

In the Terror of Twilight

The darkness was impenetrable and the cold creeping, but the more biting and ruthless in the stone chambers that made up the secluded ward of the Magdeberg monastery's sanatorium. This was where the really lost were brought, the ones that the monks had deemed beyond help, eternally marked by insanity or Chaos. They were sad characters who had not managed to carry the immense burden of reality upon their shoulders, but had been broken like dry twigs beneath the hopelessness of the new times.

On the floor of one of the chambers sat Matthias, all alone and shaking so intensely that the chains that held him prisoner rattled and squeaked. During his years at the sanatorium he had gotten used to the darkness, but the chilling cold was worse. He could not stop clapping his teeth, even though he really was much too tired to move. And the dampness did not make it easier to bear the pains. That he had lasted as long as he had surprised even himself. He should have been dead long ago, that he had heard the monks say to each other.

Matthias confused thoughts were interrupted by a sound from the corridor outside his cell. At the same time as the darkness of the cell was hunted away by the flickering light of a torch, he heard somebody put a key into the lock and turn it. And when the cell door was opened he was blinded by an intense light. He tried to shield himself from it, but the length of the chains did not allow him to. From the terrible light a sweet voice spoke to him and for a few moments he was convinced that he was dead and that Morr had sent his servants to take him away.

"Do not fear", the voice said. "We come to liberate you from evil."

The adventure is designed to be run as a one-off scenario or as a part of a greater campaign. The action of the adventure is mainly concentrated to one place, the monastery by the village Magdeberg in northern Stirland. The monastery is kept by the Sigmarite Order of the Anvil. It is in this environment that the characters will spend their next few hectic days on the hunt for solutions to the mysteries of the monastery.

Background

For over ten years ago the then young Konrad met the dark influence of Chaos in the shape of the monk Joachim, who had been one of his father's best friends during a long time. When the father died from pneumonia Joachim took on the responsibility for the young man's education and taught him to appreciate the beauty of the darkness. Konrad became a devoted follower of Tzeentch, but since he had always had a stubborn mind he chose to interpret them in his own way.

Joachim did not only see that the young man got a proper education in his home, but secured him a place as a profane squire in the Templar Order of the Fiery Heart, just as his father had before him. Konrad stayed in the Order for five years and did well, despite the hunger for power dwelt within him, a will to create something on his own, instead of serving someone else. But his heretic thoughts did not lessen the intensity of his commitment to the profane forces of Sigmar – rather the opposite.

When five years had past and he had showed himself to be both reliable and skillful as well as energetic Konrad got the offer he had been waiting for all along. He was, as one of the youngest ever, offered the office as bailiff – an offer he could not refuse. At once he started to prepare

himself for creating his own dark realm in Magdeberg, the village he had been granted by the dignitaries of the Church. Now Konrad's plan is to summon tzeentchian daemons and bind them into the unstable patients from the monasteries sanatorium. Using these weak-minded lunatics as hosts would certainly cancel out the problem of instability from which daemoniac entities usually suffer when appearing in the material world for longer without magical sustenance, at least so he hopes.

Konrad arrived at Magdeberg full of hope, but soon realised that with the nearby monastery and its abbot watching over him as a hawk his task would be all but easy. He would need to be very careful.

But he found a way...

GM's Plot Summary

After years of tying contacts in Magdeberg and its surroundings, Konrad has found a way to start marching towards his goal. With his charm he has won the young woman Lisa's trust. On her part she has been able to enchant one of the workmen at the monastery. He has been able blackmail one of the monks into giving them access to the sanatorium. In the sanatorium is what Konrad has always sought. Easily led, weakminded and confused individuals in need of help and guidance. But from reasons of caution, he has never visited the monastery himself. He uses Lisa, daughter of the miller, who has become hopelessly in love with the ruthless Konrad.

Lately Lisa has visited the sanatorium numerous times during the hours of the night together with Norbert, the bricklayer who works at the monastery. In turn he is hopelessly in love with Lisa. She used the first visits to get acquainted with the premises and study the inmates. It was on the third visit that she did what she had always intended to do, to 'liberate' one of the patients.

Konrad has never told Lisa of his true intentions. He has always said that he has intended to give the imprisoned lunatics their freedom. In actual fact he and four of his soldiers capture the lunatics, before they have even had time to smell their freedom. That is, of course, nothing that Lisa knows of. A total of three patients have been liberated, only to be trapped again in Konrad's cellar. There they are subjected to his sinister, demonological experiments and the vile warping power of his chaotic talisman.

The disappearances has, of course, made the inhabitants of the monastery very worried and the abbot initiated an investigation immediately after the first disappearance. Unfortunately the monks' investigations lead to nothing, which made the abbot suspect that someone at the monastery is involved in the mystery. To avoid sabotage he has decided to use someone from the outside, but he has not managed to decide whom. When the characters arrive at the scene they are chosen for the task, unknowing of what lies ahead...

The episode starts when the characters arrive at the monastery. After spending the night there the abbot makes an offer for them to secretly continue the closed down investigation of the disappearances from the sanatorium. The investigation of the sanatorium and the nearby village of Magdeberg brings them closer and closer to the truth and one night they manage to catch the monk, Ottokar, red-handed when he tortures prisoners at the sanatorium. He surrenders and immediately confesses to whatever crimes the characters accuse him. But despite Ottokar being behind bars the mysterious disappearances continue. Obviously there is another perpetrator and

the hunt gets more and more intense. Finally the characters confront the bailiff Konrad and his men in his home.

It is important for the GM to keep good track of the different NPC's to bring life to the different persons involved in the mysteries that take place at the monastery in the most optimal way.

On sacred ground

This episode is meant to fit in anywhere on the characters' journey through the Empire. It can also be used as a side-episode in a larger adventure or to round of a just finished adventure when the characters are starting to relax and think that they have escaped the forces of Chaos. It is totally up to the GM to decide when he wants this dark little story to take place.

The episode starts when the characters, for some reason, arrive at the monastery. Some alternatives are listed below. You should choose the solution that fits your story best. Keep in mind that what is most important is that the explanation of why the characters arrive at the castle is believable.

- The characters need somewhere to stay for the night and the monastery seems to be a good alternative.
- The characters are surprised by a storm and seek protection at the monastery.
- The characters feel a need for divine presence and think that the monastery can offer it to them.
- The characters are short on cash and since it is free to stay at the monastery they chose that before seeking lodgings at an inn.

When the characters reach the monastery a monk in a grey robe greets them. He opens a small door in the monastery's large, double oak gate. He shows them across the yard and up a few steep stone flights of stairs to a small room. The room contains a few narrow beds, two stools and pots. There is also a small window that faces the yard. The monk bids them goodnight, closes the door and leaves them alone. Shortly thereafter it knocks on the door and another monk, wearing the same kind of grey robe as the other monk, steps in with a small tray with cold food, which is just enough to fill the characters' empty stomachs. The monk asks them if they are satisfied with the accommodation and if they say yes he wishes them a good night's sleep. Before he leaves them he tells them that they will be woken by dawn to take part in the morning sermon. He also informs them that the guardian will lock the door for the night in a few minutes.

The Punishing

The first night that the characters spend inside the monastery walls, something strange happens. One of the characters wakes up in the middle of the night. A violent storm seems to be right above the monastery and drowns it in rain, lightning and deafening thunder. The character suddenly hears something that seems to be a loud, deep scream of pain, which breaks through the thunder. The characters that are awake can, through the window of their room, see a dark silhouette standing in the yard whipping itself over the back.

This scene can take place on either the first or the second night, Maybe the characters aren't awakened by the storm on the first night.

What is really taking place in the yard is that the monk Ottokar has been woken up by the storm, and decided to let the storm drown his cleansing cries of pain as he punishes himself for his sins.

The wish of a holy man

The next day starts with the characters being woken by a persistent knock on the door. It is the monk Manfred who wants to make sure that they don't miss the morning sermon. If any of the characters chose to take part in the sermon they are shown to the church of the monastery where they are allowed to take a seat among the brothers. The monks pray the morning prayers and lauds with great commitment. For those characters who are not used to religious environments this morning will be a morning to remember. After the morning prayers Manfred escorts the characters back to their room. Regardless of whether the characters take part in the morning prayers or not, the following event will take place soon after the morning prayers.

There is a knock on the character's door for a second time this morning. The person standing outside the door is a middle-aged man. He is completely bald and his voice is deep but clear. He wears the same kind of grey robe as the other brothers, but the heavy hammer-shaped insignia around his neck show that he is someone special. The monk introduces himself politely and correctly as brother Volkbert, the abbot of the monastery, and asks if he can step into their chamber.

Once in the room Volkbert makes his offer. He tells of the three patients that have disappeared without a trace from the secluded ward of the sanatorium. They don't know exactly when it has happened (which of course makes the entire thing even more embarrassing to the monastery), but they are quite sure that it has happened during the last few weeks. He also tells them that he conducted an investigation that did not lead him anywhere. This has made him very concerned and he believes that someone at the monastery might be involved in the disappearances. Volkbert would be very grateful if the characters helped the monastery and even more grateful if they solved the mystery. Apart from the joy of serving Sigmar, Volkbert guarantees the characters his eternal gratitude.

Volkbert says that he would appreciate if the characters could be as discreet as possible during their investigations, but if it is necessary they must stop at nothing to find the guilty party. Of course, Volkbert will do what he can to help the characters. They can come to him with their questions whenever they want.

Once Volkbert has managed to talk the characters into helping him, he leaves them alone so that they can start to plan their investigation. He also tells them that he will give a speech during the afternoon to announce that they have failed to find the lost patients ('The giving in'). Finally he gives them a key to their door so that they can come and go as they please, without caring about the guardian (that is Wilhelm).

The giving in

This event takes place in the afternoon, the same day as the characters get the mission from Volkbert. The abbot gives orders that all the inhabitants of the village and all the brothers are to be gathered outside the monastery walls since he has an announcement to make. The abbot tells of the recent events, the lost patients and ends by telling everybody how sad he is that the Order has not been able to help its children in solving the disappearances. In the light of the poor result of the investigations he can't find any other solution than giving up. "If we have not found them

yet, we won't find them", he ends his speech, "but regardless of where they are Sigmar is with them".

If the characters are observant they can see that Lisa and Norbert talk to each other during and after the speech. Norbert will later seek out Wilhelm to prepare him for what is going to happen on the night after.

Investigations

When the characters have accepted the challenge to solve the mystery, it is time for them to start their investigation. There are a number of places to visit, persons to question and things to do, but not all of them will aid their investigation. Don't hesitate to add exciting characters at the monastery or in the village.

The characters have a free hand in the matter, but should think of the fact that Volkbert has asked them to be discreet.

Clues from Volkbert

Volkbert can give the characters the following information:

- A total of three patients have disappeared from the secluded ward of the sanatorium. They do not know if they disappeared at the same time or from different occasions.
- The monk in charge of the sanatorium is Johann. Volkbert recommends the characters to get in touch with him directly.
- As time passes Volkbert will feel extremely worried that the forces of Chaos could have buried their claws in some of the brothers. It is a concern that gnaws away at him. He doesn't think that there are any servants of Chaos in the monastery yet, but he is not completely sure...

The sanatorium

The sanatorium is a natural place to visit during the course of the investigation. It is described beneath the heading locations below. In this passage the clues that can be found in the sanatorium are dealt with, not the place itself.

The tormented

There is only one patient left in the secluded ward of the sanatorium. It is the peasant Detlef who has been there for over a year. He is secured to the wall by chains. In the daytime Detlef is relatively calm, but as the night closes in the madness within him awakens and he has terrible fits of rage. Thanks to the fact that he is chained he does not harm himself or others. If the characters enter the sanatorium during daytime, they will be able to investigate the rooms of the secluded ward. What the characters will find is that the chains that held down the other three patients are undamaged. (GM: Which of course is a sign of Wilhelm being part of their disappearance). If the characters examine Detlef closer they find mysterious cuts all over his body, something he could not possibly have done to himself. Some of them are fresh, others are almost healed and some are healed but have left significant scars. (GM: These scars come from the monk Ottokar torturing Detlef.)

If the characters chose to watch the sanatorium they will catch Ottokar sneaking down into the secluded ward. In that case proceed to Scene 4.

The mute

In the open ward of the sanatorium there is at the moment only one conscious patient. Despite being in the open ward he is almost incapable of communicating, because of the simple fact that he is a mute. He saw quite a few things during the night when the three patients were abducted. If the characters try to make him give them information he will, of course, be unable to speak, but he can nod and shake his head to any questions asked. He knows that three persons were involved in the abduction and that one of them was a monk.

Johann, the monk

(see Profile section for details)

The brothers

To question all of the brothers is a time consuming and not appreciated, especially since the abbot has asked for the character's utmost discretion. None of the brothers have seen to do with the disappearances, but they can answer questions about their fellow brothers if necessary. None of them has anything bad to say about anybody. The only two things that might be mentioned are Johann's heretic laziness and Wilhelm's total submission to the laws of Sigmar.

For more information regarding the monks, see the Profile section.

The craftsmen

A number of craftsmen from the village are currently assisting the monks in renovating the monastery walls. Among them are the bricklayer Norbert, who will become very nervous if the characters seem to know something of his doings when they speak to him. All the craftsmen are aware of Norbert's love for the miller's daughter Lisa, but also describe her as a slut since all except Norbert and her father know that she has been seen sneaking into Konrad's house at night.

The villagers

The villagers don't have anything useful to say. Somebody might mention that they have heard strange sounds from the bailiffs house at night. Somebody else gossips about Lisa's affection for Konrad and the fact that it would break her father's heart if he knew. Everybody knows that the nobles don't mix with the peasantry other than for "the sake of pure fun and pleasure".

The abducted

Only one of the abducted, the young Franziska, has a family in the village. The other two have been strange loners. The disappearance of the patients was noted when Franziska's parents were about to visit their daughter. Franziska's parents are more than happy to tell the characters of how their daughter one morning simply refused to get out of bed or speak to her parents. Since that day she kept more and more to herself and they felt that it was better that she was left to the monks' care. They cannot understand why anyone would want to hurt their daughter.

Lisa and Franziska grew up together which is one of the reasons why Konrad has managed to have Lisa act out his scheme so easily.

An accident

If Norbert starts to suspect that the characters are on to him he will try to arrange some kind of an accident at the monastery. Maybe something falls off a roof, or maybe something breaks when it shouldn't have. Whatever you chose it is important that the characters narrowly escape harm and that they see or hear something (a shadow or footsteps) that makes them realize it wasn't an accident. Someone is after them.

In the night

(This scene takes place only if the characters are watching the monastery.)

Already in the second night after the character's arrival at the monastery, Ottokar will sneak off to the sanatorium, past the sleeping Johann and down to the secluded ward to torture Detlef.

If the characters surprise Ottokar he will immediately admit himself guilty to everything they accuse him of, including the abductions. He will ask them to take him away, to take him before the abbot so that he may be punished by a man of Sigmar. The reason that Ottokar confesses to the abductions is that his guilt is such a heavy burden on his shoulders that he wants to be found out and punished for his sins.

If the characters accept Ottokar's confession without digging deeper into his story, there will be dire consequences for all involved, especially since Ottokar really is innocent of the abductions. Ottokar's confession is meant to cause confusion among the characters, but not to have them fail completely with their mission. If the characters see through Ottokar's false confession he will break completely. During the remaining time of the episode it will be impossible to communicate with him. When Ottokar is broken he will be admitted to the secluded ward of the sanatorium. There he awaits a visit from the inquisition.

Regardless of whether the characters see through Ottokar confession or not, the abbot will use him as a scapegoat (in the first case as a trick, in the second case because he thinks that the mystery has finally reached a solution).

Volkbert gathers all the brothers and the villagers outside the monastery walls and speaks to them from the top of the wall. He tells them that they have found a growing thistle of Chaos in the fields of the Empire. He tells them how the monk Ottokar has fallen to temptation and how the perceptive servants of Sigmar have managed to stop what was in progress.

The fourth disappearance

Regardless of whether the characters and Volkbert have managed to see through Ottokar's confession or believe that the self-torturing monk is guilty of the abductions, a strange scene will take place at the monastery on the night after the abbot has made Ottokar a scapegoat.

After nightfall Wilhelm lets Norbert and Lisa in through the monastery gate and the three of them continue to the sanatorium where they get Detlef (and Ottokar as well if he is held prisoner there). They take the prisoner(s) out of the sanatorium, past the sleeping Johann and out of the

monastery where they let them go. They run for the woods towards freedom (in the woods Konrad and his soldiers are waiting as usual).

Where this leads too depends, to a great extent, on what the characters have achieved so far and how they handle the situation. If they have seen through Ottokar's confession, they are most likely watching the sanatorium and maybe they are able to catch the three perpetrators there. But if the characters are clever they might decide to follow them to the point where they let the prisoners loose.

Konrad and his soldiers are always on guard, but of course it is possible to surprise them in one way or another. One alternative is to have to characters dress up as Norbert and Lisa and let the lunatics loose, while the others try to follow them to see where they go.

There are a number of possible events, but the most likely is that the characters in some way are able to track the lunatics, Konrad and his soldiers to the house of the bailiff. In that case, proceed to the next chapter: The Face of Evil.

The dark riders

This event occurs only if the characters have decided to watch the bailiff's house.

In the middle of the night two dark characters ride into the village and thence to the home of Konrad. They are clad in black, which is also the color of their steeds. The horses pant after galloping for a long time. The riders are greeted by one of Konrad's servants. The characters can see them getting off their horses and leading them to the stables that are located in Konrad's backyard. After that they enter the house, shortly followed by light appearing inside. The light remains until dawn closes in.

The two riders are heretic Templar Knights – allies from Konrad's time in the army – who now arrive to aid him in his dark task.

The Face of Evil

The final scene of the adventure takes place in the house of Konrad, when the characters finally have discovered who is behind the events at the convent. The three 'patients' (who are four or five if Chapter 5 has taken place) are locked up in Konrad's cellar. Two of them are already possessed by a lesser daemon and the third will soon be possessed as well.

There are a number of ways in which the characters can end up facing Konrad. Their chance of success is totally dependent on two things. How well they have planned their little raid and if Konrad knows that they are onto him. If Konrad knows that the characters are closing in he will either prepare to leave (if he considers them a real threat) or prepare an ambush in his house (if he thinks that he, the two Chaos Warriors and his four thugs are enough to take care of them).

The characters have two main possibilities. Either they deal with the problem themselves or present what they have found out to Volkbart and have him organize the brothers for a larger assault.

What the characters have to do really is four things: they must manage to get into the house, they have to find the lost patients and take them someplace safe as well as capturing Konrad. If the characters manage to defeat Konrad he will, as he leaves the scene (either if he dies, is captured or taken away), mumble the following words: "The lies of the Churches cripple the people. The truth of Chaos gives the crippled wings."

If the characters manage to defeat Konrad, or at least bring back the remaining patients they will be awarded with the thankfulness of the Sigmarite-Church and Volkbert's eternal friendship for their brave efforts in the struggle against the growing evil.

Locations

Here the locations where the adventure takes place is presented.

The monastery

The monastery is about a half a mile from the village of Magdeberg. It was once built to protect the village and is run by the good-hearted abbot Volkbert. The monastery is fairly big, but only inhabited by about twenty-five monks and in strong need of refurbishment (which has been started by craftsmen from the village).

The monastery is surrounded by a high wall and has only one gate, a gigantic double gate made from oak. There are two main building surrounding the yard, the monastery itself with library, dining room, prayer room, church, chapel and the monks' cells and the sanatorium.

In the yard there is also a hen-house, stables, a well and a pig's sty.

The sanatorium

The sanatorium in the northern part of the monastery is a low stone building. The entrance is a solid door made from oak. Beyond the door is a small hall where a guarding monk (usually Johann) sits and looks out over the open ward of the monastery. The secluded ward is reached through the stairs at the far end of the open ward.

The open and the secluded ward are very different from each other. The open ward consists of one larger room with a dozen beds. Of these, only two are occupied by patients. One by the monk Berthold who suffers from serious pneumonia and is expected to pass away any day and one by a mute peasant (he recently delivered a calf with two tails which made him lose his mind as well as his ability to speak).

The secluded ward is below ground. Behind an ironclad door at the far end of the open ward lies the cold flight of stairs made of stone that leads down to the dungeons of the secluded ward. The stairs are wide enough for two persons, it is moist and one has to be very careful as to where one puts one's feet not to slip. At the foot of the stairs the long corridor begins. It smells of the patients' excrement, the air is cold and damp, there are no light sources except the torches the monks use to light their way.

The secluded ward consists of four long corridors that run in the four directions of the compass. They are about ten meters long and all end in a large (5x5 meter) room. The walls of the rooms are covered with chains of iron with which the patients are held prisoner. The only room that is different to the others is the one facing east, which has a number of cages in it. The cages are for the more violent patients, those whose souls have suffered unbelievable qualms. At present all the cages are empty and it was a long time ago that they weren't. The northern room is where Detlef is held. He has been here for about a year and is in terrible condition. The monks have not given up on his soul, but his outlook is not good.

The Village of Magdeberg

Magdeberg is a small village between Wurtbad and Kemperbad. The village has about eighty inhabitants, most of them Sigmarites and hard workers.

1. The Tavern

The small tavern is highly appreciated by the villagers. Most villagers are very proud of their tavern and many regard it as the most important building, apart from the monastery. Bernhardt, his wife, their two sons and their daughter run the tavern. It is sparsely decorated and all furniture is made from wood. The prices are average, but with respect to the large portions it is still a bargain.

2. Home of the Brick layer

The home of Norbert is in the middle of the village and is a simple wooden cottage. It looks like most other cottages, except that it has an extraordinary chimney that reaches towards the skies. Norbert's father made the chimney.

3. Home of the Smith

This wooden cottage is on the outskirts of the village. Here lives the smith Thorsten and his daughter Lisa. The ground floor consists of three rooms, a large kitchen, a hallway and a drawing room. In the hallway is a staircase to the first floor where the two bedrooms are.

4. The House of Konrad

The house of the bailiff is somewhat larger than the other houses in the village. It is made from dark wood and has two floors. On the ground floor is a kitchen, a drawing room and a hallway with a staircase. The first floor has a guest room, Konrad's bedroom and a small study. In the study, obscure literature on Chaos can be found.

In the backyard is the entrance to a cellar (locked with a padlock – CR 30). The cellar stairs are very narrow and only one person at a time can go down this way. The cellar is filled with food, broken furniture and rubbish. Behind the western wall a secret door can be found that leads to the room where the patients are kept.

Afterword

When the characters have solved the mystery of the three patients not all will return to normal, neither in the village or the monastery. There are of course numerous possibilities, which all are dependent on how well the characters did. Did Konrad or the Chaos Warriors escape? If they did they will be looking for revenge. What happened to the lunatics and the poor Ottokar? Was Wilhelm's dark secret discovered and how is that delicate situation to be dealt with?

NPC's

Lisa Schmiedehammer, daughter of the miller Servant

Lisa is a very beautiful young woman in her twenties from the village of Magdeberg. She is the daughter of the smith Torsten. For some time Lisa has been in love with the bailiff of the village, Konrad. What she doesn't know is that Konrad is a servant of Chaos, who uses his charisma to snare her in his net. Konrad uses Lisa to persuade Norbert into releasing the prisoners, thinking that it is for a good cause. Lisa is not aware of the fact that she is under the influence of Chaos, all she wants is the love of Konrad.

Equipment: Lisa often dresses in light clothes, but during her nightly outings she dresses dark. She carries with her dagger when she is outside the village, otherwise it is in the bedroom.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 32 | 28 | 3 | 3 | 7 | 42 | 1 | 37 | 29 | 32 | 32 | 32 | 40 |

Skills: Blather
Cook
Dodge Blow
Drive Cart
History
Ride - Horse

Trappings: Dagger
11 Silver Shillings
light clothes / dark clothes

Alignment: Neutral

Religion: Sigmar

Brother Volkbert, the abbot Cleric lvl.2 (ex-Initiate, ex-Cleric lvl.1, ex-Scribe)

Volkbert the abbot is the one who drags the characters into the intrigues of the monastery. Volkbert is the head of the monastery and he runs it hard but fair, in a spirit of self-sacrifice and solidarity. He is a large man of about 40 years of age with a scarred, bald head and is ready to do anything Sigmar's law doesn't forbid to see to that the monastery remains a place where Sigmar is always present. Volkbert believes himself to be well informed of what's going on at the monastery, but obviously something has passed by unnoticed.

Equipment: Volkbert dresses in the grey robe of the Anvil Order. When he is outside the monastery walls, he wears a thicker tunic. Volkbert always carries his dagger with him, except at the places in the monastery where it is not allowed. Volkbert brings his staff only when he leaves the monastery.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 36 | 32 | 4 | 4 | 9 | 48 | 1 | 42 | 44 | 44 | 42 | 52 | 46 |

Skills: Arcane Language - Magick
 Astronomy
 Cartography
 Cast Spells – Clerical 1&2
 Drive Cart
 Etiquette
 Heal Wounds
 History
 Identify Plants
 Linguistics
 Identify Undead
 Magical Awareness
 Magical Sense
 Numismatics
 Meditation
 Public Speaking
 Read/Write
 Ride Horse
 Rune Lore
 Scroll Lore
 Secret Language - Classical
 Speak Additional language - Khazalid
 Theology

Trappings: grey robe
 dagger
 staff

Spells: Cure Light Injury, Pool Power,
 Detect Magic, Enthuse;
 Hold Flight, Zone of Sanctuary

Alignment: Neutral (lawful tendencies)

Religion: Sigmar (devout)

Konrad Kamälion, the bailiff Lawyer (ex-Soldier, ex-Student)

Konrad is the bailiff of the village. He has fallen for the temptations of Chaos and interpreted forbidden scriptures in his own way. Konrad's plan is to slowly turn the entire village to the cause of darkness and in one way or the other infiltrate the monastery and spread the influence of Tzeentch. But you always have to start somewhere and Konrad has chosen to let the conversion of the patients from the sanatorium to be the first step. In fact he tries to use the 'liberated' patients as hosts for chaos daemons to possess.

Equipment: Konrad always carry a long black leather coat with a high collar and a broadsword. In his house he has long chain mail and a shield. He also carries a personal talisman that he received from Jochen. The talisman is a humanoid with a birdlike appearance and spread wings (Lord of Change).

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 44 | 42 | 4 | 4 | 9 | 45 | 2 | 36 | 58 | 68 | 52 | 54 | 48 |

Skills: Arcane Language - Magick
 Blather
 Disarm
 Dodge Blow
 Drive Cart

Trappings: black leather coat
 broadsword
 talisman

Alignment: Chaotic

Etiquette
 Law
 Public Speaking
 Read/Write
 Ride - Horse
 Secret Language - Battle
 Secret Language - Classical
 Secret Signs - Lawyer
 Street Fighting
 Strike Mighty Blow
 Theology

Religion: Tzeentch

Chaos Attributes: Magician

Spells: Blue Fire of Tzeentch, Fire Ball,
Wind Blast, Flight

Brother Ottokar, the scribe Initiate [Monk/Scribe/(Flagellant)] (ex-Servant)

Ottokar has been with the monastery for about ten years. He is about 30 years of age, has a kind face and a shy presence when he is among people he doesn't know. He doesn't stand out in the crowd but is a hardworking brother, as are most of the other monks.

However, Ottokar has a darker side to his personality, he enjoys punishing sinners – something he takes out on the poor patients at the sanatorium. He often sneaks into the secluded ward of the sanatorium at night and tortures the patients, who he thinks are possessed by Chaos. He knows that what he does is wrong, which gives him feelings guilt. Because of this Ottokar will plead guilty to the disappearances of the patients.

It is important to point out that Ottokar is not an evil man feeling the call of Chaos. He is only a godfearing man who cannot avoid sinning.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 32 | 26 | 3 | 4 | 7 | 40 | 1 | 30 | 29 | 32 | 32 | 32 | 32 |

Skills: Animal Care
 Arcane Language – Magick
 Cook
 Drive Cart
 (Frenzied Attack)
 Read/Write
 Scroll Lore
 Secret Language – Classical
 Speak Additional Language - Khazalid
 (Specialist Weapon – Flail Weapons)
 Theology

Trappings: grey robe
flail/whip

Alignment: Neutral

Religion: Sigmar

Disorders: Peccatophobia (fear of sinning),
Poinophobia (fear of punishment)

Brother Wilhelm, the gatekeeper Initiate [Monk] (ex-Agitator)

Wilhelm is new at the monastery, but has already won the attractive position of guardian. He has just turned 30, but looks much older. Deep wrinkles cross his face, traces of the hard times that he went through before deciding to give his life to the Sigmarite-Church and swear the vows. Wilhelm has very short, blonde hair and his eyes are blue. He gives a reliable impression of calm and speaks in a steady voice.

Wilhelm grew up in the village of Magdeberg, but has no relatives left there. In his youth he made a fatal mistake. For a period of time he let himself be tempted by the forces of Chaos and joined a heretic sect, who just had been founded in northern Stirland. After a few years in the sect he realised his mistake and left the heretic teachings behind him. He left the sect and returned to his childhood home of Magdeberg.

When he arrived he discovered that both his parents had died in a fire. Wilhelm interpreted this as a sign of the power of Sigmar and decided to devote his life to the Order. Wilhelm's faith is very strong. The foolish things he did in his youth have convinced him of the correctness of the Church's teachings.

Wilhelm is scared of anyone at the monastery finding out the mistakes he made, since this could lead to him being accused of being an infiltrator. The only one who knows of this error is his friend Norbert, who uses this knowledge to force Wilhelm to commit forbidden acts i.e. letting Norbert and Lisa into the sanatorium.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 38 | 32 | 4* | 3 | 8 | 40 | 1 | 30 | 32 | 34 | 36 | 34 | 36 |

Skills: Animal Care

Cook

Drive Cart

Public Speaking

Read/Write

Ride - Horse

Scroll Lore

Secret Language – Classical

Theology

Very Strong*

Trappings: grey robe

Alignment: Neutral

Religion: Sigmar (devout)

Brother Johann, the cellarer **Initiate [Monk]** **(ex-Servant)**

Johann is the monk who is responsible for the sanatorium. He is a slightly fat man in his late fifties. His obesity is due to him being lazy, something that is much debated among the other brothers. Some brothers are disappointed with Volkbert for not being more direct with Johann. When the characters question him he will initially state that he was awake on the occasions, just as he should have been. If the characters are persistent he will admit to having been asleep almost all the night and therefore has not seen anything.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 32 | 22 | 3 | 3 | 7 | 38 | 1 | 30 | 29 | 34 | 29 | 29 | 32 |

Skills: Animal Care
Cook
Drive Cart
Read/Write
Ride - Horse
Scroll Lore
Secret Language – Classical
Theology

Trappings: grey robe

Alignment: Neutral

Religion: Sigmar

Brother Manfred, the novice Initiate [Monk/Novice]

Manfred is quite young and arrived at the monastery a few months ago. He shows great devotion to the scriptures and is eager to study. He will show great interest in the PC's and will proudly show them around the whole monastery if they are interested. He would never say a bad word about any monk in the monastery if asked.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 5 | 32 | 22 | 3 | 3 | 6 | 48 | 1 | 32 | 32 | 32 | 29 | 34 | 32 |

Skills: Read/Write
Scroll Lore
Secret Language – Classical
Theology

Trappings: grey robe

Alignment: Neutral

Religion: Sigmar

Pater Dietrich, the elder Cleric lvl.1 (ex-Initiate, ex-Scribe, ex-Copyist)

Dietrich is a very old and wizened man, who is near blind. In spite of his high age, he still has a sharp mind and tongue, but suffers from the bad-natured senility of the bitterly old. He doesn't play much part in the everyday life of the monastery, coming out of his chambers only to officiate at the occasional service and for a rare chat with Volkbert. Most of the time he is left to his own devices.

In his earlier days, before his sight gave out, Dietrich was the chief librarian. He still knows, despite his blindness, where to find most of the books in the library.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 3 | 22 | 12 | 2 | 3 | 6 | 24 | 1 | 24 | 38 | 52 | 42 | 56 | 40 |

Skills: Arcane Language - Magick
Art
Cryptography
Cast Spells – Clerical 1
History
Linguistics
Meditation

Trappings: grey robe
staff

Spells: Cure Light Injury, Pool Power
Detect Magic, Enthuse

Alignment: Neutral (lawful tendencies)

Public Speaking
 Read/Write
 Scroll Lore
 Secret Language - Classical
 Speak Additional language - Khazalid
 Theology

Religion: Sigmar

Brother Lars, the librarian Initiate [Monk/Librarian]

Lars was the librarian's assistant under the former chief librarian, Dietrich. He quite a plain looking man with spotty skin and stringy hair of medium length. His current appearance is because of a recent outbreak of the Black Plague in which he also became infected, but survived. He seldom speaks aloud, but never took a vow of silence as one might expect.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 32 | 22 | 3 | 3 | 7 | 42 | 1 | 34 | 32 | 36 | 32 | 34 | 32 |

Skills: Arcane Language – Magick
 Read/Write
 Scroll Lore
 Secret Language – Classical
 Speak Additional Language - Khazalid
 Theology

Trappings: grey robe

Alignment: Neutral
Religion: Sigmar

Brother Siegfried, the medicus Initiate [Monk/Physician] (ex-Pharmacist)

Siegfried is a bald headed middle-aged man. He is the monasteries healer and is quite fond of the role. He is a very able physician with a sound knowledge of human anatomy. Even though he still practices a couple of conservative methods such as bloodletting, most of his patients are indeed content with him.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 34 | 22 | 3 | 4 | 7 | 42 | 1 | 44 | 36 | 44 | 44 | 38 | 32 |

Skills: Animal Care
 Chemistry
 Cure Disease
 Heal Wounds
 Herb Lore
 Identify Plants
 Immunity to Poison
 Prepare Poison
 Read/Write

Trappings: grey robe
 Book about human anatomy
 'medical' instruments

Alignment: Neutral
Religion: Sigmar

Secret Language – Classical
Surgery
Theology

Norbert, the bricklayer Labourer

Norbert is a man in his thirties, medium built with dark hair and dark brown eyes. He was born and raised in the village and have never been further than the monastery, because it has never been necessary. The village has always been able to fulfill the needs he has. During the last five years Norbert has only had eyes for the miller's daughter, Lisa.

Norbert is the brick layer of the village, a trade he has taken over from his father and he is currently working at the monastery. Norbert is a childhood friend of Wilhelm and the only one who knows the monks secret. A knowledge that he uses to fulfill Lisa's wishes. But it is also because of his deep love to Lisa that he obeys her. Norbert releases the patients thinking that he does something good by liberating them from the secluded ward of the sanatorium. But the as time passes and if the characters find him out, he might realise that his actions have not been all good.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 32 | 30 | 3 | 4 | 7 | 36 | 1 | 38 | 29 | 29 | 34 | 30 | 29 |

Skills: Consume Alcohol
Carpentry
Drive Cart
Engineering
Stoneworking

Trappings: weather-worn clothing
short-sword

Alignment: Neutral
Religion: Sigmar

Bernhardt Servant [Innkeeper]

Bernhardt is the archetype of an innkeeper. He is in his early fourties and quite skillfull in the use of his double-handed hammer.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 32 | 34 | 3 | 3 | 7 | 34 | 1 | 42 | 29 | 29 | 32 | 34 | 39 |

Skills: Blather
Brewing
Consume Alcohol
Cook
Drive Cart
Story Telling

Trappings: club

Alignment: Neutral
Religion: Sigmar

Thorsten Blacksmith

Thorsten is a friendly and faithful man in his late forties. His wife died of the black plague ten years ago, so his daughter is all he has and loves.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 36 | 30 | 5* | 3 | 8 | 42 | 1 | 42 | 34 | 29 | 39 | 39 | 39 |

Skills: Animal Care
Consume Alcohol
Dodge Blow
Drive Cart
Smithing
Specialist Weapon – D.H.W.
Very Strong*

Trappings: club
two-handed hammer

Alignment: Neutral

Religion: Sigmar

Lunatics

Most of the patients from the secluded ward of the sanatorium are more or less completely mindless as well as helpless, thus they are the best possible victims for Konrad's sinister experiments.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 24 | 21 | 2 | 2 | 5 | 25 | 1 | 21 | 14 | 18 | 14 | 14 | 18 |

Skills: Frenzied Attacks

Trappings: rags

Alignment: 'Insane'

Religion: -

Possessed

The Possessed are nightmarish creatures, an unholy mixture of flesh, metal and dark magic. Within them lives the utmost evil, a daemon from the obscure depths of the Realm of Chaos. The powerful spirit of a daemon is able to merge many creatures, humans and beasts alike, to an unformed monstrous abomination. These beings are completely insane and will fight to the death (and beyond).

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 5 | 44 | 0 | 5 | 5 | 12 | 40 | 2 | 21 | 14 | 21 | 34 | 54 | 14 |

Skills: 'cause *fear*'

Trappings: -

Chaos Attributes: Tentacles (1)
Poisonous Bite (1)

Alignment: Chaotic

Religion: Tzeentch

Hand of Tzeentch (1)
 Razor Sharp Claws (2)
 Blood Substitution – Electricity (2)

Chaos Warriors

These two warriors are former Templar Knights of the Fiery Heart who have fallen from righteousness. They are very able close-combat fighters and will fight to the death.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 59 | 49 | 4 | 4 | 10 | 60 | 2 | 49 | 54 | 52 | 58 | 54 | 49 |

Skills: Disarm
 Dodge Blow
 Read/Write
 Ride - Horse
 Secret Language - Battle
 Secret Signs - Templar
 Strike Mighty Blow
 Strike to Stun

Trappings: Plate Armour (2AP everywhere)
 broadsword, mace

Alignment: Chaotic

Religion: Tzeentch

Chaos Attributes: Albino (1)

Soldiers

These men are more thugs than soldiers. They are very sadistic and vile, but will surrender or flee when two or more of them are killed or heavily injured in combat.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 38 | 34 | 3 | 3 | 7 | 44 | 2 | 30 | 32 | 30 | 29 | 32 | 29 |

Skills: Disarm
 Dodge Blow
 Secret Language - Battle
 Street Fighting
 Strike Mighty Blow

Trappings: mail shirt + helm
 long-sword

Alignment: Neutral

Religion: -

Junior Monks (Initiate)

Most of the Junior Monks are quite new to the monastery being novices or menial assistants. All of them are between 12 and 20 years old.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 33 | 23 | 3 | 3 | 6 | 42 | 1 | 30 | 32 | 34 | 29 | 32 | 32 |

Skills: Read/Write
 Scroll Lore
 Secret Language - Classical
 Theology

Trappings: grey tunic

Alignment: Neutral

Religion: Sigmar

Hubert, stable boy: additional Skill: Animal Care; -1T (skinny)

Günther, kitchen hand: additional Skill: Flee!

Kurt, kitchen hand: additional Skill: Lightning Reflexes

Volker, the medicus assistant: additional Skill: Heal Wounds, Identify Plant

Middle-Rank Monks (Initiate)

Middle-Rank Monks are the most numerous monks in the monastery. They are between 20 and 50 years old and many have tasks relating to handicraft.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 33 | 23 | 3 | 3 | 7 | 42 | 1 | 30 | 32 | 34 | 39 | 32 | 32 |

Skills: Read/Write
 Scroll Lore
 Secret Language - Classical
 Theology

Trappings: grey tunic

Alignment: Neutral

Religion: Sigmar

Hermann, the scribe: additional Skill: Speak Additional Language - Slavic

Albert, the scribe: additional Skill: Speak Additional Language – Khazalid

Friedrich, the scribe: additional Skill: Arcane Language - Druidic

Ottmar, the copyist: additional Skill: Arcane Language – Magick, Cryptography, Linguistics, Scroll Lore; Vow of Silence

Hermann, the cook: additional Skill: Identify Plant, Cook

Siegmund, the brewer: additional Skill: Brewing, Identify Plant, Herb Lore

Theodor, librarian assistant: additional Skill: Scroll Lore, Speak Additional Language - Khazalid

Senior Monks (Initiate)

The seniors are the few old monks older than 50 years old and most have academic and intellectual tasks.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 33 | 23 | 3 | 3 | 7 | 42 | 1 | 30 | 32 | 34 | 39 | 42 | 32 |

Skills: Read/Write
 Scroll Lore

Trappings: grey tunic

Secret Language - Classical
Theology

Alignment: Neutral
Religion: Sigmar

Theodor, the sage: additional Skill: Astronomy, Rune Lore, Scroll Lore; Vow of Fast

Waldemar, the copyist: additional Skill: Art, Cryptography, History, Speak Additional Language – Khazalid; Vow of Seriousness

Raimund, the scholar: additional Skill: Cartography, History, Numismatics; -10 Dex & I due to arthritis

Gerhard, the advisor: additional Skill: Etiquette, Heraldry, History

Craftsmen (Labourer)

This bunch of labourers are hard-working (wo)men, but certainly not the brightest in the Old World.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 33 | 29 | 3 | 4 | 7 | 25 | 1 | 34 | 25 | 25 | 29 | 29 | 29 |

Skills: Consume Alcohol
Drive Cart
Scale Sheer Surface

Trappings: weather-worn clothing
dagger, hammer or axe

Alignment: Neutral
Religion: Sigmar

Hugo, the carpenter: additional Skill: Carpentry

Horst, the foreman : additional Skill: Sing, Very Strong

Heinz, the engineer: additional Skill: Engineering, Very Resilient

Hans, the heavy: additional Skill: Very Strong, Very Resilient

Heidi, the blonde: additional Skill: Sing, Very Strong

Villager

The villagers are typical for this part of the Empire, most of them are farmers or herdsman.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 4 | 29 | 29 | 3 | 3 | 6 | 29 | 1 | 29 | 29 | 29 | 29 | 29 | 29 |

Skills: at GM' option; e.g., a housewife may have
Cook and so on.

Trappings: at GM's option, dagger

Alignment: Neutral
Religion: Sigmar

Children

Typical for rural regions in the Empire is the abundance of children in the villages.

| <i>M</i> | <i>WS</i> | <i>BS</i> | <i>S</i> | <i>T</i> | <i>W</i> | <i>I</i> | <i>A</i> | <i>Dex</i> | <i>Ld</i> | <i>Int</i> | <i>Cl</i> | <i>WP</i> | <i>Fel</i> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|------------|-----------|------------|-----------|-----------|------------|
| 3 | 21 | 21 | 2 | 2 | 5 | 25 | 1 | 25 | 18 | 21 | 25 | 25 | 18 |

Skills/Trappings: nothing of any significance

For details on the mentioned careers (copyist, novice etc.) and further information regarding monasteries and such, as well as the Sigmarite Order of the Anvil, take a look at the unofficial Warhammer FRP supplement ‘Monastic Orders’ by Natascha Chrobok. More detailed information about the Church of Sigmar and the monastic Order of the Anvil can be found in issue 15 of the independent WFRP magazine ‘Warpstone’.

The original Gemini adventure written by Anders Strid and Johan Sjöberg, adapted for Warhammer by Claas Cassens.