

WARHAMMER
FANTASY ROLEPLAY™

GAME MASTER'S TOOLKIT™



A Grim World of Perilous Adventure



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– Part I: Cities of the Empire –



The Empire is a vast and diverse place, encompassing ancient walled cities, isolated villages and dark woods. As a Game Master one of your jobs is bringing this dark land of adventure alive for your players and helping them to feel that they are right there in the action amidst the ancient stones and brooding forests of the Old World. To help you in this task, this section of the *Game Master's Toolkit* contains a collection of tables for generating random locations and events, which you can use to fill out your cities, villages and towns as well as the vast wilds between them. Also included here are helpful tips and guidelines for developing your roleplaying settings, all designed to make your life as a Game Master a little bit easier.

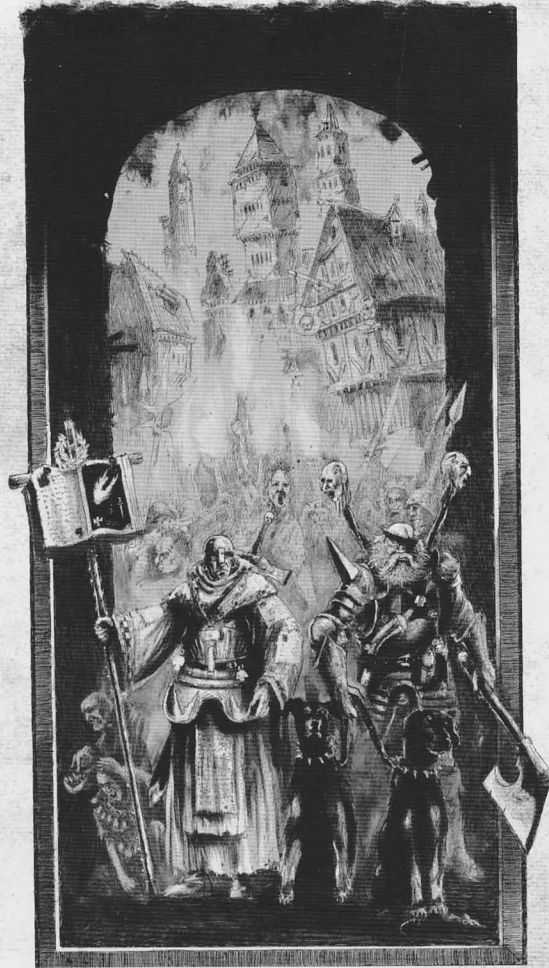
The cities and towns of the Empire huddle behind their walls of wood and stone, seeking protection from the forests beyond. These teeming centres of humanity are home to both the heights of opulence and decadence as well as crushing depths of poverty and despair. Within their winding streets characters are liable to run into any number of dark deeds and shady folk; in fact many an adventurer prefers the predictable savagery of the wilds to the illusion of civilization that a city offers.

– Buildings and Establishments –

Every city, town or village is home to a great assortment of buildings and structures that crowd together along its streets and alleyways. You can use this table to randomly fill the streets of a settlement, or alternatively choose appropriate locations for your adventures.

Roll Location

- 01-05 **Open Sewers** – This vile and noisome area is filled with the stench of rot and filth. Either, part of the street has collapsed, or building work is being done, and a stretch of sewer has been opened to sky, creating both a hazard for traffic and a terrible reek. Citizens have added to this problem by using the area to dump rubbish, waste and dead pets.
- 06-10 **Fine Town House** – A three-storey building that leans over the street, this is obviously the residence of someone important. Its walls are freshly whitewashed and it is in good repair, putting the buildings around it to shame. Depending on the wealth of the owner, there may even be an armed guard outside idly watching the entrance.
- 11-15 **Run-down House** – This two-storey structure has seen better days: plaster and paint peel from its walls and its roof sags from years of neglect. However, despite its dilapidated appearance, it is no doubt somebody's home as is evidenced by the yelling and bawling coming from within.
- 16-20 **Poorhouse/Flophouse** – How this structure has not yet collapsed is a mystery as its several storeys loom over the street as if they are going to topple down at any minute. A sign outside identifies this place as the poorhouse, a place where unfortunates can rent a room for a few brass pennies a week.
- 21-25 **Shop** – This is obviously a place of business, as the sign above the door and the wares in the window proclaim. Choose one of the following: Potter, Cobbler, Apothecary, Cartographer, Glassblower, Gunsmith, Jeweller, Armourer, Blacksmith, Weaponsmith, Baker, Brewer, Butcher, Chandler, Barber, Stonemason, Tanner, Tailor, Bowyer/Fletcher, Carpenter, Cartwright or Cooper.
- 26-30 **Inn or Tavern** – This is one of the many drinking and rooming establishments in the city. For more details on inns and taverns, refer to **Inns of the Empire** below.
- 31-35 **Street Vendor** – A tiny stall is squeezed along the side of the road from where its noisy owner loudly preaches his or her wares. Most street vendors sell food, especially pies and hot nuts,



to hungry passers-by, but they can sell pretty much anything from shiny beads to genuine maps to the homes of the city's nobility.

- 36-40 **Imperial Building** – Large and impressive, these kinds of buildings are usually constructed of thick stone to protect the important offices they house. Choose one of the following organisations for this building to belong to: The City Council, Chapter House of a Knightly Order, Witch Hunter Chapter House, City Works Building, Imperial Guild House, Imperial Garrison Barracks, Imperial Library, City Watch, Imperial Messengers Dispatch Office or the Imperial Recruiting Office.

- 41-45 **Shrine** – Shrines to the gods of the Empire can be found nestled in spaces between buildings and on rare pieces of open ground. These little oases of spirituality offer the chance for a quick prayer or donation for those too busy to find a real temple. A single priest of lowly status often tends them.

46-50 Park – An area of well-tended lawns, flowerbeds and the occasional well-placed tree. Depending on who runs and maintains the park it may or may not be open to the public. In some towns and cities such parks have fallen into disrepair and become havens for criminals, vermin and darker things.

51-55 City or Town Square – This is the centre of the town or city and the site of important events such as public announcements, parades and executions. There is almost always something either happening here or about to happen, and they often contain fixtures such as raised platforms and gallows.

56-60 Market – This is the bustling heart of the city's or town's trade, where merchants come to hawk their wares. Most markets have set times when they do most of their business, generally during the hours of daylight on one or two specified days of the week and at these times will be packed with eager customers.

61-65 Ruined Building – Neglect, accident or war has reduced this building to ruins. However,

amid the fallen beams and broken walls people and vermin still live, taking what shelter they can until someone decides to repair or tear down the forlorn structure.

66-70 Building Site – This area is filled with construction, as new structures are being put up to accommodate the growing town or city. People are warned away from this place for their own safety as falling planking and unsecured stonework can kill just as surely as an axe or a sword!

71-75 Temple – A sanctuary of one of the Empire's gods, these structures range from simple buildings little bigger than shrines, mostly dedicated to the less well known or revered gods, to grandiose constructions that dominate the landscape for gods such as Sigmar and Ulric. Choose one of the following gods for this temple to be dedicated to: Manann, Shallya, Sigmar, Ulric or Verena.

76-80 Bell Tower – Reaching high above the buildings around it, this structure has been built to keep time in the city by the hourly tolling of its bell. Sometimes, in richer cities, the tower will be topped with a mechanical clock rather than a simple bell, though this is still rare even in the more prosperous parts of the Empire.

81-85 Old Gate – Left over from old city walls, long since knocked down to allow the town or city to grow, these gates can become important landmarks or outposts for the City Watch. Old city gates also make common meeting places for lovers and thieves alike.

86-90 Morr's Garden – Every city or town needs a place to bury its dead, as well as someone to take care of them, and so these cemeteries, sometimes taking up several city blocks, have been created and maintained by the priests of Morr. Trespassers are well warned that those who enter a garden of Morr with the intent of disturbing the dead may well join them!

91-95 Warehouse – A large featureless building constructed for the purpose of storing goods, warehouses can also hide any number of illicit activities. Regardless of whether or not they have become a gathering place for strange cults or emerging criminal organisations, warehouses are often kept under guard to protect their contents.

96-100 Stables – Coaching houses, animal pens and stables are a vital part of any city or town and can usually be found on important roads and near city gates. These places are often home to those who make their living around riding and draft animals such as farriers, teamsters and cartwrights.



– We Don't Go Into the Sewers –

Sewers are an integral part of most Empire cities and towns and provide at least a modicum of sanitation. However, despite their civic functions, they are unfortunately also a breeding ground for unwholesome creatures, a highway for villains and thieves as well as a convenient sanctuary for dark cults and heretics. Sewers vary in design from city to city but some include some of the following locations and common features.

Sewer Grates

Most sewer tunnels run beneath the main streets and thoroughfares of the city and are connected to the surface by a series of grates, often locked against intruders. While finding a grate may not be hard, entering it may be, as in addition to its lock, grates are often kept under close scrutiny by the City Watch. Some easier places to get into the sewers might include outlets where they empty into the river or sea. This can be hazardous, however, as such entrances are often underwater and can be home to all kinds of aggressive aquatic vermin that have made their lairs close to this source of effluent flowing out of the city.

The Cistern

A cistern is a gigantic underground reservoir that often form the central junctions for the largest sewer systems. In a modern Imperial city the cistern will comprise a

vast chamber filled with pipes, viaducts, flumes and valves where the city's sewerjacks can control the flow of water and sewage throughout the city. Because of its size and central location, the cistern is often the target of reprobates who seek to control the sewers and can in the worst situations become the lair of terrible beasts and bloodthirsty cults. Even without the interference of thieves and monsters, the cistern can be a dangerous place, where powerful machines clank and grind and scalding hot steam spurts from poorly sealed pipes.

Old Tunnels

Like the cities they support, sewers expand and change over the years, and as new tunnels are dug, so too are old ones forgotten. Most sewers will have sections that are no longer in use, either because newer larger tunnels were created to deal with greater volumes of waste and water, or because they have been sealed off or collapsed. These shadowy corners of the sewers make ideal hiding places, especially if over the course of time their existence has been erased from maps and forgotten by city officials. Added to the difficulty of finding these tunnels, and whatever might be lurking within them, they are almost always prone to cave-ins and collapses and those who enter them should do so with care lest they become buried alive.



– Street Encounters –

Cities and towns are dangerous and hazardous places for the unwary where even a casual stroll down the street can result in unfortunate consequences. You can use these random street encounters to add colour and detail to your cities, though it is a good idea to use them sparingly so as not to wear out their novelty or make your cities more perilous than they should be.

Roll Encounter

- 01-05 A bucket of vile stinking filth is emptied out of a nearby upper storey window. Characters should make a **Perception** test to hear the casual warning from the citizen disposing of the waste. If they fail to hear the warning or heed it, they must make an **Agility** test or be covered in excrement and other less wholesome things.
- 06-10 Out of nowhere a cart, wagon or coach comes barrelling down the road towards the characters (this could be because it is out of control or perhaps just that the noble inside is in a hurry). They must make a **Perception** test to hear the cart before it appears, and get out of the way. If they fail to notice it in time they must pass an **Agility** test or be run over, suffering a Damage 4 hit to a random part of their body.
- 11-15 The characters notice some children playing in a puddle. Closer inspection reveals them to be racing baby rats in the water and they will gleefully ask if the characters want to join the fun.
- 16-20 A grubby Halfling with no legs drags himself up to one of the characters and offers to bake them a pie with a crust bearing their likeness. If they accept he will pester them for ingredients, cooking implements and the use of an oven. If the character meets all these requirements they will indeed receive a delicious pie bearing their likeness, however the resemblance is so uncanny that they must make a **Willpower** test or gain a point of Insanity!

- 21-25 A small girl stumbles into the characters crying that she is lost. If they ask her where she is from she will stop crying and scornfully reply that she knows where she is but that the nasty man with the bald head told her she was lost, pointing to a nearby street preacher condemning passers by.
- 26-30 A group of three blind beggars beseeches the characters for money as they pass, however quickly become confused as to exactly where the characters are standing. After a few moments the beggars begin trying to extort money from each other, cursing their fellows loudly when they claim to have none.
- 31-35 One or more of the characters has attracted the attention of local pickpockets. Use the guidelines for **Pickpockets**, presented below, for running this encounter.
- 36-40 A trader approaches one of the characters trying to sell him a wooden fish, a crude painting of the Emperor, a stuffed goblin doll or some other equally useless item. Regardless of how many times the character tells him to go away the man will continue to follow them, harping on endlessly about the virtues of the item.
- 41-45 A man in colourful garb stands on a street corner waving his arms and proclaiming that he is the creator of the greatest show in the Empire. He will spend a great deal of time enticing people to come and witness what is doubtless the most impressive event since the birth of Sigmar himself. However, if any kind of crowd gathers or he is pressed about the nature of this "show" he will smile, stand tall and spread his arms before bolting off down the street.
- 46-50 A cry of "Fire!" echoes down the street and people start running around madly but not doing anything particularly useful. If the characters investigate or wait around, sure enough yellow tongues of flame and clouds of smoke will be seen billowing from a nearby structure.



- 51-55 A man or child runs past the characters with a grizzled old woman in hot pursuit who is crying out "Thief!" at the top of her lungs. The characters can try and catch the thief who has stolen some goods from the woman's shop, however, the thief belongs to a local gang and their civic act may net them more than they bargained for.
- 56-60 The characters arrive in a market square in time to witness the start of a public execution, as a wizened old man is led up onto the gallows to be hung. As he is dragged to the noose he pleads for his life protesting his innocence and beseeching the crowd for help, but then again, don't they all say that?
- 61-65 A man is drawing portraits of people on the street for a few brass pennies, and has gathered quite a crowd. However, most of them seem to be haranguing him about his work, which upon inspection is clearly rubbish, and look nothing like the people they are supposed to represent.
- 66-70 The characters come around a corner to see some noblemen throwing brass pennies from a coach to a crowd of wailing beggars. This is not in fact an act of charity but a perverse act of amusement for the nobles who have heated the pennies so they will burn the fingers of anyone who tries to pick them up.
- 71-75 A drunken watchman staggers up to the characters to give them a piece of his mind, cursing them as filthy adventurers, opportunists and mercenaries. After briefly accusing them of something ludicrous like starting the Storm of Chaos, he will amble off oblivious to the characters' replies.
- 76-80 One of the characters happens to glance down an alley and catches a glimpse of something distinctly monstrous disappearing into the shadows. Investigation will only reveal a scattering of rags and prayers scribbled on scraps of paper.
- 81-85 In a nearby alley a group of grubby gutter-snipes have made a makeshift pen in which they are fighting cats. Their leader challenges the others to find a cat to match his own, a scarred and battered feline that has a maniacal glint in its one remaining eye.
- 86-90 A man dressed in a poorly made fish costume dances and capers down the street in some strange ritual to Manann. Those he passes however seem delighted to see him and kiss his "scales" as he passes for good luck.
- 91-95 A priest of Morr drags a handcart full of bodies down the street calling out for people to bring out their dead. Closer inspection of the priest, however, reveals him to be less than dedicated to his task, especially as occasionally people will slip him some coins and take away one of the bodies.
- 96-100 A dead cow or horse is blocking the road and causing traffic to either find another route or try and squeeze past. For the most part people are ignoring the dead animal with the exception of a few enterprising scamps that are trying to cut off a leg and take it home.

– Thieves and Beggars –

Cities and towns are a haven for thieves and pick-pockets, and anyone braving crowded taverns, streets and markets should do so with one hand firmly wrapped around their coin purse. There are however many ways characters can become parted from their hard earned wealth, some of which they may even choose to employ themselves if they are of a less than law abiding disposition.

Pickpockets

Anyone with **Sleight of Hand** skill can attempt to pick someone's pocket. A person that is the target of a pick-pocket can make a **Perception** test, which must at least match the thief's level of success, to notice the attempt. If the thief failed his test the target only need pass a **Perception** test to notice the attempt. There are of course many ways a pickpocket can improve his chances of going undetected. Looking well-dressed and presentable, working in a large crowd, working with other thieves and distracting the target could all increase the difficulty of the target's **Perception** test to **Challenging**, **Hard**, or **Very Hard** depending on how successful you feel the thief's trick is.

Beggars

Another fixture of any Empire town or city are beggars, the filthy misbegotten dregs of the Empire that have taken it upon themselves to leech coin from their fellow man with their tales of woe, pathetic appearance and generally vile stench. Anyone can attempt to beg, as it requires no formal training. A **Charm** skill test opposed by the target's **Willpower** will net some cash if the beggar is successful. To improve your chances of success, as well as your rewards, there are a number of tricks you can employ such as looking pathetic, having missing limbs or a disease (real or fake), telling the saddest story ever, doing a little dance, seeding your begging bowl with coin and appealing to your target's good moral fibre. All of these tricks can increase the target's **Willpower** test to **Challenging**, **Hard**, or **Very Hard** depending on how successful you feel the beggar's performance is.

Note: Players might object to giving up their money simply because a beggar makes a successful **Charm** test. As a general rule players should always decide for themselves whether or not they give beggars any money.

– Inns of the Empire –

Taverns and inns are often the only real kind of home the characters will ever know as they wander the length and breadth of the Old World in search of adventure. As a result you can expect them to end up in a lot of drinking establishments and making one different from the next can sometimes be a challenge. You can either roll randomly on this table to generate an idea for a tavern or simply choose one that you think would suit your adventure.

Roll Tavern

01-05 Halfling's Lament – This warped little inn looks to have been constructed from a mix of Halfling and human architecture and as a result has mismatched windows, wonky doorways and furniture that is either too big or too small. The Halfling owner, Tibias Higgenbottom, at first despaired at the job his workmen had done when he asked them to make a human pub in a Halfling style, but he quickly discovered that people found the inn quite a novelty and business has been good. The Halfling's Lament serves average ale, and has uncomfortable beds, but no one can dispute the quality of its pies.

06-10 Imperial Arms – Like dozens of taverns across the Old World the Imperial Arms is owned and

run by a retired soldier, and is a common haunt for the Emperor's finest. It was always Klaus Rutger's dream that when he retired from the army he would buy his own inn, and he has done just that. In keeping with the martial theme of the place, the walls are adorned with weapons (all firmly fixed in place) as well as tattered campaign banners. The Imperial Arms has generally poor service, food, drink and lodgings, but it is a good place to go if you're looking to either hire some strong arms or offer your fighting services.

11-15 The Hammer and Tongs – This dilapidated old inn has seen better days, but that is just the way the owner Rastmir Volost likes it as it attracts less attention. The bar is always full of students and agitators often deep in vigorous discussion on the merits and nuances of the Imperial political system and given half a chance they will rant and argue their ill informed views to anyone who will listen. It is also a hotbed of civil discontent and a meeting place for social misfits who gather there to pass notes and whisper conspiratorially to each other. The Hammer and Tongs serves no food and offers no beds, but makes a fair attempt at most kinds of ale, beer and wine.

16-20 The Crossed Man – This is a prosperous inn that offers good food, lodgings and drink as well as some of the best gambling around. The owner, Jasper Haspril, and his lovely cadre of serving wenches are in fact all devout worshippers of Ranald and have built the inn to be a temple to him. As a result it is often frequented by followers of the trickster god and has become an informal centre for much of the cult's business. The Crossed Man is without a doubt one of the best inns in the region and travellers will often hear of its good reputation long before they lay eyes upon it.

21-25 The Lesser Weevil – A small non-descript establishment, this inn is run by a ferret-like character by the name of Johann Kibbit. While there is nothing wrong with the food or drink offered by the Weevil, the place has a strange and disquieting aura that cannot help but unsettle its patrons. Perhaps it is the various stuffed rodent heads that adorn the walls, or the strange smell of cabbages that bleeds out of the tables and stools, or it could be because Kibbit spends most of his time grinning vacantly at his customers, snickering under his breath.

26-30 Seaman's Rest – Owned by Fingerless Felix, an old sailor from Marienburg, the Rest, as it is commonly known, can be a rough and rowdy



place where seamen from around the Old World come to relax and often beat the tar out of each other (and anyone else about) for fun. Pete's wife Seena, a mute Estalian beauty, also tends the inn and is renowned for her cooking skills with all things fish-related. The Seaman's Rest offers fair lodgings and beverages as well as being a good place to hear tales of far-off places.

- 31-35 **The Twin Tails** – Built on a site where Sigmar is once said to have rested during a long journey, this tavern sports more religious relics and icons than many temples. The owner, Furber Gottenfat, is either a passionate disciple of the hammer god, or a merciless entrepreneur, who offers both blessings and Sigmar memorabilia to any who enter his establishment. Strangely though, actual priests of Sigmar and their followers avoid the place, which may be either a mark of their disgust or a sign of some darker dealings on Furber's part. The Twin Tails offers average food and drink with quite decent rooms, even boasting a special "Hammer of Sigmar" suite.

- 36-40 **The Hammer and Wolf** – A solid and robust building, this tavern looks to have been constructed along the lines of a small fort. Owned by the burly Walosk, a great bear of a man, it is frequented by sullen woodsmen and travelling warriors, especially those dedicated to Ulric or Sigmar. Adding to the oppressive atmosphere of the place is the sullen attitude of the regulars who tend to restrict their conversation to grunting and spitting in response to questions. The Hammer and Wolf does offer some hearty food and good ale, but is a poor place to find conversation.

- 41-45 **Dietrich's Folly** – This small inn supposedly marks the furthest that Count Dietrich von Heinlein advanced his army (before its destruction and his death) during the time of the Three Emperors. This little piece of history notwithstanding, the inn is a fine establishment run by the pot-bellied and balding Guther Rheinhart who like any good innkeeper is always ready with friendly conversation and an open ear. Of late, the Folly has been attracting some strange customers, who seem more interested in its history (and what might be buried beneath it) than its fine ales and food.

- 46-50 **Sins of Summer** – This warm and inviting tavern, run by the matronly Esmeralda, is famed far and wide for its fine wines. Made by Esmeralda and her nine daughters, it is rumoured that she learnt the secret of fermenting it from a group of travelling Elves. Whatever the case, its sweet, full taste draws travellers from across the province to partake



of its quality. Apart from the fine wine, the Sins of Summer offers good beds, decent food and the chance to flirt with Esmeralda's daughters.

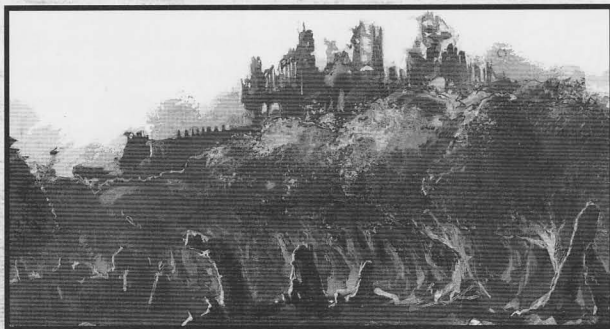
- 51-55 **Ye Olde Trip to Araby** – This ancient inn, which claims to be the oldest in town, is said to have been a meeting place for crusaders of the Imperial knightly orders during the Wars against Araby. Now, however, a drunken sot by the name of Doben Unter runs it, who, if rumour is to be believed, was once a knight himself. Like the owner, the clientele leave much to be desired and the inn has become a dumping ground for a lot of the human flotsam and jetsam of the Empire. The food, drink and lodgings in Ye Olde Trip to Araby are of the lowest quality and only the most desperate would eat, drink or stay here.

- 56-60 **The Cudgel** – Frequented by the City Watch, both on and off duty, this tavern is a poor place to start trouble or plot illicit activities. Run by Han Tugen, an ex watchman himself, it has become a comfortable drinking establishment where those who keep the peace come to relax. It is also a good place for adventurers to gather information about the official goings on in the town, and while suspicious of strangers, the regulars are often willing to share some information for a drink or two. The Cudgel offers no rooms and average food, but fair ales, beers and wines.

- 61-65 **The Salvation** – This inn is a place to cleanse your spirit, rest your feet and get drunk. Owned by the elderly lady Gilder Albrecht, a priestess of Shallya, it is a well-kept and peaceful establishment where those seeking refuge from the world can come to rest. The good lady also offers healing for those in need and advice for those that ask for it. As a result of her benevolence, the locals take great exception to anyone causing trouble here and those that do are likely to end up in need of Gilder's services.
- 66-70 **Fishes** – Like a giant beached wooden whale, the Fishes has been cunningly fashioned to resemble its namesake. Behind this strange fish-like façade and the prevailing scent of the sea that clings to the place, the owner and innkeeper, Veeble Meetsnik, nervously goes about his business, jumping at the slightest sound. It seems that he inherited the place from one of his uncles and is running it out of respect for the family, but has become convinced that it holds the spirit of some great angry sea creature, intent on his demise.
- 71-75 **Hog and Sow** – This is a rustic tavern filled with the glorious smells of cooking pork and roasting stew. Helga Vosstrom, the owner, is a large and welcoming woman always happy to meet travellers and make them comfortable. The only aspect of the establishment that some might find unusual is the abundance of stuffed, cured and mounted pigs. Added to this wealth of swine a great brass pig hangs above the bar, which Helga will bang with a stick when she wants to make announcements. The Hog and Sow offers excellent country food, somewhat average drinks and has warm beds at reasonable prices.
- 76-80 **The Gibbet** – This is a rough place that has little use for outsiders. Run by a disreputable gentleman by the name of Horst it is a gathering place for local criminals and thieves. A good place to find some shady work (provided you "know" someone and can get introduced), it is also a good place to sell illegal goods. Of course the local City Watch know all about the

Gibbet and routinely raid the place, rounding up anyone unfortunate enough to be caught there, innocent or not. The Gibbet offers the best in stolen ales, wines, and food at quite decent prices.

- 81-85 **The Emperor's Retreat** – The grandiose golden sign above the door of this establishment was obviously intended to give the impression that it is a place the Emperor himself would find to his tastes. Inside, the owner, Rudolf Keer, has tried to continue this opulent theme with elaborate candelabras and striking purple and gold wall hangings. Of course under the glitter and glamour the Retreat is a bit grubby and rundown, something immediately obvious to anyone that has seen true wealth before. Keer, however, resolutely tries to maintain that his tavern is a favoured drinking spot of the local nobility, though they never seem to visit.
- 86-90 **The Drunken Kossar** – This coarse tavern is run by a surly Kislevite by the name of Vostok Valechi and is a favoured stop for travellers, who often come to hear Vostok rant in his native tongue and laugh at his funny accent. In fact the real name of the tavern is not known. Vostok calls it something unintelligible in his own language, so people have come to call it the Drunken Kossar instead, after its owner. Apart from the terrible service and the insults you are likely to get from either Vostok or his staff (most of whom are also Kislevites) the food and drink are actually quite good.
- 91-95 **Altdorf's Pride** – Painted in bright reds and blues and filled with pictures and statues of the city whose name it bears, this tavern looks like nothing less than a mascot for the city of Altdorf. The owner and innkeeper, Franz Karleiss, boasts that this is the finest inn ever to bear the name of Altdorf's Pride, something that is difficult to prove, and also goes on to sing the praises of the Imperial capital even though he has never actually been there. Altdorf's Pride sells much fine drink and food, often with themed names such as, "Finest Altdorf" and "The Omelettes of Magic" (of which there are eight kinds).
- 96-100 **Wayfarer** – This well-kept, quiet inn is run by an Elf by the name of Syndilian, who, it is said, took over from the previous owner to honour a debt of some kind. Whatever the reason, the tavern has now developed a reputation as a good place to come and enjoy a drink and rest your feet. Syndilian also offers sound information on the lands beyond the Empire and is even willing to pen maps if the price is right. In addition to comfortable beds and serviceable food, the Wayfarer also offers a fine selection of imported wines and beers, chosen by Syndilian himself.



– Bugman's Pub Rules –



Walk into any inn or tavern in the Empire and you will hear the clatter of dice and the clink of coin as men gamble away their hard-earned cash for a night's entertainment. A character inclined to try his hand at cards or dice should have little trouble finding an opponent in such a place. The easiest way to run these kinds of games is for the character to make an opposed **Gambling** test against his opponent(s), the winner being the person who passes their test by the most. To make things more interesting you might choose to apply modifiers based on such things as being drunk, the amount of money involved, being distracted by a pretty barmaid, or even outright cheating like weighted dice or marked cards. In the case of cheats the other player(s) should make a **Perception** test opposed by the cheater's **Gambling** or **Sleight of Hand** skill to detect any wrongdoing.

While dice and card games are by far the most common kinds of gambling, the Empire boasts many other kinds of entertainment as well.

Pin-finger

The game of Pin-finger has its origins, like many games involving sharp objects, in the ranks of the Imperial army. The player places one hand on a flat surface and rapidly stabs a knife back and forth between his spread fingers, gradually getting faster and faster.

Sometimes this game is played between two people who will go as fast as they can until one slows down or maims himself, but more often than not it revolves around betting on how long and how fast a single person can go. To succeed at Pin-finger a character must pass a series of **Agility** tests, each one becoming successively harder as the speed increases. The consequences of failure are obvious and messy.

Burgher's Bottom

This is a common drinking game in Reikland and the southern provinces, but can be encountered further north under such names as "Sunken Penny" and "Beggar's Brew". In this game each player has three mugs of drink placed on the table in front of him. Each then places a penny into one of the mugs of the player to their right while that player looks away. The goal is to drain each of the mugs until you find the one containing the penny, then spit it out and slap your hand on it yelling "Burgher's Bottom!" before the other players. The winner collects all the pennies from that round. This is not a game of skill but rather luck, and is more about staying sober so you can continue to play than anything else, therefore use *"The Effects of Alcohol"* section from p115 of the rulebook to determine how long characters can last.

Blind Weasel

An unusual and potentially dangerous game, the playing of Blind Weasel has been outlawed in most upstanding inns and taverns of the Empire. This has less to do with its use of a live weasel and more to do with the terrible damage that can be caused by the players if things get out of hand, which they almost always do. As a result of this ban not many people actually remember the exact rules – only that you need a starving weasel. This does not stop gamblers, however, from tempting each other with a round or two of "The most dangerous game in the Empire". There are no rules for Blind Weasel, so you should feel free to have the players do anything from sticking their hands into sacks or boxes until one is bitten by a rabid weasel to being blindfolded and having to run around a crowded tavern armed only with a long sausage chasing a terrified weasel.

– Part II: The Great Wilds –



Despite the best attempts of the Empire's road wardens and local militia to keep the roads safe, the wilder reaches of the land are a haven for mutants, bandits and beastmen. Lurking in the deep shadows of the Empire's vast forests these perils and many more await anyone who leaves the relative safety of their town or city. However, by contrast the barely tamed lands of the Empire seem peaceful and inviting compared to the lawless wilderness that stretches out beyond its borders.

– Roads, Forests and Farms –

Between its cities and towns, the dark forests of the Empire hide superstitious villages, haunted woods and forgotten ruins. You can use this table to randomly generate rural and wilderness locations that your characters might come across in their travels.

Roll Location

- | | | | |
|-------|---|-------|---|
| 01-05 | <p>Elf Ruins – Partially hidden by twisting vines and tall grass these broken pillars, arches and walls are all that is left of an ancient Elf ruin. Among the still graceful remains of this building travellers can shelter from the elements, and if they are inclined search for relics or try and decipher the ancient script that covers the walls. Elves of course may take exception to trespassers, and appear suddenly to deal with any that would despoil their heritage.</p> | 26-30 | <p>Witch Hunters' Work – Travellers will smell the roasted flesh of this place long before they see it. It is the work of Witch Hunters and consists of a hammer-topped pole driven into the ground, holding a smouldering corpse. Whether or not the taint of Chaos is upon the man lashed to the stake is hard to say, but this place is unsettling never the less.</p> |
| 06-10 | <p>Farmstead – This small farmstead is one of the thousands of its kind that dot the Empire. Home to honest Sigmar-fearing folk who make their living from the land this place can either be a haven or a trap for the unwary. While good and kindly folk still exist and are willing to take in travellers, more and more people in remote places have been traumatised by war and famine and bar their doors at the first sight of strangers, and some others have even resorted to preying on them.</p> | 31-35 | <p>Lightning-Struck Tree – A massive tree stands by the road, cloven in twain by lightning and bleached white by the elements. Part of the tree has fallen across the road, and will need to be moved before wagons or large vehicles can pass, making this a likely spot for an ambush.</p> |
| 11-15 | <p>Tollgate – Every major road or bridge in the Empire has a tollgate watching over it. These robust structures are built to be defensible from bandits and the creatures of the wilds. In addition, like any place dedicated to the collection of the glorious Emperor's tax, it is often well garrisoned with fighting men, lest travellers get any ideas about not paying their way.</p> | 36-40 | <p>Battle Site – A terrible conflict has recently taken place here and the ground is littered with broken weapons and the bloody rotting corpses of men and goblins. Adding to the horror of the scene, dozens of crows feast upon the dead, plucking out eyeballs and teasing out innards. If the travellers are brave enough to try and fight off the hungry birds they will discover the site has already been thoroughly looted.</p> |
| 16-20 | <p>Way Temple – Located in the empty spaces between towns and cities, way temples offer a place of rest and worship for travelling members of the faith. These temples also provide locals with a meeting place, and in times of peril a refuge behind its stout doors and walls. Way temples can be dedicated to almost any god but commonly belong to either: Manann, Shallya, Sigmar, Ulric or Verena.</p> | 41-45 | <p>Hole in the Ground – Just off the path or road the travellers will hear a low moaning sound, as of wind rushing through a tunnel. Investigation reveals a wide deep hole in the earth that descends into darkness. From out of the hole, cold air billows, flinging back the cloaks and hair of any who peer over its edge. It is impossible to say what is at the bottom, but it would make a good place to dump unwanted goods.</p> |
| 21-25 | <p>Roadside Shrine – Shrines can range from a simple statue or post carved with a symbol up to an elaborate shelter tended by one of the faithful. These holy sites give locals and travellers a place to pray and give offerings to their gods. Nefarious individuals might also take advantage of the remote location of these shrines to loot their offerings or steal their adornments to sell, though they do so at the</p> | 46-50 | <p>Sacked Village – This village has been razed to the ground and is now little more than a few burnt-out buildings littered with the bleached bones of sheep and cows. Further investigation might uncover items of small value, left by fleeing farmers, or alternatively it is possible new and unpleasant residents have made this place their home.</p> |
| | | 51-55 | <p>Settlement – This is one of the countless settlements that dots the lands of the Empire and is home to some of its fine and upstanding citizens. For some unique settlements and locations refer to Villages, Towns and Settlements below.</p> |
| | | 56-60 | <p>Poor Village – This tiny hamlet is deep in the grip of poverty and its emaciated and weary inhabitants try to eke out a living from the land.</p> |

The appearance of newcomers in a place like this is a cause for the locals to believe their fortunes might change and travellers will soon find themselves surrounded by a group of pleading peasants who want them to rescue pigs, find lost love ones and lift the terrible (if mostly imagined) curse that has fallen on their proud town.

61-65 Coaching Inn – This is a way station for one of the Imperial coaching companies, where its drivers, horses and passengers can rest before continuing their journey. All travellers are generally welcome at such places, as long as their coin is good. It is a good place to pick up gossip from other travellers and also buy a seat on a coach, if you are weary of walking.

66-70 Abandoned Inn – In addition to coaching inns, regular inns and taverns sometimes pop up on remote forest roads and on the edge of woods. However quite often, without the money and protection of the coaching companies, these places fail to draw business and are abandoned to the elements or the wilds. Once the owners depart, they are often taken over by outlaws and bandits who use them as hideouts and headquarters. Sometimes even darker things make them their homes.

71-75 Perfect Campsite – This spot looks as if it would make the perfect campsite and boasts soft grass, shade from nearby trees and even a nearby bubbling brook to drink from. Closer inspection will reveal hack marks on some of the trees and old rusty red stains on some of the rocks, hinting that this clearing might have been the site of something unpleasant. But surely whatever it was is long gone...?

76-80 Fork in the Road – The travellers are faced with a fork in the road that does not appear on their maps or conform to the directions they were given. Worse yet those skilled with navigation believe that both paths could eventually

lead to their destination and there is no clear choice. With no strong evidence either way the travellers must make a choice, which could lead to them becoming lost.

81-85 Haunted Wood – The road or path has taken the travellers into an eerie and ancient part of the wood. The trees here bend menacingly over the road, their branches extending like claws and their gnarled trunks twisted into snarling faces. The deeper the travellers press on into this wood the more sure they are that it is alive and watching their progress, waiting to strike.

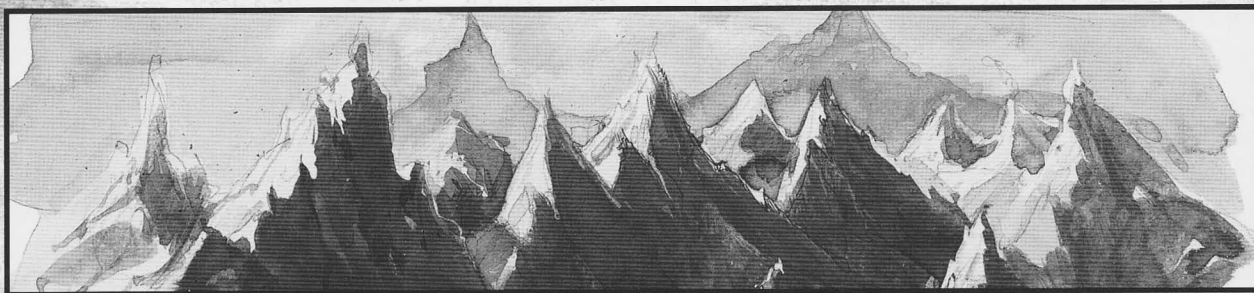
86-90 Ominous Bridge – The travellers come to a strange bridge that crosses a small river. It is made of ancient petrified wood and what appears to be the giant, old yellowed bones of some great beast. Adding to the menacing appearance of the bridge is a scattering of what could be animal bones across the bridge's span and the wrecks of several wagons that look to have tried to ford the river rather than cross the bridge.

91-95 Smugglers' Cache – This deep cave is partially hidden by a layer of carefully placed branches and vines. Within, it is full of barrels and crates containing cured foodstuffs and mining tools. Also in the cave are sleeping blankets for a score of men. The place seems deserted and the goods look to be ripe for the taking, though transporting them may be a problem and the "rightful" owners could always return at any minute.

96-100 Primitive Shrine – This is a crude slab of stone ringed round with arcane and ancient symbols. It seems to be dedicated to some god of the old faith, but it is difficult to tell what all the markings mean. Furthermore, suspicious stains upon its surface suggest someone has been using it recently for sacrifices, most likely animals, but it is hard to tell for sure.



– Natural Hazards –



Rough terrain, thick forests and harsh weather can all be as deadly as an attack by bandits or beastmen. Forbidding wilderness is a key ingredient of the Warhammer World and just as important to making travel dangerous as the creatures that dwell within it. Some things you can use to bring this dark untamed land to life include difficult terrain, weather and that age-old fear of all travellers – getting lost.

Rough Going

Even with the aid of roads, bridges and passes, travel within the Empire, and to neighbouring lands, can prove difficult. Some of the many things that can slow characters down in their travels include:

Areas of deep mud, swamp or quicksand, which will bog wagons, mire horses and can even slow characters on foot to a crawl. These places can also be particularly miserable, as they are often havens for small biting insects and disease.

Fallen trees, broken bridges and landslides can halt progress as effectively as a group of hungry ogres and characters will be stuck until they are cleared or a way around is found.

Bad weather such as rain and snow, depending on location and season, can have an adverse effect on travel speed as roads turn to mud or become blocked and rivers swell or freeze.

Violent storms can be especially dangerous as strong wind and lashing rain cause mudslides, topple trees and tear roofs off houses. Storms are often accompanied by lightning, which can smash down from the heavens with devastating effects.

Badly made or poorly maintained roads and bridges can also cause problems and many of the back ways of the Empire are little more than animal tracks. Shoddy bridges especially can give travellers pause as they consider whether or not they might collapse under their weight.

If you want you can allow the characters to make an **Outdoor Survival** test to allow them a chance to circumvent some of these hazards, by doing such things as predicting the weather, finding safe routes across and around dangerous ground or looking for natural shelter.

The difficulty of these tests can be varied depending on how severe you think the hazard is.

Getting Lost

There is nothing quite so terrifying as not knowing where you are, especially in the middle of a dark forest or broken mountain range, far from the nearest town or village. There are many ways characters can find themselves lost, some of which can include:

Badly made signs and overgrown roads and paths can all lead to travellers taking a wrong turn. Often characters won't know they are going the wrong way until it is far too late.

Leaving well-trodden roads is a sure way to get lost and those without a sound sense of direction might find they lose their way as soon as the road is out of sight.

Cheaply made or incorrect maps that either add or omit import features are good for leading characters astray. Only when they come to a fork in the road, river or village that is not on their map will they start to realise they are not where they think they are.

When you can't see where you are going, getting lost becomes even easier. Travelling in bad weather or in darkness can cause characters to blunder off even a well maintained route without even knowing.

Running in terror for your life can also lead to becoming lost. When characters are more concerned about getting away from something rather than where they are getting away to they might find they have strayed far from the path. Of course, being alive to realise you are lost is also a nice discovery.

If characters do become lost, finding their way again will require a successful **Navigation** test, which may only be attempted once each day. This test can be made easier or harder depending on how long the characters have been lost, how far they are from civilization and whether or not they can find any obvious landmarks. You might also let more than one character attempt this test each day, but if you do, make their rolls secretly telling each one which way he believes they should go and let them decide for themselves who is right.

– Wilderness Encounters –

All manner of things, mundane, macabre and bizarre wander the roads and forests of the Empire and in their travels adventurers are likely to run into more than a few of them. You can use this table to randomly generate rural and wilderness encounters for characters travelling the byways of the Empire.

Roll Encounter

- 01-05 Around a bend in the road a travelling tinker trudges into view, his wares clanking on his back. The tinker, whose name is Waldemar, is more than happy to offer his services to the characters, and for a few pennies will mend their broken buckles, knives, pots and cups.
- 06-10 The characters come to a crossroads next to which hangs a collection of old rusting gibbets. As they approach they see that most contain old weathered bones, but one houses a bedraggled man who immediately begins pleading with the characters to free him. The captive, whose name is Mannfred, will promise them almost anything if they free him, including his skills as a warrior and the location of a cache of gold.
- 11-15 The stench of death assails the characters' nostrils moments before they come upon the carcass of a deer being devoured by half a dozen hungry wolves. The wolves will viciously protect their kill if the characters approach too close.



- 16-20 As a result of a wrong turn, heavy fog or rain, the characters blunder into the middle of a border skirmish between Imperial soldiers and outlaws. Depending on their actions they may find themselves caught up in the carnage as one side takes them for soldiers from the other.
- 21-25 An old man approaches the travellers looking for directions to some well known place such as Altdorf or Nuln. He seems very friendly and whether the characters help him or not he thanks them profusely. In fact he is trying to pickpocket from the characters (use the guidelines for **Pickpockets** above), and if successful will amble away. If he is detected, he will leg it, revealing himself to be a much younger man that he appears.
- 26-30 The sound of chanting can be heard up ahead, followed shortly afterwards by the noise of stomping feet. Marching into view is a long line of blindfolded flagellants led by a small diseased boy. As they pass, wailing, moaning and lashing each other's bloody backs, one of the crazed men starts screaming about the taint of Chaos and points vaguely in the direction of the characters.
- 31-35 The characters are set upon by a group of bandits, outlaws or mutants. Use the "**Stand and Deliver**" guidelines presented below to run this encounter.
- 36-40 The travellers have encountered some nasty weather, which could be heavy rain, fog, high winds or snow depending on their location and the time of year. This weather will slow them down, reduce visibility and generally cause misery.
- 41-45 The characters come upon a small footbridge, crossing an unimportant and unnamed creek. Standing on the bridge is a heavily armed and armoured man who will bar the travellers' progress, simply stating "None shall pass!" The characters could either: fight him (a daunting prospect), reason with him (it turns out he was told by Myrmidia in a dream to protect this bridge), or alternatively just wade through the foot-deep creek.
- 46-50 The characters run afoul of some vicious wildlife. Use the "**It's coming right for us!**" guidelines presented below to run this encounter.
- 51-55 The strong smell of smoke reaches the travellers moments before they see a flickering orange glow off in the distance. They have only moments before the forest fire engulfs the area they are in and must quickly decide what they are going to do.



- 56-60 The characters run into a fleeing man, dressed only in his undergarments. He pleads for their help but a few minutes later an angry torch waving mob appear on his heels screaming something about the village elder's daughter.
- 61-65 Up ahead the characters spy a painted Strigany wagon parked by the side of the road. The owner of the wagon, the Great Walizeena, sees the travellers coming and will offer to look into their future for a few silver coins. If they accept they will discover her predictions to be as disturbing as they are startlingly accurate.
- 66-70 The travellers stumble across a strange dead beast in the middle of the road. None of the characters know what the great hairy mass of tentacles and eyes is, but it is surely the work of Chaos. How the beast died and what it is doing here is a mystery.
- 71-75 In a clearing the travellers come across a scattering of blood-stained coins (2d10 gold crowns). There is no other evidence of how the coins came to be in the clearing though the blood is still fresh.
- 76-80 As they pass a nearby village the characters hear the cry of "Mad pig!" moments before a giant swine leaps gracelessly from the undergrowth and charges right at them, its snout awash with foam. Dispatching the pig should prove no great effort for the characters, however if they do so they will earn the ire of the villagers and never learn the nature of the pig's lunacy.
- 81-85 A foul smell drifts over the characters, probably from a nearby swamp, making them slightly nauseous. There is a real danger that if they linger too long in range of the gas, or try and find its source, they will pass out, leaving them at the mercy of robbers and scavengers. Of course if they can hold their breath long enough they may be able to loot other travellers who have fallen here.
- 86-90 The travellers come upon a man dressed as a Witch Hunter leading several chained captives. The prisoners are all wearing costumes and makeup to make them look like beastmen and mutants, though they are clearly not. Is this some bizarre ritual or is the supposed Witch Hunter simply mad?
- 91-95 This place has recently been the site of some powerful magical ritual as is evidenced by markings scrawled into the dirt and smouldering piles of incense. Characters of a magical bent will feel uneasy here, as if some terrible power has been unleashed. Lingering in this area might also attract the creatures that performed the ritual, or perhaps the thing that they called forth.
- 96-100 The characters chance upon a small shop in the middle of nowhere, hidden from the road by trees. The owner is a wizened old man with an enormous lump on his head, who invites the travellers to look at his wares, which include a wide variety of weapons and armour (apparently scavenged from battlefields and slightly worn), at amazingly low prices.

– Outlaws and Animals –

There are many wild and hungry things that might make a meal of the characters during their travels. While most normal animals will stay clear of humans, starvation, provocation and even the foul hand of Chaos might cause creatures to become hostile. In addition to animals, the roads and byways of the Empire are frequented by bandits, mutants and other intelligent foes, any of which can form the basis of a violent encounter.

“It’s coming right for us!”

Animals will usually only attack under certain specific circumstances, unless they are tainted by Chaos or trained to do so. In addition, animals are driven by natural instincts and will usually run away if injured and can be sometimes scared off by fire or displays of strength. Profiles for many kinds of animals and beasts can be found in *WFRP Old World Bestiary*.

Some reasons animals might attack the characters could include:

- Animals will protect their lairs or territory from anything they perceive as a threat to their food source. Blundering into the hunting ground of larger predators is a good way to get mistaken for a meal.
- All kind of animals and beasts will savagely protect their young against threats. Characters that stray too

close to a nest or cave containing the creature’s young may become the target of attack.

- When creatures are starving they will often become bolder and risk attacking larger game in their hunt for food. In these instances they will sometimes fight to the death, maddened by hunger.

- Animals can become afflicted with disease, rotting their brains and turning them into frothing beasts. They can then become extremely dangerous; not only because of their unpredictable behaviour, but also because of the foul pestilence they carry.

- Coming between a predator and its kill is always a bad idea and a sure way to provoke it to violence. In these cases giving the creature a wide berth is always advisable, and hope it is with content with its current meal.

Often, characters will be able to detect the presence of animals long before they encounter them, identifying tracks and droppings. You can allow anyone to make an **Outdoor Survival** test to determine what kind of animals might be in the area, or to let them know if they have wandered into the territory of some kind of predator. If characters then wish to track such creatures back to their lairs they will need to use the **Follow Trail** skill.





Stand and Deliver

The roads and forests of the Empire swarm with bandits, outlaws and even fouler things. In spite of the best efforts of the Emperor's armies and road wardens these groups of lawless individuals continue to be a common peril to travellers. The profiles for bandits, mutants and other intelligent creatures that might trouble the characters on their travels can be found in the *WFRP Old World Bestiary*. Creatures and men such as these will often use their brains as much as their brawn when they attack, so here are some methods and motivations you might like to use.

The main advantage attackers will have is the ability to lay an ambush for travellers. This allows them to choose the ground on which they want to fight and even prepare things in advance such as pit traps, road blocks and good firing positions for their archers. Smart bandits will always make sure the terrain gives them the best advantage possible for an attack.

Bandits and thieves don't often fight for the fun of it, at least not when there is a very real chance they will be killed. Just as they will choose their ground, they will often also choose their targets with care. In the case of characters, they may target the strongest-looking member of the group first, or try and take out those carrying missile weapons. It is worth remembering why the bandits are attacking, which is in most cases to get rich, not dead.

While bandit leaders can sometimes be intelligent and cunning, more often than not their fellows are far less so. When coming up with a plan of attack for your bandits, you can factor this in by having some of the bandits do things such as give away the ambush by attacking too

soon, confusing orders from their leader and retreating or even attacking their own side mistakenly. This can be a good way to give the characters a break if things are going against them.

Clever bandits will often try and wear down their victims as they travel through a lawless region with hit and run attacks, nipping away at the travellers until they are too wounded and exhausted to resist. This can be played out as a series of attacks where the bandits will set traps and ambushes one after the other, striking a few blows and running away. They may even use this method to force the travellers into terrain where they become trapped and helpless.

Sometimes attackers will not be strong enough to openly oppose their chosen victims. In these cases they might try and sneak up on them while they are resting or asleep and grab what they can carry, or even kidnap people, before running away into the night. This can create an interesting situation where bandits have stolen something, or someone, from the characters and they must hunt them down, possibly laying an ambush of their own to get it back.

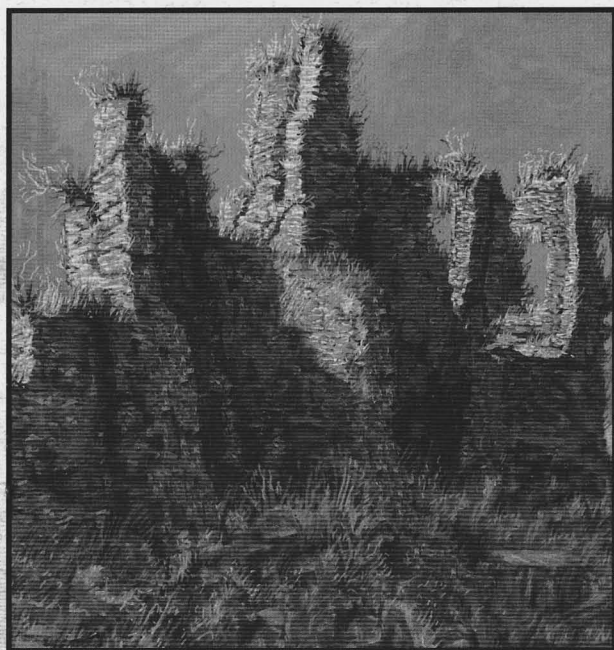
If you want, you can allow observant and careful characters a chance to spot ambushes and the signs of bandits lying in wait by making a **Perception** test (often this test will be opposed by the bandits' **Concealment** skill). The difficulty of this test can be modified by how good or bad the attackers are at setting their trap, what the weather is like and what kind of terrain they are in. It is entirely reasonable not to let the characters test to spot an ambush in instances where they either face very skilled attackers, or are taking no precautions.

– Villages, Towns and Settlements –

Scattered throughout the Empire are countless settlements nestled alongside rivers, hidden in woods and guarding crossroads and junctions. This table gives some basic details for a selection of Empire villages, towns and other more unusual locations. These places have been kept generic to allow you to place them anywhere by simply filling in the names of provinces and nearby landmarks. You can either roll randomly to generate a location or choose one that seems appropriate.

Roll Settlement

- 01-05 **Bergmann's Tower** – This high walled structure, with its ancient stooped towers and sagging roofs, was built long ago by the famous Imperial Chronicler Yuval Bergmann to be a sanctuary for scholars. Since that time learned men from across the Old World have come here to further their learning and share their knowledge. While gaining admittance is difficult, those who do will find it to be a place of unparalleled information, where the answers to many questions can be procured.
- 06-10 **The Grosse Coaching Inn** – A massive fortified inn, this building is a stopping point for coaches and travellers from all corners of the Empire. Run by an ex-mercenary by the name of Siegfried, it is a good place for drink and a bad place to cause trouble. The latter is more than evident by the scars of battle on the outside of the building and the unmarked graves behind it of those who thought the inn might be a tempting target.



- 11-15 **Village of Kasselburg** – A pious and deeply paranoid man by the name of Pieter Geller holds this little village in his grasp. Geller has done his best to turn the hamlet into a paragon of the virtues of Sigmar, to the point of imposing harsh and odd laws upon its populace, especially limiting the freedoms of women. As a result there is an undercurrent of unrest here, and rumours tell of a secret organisation of village wives that is plotting Geller's downfall.
- 16-20 **Neuleben Town** – A prosperous little village surrounded by farms, Neuleben has a sign on the edge of town that proclaims "Strangers Welcome" (though some rapsallions have drawn an "L" between the G and E). Despite this apparent openness to the outside world, much of the townsfolk carry weapons in plain sight and look quite capable of defending themselves should trouble start. Locals here will tell travellers that Neuleben was founded about 200 years ago by a man named Gustav as a place where people could come for a new start. Anyone is welcome to live in Neuleben, as long as they understand you don't talk about your past or ask your fellow villagers about theirs.
- 21-25 **Village of Eschenacker** – This is a shabby little village that seems to consist of a few poorly maintained dirt farms and a collection of scabby livestock. The people are equally rundown and the first thing travellers will notice is that everyone seems to have the last name Ererbt. In fact if visitors should choose to stay overnight in Eschenacker the village elder Eckhardt Ererbt will invite them to dine with him on boiled vole stuffed with cabbage and turnip juice. During this sumptuous feast he will try and convince the travellers to stay as long as they like, make the acquaintance of his thirteen daughters and generally join the "family".
- 26-30 **Ostengrad** – Hidden away from the main roads and trade routes of the Empire this isolated little town is populated mostly by Kislevites. Legend has it that the town was long ago given as a gift from an Imperial knight to some Kislev mercenaries for aiding him in a battle, and as such have an ancestral claim to the place. As it is difficult to prove, and the local lord really doesn't care as long as they pay their taxes, they have been left alone to create their own little piece of Kislev.
- 31-35 **Herzheim Toll Bridge** – A heavy stone structure that spans a wide river, this toll bridge is practically a fortress. Behind its thick walls and

narrow arrow slits, Gross Rudiger the provincial tax collector gathers the Emperor's coin from the surrounding villages, towns and cities. Well aware of his reputation with the people Gross seldom leaves the toll bridge, and when he does so it is under heavy guard. To date no thief or bandit has successfully robbed Herzheim, though many have tried, and rumours abound of a secret way in from beneath the bridge.

36-40 Oberfort Garrison – Clinging to the edge of Empire, this battered old fort huddles in the dark shadows of the towering mountains. Destroyed and rebuilt over the centuries, the fort has seen better times and the tiny Imperial Garrison, led by Captain Otto Sturk, is as worn down as the walls it protects. It seems only a matter of time before a raid by bandits, mutants or greenskins reduces the fort to rubble for good, especially since the captain's constant requests for reinforcements and more supplies continue to go unanswered.

41-45 Arnburg Monastery – This lonely old monastery is perched atop a craggy hill surrounded on all sides by thick forest. Within its cold walls the monks sing hymns to Sigmar, thanking him earnestly for the miserable lives they lead and their ceaseless toil. Travellers seeking shelter with the monks will often wonder, as they dine on mouldy bread and sleep in tiny, freezing cells, if they would not have been better off staying in the forest. Those that listen carefully in the night however, will swear they hear the sounds of an altogether different kind of singing coming from the monks' dormitory, suggesting that perhaps the monastery is not the place of pious worship and self denial it initially appeared to be.

46-50 Village of Gratenhorst – This village sits in the centre of a garden of Morr about twice its size. Locals say that this is so their ancestors can protect them from evil spirits and don't seem to have a problem being surrounded by graves and outnumbered by their dead at least four to one. Others take a different view and claim that having a village in the middle of the largest cemetery in the province is pure folly. Despite these facts the town gets a decent number of travellers coming through (often heavily robed and accompanied by hunched servants), who find the idea of inns and shops surrounded by the dead quite convenient.

51-55 Braunschweig Caves – Built into the side of a hill, this village is part above ground and part below. Extensive mining works dot the area and a constant thick pall of smoke hangs over the place from dozens of foundries and smelters. Braunschweig also boasts the largest



population of Dwarfs in the province and merchants and traders come from far around to buy their crafts or hire them for jobs. It is also a good place to find adventuring work, as the mines are dangerous places, and constantly need to be purged of vermin.

56-60 Luther's Crossing – This seedy riverside hamlet is filled with stooped hovels and rotted piers. The folk here are equally furtive and shabby, going about their business mostly after dark. The local watch turn a blind eye to these nefarious dealings and Luther's Crossing has gained a well-deserved reputation as a den for smugglers and river pirates. Of course, it is also an excellent place to find work on the river, provided you don't ask too many questions about your employers.

61-65 The Geistein Road – This long 30-mile stretch of paved road runs in a straight line like a sword wound across the middle of the county. Made of a strange white stone that appears to have been laid in a long continuous strip, the road is like no other in the Empire and has become a well-known local landmark. Along its length villages and inns have sprung up, using their proximity to the road to increase their trade and a special branch of the road wardens, called the Geistein Guard, has been formed to patrol this area. Some say that Elves, or perhaps an even more ancient race, built the road.

66-70 Village of Lippingen – The first thing that will strike travellers as they enter this village is the small size of the houses and farms. While not as diminutive as those found in many Halfling villages they are distinctly smaller than normal, a fact that is reinforced by meeting the locals, who seem to match their buildings in scale. Stranger still are the miniature breeds of pig, horse and cow kept here, leading travellers to constantly misjudge distances and wonder if they haven't suddenly swelled in size themselves.

71-75 Heidelgart Asylum – This grim and forbidding madhouse was purposely built on the outskirts of town to keep those locked inside away from the decent ordinary folk of the Empire. What exactly goes on in the asylum is not widely spoken of and guards and doctors alike keep their mouths shut about what they have seen within its dark stone walls. It is rumoured that powerful nobles send their troublesome family members here when they want to get them out of the way.

76-80 Sowlund Farms – This small self-sufficient farming community is populated entirely by Halflings. Built on the principle that all Halflings are created equal, the farming collective, as they call it, is a centre for unorthodox thought and radical economic behaviour. The leader of the farm, a Halfling by the name of Ludin, proclaims that the peaceable place they have created is the future of the Empire and that one day everybody will live in a perfect society of equals, just like himself and his brother Halflings.

81-85 The Ruins of Slavak – The Storm of Chaos and the horrors of war have devastated Slavak, reducing it to a shattered remnant of a town. The grimy, half-staved remains of its population live a grim tribal existence scavenging amongst its charred timbers and ash heaps of their homes simply trying to survive. There is nothing but grief here for travellers and a chilling reminder of what fate might yet lie in store for the Empire.

86-90 Elfreida's Strigany Camp – Filled with wonders and marvels, this Strigany camp is spread out across a broad meadow, packed with colourful wagons and tents. Those visiting the camp may only do so with the express permission of the Strigany leader, Elfreida, who, if she approves of the travellers, will let them stay for a while. Those who stop here will be able to enjoy both the hospitality and exotic ways of the Strigany as well as barter for strange and rare goods gathered during their travels. However, visitors are warned not to cause trouble or make unwise bargains, as more than one "guest" of the Strigany has disappeared without a trace.



91-95 Baron Leopold's Army Camp – This is the camp of Baron Leopold's regiment, some 3,000 men strong. Around the grand pavilions of the baron and his commanders sprawl the tents of his men, including several units of light cavalry, pistoliers and even some of the legendary Knights Panther. Beyond this sea of soldiers' tents an even larger one stretches out, housing the camp followers, providing every service imaginable. This is a good place to buy and trade weapons and armour and gather news, however able-bodied men should beware, lest they find themselves suddenly recruited into the baron's force.

96-100 Heiss Hamlet – This is a creepy little village hidden away in a quiet vale a good distance from its nearest neighbours. Not long ago a virulent strain of the Grey Shudders swept through the town and killed almost all the people over the age of twelve. Oddly, life has continued in Heiss with children doing the work that their parents once did and forming a tight little community that has become distrustful of adults, so much so that those adults that did survive the sickness have moved on leaving the youngsters to their own devices.

– Something Strange –

Often villages and small communities harbour dark secrets that they do not want the outside world to know about. Characters that stay in such places may take it upon themselves to delve into these mysteries, their curiosity aroused by strange noises in the night, odd clues left in plain sight and the fisheye stares of the locals. If you want to give your settlement some shadowy goings-on you can pick one from the list below. However, if your characters do choose to investigate, be careful not to give away too much too soon, as no village should give up its secrets too readily.

Murder Most Foul

A terrible and grisly murder has recently been committed in the village, possibly of a bailiff or an Imperial tax collector. Whoever it was, the locals have covered it up and are protecting the person or persons responsible. However, these kinds of crimes have a way of getting out, and for those who know where to look, there are clues to the identity of the killer still to be found.

Ancient Customs

The villagers secretly maintain some ancient customs long since outlawed in more civilized parts of the Empire. These could be such strange things as the worship of ancient nature spirits, allowing marriage between pigs or the keeping of cheese past a full turning of the seasons. Knowing full well that outsiders would not understand their ways the villagers are keen to keep their secrets, often resorting to extreme measures to keep people from talking.

Plague of Lunacy

Several of the townsfolk have gone mad and have been locked away by their neighbours for their own safety and that of those around them. Worse yet, it seems that this madness is spreading and the mayor is having a hard time containing the situation. It is only a matter of time before news of the plague spreads and the Witch Hunters are summoned...

The Happiest Place in the Empire

The people of the village are unnaturally happy all the time and wander around with vacant smiles on their faces as they go about their daily tasks. Strangers are welcomed here with open arms and those who linger may find themselves detained by the locals, who "only want them to be happy". Whatever is really going on in this village it will inevitably end with the characters in the centre of a crowd of glazed-eyed villagers chanting "One of us, one of us!"

A Monster Among Us

Something dark and unnatural has taken up residence in this town, hiding among the human inhabitants and using them to cover up its evil deeds. This creature could be a vampire, a Chaos sorcerer or perhaps even a

brain-eating telepathic mutant mole. Whatever it is, the creature has a strong sway over the populace and will happily throw belligerent peasants in the characters' way if there is any danger to its existence.

Imperial Secrets

This village is not actually a village at all but an Imperial-funded secret outpost. Only the closest inspection will reveal that the "villagers" are in fact trained Imperial agents merely posing as blacksmiths, bakers, farmers and the like. What exactly the Empire is doing in, around, or under this village is unknown but some nearby locals have mentioned seeing strange green lights in the sky at night and weird tiny footprints left on forest trails.

Slave Trade

This border town is part of a secret underground slave-trading route. Most of the people in the town know all about the vile practice but are either too afraid to do anything or make too much money off it to care. Characters that try and clean up this place will soon have a larger problem on their hands, as the slave lords send agents to find out what has happened to the flow of their merchandise.

Hidden Treasure

There is something of great value buried under the town. Whether it is a chest full of gold crowns, a priceless relic or perhaps a collection of the Emperor's poetry is up to you, but someone in village knows it is there and is secretly trying to dig it up without anyone else finding out. Unfortunately this is not a one-man job and he has had to enlist help from some of the other villagers, leading to bumps in the night, strange piles of earth and all sorts of rumours.

Thieves!

The village is filled with cutpurses, thugs and charlatans all pretending to be honest trade folk in order to rob travellers blind. At first characters might take the high prices, poor quality of goods and odd missing penny or two in their stride, but the longer they stay here the more apparent it will become the whole town is actually out to take their money. If the characters let on that they've discovered the true nature of the townsfolk, the thieves will no doubt decide that a more direct approach to procuring their wealth is in order.

Dark Experiments

The local doctor has been conducting hideous and unnatural experiments on his fellow villagers. Everyone is so terrified of him and his lackeys that they fear to openly call for aid and instead secretly try and pass messages on to travellers. If the good doctor is unmasked and confronted he will not go down without a fight, calling on some of his more successful experiments to come to his aid...

– Part III: Personas and Plots –



This part of the *Games Master's Toolkit* covers Non-Player Characters (NPCs) and plots. As with the previous section, the ideas and descriptions provided here are intended to offer you a wealth of inspiration and encouragement to create your own unique characters and adventures. Feel free to use these ideas in whichever way suits you best, chopping, changing and expanding them so that they fit your needs.

The Salt of the Empire

Good NPCs are a vital part of any adventure and give your players a host of characters to befriend, betray, fight, manipulate and enjoy scintillating conversations with. Of course coming up with a well-rounded variety of NPCs off the top of your head can be a daunting and tiring task even for the most quick-thinking GMs. To make this task a little easier this table offers a collection of names and brief descriptions of some of the unique characters of the Warhammer World.

Note that none of these characters has been developed beyond a name and a brief description (more than enough for a casual encounter in a tavern or on the road), though if you want to expand on them you can use the *WFRP Rulebook* to add Careers, Profiles and Trappings.

– Personas –

Roll	Character	
01-02	Sergor van Stein – Tall and stooped, Stein was once a devout priest of Morr until his temple was destroyed by a creature of the night. Since that time he has become a Vampire Hunter, and is prone to gloomy predictions about the inevitable nature of death.	19-20 Jonash Yager – A dashing young man, Yager is trying to make his way as a Highwayman, preying upon coaches, caravans and lone travellers. Unfortunately he is soft of heart and has more than once been talked out of his prize with stories of woe.
03-04	Schafer – Small and furtive, Schafer has trouble staying still and constantly fidgets. Formerly a small-time fence in Averheim, a miraculous escape from a burning tavern changed his life, and he now quietly spreads the word of Ranald.	21-22 Kiran Blouchmen – A stout fellow with thickly muscled limbs and a fine beard, Blouchmen is the captain of the White Rose, a merchant vessel out of Marienburg. He is honest and forthright, both in business and pleasure.
05-06	Tomsk Borne – A hulking man with a scarred face, Borne's appearance is enough to make most folk give him a wide berth. However, the browbeaten and timid Bailiff is an indecisive coward who hides in taverns to avoid his work.	23-24 Dirk – A grizzled woodsman and former mercenary, Dirk is every bit as rough as his appearance suggests. He also has little time for timid city folk, as he calls them, and no respect for those who cannot survive in the wilds alone.
07-08	Dietrich Storn – A whip-thin and diminutive man, Storn seems to wear a constant sneer on his handsome features. An accomplished and cold-hearted Duellist, he takes perverse pleasure in challenging men he knows he can easily best.	25-26 Jeremiah Bickhame – A magnificent and well-groomed Charlatan, Bickhame makes his way in the world with his quick wit and noble charms, or, if they fail, a profusion of apologies. He is also given to making strange faces and dancing impromptu jigs.
09-10	Guido Strooks – Old and wrinkled, Strooks alternates between seeming like a doddering old fool and a dithering idiot. Kicked out the Imperial Engineering School, he is a dangerously untalented inventor.	27-28 Hans Svenrickson – An old and worn-out road warden, Hans bears the scars of a hard and bitter life. Added to his woes is his terrible alcoholism which leads him to both fits of rage and despair in equal measures
11-12	Hanna Lengenfeld – Buxom and good-natured, the raven-haired Hanna is a tavern-wench at the Rat's Head, and one of the establishment's main attractions, due mostly to the fact that the tavern has very little else to offer.	29-30 Amy – A grubby young girl who has spent much of her life living in the gutter, Amy is a shameless scavenger, opportunist and pick-pocket. She is happy to speak her mind and has little respect for rank or station, scorning those that put on "airs".
13-14	Imrak Imrakson – Once a successful Dwarf merchant, Imrak was betrayed by his wife and business partner. Now a Troll Slayer, he retains a deep bitterness to all women, extending even to anything he can identify as female.	31-32 Sir Vincent Tristrell – A handsome Bretonnian knight in his middle years Tristrell has left the lands of his birth to quest for the Grail. His single-minded devotion in this task makes him very boring to talk to, as all he is interested in is completing his goal.
15-16	Greta Berrystone – A cackling Halfling cook, Greta is notable for both her dishevelled appearance and her unorthodox cooking practices. To any who will listen she will rant about the best ways to cook marsh flies, ground snout and tunnel pigeon.	33-34 Elsa Gotokisdotr – An accomplished Dwarf surgeon and physician, Elsa actively warns others away from the false promises of temples and priests and asks them to put their faith in the science of medicine. She can even prove it worth... some of the time.
17-18	Akisame Rei – A mysterious Cathayan swordswoman, the petite Rei dresses in flowing colourful silks and stalks about with the deadly grace of a feline. She speaks only in short sentences, often muttering to herself in her own tongue.	35-36 Kurt Adelsbrad – Despite having only one eye, Kurt is a skilled Targeteer and is always looking for work. Young and bold, he is given to wild claims about his abilities with a bow, which fortunately for him, turn out to be true more often than not.

37-38 **Ellar Eggar** – An overweight but meticulously clean man, Ellar has a slow and sure way of speaking which serves him well in his role as a courtier. Of course with such a keen mind and watchful eye he could do equally well as a spy.

39-40 **Brand** – A grizzled mercenary and judicial champion, Brand stands well over six foot in height with girth to match. If ever there was a soul born for combat it is this man, and a face full of scars attests to many years in his chosen profession.

41-42 **Exavior Aldana** – A swarthy and unshaven man, Aldana hails from Tilea and will sell his sword to any with the coin to pay for it. A shameless womaniser, his blade is only slightly more deadly than the endless flattery he lavishes upon women.

43-44 **Yosef of Heller** – An unsettling and pale fellow with large nervous eyes, Heller is an apprentice wizard out of Altdorf. Soft spoken and seemingly unsure of himself he displays an unhealthy interest in the darker forms of magic.

45-46 **Count Droudul Stani** – This tall pale-skinned Sylvanian is a haughty, conceited nobleman who will brook no ill words said about his homeland. He also speaks highly of the Empire as if he is guilty about appearing less than loyal to the Emperor.



47-48 **Jost Talbergh** – A short rotund man with a nasty habit of sweating profusely, Talbergh is an incompetent, but amazingly lucky, merchant. While displaying no business sense whatsoever he has somehow managed to make both a name and a fortune for himself.

49-50 **Hans Kellen** – This foul smelling fisherman hails from Marienburg. Full of tales of the sea, ships and scaled monsters he will endlessly blather nonsense to anyone and everyone. Whether his stories hold any truth or not is up to the listener to decide.

51-52 **Gret Lorghen** – Lanky and powerfully built, Lorghen is a strong-stomached grave robber of some repute. He has a good eye for valuable corpses and long muscled arms with which to drag them out of their deep holes.

53-54 **Kor Serell** – The mad twinkle in this Elf's eye betrays her less than Elven nature. Wild-hearted and adventurous she revels in larcenous behaviour, to the point that other rogues steer well clear of her for fear of getting caught.

55-56 **Stig Boven** – Despite his large size and ham fists, Stig is a careful and cautious fellow. Making his way as a master forger, there are few who can discredit his work, though many wonder how a man with such large fingers can do such fine lettering.

57-58 **Father Fiegler** – Worn and bedraggled, Fiegler is an old man with a wavering faith in Sigmar. Working as an exorcist has jaded him to the horrors of the world and is also slowly eroding his sanity.

59-60 **Clog Sweetbelly** – By his own admission no one knows more about pigs than Sweetbelly. A talented swineherd, this Halfling is indeed well schooled in the ways of pigs, however behind this skill he hides a secret fear of anything larger than he is.

61-62 **Mils Pigunt** – Pleasant and a fine conversationalist, Mils is a scribe from the province of Wissenland. To keep his skills in the best possible shape he has a habit of constantly writing down everything that is said around him.

63-64 **Gisbert of Grissenwald** – Mining is a dangerous business, something the dirty, mud-streaked Gisbert knows well. Filled with melancholy about mining, he spends his time (when not mining in the Grissenwald shafts) drunk and surly.

65-66 **Fimra Nal** – Silent as death, Nal is an accomplished Elven Ghost Strider, always on the look out for the foul taint of Chaos. Unnerving to be around for too long, he will only talk to those he believes he can use to track down his prey.

- 67-68 **Azel** – Uncouth and opinionated, it is a wonder that this old man has not been taken away by the Witch Hunters. Certainly they should pay him some attention, if not for his heretical views of the Empire, then for his dangerous dabbling into hedge wizardry.
- 69-70 **Montly** – Driven by a fascination with the heavens, Montly is a skilled and imaginative astrologer. Of late he has also been contemplating joining an expedition to the Southlands, eager to gaze upon different skies.
- 71-72 **Klaus of Hergig** – A driven and passionate student of politics, Hergig is a handsome young man with a steely gaze. Lurking beneath the surface of this serious persona, however, is the heart of a poet and when not around other students he secretly writes love sonnets.
- 73-74 **Boris Yoseph** – A short muscular brick of a man, Stornson is a cruel and violent Kislevite mercenary whose poor understanding of Reikspiel has started more than one fight.
- 75-76 **Countess Fierro del Vago** – An Estalian noblewoman, the countess is tall and graceful with long raven curls and elegant features. While she does not normally consort with commoners, she is quite vulnerable to flattery and gifts.
- 77-78 **Ulich Khans** – The dire reputation of this feared outlaw chief precedes him wherever he goes, and he is always slightly disappointed when his victims don't recognise him. This of course in no way spares them his violent and criminal attentions.
- 79-80 **Ilouise Goldtouch** – Articulate and precise in her speech, Goldtouch is a skilled Elven envoy whose mission is to understand humans and their ways. Even after almost fifty years she is the first to admit that she still finds their habits and practices strange.
- 81-82 **Gant** – Unwashed and scruffy, Gant is a part-time ferryman and full-time corpse seller. Some of his corpse selling banter might include: "You never know when you might need a corpse, thousand and one uses they have, just like having a second body, don't you know!"
- 83-84 **Rufus** – Typical of watchmen all across the Empire, Rufus is a large scarred man who is violent, corrupt and greedy in equal measures. Some might say the only way to keep the peace is to use men like Rufus... of course these people have probably never met him.
- 85-86 **Steinbeck Rasp** – The line between surgery and butchery is a fine one, which Rasp happily wanders back and forth across. A nasty-looking fellow, his skills as a barber-surgeon



- would be better if he didn't enjoy inflicting pain so much.
- 87-88 **Sloven Blooghter** – Interested only in how much more wealth he can acquire, Blooghter will use people mercilessly to further his business enterprises. Despite his wealth and status as a Burgher he is a fearsome penny pincher and wears very plain, unadorned clothes.
- 89-90 **Lavinia** – A humourless old woman, Lavinia owns and runs the Lonely Horse tavern with a callous disregard for her customers. It is little wonder that many speculate that the lonely horse in the tavern's name is its owner.
- 91-92 **Luther Gottfried** – A decrepit old Knight of Morr, Gottfried peers out at the world through his one eye with scorn. He is especially hard on priests and scholars who profess to know everything about the world despite never having travelled beyond the boundaries of the Empire.
- 93-94 **Johannes Becker** – Tall and well built with piercing blue eyes, Becker is the epitome of Imperial manhood. Unsurprisingly, he is a member of the elite Rieksguard, and travels the Empire investigating threats to the security of the Imperial domain.
- 95-96 **Krass Ivanovitch** – A Kislev pirate and scourge of the Sea of Claws, Ivanovitch is a dangerous man to cross but a good friend to have. With contacts all across the Old World he is also a valuable source of information.
- 97-98 **Ilisa Braun** – A tiny fragile flower of a girl, Ilisa is the confidante and lover of the notorious outlaw Atleir Feiss. This arrangement has resulted in more than one man disappearing into the woods for making advances toward her.
- 99-100 **Pwendell Halfpenny** – Small but brave, Halfpenny is a notorious vampire hunter and adventurer extraordinaire. More confident that most Chaos warbands, she is always looking for new challenges to face and foes to vanquish.

– Plot Hooks –

Sometimes all you need to create a great Warhammer adventure is a good place to start. The descriptions and plot hooks presented here are intended to give you some seeds with which to grow your own adventures from. You can also use these descriptions to randomly generate local gossip, hinting at mysteries and plots that the characters can pursue if they choose, or laugh off as the far-fetched tales of drunkards.

Roll Plot

- | | | | |
|-------|--|-------|---|
| 01-02 | Deep within the Great Forest lies the abandoned town of Ditzand. Rumours and tales abound as to why the townsfolk fled, but all agree that they sealed shut the temple doors before they left. | 19-20 | Relations between the adjoining baronies of Rechlard and Karnbrough in Wissenland have been tense for some time. When Baron Karnbrough's daughter was abducted, open war was only prevented by the Elector Count of Wissenland promising to send a group to investigate. |
| 03-04 | The Flycher family's crypt is unique amongst the graves and mausoleums of Nuln. Despite the near legendary wealth of the family the tomb has never been successfully broken into, for any who set out to try are never seen again. | 21-22 | The business of murder is as competitive as any other. Reputations can be made and broken on the subtlety of an assassin's work, and they are consequently willing to pay extraordinary high prices for the requirements of their trade, items such as chimera spittle and manticore spoor. |
| 05-06 | The town of Siegfriedhof can boast some of the toughest watchmen and road wardens in all the Empire. Its proximity to the cursed land of Sylvania means that only the bravest recruits can hope to survive their first month. | 23-24 | The barren wastes of Kislev are strewn with the bones of the ancient beasts that fought alongside the hordes of Chaos. Some of these remains are said to still contain a residue of magic, and wizards across the Empire pay well any brave enough to retrieve them. |
| 07-08 | To the majority of the population of the Empire the skaven are a myth used to frighten disobedient children. Should the good people of Wartbad discover that a party of these loathsome creatures were loose in their city and stealing children, there could be outright rebellion. | 25-26 | By far the most thankless task in the Empire is that of tax collector. Rich Burghers will go to almost any lengths to keep the Emperor from getting his rightful share of their earnings, and few bandits can resist a tax collector with a loaded-down mule in tow. |
| 09-10 | The people of Koch village have always had trouble with the workers from the nearby Hahnbrandt mine, but since the mysterious death of the village's only watchman things have gone from bad to worse. | 27-28 | The Elf quarter in Marienburg has seen more than its fair share of trouble of late. Shops and warehouses have been burned down and anti-Elf graffiti is popping up throughout the city. The authorities are keen to see the situation resolved, and quickly. |
| 11-12 | The shores of distant Albion are littered with the bones of shipwrecked sailors and adventurers. Only the most resourceful could hope to survive in this misty world of giants long enough for another ship to pass by and rescue them. | 29-30 | Throughout the Empire it is a commonly held misconception that Halflings are simple harmless folk. It is because most humans and Dwarfs pay them so little attention that Halfling assassins are some of the best in the business, and the hardest to catch. |
| 13-14 | Despite the lingering threat of the dreaded Red Pox and the rumours of the restless dead stalking the streets, countless adventurers and treasure hunters search the abandoned town of Blutroch for gold and other loot. | 31-32 | Everyone in the Empire knows that the best smoked cheese in the world comes from Sprinthof. A roll of matured Sprinthof Blue is worth a tidy sum of gold, a fact that has not escaped the other cheese makers who would go to any lengths to get the secret recipe. |
| 15-16 | The village of Samsau is a quiet, sombre place, bereft of laughter. For many months now a dark bestial shape has been stalking through the surrounding woods, and not a week goes by without another villager going missing. | | |
| 17-18 | While contact between humans and Dwarfs is usually cordial, stories are emerging from the town of Loftr near the Worlds Edge Mountains | | |

- 33-34 The subterranean town of Breder is a haven for cultists and servants of the Dark Gods. After numerous failed attempts to recapture it, Elector Count Ludenhof has decreed the town should be destroyed, by detonating an explosive charge in its rotten heart.
- 35-36 It is the custom in the settlements near Sylvania to burn the bodies of loved ones as quickly as possible after death. When a corpse goes missing, it is undoubtedly the work of grave robbers in league with creatures of evil.
- 37-38 There have always been tales of a mythical spring that grants all who drink from it the gift of eternal life. Now a merchant in Reikland claims to have found it, and for a "very reasonable" charge is willing to guide people to it. Strange how they never come back.
- 39-40 While it is true that there is a world of adventure waiting to be discovered across the sea, for some, life aboard ship and the daily encounters with kraken, Dark Elf pirates, ghost ships, giant squid and a thousand other terrible things, is adventure enough.
- 41-42 Numerous diseases afflict the people of the Empire. The latest, known as the Shrieking Spasms, causes uncontrollable fits and vile flatulence. Some apothecaries believe they know how to cure this malady, if only they could find the ingredients.
- 43-44 Fishermen will always tell tales of mermaids, but lately, in towns along the Sea of Claws coast, these tales have come from merchants and townsfolk too, and there are even reports of folk going missing.
- 45-46 A notice has been nailed to the doors of Altdorf's Imperial zoo: "Wanted, gryphon and dragon eggs, highest prices paid."
- 47-48 Hedge wizards and other unsanctioned spell-casters are being hunted throughout the Empire. Though burning them may seem harsh, the alternatives inevitably lead to demonic possession and death for the wizard and anyone around them.
- 49-50 Throughout the World's Edge Mountains the ruins of ancient Dwarf strongholds can be found, their treasures now in the hands of goblins and orcs. Desperate to reclaim their homes and riches, Dwarf adventurers regularly return to these lost halls, accompanied by guards and mercenaries, promised a share of the loot.
- 51-52 Even in a world that is home to such wondrous creatures as Hippogriffs and Sea Wyrms, there are scribes who make it their life's work to prove the existence of truly mythical beasts, such as the One Eyed Fen Orc. Though they never succeed, their journeys are always eventful.
- 53-54 For the right price some men will do anything, even kidnap and sell peasants to the ratmen. For their part, the Skaven know that missing peasants will attract much less military attention than the sight of a man-sized rat, and it pleases them to see men helping to bring about their own end.
- 55-56 The forces of Chaos do not always try to conquer the Empire through open warfare: subversive cults weave intricate plots throughout the land, hoping to seize power through the corruption of politicians and influential Burghers.
- 57-58 The highways and byways of the Old World can be dangerous, and all travellers feel relief when they spend the night in a large tavern or hostel. They must still keep their wits about them though, as not all hostels are as friendly and safe as they might first seem.
- 59-60 Where food and other merchandise are scarce you can be sure the Burghers will raise the prices. Some of the more criminally-minded Burghers have even been known to attack their rival's wagons, to ensure that only their goods reach isolated towns.
- 61-62 Following the devastating Storm of Chaos, some cities and towns in the north of the Empire are running perilously low on food. Cattle-owning Burghers in the south are keen to move their herds north, if only they could find some brave souls to drive them.
- 63-64 For a town such as Bernlock, missing livestock is a major cause for concern. Trolls, with their notorious taste for sheep and goats, are the prime suspects, although, despite finding obvious large footprints, none of the other signs of a troll's visit, such as wanton destruction and death, are evident.
- 65-66 A crazy old man claiming to be the head of the Jade College of Magic has stumbled into town. He claims that an evil spell has temporarily robbed him of his power and if someone escorts him to the Colleges of Magic in Altdorf he will be able to have it lifted, and grant his bodyguards a handsome reward.
- 67-68 Fights have been breaking out in taverns all over town. The only common factor behind these sudden bouts of violence is that there was a group of strangely dressed minstrels playing in the inn just before the fighting started and some of the normally respectable citizens involved have remarked on feeling rage when hearing their eerie music.

- 69-70 Across the Empire, the word of the Witch Hunters is law and even Elector Counts are not above their justice. Although the penalty for impersonating a Witch Hunter is death, having one's rival declared a witch and killed is a tempting though risky prospect for the ruthless.
- 71-72 In the battle against the many secretive cults that hope to bring ruin to the Empire, the most risky course of action is to infiltrate them and destroy them from within. Although only the strongest can hope to succeed, the rewards would be great.
- 73-74 Although Archaon's daemonic forces were driven back into the Realm of Chaos and their link to the material world severed, the vast magical energies unleashed during the conflict have left weak areas in the fabric of reality, and daemonic incursions are still a possibility in many places.
- 75-76 When a rich man dies in the Empire his family and associates often waste little time in claiming his wealth for themselves. Of course without a sound will, witnessed and approved by the priests of Morr, this often creates some unpleasant results as bereaved relatives will go to any lengths to get their inheritance, including hiring people to prove or enforce their claim.
- 77-78 The Imperial Engineering School in Nuln is always turning out new and wondrous inventions. These new-fangled clockwork gadgets and steam-driven gizmos are less than reliable and the Engineering School is always looking for brave and bold folk who are willing to test their contraptions.
- 79-80 The life of a woodsman in the Empire can be a perilous one and clearing forests of trees has a habit of upsetting more than the local wildlife. In some parts of the Empire working for a logging company can make a man very rich, provided of course he returns from the forest alive.
- 81-82 The Storm of Chaos has devastated countless farms and villages throughout the northern provinces and rebuilding them will be a long and difficult task. However, lending a hand restoring the land is also a great opportunity and allows enterprising folk to place themselves in positions of power and reap the rewards of what they have helped to create.
- 83-84 A rumour has been heard about a convocation of hedge wizards and other magical misfits occurring sometime soon. If this meeting is allowed to happen there could be dire consequences for the local villages as even a single hedge wizard is enough to cause mayhem and madness.
- 85-86 The 34th Ostland Halberdiers have vanished without a trace into the woods. While soldiers disappearing is not that unusual, an entire regiment of the Emperor's troops going missing without even a single survivor is worrying to say the least.
- 87-88 A flaming blue star was seen to fall from the sky into the Howling Hills. Now many bands of adventures, and other more unpleasant creatures, are out hunting for its location, all determined to be the first to claim it for themselves.
- 89-90 The famous Kehricht Wein, a rare vintage bottle of wine from the time of Magnus the Pious, has been stolen from its home in Altdorf. A large reward is offered for its return, though why it was stolen when nothing else in the noble's house was disturbed has led people to speculate whether the bottle actually contained wine.
- 91-92 A series of sudden and violent snowstorms has lashed the Reikland town of Finseldorf. This would be no cause for alarm if it were not the middle of summer. Some claim the strange weather is connected with the recent murder of a priest of Taal in the nearby woods.
- 93-94 The locals have recently been overrun by a plague of starving goblins. The little creatures have been getting into everything and stealing food and wrecking crops. While farmers have killed a great number of the creatures, more are appearing all the time and rumour has it that something terrible is sure to be following close on their heels.
- 95-96 The village of Geheim has completely vanished. Where it once stood there is now only a giant rift in the ground dropping away into darkness. Stranger still is the fact that no one in the area saw or heard anything; one day the village was there, the next it was gone.
- 97-98 There is talk of a giant walking fish stalking the River Reik. Several barges and boats have disappeared and giant flipper-prints have been found along the banks. If such a monster fish exists then it must be tracked down and killed before it starts attacking villages.
- 99-100 Throughout its history the Empire has had many quarrels and border skirmishes with the Kingdom of Bretonnia, though for the most part the two nations enjoy good relations. Recently, however, there have been murmurings of a new and different kind of conflict stirring with the Empire's western neighbour.

– A Rat Catcher, a Noble and a Norse Berserker walk into a bar –

Sometimes the Careers your players choose can seem at odds with one another and you can be left wondering just why a snooty Noble would want to rub shoulders with a smelly Bone Picker. There are in fact many reasons, some of which you can use to your advantage in creating plots and motivating your players to undertake adventures. Some ideas for mixing diverse Careers might include:

Pick one of the characters as a “leader”, typically the one with the highest social status such as a Burgher, Noble or Squire. The other characters will either work for the “leader” or be from his retinue. Note that this does not necessarily put the “leader” in charge and in any case he may quickly discover that having to take responsibility for the actions of the group is far more trouble than it is worth.

Giving the characters a common goal is an easy way to make them want to work together. For example, they might have joined forces because each has a piece of information that when pieced together will lead the group to a cache of gold. Alternatively they might have all been wronged by the same villain and decide to work together to bring about his comeuppance.

The characters have all been taken prisoner, made into slaves or recruited into the militia. This method does require a plot that somehow revolves around the characters escaping or otherwise dealing with their predicament. The main advantage to this approach of course is that it instantly makes all the characters equals as well as giving them a common goal.



The characters may have simply chosen to abandon their previous Careers in search of adventure. This is the easiest way to explain why they have gathered together and requires little in the way of planning. This can, however, devalue the characters' Careers, as they become less about the profession they represent and more about the Skills and Talents they offer for adventuring.

The characters might each have been specially selected for their skills or professions. Perhaps a powerful individual has chosen them for a task and needs a combination of their special abilities. This approach is similar to giving the characters a common goal, though the focus is on them being paid or coerced to work together rather than through their own desire.

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Actions

Action	Type	Effect
Aim	Half	+10% bonus to hit
Cast	Varies	Casts a spell
Charge Attack	Full	Must move 4 yards, +10% to WS
Disengage	Full	Break off from melee and move
Move	Half	Move up to your Movement
Ready	Half	Ready a weapon or item
Reload	Varies	Reload a missile weapon
Stand/Mount	Half	Stand up or mount a riding animal
Standard Attack	Half	Make one melee or ranged attack
Swift Attack	Full	Make a number of attacks equal to your Attacks
Use a Skill	Varies	You may use a Skill
All-Out Attack	Full	+20% to WS, cannot dodge or parry
Defensive Stance	Full	Enemies -20% WS, you cannot attack
Delay	Half	Before your next turn take any Half Action
Feint	Half	Opposed WS Test, if you win, your next attack cannot be dodged or parried
Guarded Attack	Full	-10% WS, +10% parry and dodges
Jump/Leap	Full	Leap or Jump, see <i>WFRP</i> page 138
Manoeuvre	Half	Opposed WS Test, if you win move enemy 2 yards
Parrying Stance	Half	May make a parry
Run	Full	Move triple, enemies -20% BS and +20% WS

Combat Difficulty

Difficulty	Skill Modifier	Example
Very Easy	+30%	Attacking an unaware opponent.
Easy	+20%	Attacking a foe who is outnumbered 3 to 1. Attacking a stunned opponent.
Routine	+10%	Attacking a foe who is outnumbered 2 to 1. Attacking a foe who is knocked down.
Average	No modifier	Making a standard attack.
Challenging	-10%	Attacking when you are knocked down. Attacking/dodging when in the mud or heavy rain.
Hard	-20%	Attacking a specific hit location. Dodging when you are knocked down.
Very Hard	-30%	Attacking/dodging in the deep snow. Parrying a giant's club.

Unarmed Combat

- Unarmed attacks inflict SB-4 damage.
- Armour Points count double against unarmed attacks.

Grappling

- Attempt a grapple with a charge attack or standard attack action.
- Must hit with a successful unarmed attack.
- Opponent may make an Agility Test to avoid a successful attack.
- If he fails, he is grappled and both of you are considered to be helpless for the duration of the grapple.
- The only action your opponent may now attempt is breaking the grapple. This is an Opposed Strength Test. If he wins, he breaks free. Otherwise, the grapple is maintained.
- On your turn, you can simply maintain the grapple (this requires no roll) or you may attempt to damage your opponent, which requires an Opposed Strength Test. If you win, you inflict your normal unarmed damage.
- You may voluntarily end the grapple on any of your turns.

Strike to Stun (Talent)

- Make a successful melee attack.
- Then make a successful Strength Test.
- Opponent must make a Toughness Test with +10% bonus for each AP on their head.
- If they fail they are Stunned for 1d10 rounds.

Damage and Healing

Lightly Wounded: You have more than 3 Wounds but less than your Wounds Characteristic. Without medical attention, you'll recover 1 Wound per day through natural healing.

Heavily Wounded: You have 3 Wounds or less. Without medical attention, you'll recover 1 Wound per week through natural healing.

Stunned: You cannot take any actions and cannot dodge. Opponents gain a +20% Weapon Skill bonus when attacking you.

Helpless: Attacks against you hit automatically and inflict an extra 1d10 damage.

Critical Effects—Arm

d10 Effect

- 1 Distressing Twinge:** Your attack causes your opponent to drop anything held in that hand. A shield, if worn, is not affected, since it's strapped on.
- 2 Juddering Anguish:** Your attack numbs your opponent's arm, which cannot be used for 1 round.
- 3 Only a Flesh Wound:** Your attack incapacitates your opponent's hand until medical attention is received. Anything held in this hand is dropped (again, excepting a shield).
- 4 Thwack!** Your attack damages your opponent's armour. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If your opponent isn't wearing any armour or you are using the Basic Armour system, use the #2 result instead.
- 5 Hideous Collision:** Your attack incapacitates your opponent's arm until medical attention is received. Anything held in this hand is dropped (excepting a shield).
- 6 "Is this your limb sir?":** Your attack demolishes your opponent's arm. Anything held in this hand is dropped (excepting a shield). Blood loss is such that your opponent has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent.
- 7 Mangled Hand:** Your attack turns your opponent's hand into a bloody ruin. Anything held in this hand is dropped (excepting a shield). Blood loss is such that your opponent has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or lose the hand permanently.
- 8 Horrendous Wound:** Your attack turns your opponent's arm into a dangling mass of bloody meat. Anything held in this hand is dropped (excepting a shield). Blood loss is such that your opponent has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or lose the arm from the elbow down permanently.
- 9 Bloody Meat:** Your attack severs a major artery. After a fraction of a second, your opponent collapses with blood pouring out of the ruins of his shoulder. Death from shock and blood loss is almost instantaneous.
- 10 Ulric's Pleasure:** Your attack kills your opponent in whatever spectacular and gore-drenched fashion you care to describe.

Critical Hits

Critical Value

D100 Roll	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
01-10	5	7*	9*	10*	10*	10*	10*	10*	10*	10*
11-20	5	6*	8*	9*	10*	10*	10*	10*	10*	10*
21-30	4	6*	8*	9*	9*	10*	10*	10*	10*	10*
31-40	4	5	7*	8*	9*	9*	10*	10*	10*	10*
41-50	3	5	7*	8*	8*	9*	9*	10*	10*	10*
51-60	3	4	6*	7*	8*	8*	9*	9*	10*	10*
61-70	2	4	6*	7*	7*	8*	8*	9*	9*	10*
71-80	2	3	5	6*	7*	7*	8*	8*	9*	9*
81-90	1	3	5	6*	6*	7*	7*	8*	8*	9*
91-00	1	2	4	5	6*	6*	7*	7*	8*	8*

* Sudden Death

Critical Effects—Body

d10 Effect

- Unpleasant Blow:** Your attack knocks the wind out of your opponent. All his tests and attacks suffer a -20 penalty for one round.
- Right in the Scrutocks:** Your attack hits your opponent in the groin. The pain is such that he cannot take any actions for one round.
- Bone Ache:** Your attack bruises your opponent's ribs. He takes a -10 WS penalty until medical attention is received.
- Sptangl:** Your attack damages your opponent's armour. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If your opponent isn't wearing any armour or you are using the Basic Armour system, use the #2 result instead.
- Gasping Ruin:** Your attack knocks your opponent to the ground and winds him. All his tests and attacks suffer a -30 penalty for one round and he must use the stand action to regain his feet.
- "Just give me a minute...":** Your attack stuns your opponent for 1d10 rounds.
- Squished Gizzards:** Your attack causes serious internal bleeding and your opponent is considered helpless. Blood loss is such that your opponent has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent.
- Snapped like a Twig:** Your attack pulverizes your opponent's spine. Knocked to the ground, your opponent may do nothing until medical attention is received and is considered helpless. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or become permanently paralyzed from the waist down.
- Vomiting Blood:** Your attack ruptures several of your opponent's internal organs, causing death in a matter of seconds.
- Ulric's Pleasure:** Your attack kills your opponent in whatever spectacular and gore-drenched fashion you care to describe.



Critical Effects—Head

d10 Effect

- Knock to the Noggin:** Your attack disorients your opponent. He may only take a Half Action on his next turn.
- Seeing Stars:** Your attack causes your opponent's ears to ring. He cannot take any actions for one round.
- Profuse Bleeding:** Your attack inflicts a nasty scalp wound. The blood runs into your opponent's eyes, causing him to suffer a -10 WS penalty until medical attention is received.
- Crackl:** Your attack damages your opponent's armour. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If your opponent isn't wearing any armour or you are using the Basic Armour system, use the #2 result instead.
- Smashed Senseless:** Your attack knocks your opponent to the ground and dazes him. All his tests and attacks suffer a -30% penalty for one round and he must use the stand action to regain his feet.
- Seeing Double:** Your attack stuns your opponent for 1d10 rounds.
- Marienbourg Headache:** Your attack knocks out your opponent for 1d10 minutes. Use the Sudden Death rules for any further Critical Hits on this opponent.
- "He ain't pretty no more!":** Your attack shatters your opponent's face and knocks him to the ground. He is now considered helpless. Blood loss is such that your opponent has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or lose an eye permanently.
- Brained:** Your attack pierces your opponent's skull. Death is instantaneous.
- Ulric's Pleasure:** You attack kills your opponent in whatever spectacular and gore-drenched fashion you care to describe.

Insanity Points

- A Character gains 1 Insanity Point each time he takes a Critical Hit.
- A Character gains 1 Insanity Point each time he fails a Terror Test.
- You may also call for Will Power Tests in the face of unspeakable sights or events.
- Characters that fail such tests gain 1 or more Insanity Points.

Critical Effects—Leg

d10 Effect

- Vexing Nick:** Your attack makes your opponent stumble. He can only take a Half Action next turn.
- Unpleasant Crunch:** Your attack temporarily numbs your opponent's leg. His Movement Characteristic is reduced to 1 for one round and during that time he cannot dodge and suffers a -20% penalty on related Agility Tests.
- Crippling Blow:** Your attack incapacitates your opponent's leg until medical attention is received. His Movement Characteristic is reduced to 1 and he cannot dodge. Related Agility Tests also suffer a -20% penalty.
- Schlockl:** Your attack damages your opponent's armour. Armour Points on this location are reduced by 1 until the armour is repaired with a successful Trade (Armourer) Skill Test. If your opponent isn't wearing any armour or you are using the Basic Armour system, use the #2 result instead.
- Crumpled Wreck:** Your attack knocks your opponent to the ground and dazes him. All his tests and attacks suffer a -30% penalty for one round and he must use the stand action to regain his feet.
- "It's popped right out!":** Your attack demolishes your opponent's leg and he is considered helpless. Blood loss is such that your opponent has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent.
- Slayer's Handshake:** Your attack turns your opponent's leg into a bloody ruin and he is considered helpless. Blood loss is such that your opponent has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or lose the foot permanently.
- Spurting Stump:** Your attack turns your opponent's leg into a dangling mass of bloody meat and he is considered helpless. Blood loss is such that your opponent has a 20% chance of dying each round until medical attention is received. Test at the start of his turn each round. Use the Sudden Death rules for any further Critical Hits on this opponent. If he survives this combat, he must make a successful Toughness Test or lose the leg from the knee down permanently.
- Rain of Blood:** Your attack severs a major artery. After a fraction of a second, your opponent collapses with blood pouring out of the ruins of his leg. Death from shock and blood loss is almost instantaneous.
- Ulric's Pleasure:** Your attack kills your opponent in whatever spectacular and gore-drenched fashion you care to describe.

Fortune Points

- Re-roll a failed Characteristic or Skill Test.
- Gain an extra Parry or Dodge.
- Gain an extra 1d10 to an Initiative Roll.
- Gain an extra Half Action.

Weapon Qualities

Armour Piercing	Ignore 1 Armour Point
Balanced	No -20% offhand penalty
Defensive	+10% bonus on parry attempts
Experimental	96-98; Jams, 99-00; Explodes, wielder suffers Dam 8 hit
Fast	Enemies -10% penalty to parry or dodge
Impact	Roll 2d10 for damage and pick the higher result
Precise	Critical Value of any Critical Hits is +1
Pummelling	+10% bonus to Strength when Striking to Stun
Shrapnel	No roll to hit, enemies test Agility or suffer damage
Slow	Enemies gain a +10% bonus to parry or dodge
Snare	Immobilizes target, see <i>WFRP</i> page 106
Special	See weapon description for special rules
Tiring	Impact quality during the first round of melee
Unreliable	96-99; Jams, 00; Explodes, wielder suffers weapon's normal damage

Melee Weapons

Name	Enc	Group	Damage	Qualities
Buckler	10	Parrying	SB-4	Balanced, Defensive, Pummelling
Dagger	10	Ordinary	SB-3	None
Demilance (Cavalry Spear)	75	Cavalry	SB	Fast, Impact, Tiring
Flail*	95	Flail	SB+1	Impact, Tiring
Foil	40	Fencing	SB-2	Fast, Precise
Gauntlet/Knuckle-duster	1	Ordinary	SB-3	Pummelling
Great Weapon*	200	Two-handed	SB	Impact, Slow
Halberd*	175	Two-handed	SB	Special
Hand Weapon (sword etc)	50	Ordinary	SB	None
Improvised	35	Ordinary	SB-4	None
Lance	100	Cavalry	SB+1	Fast, Impact, Tiring
Main Gauche	15	Parrying	SB-3	Balanced, Defensive
Morning Star	60	Flail	SB	Impact, Tiring
Quarter Staff*	50	Ordinary	SB-2	Defensive, Pummelling
Rapier	40	Fencing	SB-1	Fast
Shield	50	Ordinary	SB-2	Defensive
Spear	50	Ordinary	SB	Fast
Sword-breaker	40	Parrying	SB-3	Balanced, Special

* Requires two hands to wield, so this weapon cannot be used in conjunction with a shield or buckler.

Missile Weapons

Name	Enc	Group	Damage	Range†	Reload	Qualities
Blunderbuss	50	Gunpowder	3	16/-	7	Shrapnel
Bola	20	Entangling	1	4/8	1	Snare
Bow*	80	Ordinary	3	12/24	1	None
Crossbow*	120	Ordinary	4	15/30	2	None
Crossbow Pistol	25	Crossbow	2	4/8	2	None
Elfbow*	75	Longbow	3	18/36	1	Armour Piercing
Firearm*	30	Gunpowder	4	12/24	4	Impact, Unreliable
Hochland Long Rifle	70	Engineer	4	24/48	4	Impact, Unreliable
Improvised	10	Ordinary	SB-4	3/-	1	None
Javelin	30	Ordinary	SB-1	4/8	1	None
Lasso*	10	Entangling	n/a	4/-	1	Snare
Longbow*	90	Longbow	3	15/30	1	Armour Piercing
Net	60	Entangling	n/a	2/4	2	Snare
Pistol	25	Gunpowder	4	4/8	4	Impact, Unreliable
Repeater Crossbow*	150	Crossbow	2	8/16	0	Special
Repeater Firearm*	30	Engineer	4	12/24	0	Experimental, Special
Repeater Pistol	25	Engineer	4	4/8	0	Experimental, Special
Shortbow*	75	Ordinary	3	8/16	1	None
Sling	10	Sling	3	8/16	1	None
Spear	50	Ordinary	SB	4/-	1	None
Staff Sling*	50	Sling	4	12/24	2	None
Throwing Axe/hammer	40	Throwing	SB-2	4/-	1	None
Throwing Dagger/star	10	Throwing	SB-3	3/6	1	None
Whip	40	Entangling	SB-4	3/-	1	Snare

* Requires two hands to wield, so this weapon cannot be used in conjunction with a shield.

† Range is expressed in 2-yard squares; if you aren't using squares, simply double to find the range in yards.

Advanced Armour

Armour Type	Enc	Location(s) Covered	AP
<i>Leather</i>			
Leather Skullcap	10	Head	1
Leather Jerkin	40	Body	1
Leather Jack	50	Body, Arms	1
Leather Leggings	20	Legs	1
Full Leather Armour	80	All	1
<i>Chain</i>			
Mail Coif	30	Head	2
Mail Shirt	60	Body	2
Sleeved Mail Shirt	80	Body, Arms	2
Mail Coat	80	Body, Legs	2
Sleeved Mail Coat	100	Body, Arms, Legs	2
Mail Leggings	40	Legs	2
Full Mail Armour	210	All	3
<i>Plate</i>			
Helmet	40	Head	2
Breastplate	75	Body	2
Plate Bracers	30	Arms	2
Plate Leggings	40	Legs	2
Full Plate Armour	395	All	5

Dwarf Names

Roll	Female	Male
01-05	Anika	Bardin
06-10	Asta	Brokk
11-15	Astrid	Dimzad
16-20	Berta	Durak
21-25	Birgit	Garil
26-30	Dagmar	Gottri
31-35	Elsa	Grundi
36-40	Erika	Hargin
41-45	Franziska	Imrak
46-50	Greta	Kargun
51-55	Hunni	Jotunn
56-60	Ingrid	Magnar
61-65	Janna	Mordrin
66-70	Karin	Nargond
71-75	Petra	Orzad
76-80	Sigrid	Ragnar
81-85	Sigrun	Snorri
86-90	Silma	Storri
91-95	Thylda	Thingrim
96-00	Ulla	Urgrim

Elf Names

Roll	Female	Male
01-05	Alane	Aluthol
06-10	Altronia	Amendil
11-15	Davandrel	Angran
16-20	Eldril	Cavindel
21-25	Eponia	Dolwen
26-30	Fanriel	Eldillor
31-35	Filamir	Falandar
36-40	Gallina	Farnoth
41-45	Halion	Gildiril
46-50	Iludil	Harrond
51-55	Ionor	Imhol
56-60	Lindara	Larandar
61-65	Lorandara	Laurenor
66-70	Maruviel	Mellion
71-75	Pelgrana	Mormacar
76-80	Shaswine	Ravandil
81-85	Tallana	Torendil
86-90	Ulliana	Urdithane
91-95	Vivandrel	Valahuir
96-00	Yuviel	Yavandir

The Effects of Armour

- Light armour (Basic) or only leather armour (Advanced) no penalties.
- Medium armour (Basic) or any type of mail (Advanced) –10% to Agility.
- Heavy armour (Basic) or any type of plate (Advanced) –1 to Movement.

Note: Armour Effects are cumulative

Falling Damage

Distance Fallen	Damage
3 yards	3
6 yards	5
9 yards	7
12 yards	9
15 yards	11
18 yards	13
21 yards	15
24 yards	17
25+ yards	20

Halfling Names

Roll	Female	Male
01-05	Agnes	Adam
06-10	Alice	Albert
11-15	Elena	Alfred
16-20	Eva	Axel
21-25	Frida	Carl
26-30	Greta	Edgar
31-35	Hanna	Hugo
36-40	Heidi	Jakob
41-45	Hilda	Ludo
46-50	Janna	Max
51-55	Karin	Niklaus
56-60	Leni	Oskar
61-65	Marie	Paul
66-70	Petra	Ralf
71-75	Silma	Rudi
76-80	Sophia	Theo
81-85	Susi	Thomas
86-90	Theda	Udo
91-95	Ulla	Viktor
96-00	Wanda	Walter

Human Names

Roll	Female	Male
01-05	Alexa	Adelbert
06-10	Alfrida	Albrecht
11-15	Beatrix	Berthold
16-20	Bianka	Dieter
21-25	Carlott	Eckhardt
26-30	Elfrida	Felix
31-35	Elise	Gottfried
36-40	Gabrielle	Gustav
41-45	Gretchen	Heinz
46-50	Hanna	Johann
51-55	Ilsa	Konrad
56-60	Klara	Leopold
61-65	Ilsa	Magnus
66-70	Ludmilla	Otto
71-75	Mathilde	Pieter
76-80	Regina	Rudiger
81-85	Solveig	Siegfried
86-90	Theodora	Ulrich
91-95	Ulrike	Waldemar
96-00	Wertha	Wolfgang

Talents

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Aethyric Attunement	Page 96
Alley Cat	Page 96
Ambidextrous	Page 97
Arcane Lore	Page 97
Armoured Caster	Page 97
Artistic	Page 97
Contortionist	Page 97
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Dealmaker	Page 97
Dark Lore	Page 97
Dark Magic	Page 97
Disarm	Page 97
Divine Lore	Page 97
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Marksmen	Page 99
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Master Orator	Page 99
Meditation	Page 99
Menacing	Page 99
Mighty Missile	Page 99
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Mimic	Page 99

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Night Vision	Page 100
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Petty Magic	Page 100
Public Speaking	Page 100
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Schemer	Page 100
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Specialist Weapon Group (Various)	Page 100
Stout-hearted	Page 101
Street Fighting	Page 101
Streetwise	Page 101
Strike Mighty Blow	Page 101
Strike to Injure	Page 101
Strike to Stun	Page 101
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Sturdy	Page 101
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Surgery	Page 102
Super Numerate	Page 102
Swashbuckler	Page 102
Terrifying	Page 102
Trapfinder	Page 102
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Skills Name	Characteristic	Page Ref.
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Charm	Fellowship	Page 92
Command	Fellowship	Page 92
Concealment	Agility	Page 92
Consume Alcohol	Toughness	Page 92
Disguise	Fellowship	Page 92
Drive	Strength	Page 92
Evaluate	Intelligence	Page 93
Gamble	Intelligence	Page 93
Gossip	Fellowship	Page 93

Skills Name	Characteristic	Page Ref.
Haggle	Fellowship	Page 93
Intimidate	Strength	Page 93
Outdoor Survival	Intelligence	Page 94
Perception	Intelligence	Page 94
Ride	Agility	Page 95
Row	Strength	Page 95
Scale Sheer Surface	Strength	Page 95
Search	Intelligence	Page 95
Silent Move	Agility	Page 95
Swim	Strength	Page 96

Advanced Skills

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Academic Knowledge (Various)	Intelligence	Page 91
Animal Training	Fellowship	Page 91
Blather	Fellowship	Page 91
Channelling	Will Power	Page 92
Charm Animal	Fellowship	Page 92
Common Knowledge (Various)	Intelligence	Page 92
Dodge Blow	Agility	Page 92
Follow Trail	Intelligence	Page 93
Heal	Intelligence	Page 93
Hypnotism	Will Power	Page 93
Lip Reading	Intelligence	Page 94
Magical Sense	Will Power	Page 94
Navigation	Intelligence	Page 94
Performer (Various)	Fellowship	Page 94

Skills Name	Characteristic	Page Ref.
Pick Lock	Agility	Page 94
Prepare Poison	Intelligence	Page 94
Read/Write	Intelligence	Page 94
Sail	Agility	Page 95
Secret Language (Various)	Intelligence	Page 95
Secret Signs (Various)	Intelligence	Page 95
Set Trap	Agility	Page 95
Shadowing	Agility	Page 95
Sleight of Hand	Agility	Page 95
Speak Arcane Language	Intelligence	Page 95
Speak Language (Various)	Intelligence	Page 96
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THE EMPIRE

Commissioned by His Imperial Majesty Karl Franz I
two thousand five hundred and three years since the
founding of the Empire by our Lord Sigmar.

