteau must pay!* After the attack on the Rocheteaus' house, a skull flies over the village, high and fast, dropping a streamer tied to a small stone (for even more fun, the GM might decide that this is a small piece of warpstone from the cave). Attached to the streamer is a note that reads, *'Save your village. Surrender Elisabeth Rocheteau. Alone, where the woman saw the skull. One hour after dusk. Tonight. No more warnings. –The Gravelord.'* See **The Trap** below.
- ☠ *Pritzstock must be destroyed!* Starting with the Rocheteaus' house, Gräber sends wave upon wave of skulls to burn every house in the village. Every hour or so, four more come out of the woods, and the Characters must choose whether to aid the villagers in fighting the resulting fires, destroying the skulls, or following them back to their master. Gräber launches each attack from a different location, so the skulls come from a different direction every time; he does not stop the attacks until he is found, or he runs out of skulls.

THE TRAP

Henri-Phillippe refuses the Gravelord's ultimatum, but the party may be able to persuade him to let them use Elisabeth as bait in a trap, if she also agrees to the plan. If not, some substitute might be used, such as Erietta Surhardt (if she is back on her feet) or a Character in disguise.

If persuading a villager to act as a decoy, the Characters should stress that they will be nearby every step of the way, and they must previously have shown that they are capable of dealing with the skulls.

A Fate Worse Than...?

Gräber has not decided what to do with Elisabeth if she is delivered to him. He is torn between visiting some terrible necromantic punishment on her or launching into an impassioned appeal. In his twisted mind, the havoc he has wrought is a sign of his love, and surely no one who would do so much to win a woman's heart could ever be refused. For want of anything more definite, he has decided to make up his mind once he has seen Elisabeth's initial reaction to him.

The Watchers in the Trees

However confused he might be in matters of the heart, Gräber has not overlooked the possibility that Elisabeth will not come alone as ordered, and that the Characters or someone else will try to turn the rendezvous into an ambush. Accordingly, he established himself at the rendezvous point before sending his demand, and has four skulls watching the area.

The skulls are half-hidden in the trees, requiring a **Hard (-20) Perception** Test to spot on account of their small size and the covering foliage. The Characters cannot come within a hundred yards of the appointed spot without crossing the field of vision of one of the watching skulls, but since he can only see through the eyes of one skull at a time, there is only a 25% chance of being spotted on their approach. After that, the Characters are only spotted if they are not attempting to hide, or if they fail a **Stealth** Test when shifting their position: this is opposed by Gräber's **Perception** of 46, although he suffers a -10 penalty because he can only see from the skulls' viewpoint, and not hear.

If Gräber sees any sign that Elisabeth is not alone, or that there is a decoy in her place, he orders the four skulls to swoop down from the trees, attacking Elisabeth or her decoy once each in passing before forming into a line and heading off through the trees (away from Gräber's position) at maximum speed. Under cover of this distraction, he quietly withdraws into the woods, heading back to the cave. Once there, he orders any surviving skulls to return to him by a roundabout route.

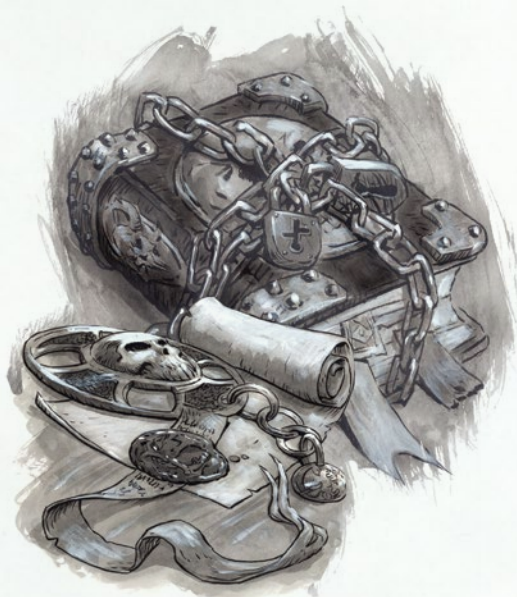
THE WIZARD IN THE WOODS

The Characters should find the cave by one means or another: capturing or following a skull, using Wuder Lechart as a guide, or a thorough search of the woods. The map on page 111 shows its layout.

The entrance is very well hidden, and requires a **Very Hard (-30) Perception** Test for any Character within 10 yards to see it; the difficulty is reduced to **Hard (-20)** for Wood Elves and Ranger Characters, and Characters who are tracking Gräber's footsteps (having found where he was hiding to watch the rendezvous, for example) need not make this Test — if they can follow the trail, it is clear where it leads.

Having found the cave, the Characters can charge in, confronting Gräber if he is there or lying in wait for him if he is not; or they can hide in the surrounding woods and watch the entrance. The results of either approach depend on the circumstances, the soundness of the Players' plan, and the luck of the dice.

If Gräber is in the cave and suspects that there is someone outside, he sends a lone skull out to investigate. Otherwise, the Characters are able to see him come and go according to his current plan (see **Vengeance Completed** above), so long as they stay hidden.



NEW SPELL: SNITCH

Snitch is an Arcane spell used by Wizards and other practitioners of magic to protect vulnerable locations and personal belongings.

Snitch

CN: 2

Range: Touch

Target: 1

Duration: Willpower Bonus Hours

You weave subtle webs of magical power, tying them to a single object. This web spreads out Willpower Bonus Yards from the object. Any time a living creature of size Small or larger enters the spell's area of effect you become aware of their presence. This effect works as long as you are within a mile of the object, and persists even while you are sleeping, though you must fail a **Hard (-20) Endurance** Test to awake. The object this spell is cast on can be moved, bringing the area of effect with it. This spell is subtle and hard to spot — those with Magical Sense must pass a **Hard (-20) Intuition** Test to notice it. You may cast this spell on multiple objects if you wish, but if a creature enters the area of effect you cannot tell which instance of *Snitch* has been triggered.

FOR GROGNARDS: WHERE'S KURT?

In the original version of 'The Grapes of Wrath', the villain Dieter Maranauer was accompanied by Kurt Schulz, a hired mercenary. In this version, Kurt is a Zombie, left to guard the lair when Gräber is out.

This difference should give grognards a shock when they enter the cave. In the first place, trying to smoke out the cave's occupants, as in the original, will have no effect on undead Kurt. If the Characters enter the cave, they see an armoured figure coming toward them, and in the uncertain light they may not be able to tell that he is not living. If the Players remember the original Kurt's somewhat negotiable sense of loyalty, they may call on him to surrender, offering bribes and making threats — until they see the empty look in his eyes, by which time he might well be within striking distance.

There is no help or information from Kurt this time.



A. ENTRANCE

When Gräber is out, two candles provide faint illumination in the passage leading into the cave. If the Characters make a **Challenging (+0) Perception** Test, they find recent footprints near the entrance.

B. BEND

The passage turns at this point. A skull rests on a ledge along the southern wall. A candle sits on the skull, which is covered with melted wax.

This is a normal skull but has the spell *Snitch* cast on it (see box page 106). A successful **Challenging (+0) Perception** Test reveals that the footprints stay clear of the skull. The spell will activate if a creature comes within 2 yards, informing Gräber that intruders are present.

The passage opens up beyond the skull to reveal a large, candle-lit cave to the right and a cloth screen ahead. Unless forewarned, Gräber has a torch burning in area E, and its light shines under the curtain. Depending on the time of day and how cautious they have been, the party may hear Gräber muttering to himself — usually rehearsing some grandiose speech for the benefit of a future victim — or lightly snoring.

C. STORE

This area is filled with enough food and water to last one person about two weeks, as well as a stack of pre-made torches, a few dozen candles, and whatever miscellaneous supplies the GM cares to add. A Small individual could hide behind the stores, until someone took something from the piles.

D. BONE CAVE

The floor of the cave is littered with bones, except for an open area in the centre where skulls of various types — some animal, some warped, and some Human-looking — are laid out in a circle. Gräber started with 40 of the things, and any not captured or destroyed by the Characters or currently being used by the Necromancer are found here in a dormant state.

THE LAIR OF THE GRAVELORD



- A ENTRANCE
- B BEND
- C STORE
- D BONE CAVE
- ⌋ CURTAIN



FOR GROGNARDS: WHAT ABOUT THE WARPSTONE?

In the original 'The Grapes of Wrath', the skulls were powered by warpstone, and a small piece was found beneath each one, except for the spot where Wuder Lechart dug up his 'lucky charm'. Not so in this version.

Wuder's piece was a chance find, once the prized possession of a Beastman who died here. Gräber relies on an obscure necromantic spell to animate and control the skulls, and not on warpstone. The Skaven have been cut, as will be seen, and so much warpstone would be dangerous for a party of adventurers, especially one that is on its way to one of the Empire's major cities.

Grognard GMs are free to replace the warpstone if they wish, but they must be willing to deal with the complication it will add to the adventure. And if grognard Players decide to spend some time digging around on the floor of this cave hoping to find warpstone, let them. Perhaps they find another small piece, lying among the bones that litter the cave. Or, more likely, they will be on their knees with their backs to the entrance when Gräber or Kurt finds them.



E. GRÄBER'S CAMP

Gräber's living quarters are behind a sack-cloth curtain. Unless previously encountered, Kurt (see page 117) stands at the back. A torch, its butt-end stuck in a small bucket of dirt, provides light if Gräber is there. A bedroll is the only furniture.

The Final Battle

If the GM has not decided to keep the Characters in a continued state of frustration by having Gräber flee before being cornered or ambushed, the climactic battle takes place here.

Gräber's tactics vary according to his evaluation of his opponents. If the party seems to be small, weak, or seriously wounded, he may decide to fight to the death. He is more likely, however, to try to create an opportunity to escape.

While working to perfect his control of the skulls, Gräber did not neglect the rest of the bones. Each morning, he casts *Reanimate* (WFRP, page 256) on them, and at his command a number of headless Skeletons (see page 119) haul themselves upright and move to attack the Characters. The exact number is up to the GM. According to the rules the spell raises a number of Skeletons or Zombies equal to the caster's Willpower Bonus + SL. The GM can roll the necessary dice in front of the Players if desired, or pre-roll before running the adventure and make

a note of how many will rise, or simply pick a number. If the combat seems to be going a bit too easily, a few more headless Skeletons might pull themselves together enough to join the battle.

At Gräber's command, the Skeletons (and Kurt the Zombie too, if he is present) move to grapple the Characters. Gräber plans to have them hold the intruders and push them back, creating a clear passage for him to run out of the cave and thwarting any attempts at pursuit. If all the Characters are grappled, he feels confident enough to treat each one with a spell like *Screaming Skull* from the Lore of Necromancy, or *Caress of Laniph*, or *Steal Life* from the Lore of Death, delivering a suitably bombastic speech as he does so. His distinctive nasal whine somewhat diminishes the effect, but he does not know that.



FOR GROGNARDS: WHAT ABOUT OTTO BALDURICH?

In the second edition version of 'The Grapes of Wrath' from *Plundered Vaults*, Seel Baldurich's uncle Otto, a journeyman wizard from Middenheim, has been summoned to the area by a letter from his nephew, and is camping in the woods near the village. In this adventure he is absent, but the GM can certainly allow grognard Players to waste time by having the Characters scour the woods for him if desired.

If the Characters need some extra help in the final confrontation, muscle can be provided by a patrol of 2-4 road wardens sent from Schöninghagen in response to the report made by Hedric the coachman. After searching the road from Schöninghagen to Grubentreich, the patrol finds its way to Pritzstock just after the Characters set out for Gräber's lair, and arrives fortuitously just when things are looking bleak for the party.



FOR GROGNARDS: WHAT ABOUT THE SKAVEN?

The original version of 'The Grapes of Wrath' featured a group of Skaven, attracted by the warpstone in the cave. In this version, there is far less warpstone, so there are no Skaven: the Characters' lives are quite complicated enough. Again, grognards who insist on looking for Skaven or preparing for a Skaven attack should be allowed to waste as much time and resources as they like in doing so.

If the Characters seem to be having too easy a time, though, they might run into some Skaven. Snikkit and his band from *Chaos Strikes by Night* (*Power Behind the Throne*, page 89) are currently en route to Middenheim to kidnap Law Lord Ehrlich's niece, and several other bands of Skaven are converging on the city. If you already have *The Horned Rat*, you may wish to foreshadow events to come by introducing some Clan Mange clanrats, though care should be taken not to send the party on a wild chase into the Skaven-infested Undercity of Middenheim just yet.



CONCLUDING THE ADVENTURE

This adventure can end in one of three ways: with Gräber dead, captured, or escaped. For the continuity of the 'Gravelord' adventures (which continue in *The Horned Rat Companion*) the third outcome is desirable, but if it cannot happen without blatantly fudging the game, there are other options.

GRÄBER ESCAPED

If his escape plan succeeds, Gräber can make a getaway into the woods while the Beastman Skeletons hamper any pursuit. By the time the Characters free themselves and try to follow, he has a good head start, and the GM can help him make good his escape by having a sudden thunderstorm wash away any tracks.

The Characters trudge back to the village, soaked to the bone by the time they arrive, and report on what has happened. The cave can be cleared of its bones and blessed by a wandering priest of Morr, the skulls destroyed, and the harvest can begin — with everyone keeping one eye over their shoulder for any further threats — as the party resume their interrupted journey.

GRÄBER CAPTURED

Capture will not dampen Gräber's spirits at all, and he will keep up a steady flow of invective and grandiose threats until the Characters decide to silence him.

The road wardens summoned by Hedric the coachman — or perhaps a witch hunter, brought to the village by the spreading news of a necromantic threat in the area — arrive just as the Characters conduct their bound captive to the village. Several villagers recognise him, and if the Characters have not yet heard the story of his prior humiliation, this is a good opportunity to fill in any blanks.

The Characters resume their journey to Middenheim with the thanks of Pritzstock's villagers. Along the way they pass a huddle of corpses by the roadside, and they recognise the road wardens or the witch hunter's band, just as the bodies rise up as Zombies and attack. A moment before combat begins, a familiar, whining voice rings out from the brush beyond the road. 'You cannot

defeat the Gravelord! Now you pay, foolish mortals!' By the time any of the Characters fights clear of the Zombies and tries to pursue, Gräber has gone.

GRÄBER DEAD

Given that this adventure is part of an ongoing series, it may seem like a bad outcome to have Gräber killed. But death is not the end of the world, and certainly not the end of the Gravelord! There are various ways to ensure that he returns in future adventures.

Fate Points: Player Characters need not be the only ones with a destiny. Although giving Fate Points to NPCs and monsters is not generally encouraged, a recurring nemesis character is a good exception to make. If Gräber is killed and left for dead, he invokes the *Die Another Day* option (*WFRP*, page 170) and manages to escape while no one is looking — or he simply revives sufficiently to be captured.

Undying Hatred: His body may lie mangled and bleeding, but thanks to the dramatic circumstances or some previously unknown necromantic magic, the vengeful spirit of the Gravelord lives on. He becomes a Ghost or a Cairn Wraith — or perhaps, to his baffled embarrassment, the first recorded male Tomb Banshee, as befits his voice — and continues to harass the Characters with unexpected hit-and-run attacks. At the GM's option, he retains his spellcasting abilities, and he is not *Unstable* as long as he pursues his vengeance with his normal single-minded determination.

Body Thief: Instead of becoming a disembodied spirit — or perhaps in addition to it — Gräber has the ability to possess a living body by winning an Opposed Willpower Test. This need not be one of the Characters, or even a humanoid creature — he might jump to the body of a nearby squirrel or rabbit, or even take over poor Seel or Wuder as they come to explore the cave the following day. Later, the Characters encounter a complete stranger, who speaks in a very familiar way and bears an unquenchable grudge against them.

EXPERIENCE POINTS

Beyond any points you offer for good roleplaying and clever ideas at the end of the session, XP should be awarded for the following:

- ☉ 10 points for making a favourable impression on a named NPC.
- ☉ 20 points for coming up with a plan to track the skulls.
- ☉ 20 points for an imaginative or diplomatic investigation in Pritzstock
- ☉ 20 points for dealing with each Skull attack
- ☉ 10 points if the villages were mobilized to deal with the Skulls
- ☉ 10 points if the harvest is saved
- ☉ 10 points if they haggled well over their reward.
- ☉ 40 points for dealing with Gräber

NPCS AND MONSTERS

THE BURGOMEISTER AND HIS WIFE

Originally a wine merchant from Bretonnia, Henri-Phillippe visited the area on business and recognised the excellent potential of soil and climate for cultivating the Bretonnian *Quenellois Noir* grape. With borrowed money, Henri-Phillippe purchased a substantial amount of land and settled in the area 14 years ago. The new vine soon got established and, having paid off the initial loan, Henri-Phillippe has enjoyed increasing profits ever since.

He married Elisabet, a local girl, two years after arriving, attracted by her captivating smile and innocent nature. However, as age and business overcame youth and romance, he has come to treat her more as a servant than a wife.

Henri-Phillippe is a large, stoutly built 42-year-old man, with an olive complexion and shoulder-length black hair. A decade of good living has made him slightly overweight but he still enjoys robust health.

Elisabet is a quiet countrywoman who says little when her husband is around. Her parents, now dead, persuaded her to marry Rocheteau, and for a while the marriage worked. Over the last few years, though, her husband has become increasingly domineering. Not surprisingly, she has become unhappy as a result.



HENRI-PHILLIPPE ROCHETEAU – HUMAN VILLAGE ELDER, FORMER MERCHANT (SILVER 5)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	42	35	43	41	39	36	33	52	43	54	16

Skills: Animal Care 45, Charm 47, Haggle 51, Language (Bretonnian) 100, Leadership 54, Trade (Vintner) 56

Talents: Craftsman (Vintner), Dealmaker 2, Master Tradesman (Vintner), Public Speaker, Read/Write, Savvy

ELISABET ROCHETEAU LEVEL 3 VILLAGER (BRASS 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	36	38	37	45	35	43	36	48	36	36	12

Skills: Animal Care 49, Charm 37, Haggle 42, Leadership 43, Lore (Local) 52, Trade (Vintner) 42

Talents: Animal Affinity, Craftsman (Vintner), Dealmaker, Read/Write



THE MILITIA

Pritzstock's five-strong militia is led by Parzival Tristan Aschaffenberg, a disgraced Ubersreik noble.

The Militia Leader

Parzival Aschaffenberg is a distinguished looking middle aged man: 6' 2 tall, with blue eyes and most of his own teeth. At all times Parzival displays the classic symptoms of the noble born: he is rich, vain, arrogant, and tediously chauvinistic.

Parzival was a staunch supporter of the Jungfreuds, and was forced to flee Ubersreik when they were driven from power. A customer of Rocheteau's, he was promised a hiding place 'at the head of a respectable military force' in the village. He has spent almost a year in Pritzstock, quietly seething at the indignity of it all, but has spent some time training the small militia in weapon drills and defensive strategy all the same. He has spent much more time courting Isolde Gudhoffen.

Parzival views the skull attacks as a gift from the gods, a chance for a Reikland noble to show some Middenlanders how to get things done. Unfortunately, the skulls have not played fair and he has not even seen one. He hungers for distraction, and greets any plan to go skull-hunting with enthusiasm. He is not without some sense, however, and will cooperate with any plan that looks like it will yield results, providing he has a prominent part to play. Despite his annoying personality, the Characters would do well to get him on their side.

PARZIVAL TRISTAN ASCHAFFENBERG NOBLE, FORMER SOLDIER (SILVER 5*)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	42	35	39	36	39	33	36	32	38	36	12

Skills: Athletics 46, Cool 37, Dodge 38, Leadership 45, Melee (Fencing) 58

Talents: Drilled, Etiquette (Nobles), Noble Blood, Read/Write

*Parzival's Status has been effectively reduced due to his current circumstances.

The Social Climber

Isolde is a beautiful woman with brown hair, green eyes, and an effortless sense of grace. She is well aware of the effect her presence has on some but affects an air of innocence. She often displays a small gold brooch that was a gift from Parzival, but is waiting to see if the man's fortunes improve before engaging with him in a more serious way.

ISOLDE GUDHOFFEN – VILLAGER (BRASS 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	32	35	32	36	33	37	34	36	33	41	12

Skills: Athletics 44, Charm 48, Endurance 43, Gossip 48, Lore (Local) 42, Trade (Vintner) 41

Talents: Attractive 2, Strong-Minded, Tenacious

The Militia

The militia consists of 22-year-old Josef Bleuler, 16-year-old Manfred Fleiss, 30-year-old Hans-Friedrich Kallman, and 24-year-old Gunter Semmelweiss.

THE MILITIA SENTRY, FORMER VILLAGER (SILVER 1)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	36	32	38	42	33	43	31	33	32	34	12

Skills: Endurance 43, Gossip 37, Melee (Basic) 44, Lore (Local) 37, Outdoor Survival 34, Trade (Vintner) 32

Talents: Strong Back, Stone Soup, Tenacious

THE OTHER VILLAGERS

Many of the villagers have the skill Trade (Vintner). This covers the knowledge of vine growing and other aspects of winemaking.

Other Villagers

Any villagers not described above have the following profile.

TYPICAL VILLAGER – VILLAGER (BRASS 3)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	30	35	35	30	35	30	30	30	30	12

Traits: Prejudice (Outsiders)

Skills: [as career]

Talents: [as career]

TUNING THE CHALLENGE

By the time your Characters have are on the road to Middenheim, they will have been through a lot, with experience and skills to match. Depending on your party composition, you might find some of the NPCs and creatures depicted here to be outmatched by your group.

On the following pages, you will find that several of the stat blocks have two versions. Pick the one which will present your group with an appropriate challenge. This is something that you will have to determine for yourself to some degree. There is no 'typical' WFRP group, and so creating one size fits all encounters can be difficult. A party might be all battle-hardened Soldiers, Witch Hunters and Knights, or it might be three Halfling Pedlars and a Human Graverobber who just wanted to get to the Schaffenfest. Choose wisely, and remember that making things too easy and robbing your group of meaningful challenges to overcome is just as bad as making things too hard. After all, if you make a mistake Characters have Fate points for a reason.



The Village Fool

Wuder Lechart appears to be little more than an unfortunate and perpetually drunken villager. He began to act strangely about seven years ago, and is now all but incomprehensible to his fellow villagers. They do take pity on him and feed him what they can, but most do their best to ignore him. He will talk to anyone who gives him food, and loyally follow anyone who spares him a brass penny or more.

Wuder's speech is almost incomprehensible: he slurs his words and consistently tounge his back tooth. He is usually drunk and often delirious. More importantly, he speaks a mixture of Reikspiel and Dark Tongue! PCs who know the Dark Tongue will recognise it on a successful Perception Test; a successful Test by other PCs will simply reveal that Wuder is speaking a mixture of Reikspiel and something else.

Wuder's problems began when a wandering dentist arrived in Pritzstock promising the most swift and painless denstitry imaginable. Bothered by a painful and badly decayed tooth, Wuder requested a simple extraction, but was delighted when the stranger offered to '*Fill his head with the most wonderful notions.*' Wuder took this to mean a filling. The filling turned out to be a peice of warpstone, and indeed Wuder's head has not been the same ever since.

WUDER LECHART – VILLAGE FOOL (BRASS 0)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	32	26	37	55	22	24	19	09	11	14	12

Traits: Corrupted (Totally Unhinged), Immunity (Fear)*, Tough*

Trappings: Warpstone filling (15 GC), Piece of Warpstone (50 GC)

*These fade away in 24 hours if Wuder discards all warpstone from his possession.

THE FINAL CONFRONTATION



THE FLYING DEATH SKULLS

The skulls vary in appearance: some are bestial, some are merely distorted, and a few look entirely Human. They have no innate intelligence, but can be used to carry out the commands of a controlling spellcaster.

FLYING DEATH SKULLS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
*	45	-	35	37	41	34	30	-	-	-	11

Traits: Bite +4, Construct, Fear 2, Flight 100*, Night Vision, Size (Little), Undead, Weapon +5

Optional: Infected

FLYING DEATH-IER SKULLS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
*	65	-	45	37	41	34	30	-	-	-	16

Traits: Bite +5, Construct, Fear 2, Flight 100*, Night Vision, Size (Small), Undead, Weapon +6

Flaming Dangerous: Bites from a skull which inflict at least 1 wound also inflict one *Ablaze* condition.

Kurt Schulz, Zombie Champion

Gräber has animated a Zombie to help guard the cave. In life he was Kurt Schulz, a hardened warrior who had only recently declared his allegiance to Chaos. Today, he is just another Zombie, albeit a tough one.

KURT SCHULZ – ZOMBIE

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	55	-	40	30	5	10	15	-	-	-	12

Traits: Armour 2, Construct, Dark Vision, Fear 2, Painless, Territorial (Cave), Undead, Unstable, Weapon+7

Possessions: Mail coat, helmet, axe

KURT SCHULZ – ZOMBIE CHAMPION

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	65	-	40	30	15	25	25	-	-	-	21

Traits: Armour 3, Shield 2, Construct, Dark Vision, Fear 2, Hardy 3, Painless, Territorial (Cave), Undead, Weapon+8

Skills: Melee (Basic 75, Parry 80)

Possessions: Mail coat, helmet, axe



Hans Gräber, The Gravelord

Gräber is small and thin, with straight black hair in a disheveled pudding-bowl cut, pale blue eyes, and broad nose. He spends a great deal of time perfecting his 'visage of deathliness', which essentially amounts to carefully chosen hoods, robes, and other paraphernalia. He affects a deep voice that breaks into a shrill whine when he forgets himself. Absent his robes or if dragged out of his dark cave, Gräber seems far less imposing and years younger than his true age of 24; this bothers him immensely. Violently sensitive to slights both real and imagined, he has turned his almost superhuman propensity for learning and his overwrought imagination into a means of revenge against everyone who has ever slighted him, everyone who ever will — in fact, everyone.

His 'Gravelord' persona is an attempt to emulate his hero Heinrich Kemmler, 'the Lichemaster', and his carefully planned, theatrical attacks are intended to spread fear and earn respect while avenging himself on all who cross him. While vain and rather ridiculous, he is far from stupid, and although he would hate to admit it — especially to himself — the difficulty others have in taking him seriously is one of his more powerful weapons.

HANS GRÄBER

LEVEL 1 MONK, LEVEL 4 WIZARD (NECROMANCER)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	34	39	27	32	35	42	44	56	47	32	12

Traits: Clever, Prejudice (those who do not fear him), Stealthy, Weapon +7

Skills: Channelling (Death, Necromancy) 46, Cool 50, Intuition 43, Language (Magick) 57, Lore (Magic) 45, Lore (Necromancy) 65, Lore (Theology) 31, Perception 46, Perform [bombastic speeches] 33, Research 65, Stealth 45

Talents: Aethyric Attunement, Arcane Magic (Death, Necromancy), Beneath Notice, Bookish, Fearless (mortals), Instinctive Diction, Iron Will, Magical Sense, Nose for Trouble, Petty Magic, Read/Write, Savant (Necromancy), Sixth Sense, Strong-minded.

Spells: All Lore of Death and Lore of Necromancy spells, at GM's discretion.

Possessions: dagger, spell ingredients, bedroll, necromantic tomes, purse with 5 GCs 17/6.

Note: The GM should decide how many books Gräber has, and which spells, if any, they contain. PCs trying to learn this forbidden magic, or even being found in possession of the tomes, could face serious consequences.

The Headless Horde

If hard pressed, Gräber tries to animate all the bones in the cave as Skeletons. Of course, their heads are otherwise occupied.

There between 6 and 10 Headless Skeletons in the cave. If you wish, some or all of these may be Headless Skeleton Champions, which present a better challenge to combat focused parties.

HEADLESS SKELETONS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	25	25	30	30	20	20	25	-	-	-	12

Traits: Armour 2, Construct, Dark Vision, Fear 2, Painless, Undead, Unstable, Weapon +7

Headless: When a head hit is indicated, treat as a body hit if the attack succeeded with 2 SL or more, and a miss otherwise.

HEADLESS SKELETON CHAMPIONS

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	45	45	40	30	20	20	25	-	-	-	13

Traits: Armour 2, Construct, Dark Vision, Fear 2, Painless, Undead, Unstable, Weapon +8, Ranged (Bow) +6

Headless: When a head hit is indicated, treat as a body hit if the attack succeeded with 2 SL or more, and a miss otherwise.



ERINA EBERHAUER

MASTER WIZARD

Name: Erina Eberhauer	Age: 24	Species: Human	Status: Gold I
Career: Wizard	Player:	Career Path: Wizard	

CHARACTERISTICS											FATE		RESILIENCE			EXPERIENCE		
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	Fate	4	Resilience	Resolve	Motivation	Current	Spent	Total
Initial	34	31	30	31	33	27	29	38	32	31	Fortune	4	3	3	Excellence		2175	2175
Advances	10					10		10	10		MOVEMENT							
Current	44	31	30	31	33	37	29	48	42	31								

BASIC SKILLS			
Name	Characteristic	Adv	Skill
Art	Dex	29	29
Athletics	Ag	37	37
Bribery	Fel	31	31
Charm	Fel	31	31
Charm Animal	WP	42	42
Climb	S	30	30
Cool	WP	42	10
Consume Alcohol	T	31	31
Dodge	Ag	37	10
Drive	Ag	37	37
Endurance	T	31	31
Entertain	Fel	31	31
Gamble	Int	48	48
Gossip	Fel	31	3
Haggle	Fel	31	31
Intimidate	S	30	30
Intuition	I	33	10
Leadership	Fel	31	5
Melee (Basic)	WS	44	10
Melee	WS	44	44
Navigation	I	33	33
Outdoor Survival	Int	48	48
Perception	I	33	10
Ride	Ag	37	37
Row	S	60	30
Stealth	Ag	37	37

GROUPED & ADVANCED SKILLS			
Name	Characteristic	Adv	Skill
Channelling (Aqshy)	WP	42	10
Evaluate	Int	48	3
Language (Magick)	Int	48	10
Lore (Magic)	Int	48	10
Lore (Reikland)	Int	48	3
Melee (Polearm)	WS	44	10

TRAPPINGS	
Clothing	Pouch
Dagger	Quarterstaff
Grimoire (Contains four Lore of Fire spells of your choice)	Sling Bag of Spell Ingredients
	Writing Kit and Nine Pieces of Parchment

TALENTS		
Talent Name	Ranks	Description
Aethyric Attunement	1	Fewer Channelling Miscasts
Arcane Magic (Aqshy)	1	Spells from the Lore of Fire
Doomed	1	The capital is a city in flux until your solemn sacrifice
Linguistics	1	Int Test to learn a language
Perfect Pitch	1	Add Ent. (Sing) to career
Petty Magic	1	Learn and cast Petty spells
Read/Write	1	You can read and write
Savvy	1	+5 Int, already included
Second Sight	1	Perceive Winds of Magic
Sixth Sense	1	Intuition to Ignore Surprise

ARMOUR				
Name	Locations	Enc	AP	Qualities

WEAPONS					
Name	Group	Enc	Range/Reach	Damage	Qualities
Dagger	Basic	0	Very Short	+6	
Quarterstaff	Polearm	2	Long	+7	Defensive, Pummel

WEALTH		ENCUMBRANCE		WOUNDS	
D		Weapons	2	SB	3
SS		Armour	0	TBx2	6
GC		Trappings	1	WPB	3
		Max Enc.	5	Hardy	
		Total	3	Wounds	12

INITIAL WEALTH	
You begin the game with 5d10 silver shillings.	1 gold crown = 20 silver shillings = 240 brass pennies

CHARACTER BACKGROUND

PERSONALITY AND APPEARANCE

"I am Ulrican down to my bones, but my time in the capital has persuaded me that our quarrel with our neighbours to the south places us all in jeopardy. We're striving with each other over trivialities whilst the world threatens to crash down around our ears."

Erina is a lively and ambitious young lady who is keen to make her mark as a wizard. She is of average height and has an athletic build, with the family look of auburn hair and a smattering of freckles. Serious and studious, Erina is a consummate pyromancer, having mastered the basics of the Lore of Fire at an early age. Whilst not naturally an angry person, working with Aqshy is causing Erina to grow increasingly impatient and competitive.

BACKGROUND

The Eberhauers are something of a magical family, and Erina has a number of uncles, aunts and cousins who have worked their way through one or other of the colleges of magic. Thanks to her connections and her clear talent she was apprenticed to the Bright College of Altdorf. The family have a small estate in Hochland, and consider themselves northern and Ulrican. Erina was apprenticed to the colleges of Altdorf, whilst her older sister, Janna, was trained at Middenheim's Grand Guild of Wizards, rising to the position of Deputy High Wizard. Whilst Erina is fond of her sister, she worries that she will be forever in Janna's shadow.

SECRETS

Begin with an additional 3d10 silver shillings per secret chosen.

- ☠ Erina is desperate to prove herself and driven to a life of adventure. She seeks to confront threats in a manner cooler heads find reckless.
- ☠ Erina may regard Janna as her greatest competitor, but she loves her sister and does not hesitate to defend her from any criticism or attack.
- ☠ Erina sees herself as a lady of the world, familiar with the Cult of Ulric and her northern roots, but with many friends and mentors in Altdorf. She sees herself as a moderating influence between Sigmarite zealotry and Ulrican fanaticism.
- ☠ Erina, having seen evidence of Skaven activity with her own eyes, is dismayed that people should be so stupid as to ignore this threat. Gain the Prejudice (Skaven Deniers) Psychology Trait.

CORRUPTION & MUTATION

01-09



Head

25-44



Right Arm
(or primary arm)

90-00



Right Leg



Shield

10-24



Left Arm
(or secondary arm)

45-79



Body

80-89



Left Leg



SPELLS

Name	CN	Range	Target	Duration	Effect
Dart	0	42 yards	1	Instant	Throw a small magical dart.
Dazzle	0	Touch	1	4 rounds	Temporarily blind the target.
Eavesdrop	0	42 yards	1	3 minutes	Listen to target as if stood next to them.
Gust	0	42 yards	Special	Instant	Creates a gust of wind.
Light	0	You	You	42 Minutes	Creates a light equivalent to torchlight.
Open Lock	0	Touch	Special	Instant	Open non-magical locks.
Sounds	0	42 yards	Special	4 rounds	You create small noises nearby.
Drop	1	42 yards	1	Instant	A holder of target object must test to keep hold of it.
Flight	8	You	You	4 rounds	Gain Flight (Agility) Creature Trait.
Great Fires of U'Zuhl	10	42 Yards	4 yard AoE	4 rounds	Throw explosive blast.
Flaming Sword of Rhuin	8	42 yards	1	4 rounds	Wreath a sword in magical flames.

GOLTHOG

SOLDIER

Name: Golthog	Age: 39	Species: Ogre	Status: Silver 3
Career: Outlaw	Player:	Career Path: Soldier	

CHARACTERISTICS										
	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel
Initial	40	23	47	51	20	27	22	19	33	27
Advances	5			5					5	
Current	45	23	47	56	20	27	22	19	38	27

FATE	
Fate	1
Fortune	1

RESILIENCE		
Resilience	Resolve	Motivation
3	3	Revenge

EXPERIENCE		
Current	Spent	Total
	2425	2425

MOVEMENT						
Movement	6	Walk	12	Run		24

BASIC SKILLS			
Name	Characteristic	Adv	Skill
Art	Dex	22	22
Athletics	Ag	27	37
Bribery	Fel	27	27
Charm	Fel	27	27
Charm Animal	WP	38	38
Climb	S	47	57
Cool	WP	38	48
Consume Alcohol	T	56	59
Dodge	Ag	27	37
Drive	Ag	27	27
Endurance	T	56	66
Entertain	Fel	27	27
Gamble	Int	19	19
Gossip	Fel	27	27
Haggle	Fel	27	27
Intimidate	S	47	47
Intuition	I	20	20
Leadership	Fel	27	27
Melee (Basic)	WS	45	55
Melee(Two Handed)	WS	45	45
Navigation	I	20	20
Outdoor Survival	Int	19	3
Perception	I	20	20
Ride	Ag	27	27
Row	S	47	47
Stealth	Ag	27	27

GROUPED & ADVANCED SKILLS			
Name	Characteristic	Adv	Skill
Language (Battle)	Int	19	10
Melee (Brawling)	WS	45	5
Melee (Two Handed)	WS	45	20
Play (Drum)	Dex	22	10

TRAPPINGS	
Dagger	
Helmet	
Leather Leggings	
Leather Jerkin	
Uniform	
Zweihander	

TALENTS		
Talent Name	Times taken	Description
Dirty Fighting	1	+1 Damage when Brawling
Large	1	See WFRP page 341
Night Vision	1	See in low light
Resistance (Ingested Poisons)	1	Pass first Test vs. ingested poison each session
Very Strong	1	+5 Strength (included)
Vice (Food)	1	Cool Test to pass up opportunity to eat
Etiquette (Soldiers)	1	Blend in among soldiers

ARMOUR				
Name	Locations	Enc	AP	Qualities
Leather Jack	Arms, Body	1	1	
Mail Coat	Arms, Body	2	2	Flexible, -10 to Stealth
Helmet	Head	2	2	-20 Perception, Impenetrable, Weakpoints

WEAPONS					
Name	Group	Enc	Range/Reach	Damage	Qualities
Dagger	Basic	0	Very Short	+6	
Zweihander	Two-Handed	3	Long	+9	Damaging, Hack

WEALTH	
D	
SS	
GC	

ENCUMBRANCE	
Weapons	4
Armour	2
Trappings	2
Max Enc.	9
Total	8

WOUNDS		
SBx2	8	
TBx4	20	
WPBx2	6	
Hardy		
Wounds	34	

INITIAL WEALTH	
You begin the game with 4d10 brass pennies.	1 gold crown = 20 silver shillings = 240 brass pennies

CHARACTER BACKGROUND

PERSONALITY AND APPEARANCE

'Why are you shaking, slim? I haven't even got stuck in to you yet.'

Golthog stands some 8 feet tall, towering over almost everyone. He has short dark hair greased into angry spikes which sping back into shape whenever he removes his helmet. Golthog is used to non-Ogres, and has developed a good sense of what will offend them. He is careful about what — or who — he eats, and is no longer surprised at the great amount of meat the let go to waste. He is reserved but not unfriendly, knowing that he has to be careful not to frighten anyone or out come the torches and pitchforks.

BACKGROUND

Golthog came down from the Mountains of Mourn with the rest of his tribe many years ago in the hopes of finding plentiful meals in the lowlands. While individually very dangerous his tribe was whittled down by repeated conflicts with humans and others who took umbrage with Golthog's people eating whatever they wished. In the end only Golthog remained. On one lonely night huddled in a bear cave, consuming its former occupant, the ogre decided to learn the ways of the lowlanders before some mob of local milita finally put an end to him.

Since then, Golthog has learned much and travelled extensively through the Empire. He knows which jobs suit him, and which folk he should avoid no matter how much meat or gold they offer. He is currently in Middenheim seeking employment with the famed mercenary company Baumann's Blitztruppen as he has guessed, correctly, that they will have both a use for an ogre and the means to keep one paid and well fed.

SECRETS

Begin with an additional 1d10 silver shillings per secret chosen.

- ☠ Golthog heard about Baumen's Blitztruppen after an unfortunate incident in which he killed and ate one of their sergeants. While Golthog is happy to let bygones be bygones, the mercenaries are not likely to greet him warmly.
- ☠ Golthog and his comrades left the mountains in disgrace. A wasting sickness stuck the tribes Rhinox, and Golthog's accidental desecration of a monument to the Great Maw was fingered as the source of this plague.
- ☠ Golthog recently deserted from Argalak's Devourers, an all-ogre mercenary company who operate in Middenland. Golthog was forced to abandon the group after eating Argalak's favourite Halfling cook.
- ☠ Before leaving the mountains, Golthog briefly learned the ways of the The Great Maw under Skrag the Slaughterer. Add Lore (The Great Maw) to Golthog's skill list. The ogre is still troubled by dreams of the god of gluttony, and sometimes wakes in the middle of the night, ravenous and insatiable.
- ☠ Golthog strongly believes that you are what you eat. And Golthog would like to be a wizard.

CORRUPTION & MUTATION

01-09

2

Head

25-44

3

Right Arm
(or primary arm)

90-00

Right Leg



Shield



10-24

3

Left Arm
(or secondary arm)

45-79

3

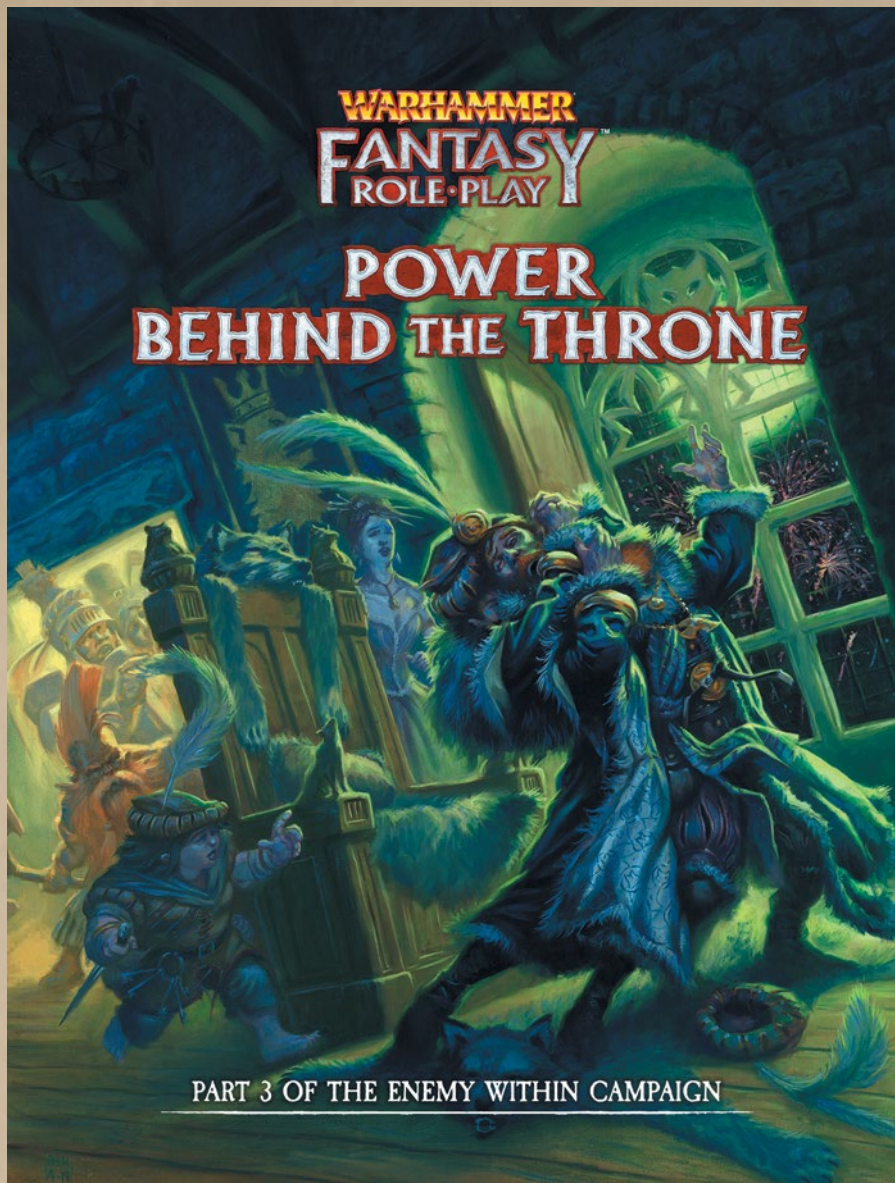
Body

80-89

Left Leg

NOTES

THE ENEMY WITHIN CONTINUES WITH XXXXXXXXXXXX



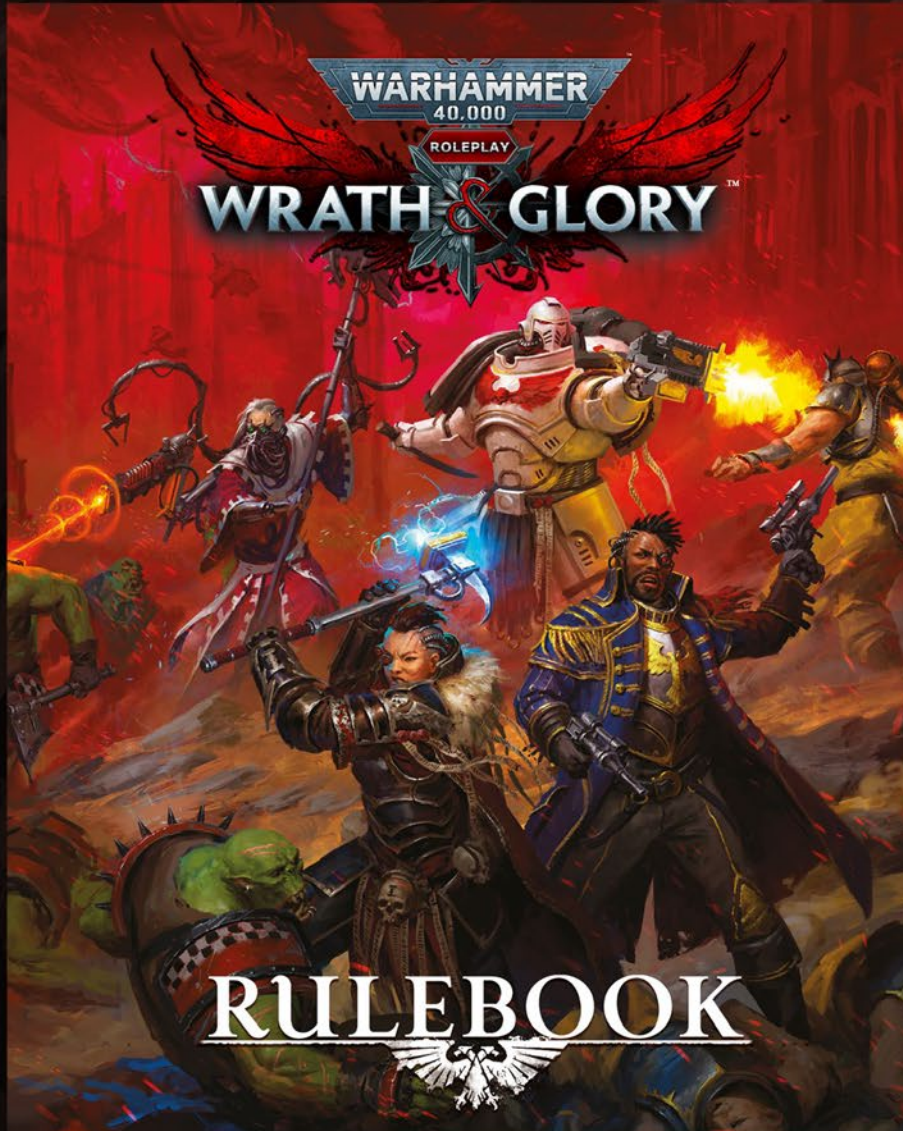
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