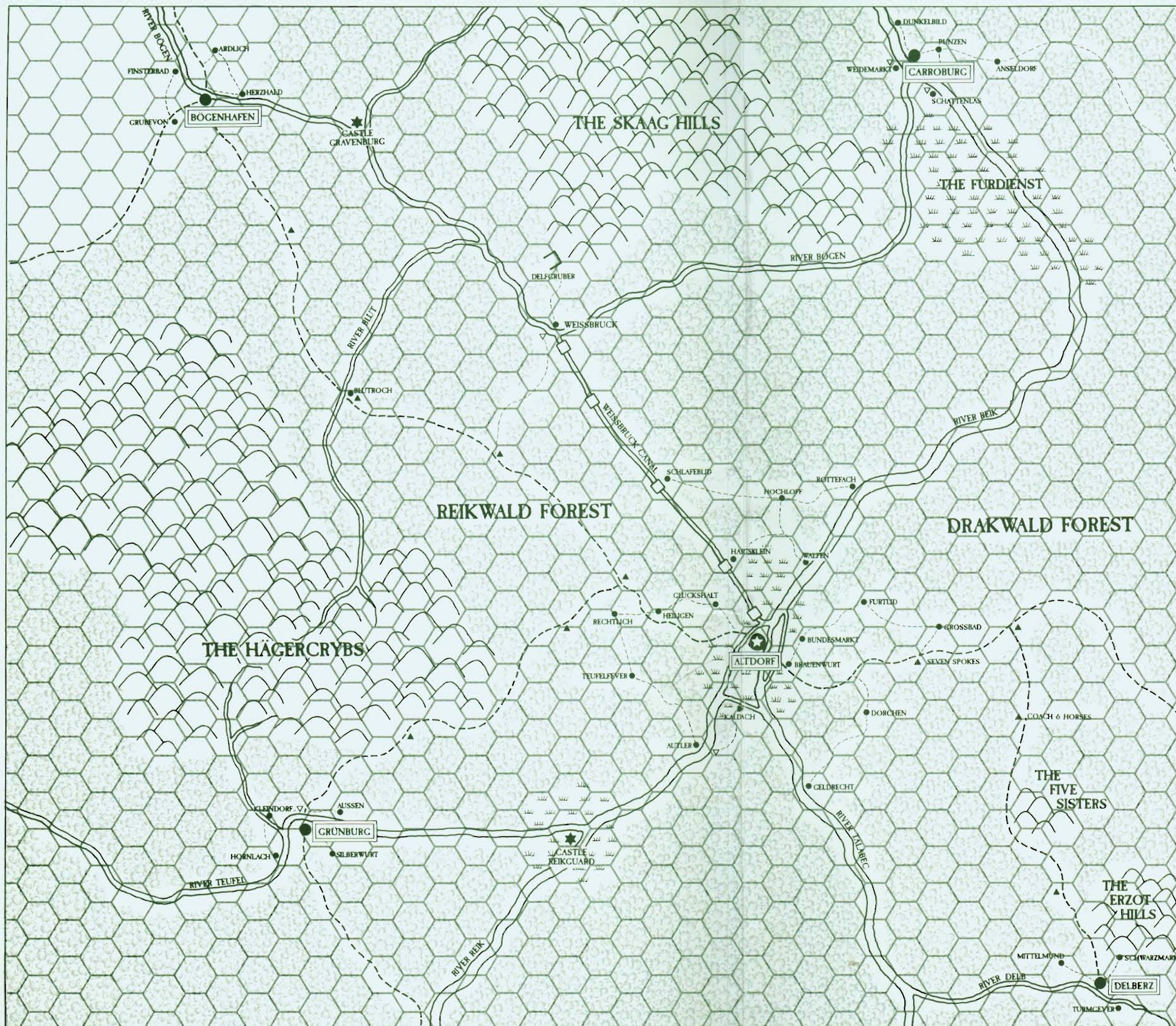


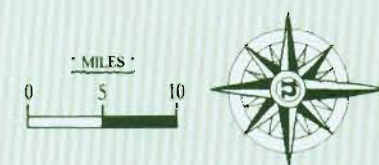
THE ENEMY WITHIN



WORLDWIDE
FANTASY
ROLEPLAY



• THE REIKLAND •



KEY

	CITY (10,000+)
	TOWN (1,000+)
	VILLAGE (10+)
	COACHING INN
	FERRY
	LOCK
	CASTLE
	MINE
	ROAD
	TRACK
	RIVER
	MARSH LAND
	HILLS



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by Jim Bambra, Phil Gallagher & Graeme Davis

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the enemy within



"And at the appointed time we shall rise from our secret places and throw down the towns and cities of The Empire. Our brethren shall pour forth from the forests to slay and burn. Chaos will cover the land and we, the chosen servants, shall be exalted in HIS eyes.

Hail to Tzeentch, Changer of the Ways - Njawrr'thakh 'Lzimbar Tzeentch' "

Excerpt from *The Book of Transmutation*

The Empire, greatest land in the Old World, is under attack, not from enemies on its borders but from within. Lurking within the tangled depths of the vast forests are mutants, Beastmen and even the occasional dreaded Chaos Warrior. From time to time, these groups run amok, slaying and burning until their bestial appetites are sated with the blood and suffering of their victims. Mostly, though, they wait for the day when they shall pour out of the forests to burn the cities and claim The Empire for Chaos. According to various omens, that day is coming; the warp gates will again expand and the Gods will reward their chosen people with blood and the gifts of Chaos. So they wait in the forests, picking off those that wander too far from the roads but mostly fighting amongst themselves - for how else shall the strong prevail?

Dangerous as these bands are, they are not as great a threat as those Human servants of Chaos already in the towns and cities, plotting the downfall of The Empire and worshipping the Chaos Gods behind securely-locked doors. These are indistinguishable from the ordinary citizens of The Empire - they control towns and guilds, and even have influence at the Imperial Court. Such are the Chaos cultists within The Empire, working to undermine it and paving the way for the ascension of their foul gods.

Many of the cultists are dupes or fools blinded by glib promises of power and wealth. They see only personal gain or the fulfilment of their most carnal and depraved desires in the actions of the cults. Blinded by their own desires, they fail to see the true nature of the cults and are easily manipulated by their superiors. Others are not so

gullible; they know why the cults exist and do their utmost to further their power. Chaos brings strength, and those who wield that strength are in a position to tear down The Empire and glory in the power of the Chaos Gods.

And so, in dark subterranean caverns and behind the magnificent facades of rich town houses, they hatch their foul plots. If Chaos were a united force they would have succeeded long ago, but time is wasted in internecine warfare as cultists of different groups tear each other apart in pursuit of their goals. Followers of Tzeentch tirelessly track down and destroy the followers of Nurgle, believing them to be too blatant in their activities and indiscriminate in whom they strike down with their foul diseases. Cultists of Slaanesh indulge themselves in mass drug-crazed orgies, uncaring of the consequences and living only for pleasure.

Nor does the conflict stop at fights between the worshippers of different gods. Many cults follow the same god while opposing each other vehemently. All the while the Chaos Gods take delight in the actions of their followers. Casting its hideous shadow over all of this is the Horned Rat and its followers, the Skaven, the feared ratmen who gnaw at roots of The Empire, bringing decay and spreading their own foul practices.

the people of the empire

While having a healthy distaste for Chaos in all its forms, the majority of Imperial citizens are unaware of the extent to which Chaos has wormed its way into all levels of Imperial society. If they knew, they would not be so complacent - steps would be taken to curb the spread of Chaos and Witch Hunters would receive far more support than they presently do. Life in The Empire goes on as normal, the authorities satisfy themselves with the occasional trial of a Demonologist or Necromancer, and with sanctioning the destruction of villages believed to be harbouring the agents of Chaos.

As Chaos grows in strength, the nobles of The Empire continue to indulge themselves in parties and other glittering social events, and the middle classes go blithely on their way seeking to enrich themselves and join the ranks of the nobility. At the bottom the common folk struggle to do the best they can, worshipping their gods and

praying that the harvest will be good this year. But the times are changing. More and more people are joining the Chaos cults and the number of unnatural births is growing each year.

It is with this scene that **The Enemy Within** begins. Your adventurers are about to embark on an awesome campaign to save The Empire from Chaos. The campaign starts off innocently enough and gradually builds into a desperate struggle to defeat the Forces of Chaos. This struggle is at first centred around the various Chaos cults that exist in The Empire, and as they uncover these plots the adventurers slowly become aware that The Empire is under threat, but no one will listen to them. Later, wars break out within The Empire as old and new grievances come to head through the connivances of Chaos. And so the experienced adventurers must survive the internecine conflicts which tear The Empire apart, and create a new beginning.

But all of this is far in the future. The player characters are only starting out on their chosen paths and many career changes and adventures await them. The first of these adventures starts on page 36 and introduces them to life in The Empire, as well as involving them in the machinations of a Chaos cult and its enemies. This adventure is structured to allow you and your players to assimilate the game rules and background as smoothly as possible. Later adventures in the series will be more free-form, allowing greater freedom of action to your players, while also making more demands on your Gamesmastering abilities.

the empire

This pack is more than an adventure. It contains information on The Empire's history, politics, religions, peoples and geography. This information provides you with extensive knowledge of the Empire and will prove invaluable as the campaign unfolds.

You do not have to read this booklet all in one go. Instead, feel free to flick through it and just read those bits that interest you. Before playing the adventure, however, you will need to read it and you'll find the rest of this introduction useful as well. The other sections can then be read when they are referred to or any time you feel like it.

Remove the pre-generated player characters, **Forces in The Empire** and the players' calendar from the centre of the book and keep them handy. The handouts in Booklet 2 should also be kept to hand to give out to your players during the adventure. The large colour map of the western Empire should be shown to your players and can be hung on the wall if you wish.

what is a campaign?

A campaign consists of a series of interconnected adventures which take place over time and in the same general setting. While many of these adventures are connected directly to a central plot, some are completely unrelated. These 'sub-plots' serve both to distract the players from the main plot, and to give the impression that the world where the adventures take place is a real one in which things happen irrespective of the players' actions.

Unlike single or one-off adventures which have a definite ending, campaign adventures contain threads which continue in later adventures. The final loose end is tied up only at the end of the campaign, and although many of the original threads will be unravelled before then, there are always new ones appearing to keep the players interested in what is going to happen next.

The actions of the adventurers also serve to direct the course of a campaign. Your players will often be called upon to make decisions about how they are going to deal with various problems posed by the campaign. Sometimes these decisions will affect the shape of the campaign in dramatic ways, but more often in fairly minor respects. You should strive to make the influence of the PCs apparent, so that they can feel that their choices affect and alter the course of events - and even the world around them.

player characters

We have provided 6 pre-generated characters suitable for players beginning the **Enemy Within** campaign. We recommend that you either use these characters as printed, or at least study them closely and use them as examples on which to base newly-generated

characters. The various scenarios which comprise this campaign have been designed with these characters' skills and careers in mind, and future packs will include NPCs who can act as patrons to allow the characters to take up one or other of their various career exits. If you decide not to use these characters - who also have detailed pre-adventure backgrounds - you will need to do a little work adapting the scenarios for your group.

Your players should feel free to amend the personalities, names, and sex of the characters. Note that only the *Starter Profile* of each character has been given. You or your players will need to fill in a character sheet for each one, and select which *Free Advance* the character will take. Those skills which are marked with an asterisk (*) have already been included in the character profiles.

If you have less than six players, use the characters in the order provided. You may find it necessary to adjust the profiles of some of the creatures and NPCs encountered - especially if your group are having difficulties. You may reduce the numbers encountered, and/or one or more of the creatures' characteristic scores.

Alternatively, you may double up on the characters, giving some players two characters to play. This is particularly recommended if you have only 2 or 3 players. To avoid your players going schizophrenic, however, it's a good idea that anyone playing more than one character treats one as a main character and uses the other to supply extra muscle or skills. A good way to do this is for you to play the secondary characters' personalities as though they were normal NPCs. This makes it clear to the players that in the last resort you control the actions of their extra characters. This is also a useful GMing device, as it lets you offer advice to the players through the mouth of one of the secondary adventurers.

Running the campaign

Running a campaign successfully requires some advance preparation, but you will be well rewarded for your efforts. Your players will enjoy your gaming sessions tremendously and, as

you gain experience and confidence, you'll find the sessions easy to present and lots of fun to play too.

While reading the adventure, think about how you are going to present the information to your players. How is this character going to react? How is this fight scene best presented? Don't be afraid to rehearse NPCs; think about their personalities and how you can best portray them for your players' entertainment.

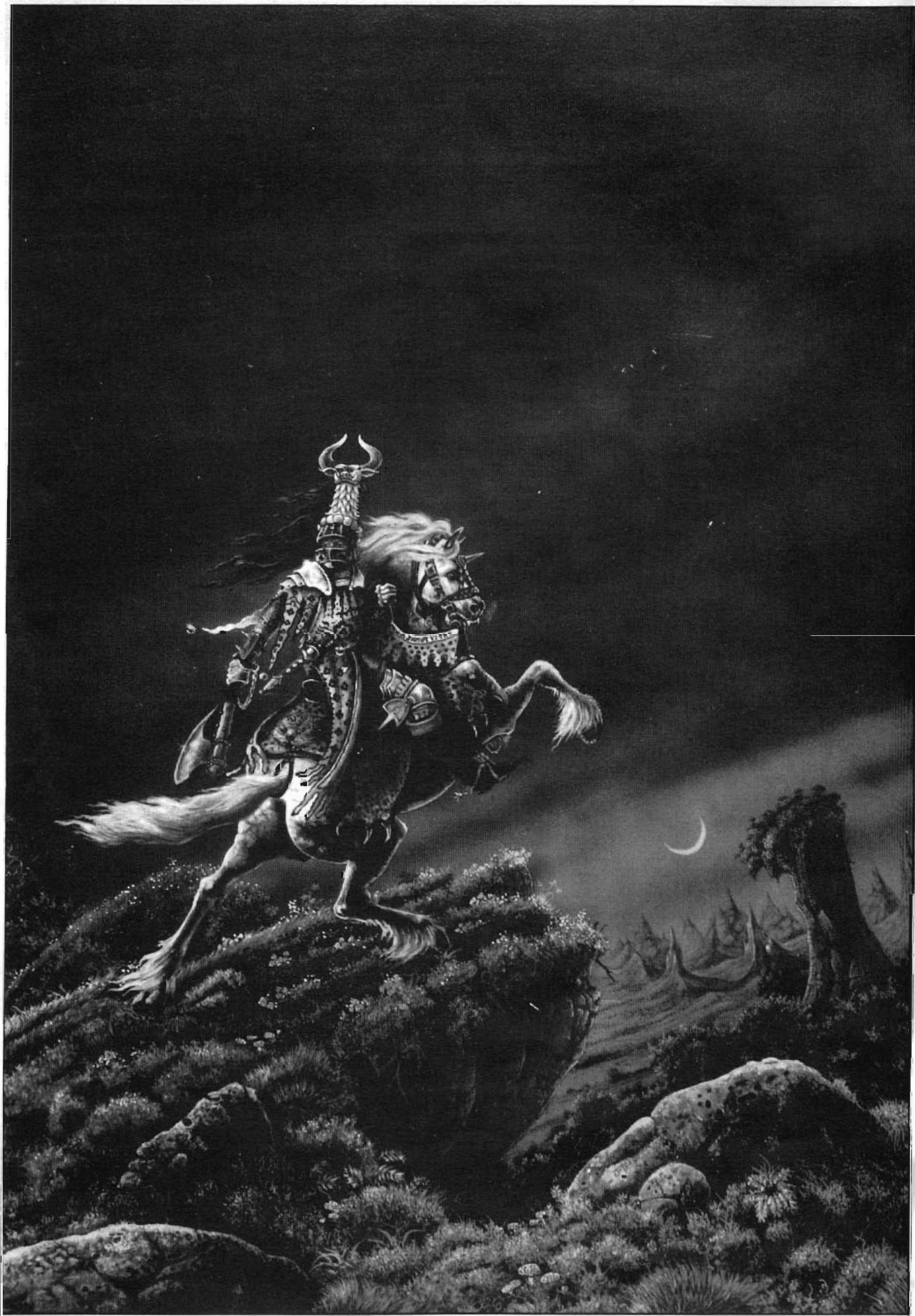
If possible, give the players their characters and the background material before your first session - you may photocopy this if you wish. This allows you to launch straight into the adventure after answering any questions your players may have. Avoid the temptation to get too involved in the background initially; background information is always a lot more interesting if it is discovered during the course of the campaign.

At first, you may have to give the players hints when they are becoming bogged down. Later, when your players are more experienced, this won't be so necessary, but be sure to try to keep the adventure moving. A few, well-placed hints can make all the difference if your players become stuck. It is also a good idea to get the players into the habit of telling you their actions according to the sequence of their *Initiative* scores. If they know who gets the first blow in combat and then act in descending order, it will speed things up greatly.

Be humorous

The Warhammer world is dark and sinister, but your games do not have to be po-faced. Humorous situations abound in the **Enemy Within** campaign, so make the most of them: ham them up and amuse your players. This makes the game fun - and also highlights the more macabre and horrific aspects of the campaign, throwing them into stark relief. At the end of a session your players should be clamouring for their next journey into the Chaos-riddled world of Warhammer. However, don't overdo the humour; some scenes are meant to be frightening and very atmospheric. Making every one into a joke greatly weakens the dramatic impact of the game.





Presentation

When describing the adventure to your players, tell them what they can see and be prepared to elaborate on any descriptions you give. Players have a right to know what their adventurers can see, hear and smell, and you are their only means of doing this. As soon as you have no more to say, tell them that there is nothing more to be discovered and move on. Exactly what the player characters can discover will vary according to the situation - while walking through a town they have leisure to study their surroundings, but when threatened by an enraged ogre they have little time to do anything other than concentrate on defending themselves.

Be dramatic in your presentation and avoid describing scenes in terms of the rules. When portraying NPCs, be as animated as you can: wave your arms around and adopt different accents for different characters; using voices is great fun and helps your players to identify with your NPCs. If your players portray their characters in a similar fashion your game will be very colourful and enjoyable.

Whenever possible, use colourful language. Instead of saying "the mutant has rotting skin and moves to attack you", say "A horrible creature is running towards you. Its putrescent skin hangs in tatters from its scabrous body and it's howling for your blood!" This will certainly grab your players' interest! In combat, avoid game mechanics in your speech; saying "The creature leaps at you, it slashes with its dagger, but narrowly misses!" is far more exciting than, "Well, the mutant has a 32% chance of hitting, it's rolled a 76, so you're OK." The well placed scream or thump on the table is also very effective on occasions, but don't use these too often or your players will come to expect them and won't jump so much!

Visual aids add greatly to the atmosphere of the game. Show your players the illustrations in the adventure at the relevant points, but be sure to cover up any information they shouldn't see. Alternatively you can photocopy the pictures (for your personal use only) and hand them out instead.

Flexibility

It is your responsibility to channel players along the plotline, subtly guiding them through the course of the adventure. At times you will have to deal with situations that you are unprepared for as the players decide to head off in a totally unexpected direction or to pursue a spurious line of enquiry. When this happens, **DON'T**

PANIC! Try to appear confident and improvise any information you need. You might find this difficult at first, but after a while it will become second nature. After all, you are playing with your friends who'll (hopefully) overlook any minor discrepancies on your part (make the less sympathetic ones run a few sessions themselves!). By use of subtle hints, it should be possible to get them to return to the main adventure without too much trouble.

For general information on buildings and villages refer to **WFRP** page 328. Simply using this as a basis and improvising additional information during play is often all you need to do. Towns and cities can be handled in a similar fashion. Unless you are running a detailed urban adventure, general descriptions are all you need. Where urban adventures occur during the campaign the towns or cities in question will be detailed for you and show the level of detail required for such adventures. These adventures vary in their style of presentation. Altdorf on pages 46-50 is described very briefly: only the area where the main adventure narrative occurs is covered in any detail; descriptions of the rest of Altdorf can be improvised from looking at the map and **WFRP** page 285. In the second adventure, **Shadows Over Bögenhafen**, the town is described in more detail, but even here all the buildings are not described - only those directly relevant to the adventure are covered.

Roleplaying and Combat

Characters are equipped to deal equally well with pure roleplaying sessions as they are with violent confrontations. Some fantasy roleplaying games place great emphasis on combat, often to the exclusion of anything else. While there is plenty of scope for combat in the **Enemy Within** campaign, not all problems can be solved this way. Often the adventurers will have to talk to, bribe or trick NPCs in order to get vital information out of them. Talking to a dead gatekeeper brings no information,



although it may bring the local Watch and maybe a Witch Hunter or two!

The adventurers should be encouraged to talk to NPCs and not attack them. Sometimes the adventurers will have no choice other than to fight, for example when faced with an insane, bloodthirsty mutant, but in most cases combat should never be their first reaction. Adventurers who instinctively reach for their weapons every time they encounter someone new are likely to have very short careers. A reliance on violence will inevitably bring the adventurers into conflict with the authorities - who dislike indiscriminate killings - or result in frequent player deaths as they tackle someone far too tough for them to handle.

npcs

Non-Player Characters are very important in this campaign. Some act as sources of information, as friends and enemies of the adventurers, while others are used solely for amusement or dramatic effect. Major NPCs who play pivotal roles are fully detailed in the adventures: their personalities, appearances and skills are all provided, as well guidelines on how to use them. But not all NPCs receive this treatment. Many NPCs encountered by the players are simply not initially important; they provide colour only, much like extras in a film. No statistics are provided for these characters; should these ever be required refer to the NPC reference sheet in Booklet 2. Most of the time these NPCs exist only in the background and play no role in the adventure.

During play you may find yourself improvising a NPC. If so, keep a record of the NPC, as you may wish to use him or her later. Similarly, major NPCs can be reused in different forms, providing you change the names and personalities. For example, you can always use the basic description of Max Ernst on page 48 for any Protagonist you may need later.

Occasionally, the adventurers may wish to question a minor NPC - about where they can find an inn or a temple, for example. All you have to do then is assume the role of the character and tell the players what they want to know, or tell them that you don't know or mislead them: "Why, there be an inn just down that street there." Minor NPCs usually know only very general information. Sometimes a scenario may state that they possess some specific knowledge, or you may wish to use them to supply the adventurers with vital information they may have overlooked earlier.



Military forces within The Empire are detailed on pages 27 & 30. You can use these any time you want the PCs to encounter military characters.

Changing Careers

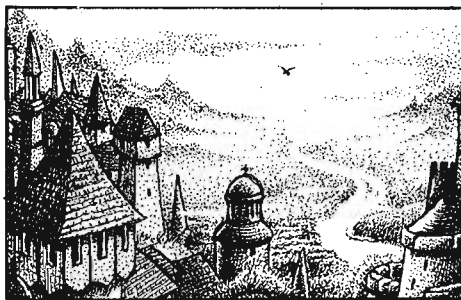
Characters changing careers during the campaign can be handled in a number of ways. Some careers, such as Bodyguard or Bounty Hunter, can be entered easily. All the character needs are the relevant trappings and someone to protect (as a Bodyguard) or hunt (as a Bounty Hunter). For more specialist characters, such as Druidic Priest or Wizard, it will be far more meaningful and fun if a suitable teacher has to be found first. For careers like Mercenary, Soldier or Artillerist, a period of military service would be required. At various points in *The Enemy Within* campaign, opportunities and prospective teachers will appear.

For example, the pregenerated character Werner Murrmann may become a Bodyguard of Josef or one of the other characters at any time after acquiring 100 EPs - this change is totally in keeping with the flow of the adventure. Since Harbull Furfoot, being a Halfling is ineligible for the only career exit listed under Herbalist (Druid), a Pharmacist NPC will appear later, to give the character the opportunity of following this career instead.

You do not to have let a character enter a career that you don't wish them to. The characters have to look out for any opportunities offered and take them when they appear. Careers can also be adventure led - "Well, you've killed the Town Burghers and fled the town, so the only career exits open to you now are as outlaws!"

Learning New Skills

Once in a new career a character need only pay for new Advances in order to attain them, but what about skills? Skills can be either assumed to be picked up in a rudimentary fashion from a teacher when the character first changes career or worked on while practising the career. In the first case, a character becoming a Druidic Priest would be taught the basics of the career but not to any stage where the character is adept at using the available skills. By spending Experience Points the character is able to 'buy' a skill and use it effectively. In the second case, a Bodyguard could be considered to practice skills such as *Disarm* or *Strike Mighty Blow* until he or she was confident in their usage; ie, when EPs have been spent to purchase the skills.



For skills which require work with materials like *Prepare Poisons* or *Boatbuilding* characters would have to have a place to practise these skills and any necessary equipment.

Alternatively, you may like players to have to spend time learning each skill, possibly with the guidance of a teacher, but this can restrict the flow of the campaign at times, and the former system allows the greatest flexibility.

Player Character Deaths

Death is something that comes to all and cannot be put off forever. Adventurers face death more often than most and will occasionally die - no one has an endless supply of Fate Points! When a player character dies, it will be necessary to replace him or her. The new character can be rolled up as normal or you may decide that the adventurers need a certain character type with them (such as an Initiate). In this case, tell the player his or her new career and then generate it normally, but be sure to check that the player wishes to play the character! Later in the campaign, when the adventurers are very experienced, you may to like to allow a new player character a few free advances before he or she begins play.

When introducing new player characters, it will be useful to work out a background for the character similar to the ones given with the starting characters in this book. Ask the player how he or she sees the character and develop the background between you. The character should be introduced into the campaign at a suitable point and with a reason for being there. Almost anything will do as long as it makes sense. New characters can be found in a multitude of places - as prisoners, as travellers on the road, as patrons of an inn, etc.

Finding a Physician

Death from bleeding is a fate that awaits many adventurers. Faced with a bleeding wound and no immediate medical aid the adventurers are likely to go looking for a Physician with Surgery skill. Surgeons are harder to find than

normal Physicians and are rated as *Scarce* when using the *Consumer Guide* (see WFRP p292).

Travel in the Empire

The Empire is a large place, and during their adventures the player characters are sure to make many journeys along its roads and waterways. This section deals with how to make those journeys interesting and exciting for your players.

Daily Movement Rates

When the adventurers are travelling long distances it is more convenient to deal with movement rates per day than it is by the turn or hour. The daily movement rate gives an average rate of travel in miles, assuming an 8-hour journey and sufficient stops to rest the animals. The distance varies according to the type of terrain covered.

	Road	Off Road	Hills	Mountains
Coach or Cart	30	N/A	N/A	N/A
Draft Horse	30	20	10	5
Horse	40	30	20	10
Pony/Mule	36	25	20	10
Wagon	15	10	5	N/A

Watercraft*

Rowing Boat 20
Small Sailing Boat 30
Commercial Barge or Riverboat 20
Sailing Ship 40

* The speeds given assume good wind conditions and a slow current such as the River Reik from Marienburg to Altdorf. Add 25% to a vessel's speed if moving downstream in a fast-flowing river and subtract 25% if moving upstream. Also add or subtract up to 25% in strong winds for sailing ships, depending on the wind's direction.

Forcing Animals

It is assumed that on some days the PCs will make faster progress than on others and you may want to vary the rate of travel day by day. If they wish, riders may push their mounts beyond their normal endurance, but this is likely to see them become lame or possibly result in their death. Generally speaking, any mount or draught animal that is pushed beyond its normal movement rate will deteriorate until it has had an opportunity to rest.

When calculating the effects of extra travel on mounts, the mount's Toughness is used to determine how far it can be pushed before being injured or, in extreme cases dying. For each extra 10% of travel, a *Toughness* test is made for each animal, the first test is made with a +20 modifier and the second with a +10. Characters with *Ride* skill or *Drive Cart* skill make the test with an additional +10 modifier. A successful test has no affect on the animal, otherwise it loses a point of T. An animal which misses a test by 50% is automatically lamed and can only move at a quarter of its normal speed. If an animal's T ever reaches 0, the animal instantly collapses and dies; the rider will be thrown and will take a 1xS3 hit unless a successful *Initiative* test is made.



Toughness tests should be evenly spaced out during the journey so as not to occur all at once. For dramatic impact the last test should be at the end of the journey! Travellers deciding to continue for more than 8 hours travel, check their animals' T (as above) for every extra hour of travel. Animals regain a point of T for every 12 hours they spend resting.

Example

Hans Wurtbad is 60 miles from Altdorf and wishes to arrive in the capital tonight. His horse can only travel 40 miles along the road in 8 hours, so Hans decides to push his mount. To

cover 60 miles in 8 hours, Hans needs to increase his horse's speed by 50%. The GM decides to spread the five *Toughness* checks out along the way. The first is made after 1½ hours at +30 (10 for *Ride* skill and 20 as its the first test). Hans unfortunately rolls an 89 so his horse loses a point of T. The next test comes 1½ hours later and is made against the horse's reduced T of 2, this test is made at +20 (*Ride* and +10 as it's the second test). Hans needs 30% or less, he rolls a 23 so his horse is all right. The third test is made with no modifiers and is successful. For the fourth test Hans needs 30 or less, he rolls 35, a failure which reduces his mount's T to 1. The last test is made as Hans races his horse up to the city gates, Hans rolls 55 and his horse dies and collapses beneath him. Hans makes his *Initiative* test and lands safely on his feet.

If Hans was not in so much of hurry, he could have decided to ride the 60 miles in 12 hours, in which case he would have to make a T test for this horse every hour, beginning with the 9th.

Handling Travel

Travel can be dealt with in a number of ways. When the PCs are crossing large amounts of countryside and you have no specific adventure or events in mind for them, you can simply inform them that it takes 15 days to get from Middenheim to Altdorf by coach or that it takes 12 days to travel from Nuln to

Altdorf by barge (downstream), but 20 days to go from Altdorf to Nuln (upstream). At the other extreme, when searching a section of road or river for vital clues to the whereabouts of a group of bandits or goblins, the journey can be played out in great detail, with each bridge, farm and side road or track being described to the players. While both methods are equally valid for specific circumstances, for more general play a method that lies somewhere between the two provides the best feel for travel and allows for the most flexibility.

This approach describes the general terrain to the players as they travel along roads, through woods or valleys, or over hills or mountains. No great emphasis is put on individual features except those the GM specifically wishes to draw the PCs' attention to, such as an abandoned farmstead, a broken down wagon or other interesting feature. In this manner long journeys can be dealt with quickly, without becoming too bland or boring. Similarly, the GM can place an interesting event at any point on the journey to stop the PCs from becoming too complacent or to help develop the overall flow of the campaign.

This way, you can simply tell that the PCs pass a number of coaching inns on their journey without having to detail each one. However, if the PCs should wish to enter a coaching inn and interact with NPCs present in it, it is a simple matter to shift into more detailed time.



Land Travel

Land travel is the way that folk living away from the major rivers get around. Road travel near the cities and large towns is relatively safe; away from the large urban centres, travellers may fall victim to highwaymen, bandits, or even the dreaded Chaos Beastmen who lurk in the dark parts of the forest.

Coaching houses

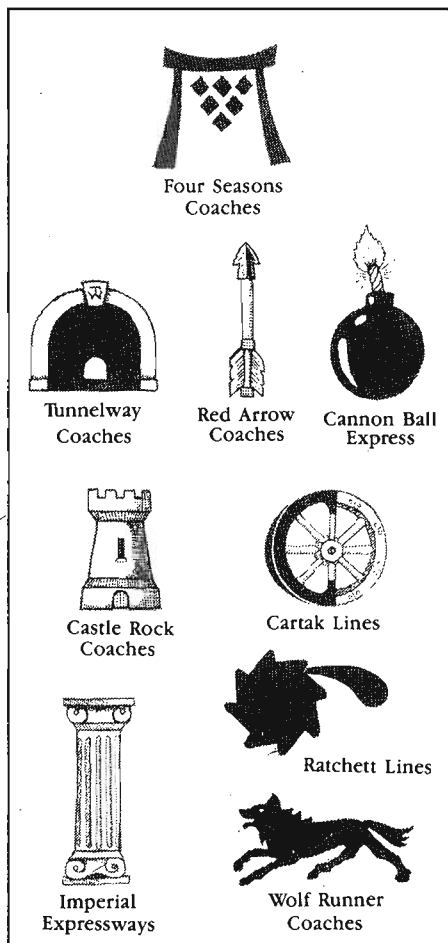
The roads of The Empire are well served by numerous coaching houses. The most famous of these is Four Seasons Coaches. Four Seasons is rapidly expanding its operation from its base at Altdorf. All of the main roads are now served by Four Seasons and they are establishing a chain of exclusive Coaching Inns along the main routes out of Altdorf. Along minor routes, Four Seasons still call at the independent Coaching Inns, but is only a matter of time before they open their own coaching inns and threaten the livelihoods of the independents.



Other coaching houses of the The Empire include:

- Cartak Lines of Altdorf
- Ratchett Lines of Altdorf
- Red Arrow Coaches of Averheim
- Wolf Runner Coaches of Middenheim
- Castle Rock Coaches of Middenheim
- Cannon Ball Express of Nuln
- Imperial Expressways of Nuln
- Tunnelway Coaches of Talabheim

There are also hundreds of smaller coach lines which run between the towns and villages of The Empire.



Travel by Water

Water travel is not dominated by a single company in the way that land travel is. Many merchant companies and literally thousands of small operators ply the waterways of The Empire. Many Wastelanders are to be found travelling along the Reik and its tributaries to as far as Kislev and southern Averland.



a BRIEF history of the empire

The legend of Sigmar Heldenhammer

Some 2,500 years ago, the north-eastern lands of the Old World were inhabited by numerous barbaric, feuding tribal groups. The development of these early Humans had been rapid to say the least, but further progress was hindered by inter-tribal rivalries and assaults from the ubiquitous Goblinoid hordes, engaged in their centuries-long war against the Dwarfs of the Worlds Edge Mountains.

Legend tells that the birth of Sigmar - first son of the chief of the Unberogen tribe - was heralded by fierce storms and a twin-tailed comet. Whatever the truth, it seems certain that the man who came to be known as the Heldenhammer was marked by destiny from an early age. At the age of 15, he demonstrated his prowess as a warrior by single-handedly defeating a Goblin war party. As chance would have it, this particular band was escorting a captive group of wounded Dwarfs back to their lair, deep within the Great Forest. Among the Dwarven captives was one Kargan Ironbeard, king of many of the Old World Dwarfs of that time. On returning safely to his stronghold, he gave orders for a great feast in Sigmar's honour and, in gratitude for the saving of his life, Kargan gave Sigmar his own warhammer, Ghal-maraz ("Skull-splitter"), whose magical abilities increased Sigmar's prodigious fighting talents beyond anything the human tribesmen had ever encountered. As the young warrior's reputation spread, the ranks of his followers were swollen by a steady stream of recruits eager to share his glory.



Following the death of his father, Sigmar became chief of the Unberogens, and when he defeated the chief of the Teutognens - a long-standing enemy - in single combat, his triumph seemed complete; only the Goblins stood between him and the founding of a unified nation. With this goal in mind he gathered the tribal chiefs together and embarked on a campaign to rid the lands of the Goblinoids once and for all. Not all were willing to join the war at first, but as victory followed victory, more and more were swayed to his cause. At last, following a great battle on the plains of Stirland, the Goblin hordes ran, broken and panic-stricken towards the distant crags of the Worlds Edge Mountains.



The Battle of Black Fire Pass

But the war was not yet over. Shortly afterwards, a half-starved and badly wounded Dwarf staggered into Sigmar's camp on the confluence of the rivers Söll and Upper Reik. The Dwarf had travelled many leagues from the court of King Kargan in the northern reaches of the Black Mountains, to bring a desperate plea for aid. The Dwarfs of Black Fire Pass had recently suffered a humiliating defeat at the hands of a combined army of Goblins, Hobgoblins, and Black Orcs - the scattered remnants of their forces were retreating northwards to regroup at Karak-Varn, leaving just a few hundred stalwarts to hold the pass for as long as possible. Wasting no time, Sigmar unfurled his standard and gave the call to arms...

With Sigmar at its head, the Human army was unstoppable. Swinging Ghalmaraz two-handed, he cut through the Goblinoid hordes as though wielding the scythe of death itself. As the Goblins began to fall back, the remaining Dwarfs charged from their strongholds, trapping the foul creatures between Sigmar's army and their own deadly axes. Terrible was the slaughter that day, and few were the Orcs or Goblins that escaped to tell of the battle of Black Fire Pass, and the deadly skill of Sigmar Heldenhammer. From that day on, Sigmar was known as the "Hammer of the Goblins".

The victory at Black Fire Pass just about wrapped up the war that had raged

between Dwarf and Goblin for nearly 1500 years. The goblinoids' main supply lines to the Dark Lands - whence they had first emerged - were effectively cut, and the few, isolated bands that remained within the woods of the Old World could be picked off fairly easily. Some, however, chose to lay low within the darkest reaches of the forests, waiting for an opportunity to take their vengeance...

With the end of the Goblin wars, Sigmar was able to realise his dream of founding a mighty Empire. Not one of the chiefs of the other tribes hesitated to swear allegiance to him and, the high priest to Ulric duly crowned him Emperor in a small town known as Reikdorf - the site of the future Altdorf.

Sigmar's Passing

The reign of Sigmar Heldenhammer was not the longest of The Empire's rulers, but in those few years the foundations and traditions of The Empire became well established. The various tribal chiefs were assigned provincial control of areas such as Middenland, Talabec-land and so on, but while they were permitted considerable autonomy, Sigmar was at pains to stress the need for unity - "The strength of The Empire lies in its diversity, not its division," he said. "Together, we shall keep our lands free of the hated Goblins; but divided we shall surely fall!"

There was much construction work at this time; large areas of the forests were cleared for cultivation - although plenty still remained - and many towns sprang up. Foremost among these were the future city states of Nuln, Talabheim, and Middenheim.



Just fifty years after his coronation, the records tell that Sigmar abruptly laid aside his crown. "The time has come to return Skull-splitter to its makers," he declared, "and there is a road I must walk alone..." With that, he left his palace in Altdorf and set out for the Dwarven citadel of Caraz-a-Carak, permitting no-one to accompany him beyond Black Fire Pass. If he ever arrived there, the Dwarfs do not tell, and no word of Sigmar Heldenhammer, first Emperor of The Empire, has ever come back to his subjects. And yet the people believe that in the hour of The Empire's direst need, Sigmar will return, and his coming will be foretold by the passing of a twin-tailed comet...

The Electors

Deprived of their Emperor - who had remained a batchelor and left no heir - the provincial rulers called an emergency Council of State to decide what to do. After much wrangling, it was agreed that they should choose a new Emperor from one of their number



by a straight vote. They also agreed that all future Emperors should be chosen in the same way, and that each Province should be entitled to one vote in perpetuity. Thus the system of Electors was established.

Years passed, and the towns grew to cities. New towns were built, and smaller, non-electoral provinces came into being as the heirs of the provincial rulers were bequeathed their own estates. As Emperor succeeded Emperor the provinces were able to achieve greater and greater independence - promising to vote for a particular Emperor in exchange for various taxation rights and exemptions.



By now the Cult of Sigmar the God was also well established. A strange hermit had mysteriously arrived in Altdorf one summer solstice, claiming to have had a vision of Sigmar surrounded by the other gods. A temple was promptly built to the newest of The Empire's gods, and such was the power of his legend that the cult rapidly attracted a large following. In due course, the High Priest (or "Grand Theogonist" as he came to be known) was even made an Imperial Elector, and became the closest of all the Emperor's advisers - much to the annoyance of the High Priest of Ulric.

It was around this time that Emperor Ludwig the Immense (whom history was later to re-title "Ludwig the Fat") awarded The Empire's Halflings an Imperial charter, "in recognition of invaluable services rendered to His Imperial Majesty, Ruler of the Heights

and Depths, etc, etc". Under this charter, the Halflings were given part of Stirland - henceforward known as Mootland - to administer as they saw fit. Moreover, they were also granted an Imperial vote to be cast by their Chief Elder. Ostensibly, the charter was granted in recognition of Halfling contributions to Imperial cuisine, and it is certainly true that before the appointment of a Halfling cook, food poisoning had been a common occurrence even in the royal household. However, the fact that Ludwig wished to get his own back on the Grand Countess of Stirland - who had not only declined his proposal of marriage, but had also made offensive remarks about the excessive corpulence of the Imperial person - was probably also a contributory factor. In any event, the creation of Mootland certainly took a large chunk out of Stirland's territory.



The steady decline of Imperial control reached its nadir with the reign of Boris the Incompetent (1053-1115). The appalling administration of his reign saw such an increase in official corruption that even the Imperial coffers were greatly reduced by the fraudulent dealings of unscrupulous tax officials. The failure by town authorities to deal with the overcrowding of their towns was duly rewarded by a devastating outbreak of the Black Plague in 1111. Whole populations were wiped out by this virulent disease, and four years later it even claimed the Emperor himself.

The Age of Wars

By now many of the Provincial Rulers had had enough of "weak-willed Emperors creaming off our taxes", and successive elections got more and more heated. Some wanted complete independence, while others tried to invoke the reign of Sigmar in an attempt to reverse many of the privileges which they saw as destroying The Empire's very foundations. When the Electoral Council of 1152 ended in a stalemate, the Grand Duke of Talabecland returned to his palace, raised an army and actually waged war on Stirland. This was all the provocation the other Electors needed - for over 200 years The Empire was torn apart by a series of bitter civil wars, and no Emperor managed to hold onto the crown for longer than 10 years.

The Age of Three Emperors

Things came a head in 1360 when Ottilia, Grand Duchess of Talabecland declared herself Empress *without election*. In this she was supported by the High Priest of the Cult of Ulric, who had earlier been made an Elector in an attempt to break the deadlock, and as a counterbalance to the influence of the Grand Theogonist. Relations between the two Cults had been strained for some time since provincial rivalry had left the Grand Theogonist with the casting vote in Imperial Elections. So, when the Grand



Count of Stirland - Otilia's long-standing rival - was elected Emperor in 1359, she approached Ulric's high priest in Talabheim and persuaded him that she had unearthed evidence that the Cult of Sigmar had been founded by a madman. The so-called vision of the hermit all those years ago had been completely misinterpreted - Sigmar had not been deified, it was just a sign that his reign had been blessed by Ulric himself. This suited the High Priest's political ambitions very nicely, and he instantly declared all followers of Sigmar's Cult to be heretics. Otilia promptly outlawed the Cult in Talabecland; Sigmar's temples were desecrated and his Clerics pursued by Witch-Hunters.



Meanwhile, the *elected* Emperor continued to hold court in Nuln, and attempted to wage war on the "blasphemous she-devil" in Talabheim. But the Emperor was himself under attack from Middenland and years of civil wars had taken its toll on The Empire's many armies. The result was a stalemate which lasted for nearly 200 years. During this time Otilia passed her "crown" to her descendants, while "true" Emperors were still chosen by elections held in Nuln. These, however, had now become formal proceedings whereby the choice of the Grand Theogonist was automatically ratified - dissenters being persuaded of their error of judgement by the sword-point of one of the many Temple guards invited to oversee the security of the election!

In 1547, the then Grand Duke of Middenland - having been led to believe that he would be elected Emperor - found himself at the wrong end of a repeating crossbow when he tried to cast his vote on his own behalf. Returning to Middenheim in a fury, he printed and circulated a pamphlet denouncing the election as a sham, and declaring himself rightful Emperor.



Thus, The Empire of Sigmar's dream came to have no less than three Emperors, all at war with one another. Those at Middenheim and Talabheim handed their authority on to their offspring, while the Grand Theogonist continued to hold elections in Nuln.

The Dark Ages

The Age of Three Emperors continued with little change for over 400 years. But the years of war had taken their toll, and the taint of Chaos was ever at work. Gradually the warring provinces themselves began to fragment, and the self-styled Emperors soon had their



hands full dealing with problems and uprisings within their own boundaries. There was a sudden increase in the numbers of Demonologists and Necromancers during this period; secret shrines to the Chaos Gods were built in hidden groves, deep within The Empire's forests; and many of the dead slept but fitfully.

In 1979, after the election of the Empress Magraritha, even the Grand Theogonist decided to abandon the electoral sham, and no elections were held until the spring of 2303.

The Incursions of Chaos

The Empire's disintegration continued apace throughout this time until, by the year 2000, it no longer existed as a cohesive unit. There was no recognised Emperor, Goblins were breeding in the forests, and Orcs were raiding the borders in ever-increasing numbers. It seemed only a matter of time before this part of the Old World would once more be reclaimed by the forces of darkness.

Indeed, in 2302 the old Chaos warpgates entered a new phase of hyper-activity and the boundaries of the Chaos Wastelands began to expand once more - sweeping down over Norsca and the Northern Steppes. Horrible mutations began to appear among Humans and Dwarfs alike, while rumours spread of Beastmen prowling the forests and of Chaos Warriors marching on The Empire. It seemed as if The Empire's days were numbered.

But then, there appeared in Nuln one young man of noble birth, known as

Magnus the Pious, whose armorial bearings included a twin-tailed comet. With the forces of Chaos advancing on Kislev, he made a stirring call to the people and young men and women flocked to join his army. Marching into Talabecland - where the anti-Sigmar witch-hunts had all but subsided - he sent out riders bearing messages of good-will to all the provincial rulers, and urged "All true sons and daughters of Sigmar" to unite. "We must take up arms as one great people, lest the Chaos hordes o'erwhelm us all and the final darkness consume the world," he declaimed. Amazingly, the people responded, and as one great nation The Empire went to war against Chaos. Magnus made an alliance with the Tsar of the Kislevites and, leading from the front, he stood firm as a rock while the churning seas of Chaos broke upon him - and then withdrew!

An Empire Reborn

Following the war, Magnus was duly elected Emperor and crowned in Nuln, with the blessing of the Grand Theogonist. He reigned for 65 years and restored much of The Empire's former glory. Unfortunately, he died celibate and his brother Gunthar - a follower of the Cult of Ulric - who would normally have been the automatic choice as Magnus' successor, had made the mistake of crossing the Grand Theogonist. By now, the Cult of Sigmar had no less than three Electors (one in each of Talabheim, Nuln, and Altdorf) and consequently, Count Leopold of Stirland was elected in his stead. Gunthar was obliged to move to Middenheim and his descendants live there still.



The family of Emperor Leopold von Krieglitz held onto the office for the next 60 years, by which time the concessions and privileges that Marienburg had won in exchange for access to its ports, finally allowed its Burgomeisters to declare the Wasteland's independence, and secede from The Empire. Rumours that Leopold's grandson, Emperor Dieter IV, had connived with the Burgomeisters almost led to the Electoral Council bringing charges of incompetence against him. In the end, by a narrow margin, the Electors decided to appoint a new Emperor - Wilhelm II, Prince of Altdorf, - and settled for the lesser punishment of disenfranchising Dieter's family, who withdrew in disgrace to Talabheim. Here, there still remained a few reactionary followers of Ulric who regarded the Cult of Sigmar as heretical and they were only too glad to espouse Dieter's cause. In time, the von Krieglitz family were able to recover a measure of its former power - being appointed to the office of Grand Duke of Talabecland.

In the meantime, the new Emperor - Wilhelm Holswig-Schliestein - having no desire to move to Nuln, decided to move the Imperial capital back to Altdorf, where it remains to this day. During the reign of Wilhelm, who became known as 'the Wise'. The Empire made many technological advances, not least in the arts of war. Trade was greatly expanded too, and the new network of roads improved communications greatly. Close relations were maintained with Kislev and an embassy was even sent to Bretonnia.



The current Emperor - Karl-Franz I - is a direct descendant of Wilhelm and although he is perhaps not yet as noteworthy as his illustrious ancestors, he is generally well-thought of by all his subjects.



a time line for the empire

Date (Imperial Calendar - IC)	Event	Date (Imperial Calendar - IC)	Event
-30	Birth of Sigmar.	1359	Grand Duke of Stirland elected Emperor in Nuln.
-15	Sigmar rescues King Kargan and receives the magical warhammer Ghal-maraz ("Skull Splitter").	1360	Grand Duchess Ottilia declares herself Empress in Talabheim <i>without election</i> . She outlaws the Cult of Sigmar in Talabecland.
-8	Sigmar becomes chief of his father's tribe and unites the other tribes in war against the Goblins.	1360-1547	Civil wars rage - no conclusive outcome.
-1	Sigmar turns the tide of the war at the Battle of Black Fire Pass.	1547	Grand Duke of Middenland declares himself the rightful Emperor, starting the Age of Three Emperors.
0	Sigmar is crowned Emperor at Reikdorf by the High Priest of Ulric.	1550-1978	Steady disintegration of The Empire sees increase in the numbers of Demonologists and Necromancers; proliferation of secret worship of the Chaos Gods.
0-49	The Empire is established; woods are cleared for cultivation, and the first towns are built.	1979	Empress Magritta becomes last elected Empress for 400 years.
50	Sigmar abdicates to return Ghal-maraz to its Dwarven makers in Caraz-a-Carak.	1980-2300	Collapse of central authority is completed.
100-500	Electoral system established; the towns become cities; the Cult of Sigmar the God becomes widespread.	2302	Incursions of Chaos begin their assault on the Old World. Magnus the Pious appears in Nuln, and makes successful appeal for unity against the Chaos threat.
c1000	Ludwig the Fat issues a royal charter to the Halflings of the Moot, granting them administrative autonomy and an Imperial vote.	2303	The Incursions of Chaos subside and withdraw in the face of determined resistance from the Kislevite/Imperial alliance, led by Magnus.
1053-1115	Reign of Boris the Incompetent; corruption is rife.	2304	Magnus is elected Emperor; The Empire's former glories are restored.
1111	Devastating outbreak of Black Plague reduces whole populations.	2369	On the death of Magnus, The Empire passes not to his brother Gunthar, but to Count Leopold of Stirland.
1152	Inconclusive Electoral council starts Age of Wars.	2429	The Burgomeisters of Marienburg declare the Wastelands' independence and secede from The Empire; Emperor Dieter IV is deposed in favour of Prince Wilhelm of Altdorf.
		2502-	Karl-Franz - Wilhelm's great, great present grandson is elected to the throne.



the political structure of the empire

(See also - *The World Guide* - *The Empire* - WFRP, p281).

the emperor and his advisers

In theory, Emperor Karl-Franz I has absolute control over all aspects of Imperial society. In practice, however, his power is limited by a whole range of special privileges granted to various offices by the edicts of his predecessors, and the Crown is only really maintained out of a strong national sense of historical necessity - the last time The Empire lacked a recognised figurehead, it was almost wiped out by the Incursions of Chaos (see *A Brief History of the Empire*). When he stepped upon the throne dais in the Imperial Palace, Karl-Franz swore an oath that he would "at all times govern and maintain the majesty of The Empire". But this has proved to be no easy task...

The Council of State

Broadly speaking, the Emperor has the power to set taxes, raise armies and to issue edicts. To assist him in the day-to-day running of the Imperial court, and to advise him on matters financial, military and so on, the Emperor appoints a Council of State. The members of this council, which always includes the Grand Theogonist of the Cult of Sigmar, are selected from the families of the most ancient lineage. They have no constitutional authority but nevertheless still wield great power, since the Councillors control access to the Emperor and - whenever they manage to speak with one voice - can exercise considerable influence on him. The Grand Theogonist, who is arguably the most powerful man in The Empire, is usually behind the Council's more urgent recommendations...

Emperor Mattheus II, the grandfather of Karl-Franz I and a strong believer in democratic principles, actually attempted to draw up an Imperial constitution based around the Council.



This merely aroused the suspicion of the Provincial Electors (see below), and the idea was quietly abandoned. However, it takes a strong Emperor indeed to go against the advice of a united Council.

Imperial Plenipotentiaries

The Emperor occasionally also appoints special representatives in the provinces (known as Imperial Plenipotentiaries) and, in some cases, in the provincial towns as well. These appointees serve a dual function: on the one hand they might be loyal servants looking after the Emperor's interests, and keeping tabs on his so-called servants, and on the other, they could be ambitious, Machiavellian types sent to quiet back-waters to keep them out of harm's way. Whatever the reason for their appointment, it is generally believed that Imperial Plenipotentiaries are merely court favourites, and few people accord them any respect.

the electors

The real power in the realm resides with the 14 Provincial Electors (of whom, just to complicate matters, the Emperor is one). These are responsible for choosing the successor of the current Emperor. Political necessity demands that they pick someone who will not actually try to use his powers properly, and the choice normally falls on the least accomplished of their number. In practice, this means that the slightly eccentric Holswig-Schliestein family can count on holding office for the foreseeable future; the other Electors regard them as unambitious and the safest bet for the continuation of their own privileges. For their Electoral power is largely a secondary function of their real positions; all the Electors are either important provincial rulers, or magnates of the Cult of Sigmar or Ulric. As history shows, there is much rivalry between the provinces, and plenty of contention between the two Cults - although in the latter case, the Grand Theogonist of the Cult of Sigmar can be said to have tipped the balance in his favour by getting his two "lieutenants" accepted as Electors, while the Cult of Ulric is represented only by its High Priest.

The 15 current Electors, together with their titles and seats of power are:

1. Emperor Karl-Franz I, Grand Prince of the Reikland - based in Altdorf age 35; named heir is Prince Wolfgang Holswig-Abenauer, his sister's eldest son.
2. Grand Theogonist Yorri XV of the Cult of Sigmar - based in Altdorf.
3. Arch Lector Aglim of the Cult of Sigmar - based in Talabheim.
4. Arch Lector Kaslain of the Cult of Sigmar - based in Nuln.
5. High Priest Ar-Ulric of the Cult of Ulric - based in Middenheim.
6. Grand Prince Hals von Tasseninck of Ostland - based in Wolfenburg; age 62; named heir is his only son, Prince Hergard.
7. Grand Duke Leopold von Bildhofen of Middenland - based in Carroburg; age 46; named heir is his younger brother, Baron Siegfried.
8. Grand Duke Gustav von Krieglitz of Talabecland - based in Castle Schloss (just outside the town of Herzig); age 22; no named heir.
9. Grand Baroness Etelka Toppenheimer of Sudenland - based in Pfeildorf; age 51; named heir is the adopted son of distant relative, Baron Olaf Sektliebe.
10. Graf Alberich Haupt-Anderssen of Stirland - based in Wurtbad; age 15; no named heir.
11. Grand Countess Ludmila von Alptraum of Averland - based in Averheim; age 77; named heir is her eldest daughter, Baroness Marlene.
12. Graf Boris Todbringer of Middenheim - based in the Middenpalaz in Middenheim; age 57; named heir is his youngest son, Baron Stefan.
13. Duchess Elise Krieglitz-Untermensch of Talabheim - based in Talabheim; age 31; no named heir
14. Countess Emmanuelle von Liebewitz of Nuln - based in Nuln age 27; no named heir
15. Elder Hisme Stoutheart of Mootland - the Halfling Elector.



Although the Electors are in competition for much of the time, their position unites them against the Emperor, the independent towns, and the Guilds (see below for details of the latter two). Since the power of the Elector derives from the Provinces/City States, the title is hereditary - although there are no particular dictates as to how an heir must be chosen. In theory, the Emperor may veto any choice, but in practice, this is an extremely rare event - without the support of a sizeable majority of the Electors, the Emperor has no hope of enforcing such a veto. Emperor Leopold was the last Emperor to try such a move and, in his case, the threat of civil war was enough to make him back down.

the Prime Estates

When Boris the Incompetent attempted to make his favourite racehorse a Duke, the other Electors unanimously voted that they needed some eyes and ears in the capital to warn them if the Emperor was planning any other "foolishness". Accordingly, they each despatched a special representative to Altdorf to form a watchdog body, called the Prime Estates. This gathering meets in a splendid building in the Imperial capital, and is ostensibly open to any person of recognised noble birth, although lackeys of the Emperor are usually carefully excluded. The Prime Estates has now become a *de facto* supreme court - all Imperial edicts are carefully studied ("in the interests of State") and reports are sent back to the Provincial Electors. Since the latter can effectively refuse to police any edict they don't like, the Prime Estates has an almost complete veto on the Emperor's right to issue commands.



And with the Prime Estates there to hinder the implementation of Imperial edicts, the Emperor suffers even greater frustration. Of course, the Prime Estates can be said to have served a very useful function sometimes in this respect, given that Karl-Franz - as all Emperors - is occasionally given to crazy schemes along with those which might have some merit. Some of the more controversial edicts have included the Halfling Licensing Proclamation, by which no one was to be allowed to employ Halfling cooks without a license (since 99% of the nobility have Halfling cooks, and since there were howls of protest from the Moot, this particular Edict never got very far), and the imposition by Empress Margaritha of an Anchor Tax, by which ships mooring on The Empire's rivers were to be the subject of a 15 Crown tax per anchor (the Prime Estates enforced this for three months, but stopped when ship-

owners began dropping their anchors overboard rather than pay, and it proved dangerous to moor in any town or city harbour as loose ships drifted all over the place).

the provinces

As has already been implied above, the great City States of Middenheim, Talabheim, and Nuln operate just like the other Electoral Provinces. The only real difference is that their populations are obviously somewhat more concentrated. The remaining provinces which make up the rest of The Empire are all attached to one or other of the Electoral Provinces. These are:

- the County of Wissenland (attached to Nuln)
- the County of Sylvania (attached to Stirland)
- the League of Ostermark (attached to Talabecland)
- the Barony of Hochland (attached to Talabheim)
- the Barony of Nordland (attached to Middenheim)

Accordingly, the rulers of these areas are responsible first to the relevant Electoral ruler and secondly to the Emperor. In other words, if Karl-Franz wishes to find fault with the behaviour of Chancellor Dachs of Ostermark, he will raise the matter with Grand Duke Gustav of Talabecland. These provinces are effectively covered by the same immunities and exemptions as the 'parent' province, whatever their status.

The larger provinces are subdivided into a variety of minor counties, baronies and leagues, with administrative governors appointed by the provincial rulers. These in turn may appoint town governors, although this practice is not always followed for every town, some of which actually elect their own town councils.

Considerable rivalry still exists between Electoral Provinces. Only the rulers of Averland and Sudenland could honestly claim to have no pretensions to either the Imperial crown or the extension of their own boundaries. Fortunately for the unity of The Empire, however, these ambitions are currently well suppressed - the memory of years of bitter civil war is an important factor in this regard - and political machinations are conducted *very* discreetly.

The provincial rulers are largely able to exercise their authority as they see fit

within the boundaries of their domains. Some are more independent than others, thanks to special privileges which previous Emperors have granted their provinces. For example, the City States of Middenheim and Talabheim send no taxes to the Imperial coffers, and only have to supply troops when all the other provinces have been exhausted. The County of Wissenland, on the other hand, is little more than an administrative sub-division of the City State of Nuln.

The style of government also varies from province to province. Talabecland, for example, is rigidly autocratic, while Sudenland has many democratic institutions. In general, however, these variations have little meaning for the average Imperial citizen: the rich are still the most privileged while the poor do all the work!

towns

As far as most people in The Empire are concerned, the most important arm of government with a direct bearing on their daily lives is the nearest town. This is the place where taxes are collected, military service is rendered, trials are held, and merchandise is sold. The exact governmental structure varies from town to town. Some have autocratic governors appointed by the provincial ruler, while others have elected councils; some have Imperial Plenipotentiaries - direct representatives of the Emperor, and others seem to muddle along with no obvious administrative structure at all.

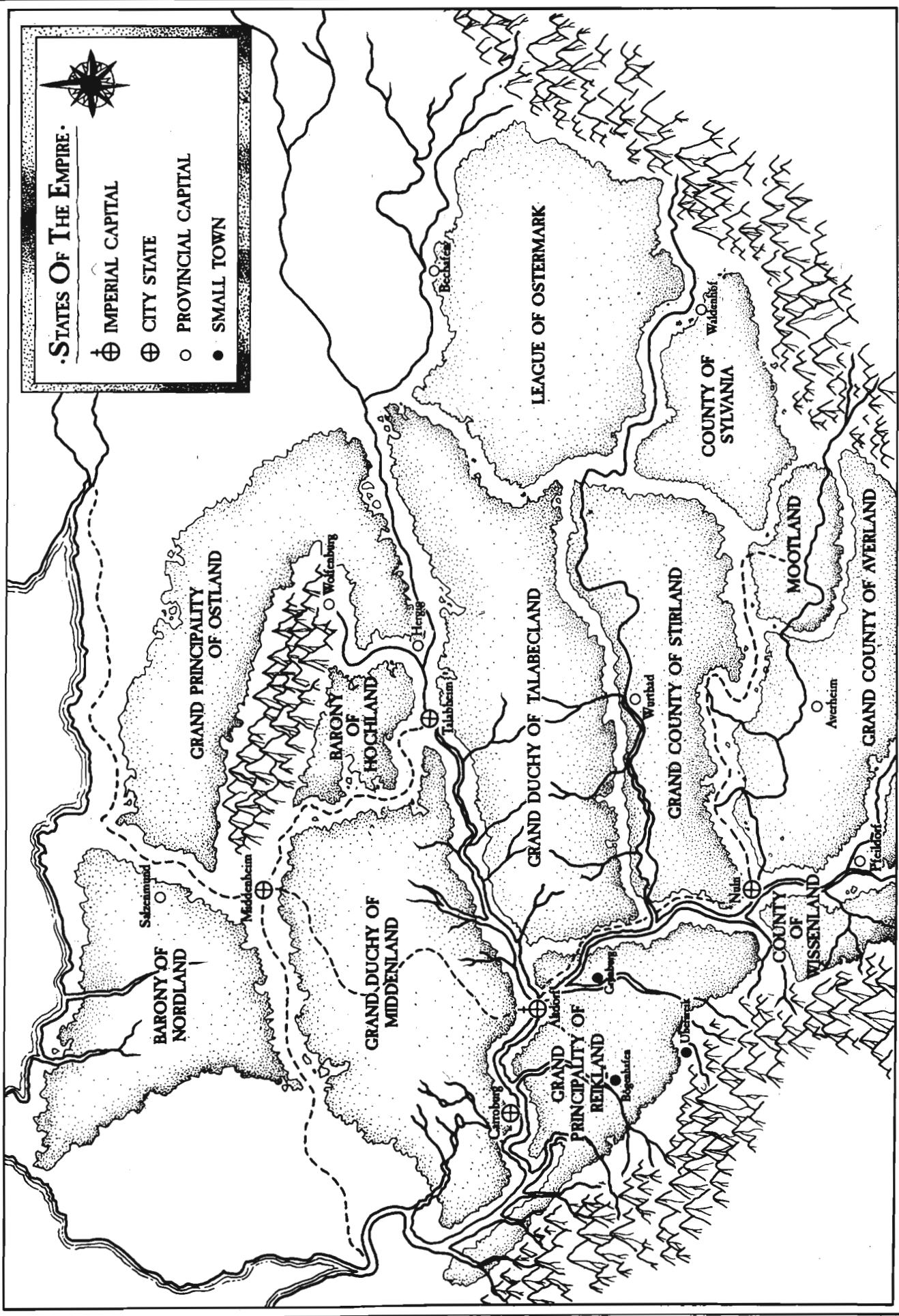
Normally, towns hold their charter from the Emperor - Kemperbad in the Reikland is the largest example - or are simply part of the political structure of the Province. Some of the larger towns, however, may have independent exemptions and privileges that defy the Crown or any Provincial authority. The independent towns can be a thorn in the flesh of all higher authorities, since their agents cannot operate to collect taxes or raise troops from them. Such towns have been known to be powerful enough to wage war against provincial rulers; all have strong military bodies based upon the Watchmen. Since no rural magnate can ever feel satisfied with an independent town sitting on its



STATES OF THE EMPIRE



- ⊕ IMPERIAL CAPITAL
- ⊕ CITY STATE
- PROVINCIAL CAPITAL
- SMALL TOWN



wealth and status, it has happened on many occasions that provincial rulers have looked for any excuse to interfere. When, following a disastrous harvest, Streissen suffered from an outbreak of bread riots in the year Karl-Franz came to power, Grand Countess Ludmila of Averland made it quite clear that she would only send her troops *after* the town government had agreed to pass all its privileges and authority to her. The massacre that accompanied her takeover is one of the more infamous chapters of recent history.

The town's authority (whatever its structure) does not end at its walls. All the villages and farms within a 10-20 mile radius look to the town for protection, and in return are subject to its laws and taxes. However, these are often monitored and interfered with by higher authority.

GUILDS

The fourth 'power' in the social mix of the Empire are the Guilds. In all towns, the Guilds are among the most important institutions. They normally have a monopoly on the labour market in the trades with which they are concerned, and Guild membership is compulsory for anyone wishing to ply a trade in the town. In return, the ordinary guild member gains a powerful voice which town councils tend to listen to. When a large job needs to be undertaken - particularly one commissioned by the town council, or by another Guild - it is traditional for an approach to be made to the relevant Guild rather than direct to a craftsman. The Guild negotiates the cost and rates of pay, and parcels the labour out among its members on a sub-contract basis.

Varieties of Guilds

There are Guilds for just about every career going - Alchemists and Artisans, Merchants and Seamen, and of course, Thieves and Lawyers.

The craft Guilds (for example, Metalworkers, Carpenters, Cartwrights, Masons, Jewellers and Tailors) keep control over standards of workmanship, and every apprentice is examined by an official of the Guild before being granted journeyman status and allowed to set up shop. The craft Guilds also require that any craftsman claiming to have served an apprenticeship elsewhere must present them with testimonials and letters of introduction from the Guild of which he or she was previously a member.

The labour Guilds (for example, Labourers, Teamsters and Stevedores) are not so strict in their requirements, since the same standards of craftsmanship do not apply to their work. They do, however, keep close control of their members' activities and protect their monopoly of labour ruthlessly.

The Merchants' Guild works in much the same way as a craft guild, overseeing apprenticeships and so on, but its members are free to seek business as they please. The majority of mercantile operations are family-based and, outside these families, new members are not encouraged. Occasionally the Guild may intervene when competition or disputes between two or more members threaten its unity or reputation, but by and large the Merchants' Guild is content to let its members conduct business as they see fit.

All Guild members pay an annual membership fee, which helps to maintain the Guilds' premises. These range from lavish town-houses to well-concealed, rambling hideaways, to small rooms at the back of an artisan's shop. Additionally, apprentices must pay a fee in order to be examined by a Guild official before progressing to full membership and being allowed to ply their trade in the town. In some places, members of craft Guilds are also expected to do one day's work per year for the Guild, for which they are not paid.



Those foolish enough to operate without the backing of a Guild can expect all kinds of trouble - a verbal warning is the first step, followed by threats of physical violence which are swiftly carried out if the person concerned continues to be recalcitrant.

Guild Structure

The internal structure of each guild varies enormously across The Empire, although most of those in the Reikland follow the same basic pattern, with only minor variations. A Guild Council comprising a dozen or so of the Guild's most senior members elects the Guild Master who chairs regular council meetings which make all policy decisions from setting membership fees to holding *ad hoc* trials for those who transgress Guild laws. Vacant places on the Council are very rare - usually following the death of one of the members - and tend to be filled according to the dictates of the remaining members, who meet in closed session to make their decision. In small towns and villages, however, there might not be enough members to justify such a formal structure, and in

many such cases a town or city guild will extend its control to cover the nearby villages.

The Guilds' collective power is subtle, yet potent. Since they are the representatives of skilled labour and monied wealth, they have managed to alter the will of the Emperor, provincial rulers and town authorities on many occasions. Guilds have been known to become involved in riots, revolts and strikes as more blatant manifestations of their strength, and it is widely recognised that there is a struggle for ultimate power between the rural propertied interests - represented by the nobility and, to an extent, the Crown; the urban oligarchies who run the towns; and the Guilds, especially where the latter are excluded from offices and privileges granted to the former two.

TAXES & REVENUE

Taxes may be levied at a variety of levels: The Emperor sets taxes to maintain his court and finance his armies; provincial rulers set taxes to maintain their courts and armies, as well as to build roads, canals and so on; town councils set taxes to maintain their Watch and Roadwarden patrols, as well as things like town walls and municipal buildings and services.

Not surprisingly, the list of things which can be taxed is endless - Imperial Citizens pay an annual poll tax of one Crown per person; tolls are charged for the use of roads and river locks; gate taxes are charged on all non-inhabitants entering/leaving towns; merchants are taxed on merchandise sold, and so on. Since it is reckoned that only the unpropertied, non-Guild, working class actually pays *all* the taxes imposed upon it, the burden on the poor is unbelievably great. The nobles pay hardly any taxes at all, and exemptions free many towns and Guilds from specific taxes, which is generally why the Emperor is forced to have new taxes devised so frequently.

In fact, there are so many provinces, cities, individuals and offices with exemptions from taxation and the requirement to supply troops that there have been long periods when the defence of the realm was severely compromised. Karl-Franz, like many of his predecessors, has instructed his treasury officials to invent new taxes (on printing, gunpowder, bordellos and pit-fight gambling) to raise money and then been forced to grant exemptions as interest groups have united to defy him. New taxes are devised every month,



and there exists a professional class of confidence tricksters who travel from place to place collecting taxes the Emperor hasn't actually imposed yet...

law in the empire

The various law enforcement agencies - Roadwardens, the local town and city Watches, and so on - have more than enough to keep them busy, and often operate on the principle of a suspect being guilty unless proved-innocent (you can find the Basic Profiles of these characters on the reference sheet in Booklet 2). Characters need to be very careful when dealing with the law. Even if they are innocent, behaving with arrogance and condescension is the surest way to get themselves arrested.

Guilty characters, on the other hand, need to tread even more cautiously. If the crime is a trivial one, bribery is a possibility - especially if presented as payment of an on-the-spot "fine". If the bribe attempt fails, however, things are going to be a whole lot worse. More serious crimes - theft, breaking-and-entering, and so on - often (but not always) end in a trial before the nearest magistrate. But if the character resists arrest, the lawmen are quite likely to decide to dispense justice on the spot, which usually ends in the character's burial in an unmarked grave! Crimes such as horse-stealing, murder, and so on, are regarded as so heinous that the arresting party is actually expected, more often than not, to deal with the criminal on the spot.



Arrested characters may or may not be tried according to their social position and the evidence against them. Unless there is incontrovertible evidence against a noble or wealthy merchant, these people often never come to trial,



a few well-placed Crowns being sufficient to have proceedings dropped. The very poor tend not to reach court either; they either languish in prison for years or end up in a penal colony breaking up rocks to repair the roads. Occasionally one of poor will be placed on trial to take the rap of a guilty noble who has bribed his way of trouble. It is usually the not-so-rich who end up in court, faced with a fair assortment of charges (it is customary to tag on as many charges to the main one as possible, to cover any previously unsolved crimes).

Characters brought to trial are likely to face prolonged and costly proceedings. Regardless of any evidence, characters without substantial funds or a public reputation are likely to be found guilty unless there is another suspect available (preferably of lesser social standing). Depending on the nature of the crime, the verdict will usually be execution or a long period of incarceration. Occasionally, poor, innocent characters do go free, but more often they end up being punished for crimes they did not commit.

people

noble houses

The nobility of the Empire ranges from the mighty Imperial family of the Holswig-Schliesteins to the many lowly baronets and knights who are found on every estate. The importance given to titles varies greatly - for example, the Countess of Averland rules a vast area lying between the river Aver, the Upper Reik, and the Black Mountains, while the Countess of Sylvania rules an area that would barely support a poor baronet of the western Empire. This diversity is noticeable in the wealth of the more important families - particularly those who hold Electoral positions. The members of the wealthy families are always apparent by their rich robes and glittering jewels. It is a popular saying that, on a moonless night, the Imperial Court at Altdorf can be seen as far away as Nuln. In contrast, those nobles who live in the eastern Empire often have difficulty convincing visitors that they are in fact the wealthiest persons in the area.

ordinary people

You should not get the impression that The Empire is teeming with plate-clad aristocrats. The vast majority of the populace - like the players' characters - are poor, simple folk. While the towns

and cities have a growing 'middle' class of artisans and merchants, those who bear the brunt of the taxation laws and who die in droves in times of war are the peasants.

titles

The Emperor is known as His Imperial Majesty - Emperor Karl-Franz. Rulers of Principalities are Princes or Princesses, while rulers of Duchies are known as Dukes or Duchesses. The prefix 'Grand' signifies that the title holder is also an Elector - thus Emperor Karl-Franz is also Grand Prince of the Reikland. Rulers of Counties are known as Counts or Countesses, and rulers of City States are Grand Dukes or Grafs. Rulers of Baronies are known as Barons or Baronesses, as are heirs to Counties and Duchies. Heirs to baronies are known as Baronets, and heirs to Principalities known as Crown Princes. The ruler of the League of Ostermark is known as Chancellor.

Orders of Knighthood

Those nobles deemed especially worthy, or who have proved themselves in the service of The Emperor or one of the Electors, are often admitted to one or other of the various Orders of Knighthood. This is a great honour, and only the most exceptional characters may hope to rise to such status. The most famous of these orders are:

The Knights Panther - an Order dedicated to the eradication of mutants, and the preservation of racial purity within The Empire, who form the elite corps of the standing army in Talabheim.

Order of the Fiery Heart - an elite cavalry unit of Sigmar Templars, dedicated to the destruction of all Goblinoids. They have a long and glorious history, dating from the civil wars when the Cult of Sigmar was outlawed in Talabecland.

Order of the White Wolf - formed by the Templars of Ulric, and comprising the elite unit of Middenheim's standing army. The members of this order are among the fiercest and most aggressive of The Empire's warriors. Unfortunately, their tendency to attack in a frenzy, irrespective of tactical or strategic considerations, does have its drawbacks.

Order of the High Helms - this is a newly constituted order, founded by the Emperor who wants to create an elite cavalry unit of very tough, and extremely tall, knights. Members are

selected according to their physique (minimum acceptable height is 6 feet 6 inches) and are currently being drilled in Altdorf.

families

A few, brief notes are provided on some of the more noteworthy noble families.

The Todbringers of Middenheim: distant relatives of the von Bildhofen family (qv), their current head is Graf Boris - an Elector and the Provincial Ruler of the City State.

The Krieglitz-Untermenschen of Talabheim: descended from Emperor Dieter von Krieglitz (who was deposed

after the secession of the Wastelanders), and Grand Duchess Ottilia Untermensch (who declared herself Empress without election in 1360). Their current head is Duchess Elise - an Elector and the ruler of the City State of Talabheim.

The von Krieglitz family of Talabecland: also descended from Emperor Dieter von Krieglitz. Current family head is Grand Duke Gustav - an Elector and Provincial Ruler of Talabecland (based in Castle Schloss).

The von Tassenincks of Ostland: rulers of Ostland. The current family head is Grand Prince Hals. His son, Hergard, is currently resident in Altdorf and on the lookout for a group of adventurers. As

easterners, the von Tassenincks are regarded as little better than country yokels by their more sophisticated western cousins.

The von Bildhofens of Middenland: descended from Grand Duke Gunthar von Bildhofen (the younger brother of Emperor Magnus the Pious), who fell foul of the then Grand Theogonist and retired to Middenheim. the current family head is Grand Duke Leopold - an Elector and Provincial Ruler of Middenland.



religion in the empire

the cult of sigmar

As might be surmised from the size of The Empire, religious practices vary enormously from place to place, with one notable exception: the Cult of Sigmar is widespread and predominates over all others. The Cult is organised along strictly hierarchical lines, under the spiritual leadership of the Grand Theogonist at Altdorf. One rung down the ladder of power are the two Arch Lectors based in Nuln and Talabheim, and directly beneath them are 18 ordinary Lectors - one for each Province, excluding the Mootland. The Grand Theogonist appoints all Lectors, and on the death of their leader these meet in secret conclave beneath the Cathedral in Altdorf to choose his or her successor. Because of the vital role played by the Dwarfs in the legend of Sigmar (see *A Brief History of The Empire* page 8), it is customary for the Grand Theogonist and the Arch Lectors to assume Dwarf names on accession to their offices.

The Cult's Orders

Clerics of Sigmar will belong to one of three orders, which determines their function within the Cult. PC Clerics will all belong to the Order of the Silver Hammer, whose members travel The Empire, promoting the Cult, rooting out heretics, and generally bringing glory to the Cult. As adventuring Clerics, they are required to pay 25% of their income to the Cult, and may be required to spend 1 week per year as a temple guard, or as a bodyguard to a Cult dignitary. They are able to conduct services, and hear

confessions only in the absence of a member of the ecclesiastical order (see below).

The other orders are The Order of the Torch, from whose ranks are drawn the administrators of the Cult's temples and the priests who actually officiate at religious ceremonies; and The Order of the Anvil, which is a monastic order whose members live out their lives in isolation from the rest of society, dedicating themselves to meditation and prayer. The former Order makes up the main element of the Cult, and the other orders are subject to it. Its members are assigned to provincial temples, with Initiates or semi-trained lay personnel acting as village priests, while town temples usually have a cleric of level 1 or higher. The main function of the latter order is to study and interpret the word of Sigmar, which forms the basis of Imperial law. Members may be found in law schools and the upper ranks provide legal advisors for the Grand

Theogonist and the Emperor. You should note the distinction between this order and the Cult of Verena. The Order of the Anvil is concerned with the letter of the law, leaving the Cult of Verena to worry about justice.

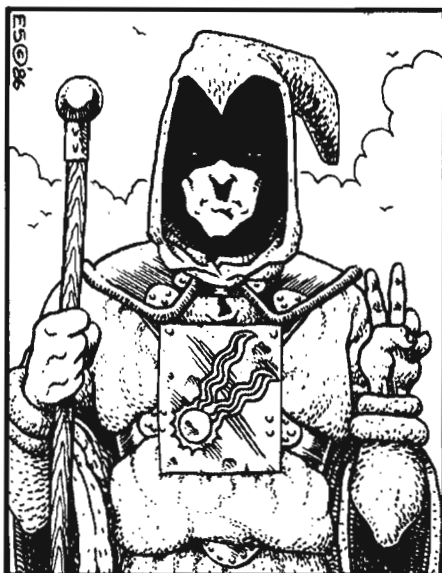
The Cult also has an attached order of Templars - The Knights of the Fiery Heart - whose members are not necessarily Clerics, and who form a fanatical, military wing, which fights alongside the Imperial army in times of war (see page 27 - *Soldiers of The Empire*).

sigmar heldenhammer - patron deity of the empire

Description: Sigmar is the deified, legendary founder of The Empire (see *A Brief History of The Empire* - p8). As befits the character of this mighty warrior, Sigmar is worshipped both for his military might, and as the great unifier - the synthesis of all the conflicting interests of the various power groups within The Empire. Statues and paintings usually depict him as a muscular, bearded giant of a man, with long, blond hair. He invariably bears a massive, two-handed Dwarf warhammer, and is often shown seated on a simple throne with piles of Goblin heads at his feet.

Alignment: Neutral

Symbol: The cult of Sigmar is usually associated with two symbols: a stylised Dwarf warhammer, and an octagon formed by two superimposed squares, the points of which have been joined up. The former symbol refers, of course, to





Sigmar's magical warhammer, Ghalmaraz, while the latter is symbolic of Sigmar's unification of the eight tribes who were the first human inhabitants of this part of the Old World.

Area of Worship: Although technically only a lesser deity, Sigmar is worshipped throughout The Empire. Only in the City State of Middenheim - the site of the chief temple to Ulric - are his temples outnumbered by those of another deity. There is hardly a village, let alone a town, that does not have a temple or shrine dedicated to him. Outside The Empire, however, worship is limited to a handful of exiles and emigrants.

Temples: Sigmar's temples vary enormously both in the degree of ornamentation and in their layout, largely depending on the character of the benefactor who contributed to their construction. There is one fairly common design, however, which emulates the lofty cathedral in Altdorf. This is based around an octagonal central chamber, topped with a gilded cupola and supported by ornate flying buttresses. Inside it is richly decorated with brightly coloured frescoes, a huge statue and golden altar pieces. All Sigmar's temples have two features in common: they have no seats for the congregation, who are expected to stand and/or kneel on hard, cold, stone floors; and they all point towards Caraz-a-Carak, the Dwarven citadel whither, it is believed, Sigmar made his last journey in mortal form.

Friends and Enemies: The Cult maintains friendly relations with the Dwarven Cult of Grungni, and is neutral towards all other Cults (excepting, of course, those of the Chaos Gods and those proscribed within The Empire, towards which the Cult is violently hostile).

The rivalry between the Cults of Sigmar and Ulric is detailed in *A Brief History of The Empire* (page 8). Currently, this rivalry is kept on a very formal, secular level, and the ancient dispute over the legitimacy of Sigmar's divinity remains buried. However, there still exists a fanatical group of Ulric worshippers who strive to promote the Sigmariian Heresy. In brief, they argue that Sigmar is not a god but the apotheosis of a collection of ideals about unity, strength, and the supremacy of The Empire. According to them, Clerics of Sigmar are no better than Demonologists. These fanatics are forced by the political climate, and by the power of the Grand Theogonist, to conceal their identities and to meet in secret. Nevertheless, it is rumoured that some of the upper echelons of the Cult of Ulric are members of the group.

Holy Days: The principal festival of the Cult is the first day of summer - 18th Sigmazzeit. This commemorates both the day when Sigmar was crowned Emperor, and the date of his abdication when, as it is described in the *Geistbuch*, the Cult's most sacred literary work, "he forsook the world of mortals to augment the realms of the gods." The festival is celebrated throughout The Empire with great feasts and merry-making, and in Altdorf there is a great procession round the city walls, led by the Grand Theogonist himself.

Cult Requirements: The only qualifications expected of a would-be Initiate are that he or she be of Good or Neutral alignment, devoid of Goblinoid blood, and free of any mutations denoting the mark of Chaos.

Strictures: All Initiates and Clerics of Sigmar must abide by the following strictures:

- i) obey the commands of their superiors in the Cult without question;
- ii) never refuse aid to a Dwarf (unless of evil or chaotic alignment);
- iii) work to promote the unity of The Empire - even at the cost of individual liberty;
- iv) bear true and loyal allegiance to His Imperial Majesty the Emperor;
- v) root out and destroy Goblinoids, and the servants of Chaos, wherever they may hide.

Spell Use: Clerics of Sigmar have access to Battle Magic spells only, and - unlike those of other deities - they acquire their spells from their superiors; only the Grand Theogonist can presume to trouble the deity with such trivial matters. When a Cleric wishes to acquire a new spell, he or she must go through the rituals described in the **WFRP** rulebook as normal, but must also ask another Cleric of the Cult to pass on the spell. If there is no NPC Cleric available, or if he or she does not know the desired spell, it cannot be learnt. Note also that an NPC Cleric may refuse to pass on a spell if he/she believes that there is just cause to do so.

The following special spell is unique to the followers of Sigmar, and may be acquired (providing the above requirements are met) at any time after the character has attained level 1.

Pool Power

Spell level: 1
 Magic Points: 1 per Cleric per turn (see below)
 Range: 1 group
 Duration: 1+ turns
 Ingredients: Chain of pure copper, long enough to link all participants
 Saving Throw: Not applicable

This spell may be cast by a group of 3 or more Clerics, who each spend 1 Magic Point for each turn that the spell is to remain in effect. When cast, the total current Magic Points of all participating Clerics are 'pooled', and may be drawn upon by one member of the group who acts as the focus of the spell's power. The focus must remain within 4 yards of the group, but is otherwise free to move, fight, cast spells and so on. The other Clerics may do nothing while the spell lasts. In addition, all spells cast by the focus are treated as though cast by a Cleric of a level equal to the sum of the levels of the participating Clerics (up to a maximum of level 4). The focus may not cast any spell which he or she has not previously learnt.

For example, three 1st level Clerics (with current MP totals of 4, 5, and 6) cast a Pool Power spell. Two of them must remain motionless, while the third now has 12 MPs to draw on. If this character now casts a Fire Ball spell, he can cast up to 3 fire balls in one round, just as though he were a 3rd level Cleric. Note that a group of eight 1st level Clerics would not be able to cast spells as an '8th level' Cleric - 4th level is the limit.

Special Abilities: On attaining 1st Level, a Cleric of Sigmar may be trained in the use of the *Hammer of Sigmar*. The training is acquired in the same way as a skill, and costs 100 Experience Points; as with spells, NPC Clerics of Sigmar may withhold this training if they believe that there is just cause to do so. The Hammer of Sigmar is a special ability which may only be used with a warhammer of some kind; it allows the Cleric to attack *once* with an effective S of 10 (see **WFRP** p190), and may be used as many times per day as the Cleric has levels (ie a 3rd Level Cleric may use it 3 times per day).

Skills: The skills available to a Cleric of Sigmar depend on the order to which he or she belongs. At each level, Clerics of Sigmar may acquire *one* of the following skills:

ORDER		
HAMMER	TORCH	ANVIL
S Disarm	Cure Disease	Astronomy
K Dodge Blow	Etiquette	Demon Lore
I Specialist Weapon	Heraldry	History
L - Flail weapons	Law	Surgery
L Strike Mighty		
S Blow		

Trials: These are almost invariably set by the Cult's hierarchy, rather than being direct instructions from the deity himself, and nearly always relate to the defence of The Empire - be it spiritually or physically. Typical trials involve

finding and destroying a Goblin or Beastman lair within the Forest of Shadows; delivering assistance to a beleaguered Dwarven stronghold; or even joining the monastic order for a period (effectively removing a PC Cleric from play).

Blessings: Skills favoured by Sigmar include *Charm, Excellent Vision, Hypnotise, Lightning Reflexes, Very Resilient, Very Strong* and *Wrestling*. Favoured Tests include *Fear, Interrogate, Reaction, Strength* and *Terror*.

worship of other deities

As well as numerous temples dedicated to the gods described in *Religion and Belief* in the **WFRP** rulebook, the people of The Empire acknowledge many other minor deities. These are not Cults in the true sense of the word, and their authority may well be limited to a particular place or area. Typical examples are Bögenauer, the god of the town of Bögenhafen, and Handrich, the god of merchants and commerce (see the adventure **Shadows Over Bögenhafen**, published separately). Gods such as these do not have Clerics of their own, but instead rely on Clerics from other, related Cults, or else make use of lay-preachers - town councillors in the case of Bögenauer, and members of the merchants' guild in the case of Handrich.

Sub-Cults

Many of the major gods are worshipped under different names, and in different ways in different places. Some sub-cults worship a major deity under a different name, while others worship a single aspect of a particular deity. There are many of these sub-cults, and not all are on friendly terms with the major religion from which they spring. In some cases, the Clerics of a sub-cult might be completely ignorant that their god and the god of another cult are one and the same; in other cases, Clerics of both cults might regard each other as heretics. A few examples of some of the sub-cults of the major gods are given below:

Manann, the God of the Seas, is worshipped by the Elves as Mathlann, God of Storms, and as Stromfels, God of Reefs and Currents, by some wreckers and pirates along the northern coast of the Empire. The worship of Stromfels is illegal in the Empire. He is also worshipped, under a variety of names and titles, by boatmen and others living on tidal rivers.



Mórr, the God of Death and Dreams, is worshipped by some illusionists, as noted in the **WFRP** rulebook. He is also known as Sarriel, the God of Dreams, by the Elves, and as Gazul, Lord of the Underearth, by the Dwarfs. He is also known as Forsagh, the God of Prophecy by some seers and fortune tellers.

Taal, the God of Nature, is also known as Torothal, the Goddess of Rain and Rivers, by the Elves, and as Karog, God of Rivers, by some fishermen. He is also worshipped as Karnos, Lord of Beasts, in some areas of the Middenland and Talabecland, where his worship is popular among hunters and trappers.

Rhya, the Mother Goddess, is also worshipped as Haleth, Goddess of Hunting, in wild areas throughout the northern Empire, and as Dyrath, the Fertility Goddess, in the pastoral and agricultural areas of the Reikland.

These are just a few examples; most of the deities of the Old World are worshipped in many guises in different parts of the Empire.

proscribed cults in the empire

Khaine

The worship of Khaine is proscribed throughout The Empire, and he is only worshipped secretly by murderers and cut-throats. There are secret cults worshipping the Lord of Murder in some of The Empire's larger towns and cities, but they seldom act openly and are ruthlessly suppressed by the authorities. Nevertheless, it must be said that in certain cities officials who act with conspicuous zeal in this suppression are sometimes found dead, often murdered in their beds while their spouses slept on undisturbed.

Khaine's colours are black and red, symbolising night, death and blood. His symbols, a scorpion and a wavy-bladed dagger, are seldom displayed openly, but may sometimes be worn by his more devoted followers, worked subtly into the design of a piece of jewellery or the ornamentation on a weapon.

The Gods of Chaos

Although the worship of the Chaos Gods is officially proscribed within the boundaries of The Empire, it still continues in secret. Humanity has developed under Chaos' aegis and its traits are inextricably intertwined with Human nature. Needless to say, the Chaos cults are all extremely secretive and not easily infiltrated. But the practice of exiling mutants to the deep forests where lurk bands of Beastmen and the occasional Chaos Warrior only serves to increase the numbers of Chaos' followers. And even in more civilised areas there are 'secret societies' - headed, perhaps, by a Demonologist or Necromancer. Sooner or later, all those who put power and earthly dominion before liberty and fraternity (and their numbers are surprisingly great) are drawn into the web. Indeed, the power of the Chaos gods is slowly and inexorably spreading across The Empire like the roots of some foul and poisonous fungus, and the growths of this network of decay are hideous to behold.

A few notes are provided on the extent of the worship of each of the Chaos Gods, and more details of these Gods and their followers (outside The Empire) can be found in the forthcoming **Realms of Chaos**. As might be expected, the worship of Chaos Gods can take many forms, and groups of cultists may be hostile toward each other, even though they worship the same god.

The Horned Rat

Symbol:



The Horned Rat is the feared deity of the Skaven. This mighty Chaos god gnaws at the fabric of the universe and is worshipped by all Skaven, although his worship is not restricted solely to the Ratmen - many Humans also offer it prayers and sacrifice. These Human followers can be found throughout The Empire's cities, where they serve as spies for the Skaven and also as suppliers of sacrificial victims. Many of these worshippers hope to be spared

the doom that will befall their fellows, but they do not realise that all Humans are as one to the Spreader of Decay, and none will be spared when the towns and cities collapse under the influence of the Skaven.

The organisation of these cults varies greatly. Some are headed by Skaven who lead bizarre rituals in catacombs deep beneath the towns and cities, while others are led by Humans who meet occasionally with the Skaven to receive instructions on how they can best serve the Horned One. Cultists in prominent positions do their utmost to hinder the improvement of urban areas and attempt to close down or reduce any operations involved with the maintenance of sewers or other public works.

As yet, the spectre of the Horned Rat has not figured much in The Empire. Few people outside the cults believe in the existence of the Skaven - and those who do try to forget.

Khorne

Symbol:



Subtlety has never been one of the strong points of the followers of Khorne, who tend to go in for wholesale slaughter. Not surprisingly, then, followers of the Blood God are fairly easy to spot and the few that ever penetrated The Empire's borders did not survive long enough to establish any underground cults. However, many of those mutants and Beastmen that still survive within the depths of The Empire's forests worship Khorne and indulge in orgies of slaying whenever the mood takes them.

Nurgle

Symbol:



Followers of the Plague God are also fairly rare within The Empire, but a few do exist, practising their filthy rites within the depths of the sewer systems of the major cities. Such groups rarely number more than fifty, and are largely isolated from groups in other cities. From time to time, the city or provincial authorities will mount an expedition to exterminate the depraved worshippers of Nurgle, but since such efforts must stop short of burning down their cities there are always a few who escape to replenish their numbers.

Nurgle's colours are sickly greens, yellows, and browns - usually worn in simple, geometric patterns. Worshippers often find it expedient to wear neither a symbol or nor the alternative badge

of the silhouette of a fly, but most go hooded - either to disguise the deformities caused by Nurgle's Rot (see **WFRP** p318), or to inspire dread and doubt.

Slaanesh

Symbol:



Followers of the bisexual, self-indulgent god Slaanesh are renowned for their affinity for all manner of perversions and for their excesses of hedonistic self-indulgence. As such, they are less inclined towards furthering their power as to indulging their penchant for drug-crazed orgies. Nevertheless, this is a relatively flourishing cult - particularly among the upper classes - and many of the larger towns and cities will have at least one group. A typical group may have up to 20 members who meet irregularly in the cellar of an outwardly respectable noble, for example. Occasionally, groups from several areas will arrange mass meetings in some secluded forest clearing, to delight in night-long orgies of depravity.

In full regalia, worshippers of Slaanesh wear rainbow-coloured robes which expose the right breast. They often wear white facial make-up with bright eye-shadow and lipstick. For obvious reasons, Slaanesh's symbol is rarely worn openly, but the more daring might substitute a brooch or other ornament depicting erotic figures or tableaux.

Tzeentch

Symbol:



Tzeentch is the most enigmatic of the Chaos Gods. His sympathies lie directly with the Forces of Chaos as demonstrated by the distortion of natural law through the forces of mutation and magic.

The Cult of Tzeentch is easily the most widespread in The Empire. He is particularly popular with mutants, but his cults are just as likely to be found in the towns and cities as they are in the forests. These groups are all committed to the subversion and overthrow of The Empire, and have an extensive network of informants and spies - some of whom occupy very high places indeed. The activities of this cult are shielded by its hostility towards the cult of Nurgle: who would suspect that those who are most zealous in the persecution of Nurgle's followers are actually Chaos cultists themselves? The size of any particular group of cultists varies from place to place, the largest ones being located in the great cities or deep

in the forests. They meet wherever and whenever is expedient, being much more organised and circumspect than the followers of Slaanesh.

The colours of Tzeentch are pink, puce, and/or purple and are often used in subtle combinations, in everyday clothing. For more formal rituals and meetings, however, the robes are usually most garish and strident in both pattern and colour.

Geography of the Empire

The major geographical features are detailed in the **WFRP** rulebook (p281). The information presented here is largely for emphasis and to help you create the atmosphere of The Empire's vast, forested landscapes.

The forests

The most significant geographical features of The Empire are its huge forests which cover vast areas of land and remain largely unexplored wilderness. The forests' depths provide a haven for bandits, mutants, and Beastmen, so it is not surprising that most people refuse to penetrate any deeper than the fringes.

Many areas have been cleared for cultivation or building, and this is especially true of the areas around the large towns and cities. But the forests themselves vary enormously in character:

The Reikwald Forest occupies the area between the river Reik and the Grey Mountains, stretching from south of Altdorf to beyond Carroburg, where the river flows almost to the foothills of the mountains. It is mainly a coniferous forest, particularly in the uplands, although there are deciduous stretches along the rivers.

The Great Forest is bounded on three sides by the rivers Stir, Reik and Talabec. It is a mixed oak forest, whose great age is reflected by the great size of some of the trees that may be found there. The Great Forest is dominated by huge 'imperial' oaks, and hoary, moss-covered willows.

The Laurelorn Forest, the home of the best-known Wood Elf settlement in The Empire, stands between the Middle Mountains and the borders of the Wasteland. Like the Great Forest, it is a mixed deciduous forest, but it is lighter and airier, and not nearly so oppressive. It is the home of the giant *lornalim* - a straight-trunked tree, with a silvery bark and fibrous, yellow leaves, much loved by the Elves.

The Drak Wald Forest is bordered by the Talabec, the Reik and the Middle Mountains. The bulk of the forest consists of dark, brooding stretches of mixed deciduous forest, with coniferous stretches on hill and mountain slopes and light, airy groves of *lornalim* deep in the forest's heart where Humans seldom venture.

The Forest of Shadows covers much of the Grand Principality of Ostland; it is bounded by the river Talabec, the Middle Mountains and the northern coast. It is an eerie place; its trees are unlike those of any of the other forests, twisted into grotesque shapes, and covered with hanging curtains of moss and lichen. Strange, bloated fungi proliferate here - huge, bilious puffballs and brightly coloured toadstools - and many of the trees sprout cancerous growths of black and purple frilled fungi.

The provinces

For reference purposes, the Provinces of The Empire are listed here, together with their administrative capitals:

Province	Capital
Averland, Grand County of	Averheim
Hochland, Barony of	Bergsburg
Middenheim, City State of	Middenheim
Middenland, Grand Duchy of	Carroburg
Mootland	None
Nordland, Barony of	Salzenmund
Nuln, City State of	Nuln
Ostermark, League of	Bechafen
Ostland, Grand Principality of	Wolfenburg
Reikland, Grand Principality of	Altdorf
Stirland, Grand County of	Wurtbad
Sudenland, Grand Barony of	Pfeildorf
Sylvania, County of	Waldenhof
Talabecland, Grand Duchy of	Castle Schloss
Talabheim, City State of	Talabheim
Wissenland, County of	Wissenburg

Communications

Rivers are by far the most heavily-used communications links between settlements, and in places these links have been shortened by the construction of canals. The Weissbruck canal (*Map 1*) is a prime example of this, having been constructed by Dwarven engineers some 50 years ago. The size of The Empire, however, together with the sedate speed of most river boats, means that there can be considerable delays in the delivery of news and other information. In times of war, such delays can be fatal, and so in 2453 Emperor Wilhelm the Wise instituted a system of Imperial Messengers. When the need arises, these horsemen can ride almost non-stop from all the borders of The Empire to the capital, by changing horses at the



coaching inns. Where they are unable to obtain fresh horses at an inn, they have Imperial authority to commandeer a horse from any coach or traveller they meet.

The Semaphore Machines

Lone dispatch riders might travel quickly, but they are easy prey for bandits or highwaymen, and so Emperor Karl-Franz has recently decided to establish a network of complex signalling machines. These are currently being built on convenient hilltops in lines radiating outwards from Altdorf, and it is intended that, in time, they will eventually connect the furthest corners of The Empire to the capital.

Designed and crewed by members of the Dwarven Engineers' Guild at the appointment of the Emperor, the machines consist of a massive stone tower surmounted by a wooden pylon. On top of the pylon stands a small hut used by the crew, which contains the operating mechanism for the semaphore device and a telescope for the observer. The semaphore device itself consists of two huge wooden 'flags' which are moved by a complex system of chains, gears and pulleys. At night, a beacon is lit in the lower stone section of the tower, and messages are sent by opening and closing a great pair of iron shutters on one side of the beacon room. The machines are built just far enough apart for messages to be readable by another machine operator using a telescope.

Magical Communications

The Temples of Verena are in constant communication with each other, collecting and distributing information, and have the means to send messages magically. Certain Wizards have crystal balls and similar magical equipment which can also be used for communication. These channels are seldom used by the Imperial authorities, however, because of the deep distrust that magical operations inspire in those who know nothing about them.

typical dress of the empire

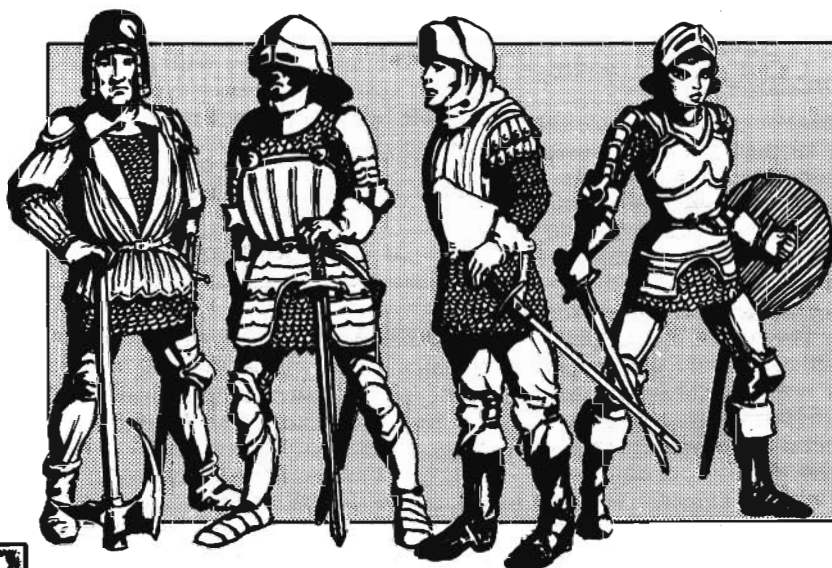


CLERICS

Only the most militaristic orders of the various priesthoods of the Old World tend to wear armour. Even the Priests of Ulric and Myrmidia don protective clothing only when preparing for battle. The vast majority of Clerics stick to simple robes — made of wool, linen, or silk, according to their status — decorated with the symbols of their Cult. From left to right the illustration shows — a Cleric of Manazja as might be seen in any of the Tilean City States; a member of the monastic order of the Cult of Taal, a travelling priest of the Cult of Verena; and a Priestess of Shallya, wearing the head-dress of an Initiate.

WIZARDS

Needless to say, Wizards wear armour even less frequently than Clerics. Most will choose clothing to match their temperaments and professions — Elves prefer simple, unadorned robes (left); while multi-hued, swirling silks are the choice of many Illusionists (second from the left); Elementalists (third from the left) often wear plain, practical, travelling clothes; while Demonologists and Necromancers — when they are not disguising their corrupt appearance beneath heavy cowls — have a penchant for elaborate, sombre robes adorned with many sigils. However, there are probably as many different types of Wizard's dress as there are Wizards!



WARRIORS

Warriors, on the other hand, tend to feel half-naked if they are not weighed down by chain shirts or linked plates of hardened steel. At the very least they will wear thick leather jackets which have been toughened and hardened to withstand light blows. This is especially true of mercenaries and other professional soldiers as illustrated here. Needless to say, their apparel does not retain a pristine appearance for very long — two or three hard fights and plate mail becomes dented, links of chain break, while leather will be holed and in need of patching. From left to right — Bretonnian mercenary in chain shirt with plate leggings; Tilean Guardsman in full plate; Tilean light cavalryman in mail coat with leather trousers; Stirlander female mercenary of the Myrmidian legion, in plate armour with shield.



PC 1 - Harbull Furfoot -
halfling, male, academic (herbalist)

MWS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	
4	23	33	2	2	5	50	1	42	22	30	23	44	40

Skills:

Arcane Language - Druidic (knows the rare tongue of the Old Druids);

Cook (is an excellent chef, +10 chance to notice drugs/poisons in food);

Cure Disease (can diagnose and cure most diseases with a successful Int test, modified by patient's T);

Heal Wounds (can provide first aid on a successful Int test; can also increase a resting patient's recovery rate);

Herb Lore (can recognise most herbs, and is aware of their properties; may know where to locate specific herbs on a successful Int test);

Identify Plant (as above, but applied to plants);

Night Vision (can see up to 20 yards at night, not in total darkness);

Read/Write (is literate in the language of the Old World);

Secret Language - Classical (knows the ancient tongue of the Old World - equivalent of Greek or Latin);

Secret Language - Guild (knows the secret tongue of the Herbalists' Guild - not taught to non-guildsmen).

Age: 29

Fate Points: 3



PC 2 - Wanda Weltschmerz -
human, female, academic (Wizard's
apprentice)

MWS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	
4	34	31	2	3	6	33	1	29	33	36	30	34	31

Skills:

Arcane Language - Magick (can speak, read and write the magical language used by Wizards);

Astronomy (familiar with cycles of heavenly bodies, etc, can navigate by the stars on successful Int test);

Blather (can produce a string of nonsensical verbiage which will dumbfound someone on successful Fel test);

Cast Spells - Petty Magic (can cast any known Petty Magic spells);

Heraldry (may recognise heraldic device and recall a little relevant genealogy and history on successful Int test);

Read/Write (applies to Old Worlder only);

Scroll Lore (can identify any scroll written in Magick);

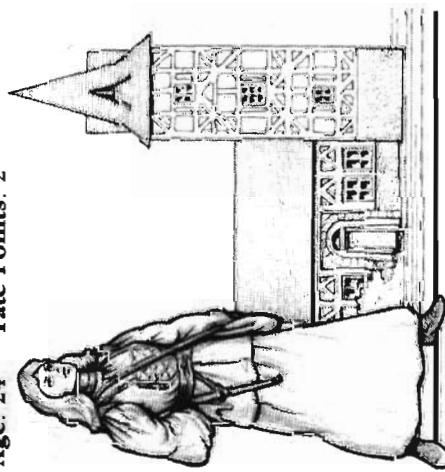
Secret Language - Classical (knows the ancient tongue of the Old World - equivalent of Greek or Latin)

Spells:

Open (3 MP - works on any lock, bolt or latch within 1 yard);

Sleep (2 MP - puts any character touched to sleep for D6 turns, unless he/she makes a successful WP test)

Age: 24 Fate Points: 2



PC 3 - Johann "Rowlocks"
Dassbüt - human, male, Ranger
(Boatman)

MWS	BSS*	T	W	I*	A	Dex	Ld	Int	Cl	WP	Fel
5 34	35 4	3	6	47	1	34	30	29	35	31	30

Skills:

Ambidextrous (may use either hand equally well, +10 bonus to all Risk tests involving Dex);

Fish (is a skilled angler);

Lightning Reflexes (+10 to I*);

Orientation (can usually find North - might require Int test);

River Lore (is familiar with hazards of river travel);

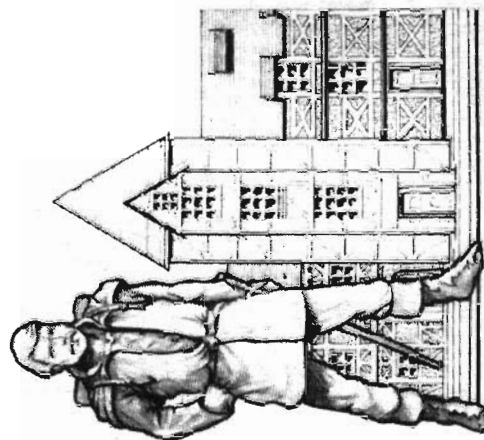
Row (can use oared vessels without danger);

Silent Move - Rural (-10 to Listen tests made against the character in rural environments);

Very Strong (+1 to S*);

Age: 35

Fate Points: 2



Equipment: Sword, Leather Jack (0/1 AP to Body and Arms); Backpack; Travel clothes; 60 GC.

Personality: Although generally easy-going, Johann tends to prefer his own company. He tends to say little unless absolutely sure of his facts, and prefers to reach his own conclusions, even if he does take longer than most to arrive at them.

Background: Johann has travelled up and down the River Reik and its tributaries ever since childhood. His family was killed by bandits when he was little more than a child, and he has grown used to relying on his own skills. A Boatman's life has suited Johann's temperament, with its outdoor life and chance to keep on the move. But the opportunities for money-making are somewhat limited, and since Johann has never owned anything bigger than a rowing boat he has been forced to hire out his services to other barge owners, ferrying passengers and small cargoes between the Reikland settlements. Now, at the age of 35, Johann has decided that he's had enough of making money for other people; it's time to strike out on his own and seek fame and fortune as an adventurer. Accordingly, he sold his rowing boat to his current employer, and fell in with a group of adventurers headed for Altdorf...

Equipment: Dagger (1 + 10, Dam -2, Parry -20); Ordinary clothes; Sling bag with spell ingredients - 3 silver keys, enough down for 6 castings of *Sleep*; 10 GC.

Personality: Wanda is a thoughtful, and extremely independent young woman. She does not suffer fools gladly, and is prone to get impatient with those who are not as quick on the uptake as she is. Nevertheless, she is capable of acts of kindness towards those less fortunate than herself.

Background: Born into a middle class family in the market town of Delberz, Wanda was fascinated by magic from an early age. Being the sort of child that is apt to throw violent tantrums unless given her own way, and having the sort of parents who dote on their offspring and try to accommodate their every whim, she found it fairly easy to get their permission to apprentice herself to Heironymus Blitzen, a well-known local Wizard. She showed a natural talent, and proved to be a quick learner, and was not to be put off by being given mundane chores to do. After a year's apprenticeship, Heironymus called his most able pupil to him and told her that the time had come for her to return to the world and put her skills into practice. To that end he would teach her one more spell to aid her on her adventures. When the time came for her to enter the inner circle of full-fledged Wizards, she may return to him, and if he finds her worthy he will teach her what she needs to know. Until then, she must find what friends she can, and beware the corrupting power of Chaos...

Equipment: Sling (R - 24/36/150, ES 3, Rid 1 0); Dagger (1 + 10, Dam -2, Parry -20); Sling bag with herbs; Pestle and mortar; Travelling Clothes; Billy cans etc.; 11 GC

Personality: Like most Halflings, Harbull has an insatiable curiosity and an almost child-like cheerfulness. After all his travels, however, if there is one thing that makes him see red, it's the usual Human assumption that the only thing Halflings are good for is cooking...

Background: Harbull was brought up in the small, Halfling village of Barliron on the border of Mooland. His mother is a Herbalist, his father a Baker, which led to many disputes as to the course his future should follow. Harbull's first love is undoubtedly food, but he prefers others to cook it! In the end, he decided to leave home to see The Empire and to let the future take care of itself. He travelled through Wurtbad, but didn't spend much time there, since nearly everyone he met tried to employ him as a cook. After that, he worked as an assistant to a Herbalist in Käserburg for a while, but as he wasn't given much to do other than cook, he left after only a few weeks. As he passed through Delberz, he couldn't help spotting an advertisement for adventurers, and since he is a firm believer in the principle of "nothing ventured, nothing gained" he decided to head for Altdorf to apply for the job. En route, he stayed at a coaching inn called the 'Travellers' Rest where he met Werner, a young giant of a labourer, grown restless in his workman's life and eager for action. The two hit it off almost at once, and decided to try their luck together...

soldiers of the empire

There are many different kinds of soldier found within The Empire. The ones that follow are a representative sample of those likely to be encountered by the adventurers. For example, the adventurers could pass the soldiers on the road or come across them in a coaching inn. They are not primarily intended as opponents, but to provide colour and background to the campaign.

Most troops are not armed with missile weapons, but these may be added if desired.

the imperial guard

The Imperial Guard forms the personal bodyguard of the Emperor. Units of the Guard travel with the Emperor on all occasions, and are responsible for the security of all palaces and castles belonging to the Imperial family. In time of war, they take the field along with the Emperor, forming an elite unit at the core of the Imperial armies. The Emperor is currently recruiting and outfitting the Order of the High Helm, a unit of 'giants' (soldiers over 6' tall). This has caused some dissension amongst the rest of the Guard as it is commonly believed that the 'giants' possess only 1 brain amongst four!

1. Cavalry

Individual squadrons are commanded by noblemen, and are generally recruited from their home provinces. A commission in the Imperial Cavalry is regarded as a fine and fitting occupation for the younger sons of the Empire's noble houses, and many of them take this as an opportunity to outshine their elder brothers, who command the armies and militias of their home provinces. There is great rivalry between the cavalry squadrons of various nobles.

Cavalry Officer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	50	5	5	13	50	3	49	69	39	69	40	50

Cavalryman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	38	4	4	11	50	3	39	39	29	40	29	30

Skills
Disarm
Dodge
Etiquette
Ride
Secret Language - Battle
Specialist Weapons
Strike To Injure
Strike Mighty Blow
Strike To Stun

Possessions
Full Plate Armour
Shield
Dagger
Hammer or Sword
Lance
Lance, 2-Handed

All ranks carry shields emblazoned with a skull and the initials of the current Emperor (KF in the present day). Extravagant helmet crests are common, and vary from squadron to squadron, generally being an elaboration of the family crest of the squadron's commander. The rider illustrated is an officer in the squadron of Graf Alberich Haupt Andurssen - 'The Hawk of Wurtbad'.

2. Infantry

The Imperial Foot form the second arm of the Guard. Although they do not have the glamorous image of the Imperial Cavalry, they are nonetheless a crack fighting force.

Officer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	60	45	5	5	13	60	3	49	69	40	60	40	50

Soldier

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	40*	4	4	11	50	2	39	39	29	40	29	30

* Imperial Guard Archers have a BS of 60 and WS of 50

Skills
Disarm
Dodge Blow
Secret Language - Battle
Specialist Weapon - 2-Handed
Strike Mighty Blow
Strike To Injure
Strike To Stun

Equipment
Full Plate Armour
Shield
Halberd
Sword
Two Handed Sword - Officers only

3. & 4. Mercenaries

Mercenaries are widely used throughout The Empire. Some are Imperial natives, while others are foreigners. Mercenary units vary tremendously in equipment, training and quality. Some are little more than organised brigands while others are highly trained and disciplined. Some mercenary units have become practically institutionalised within the armies of the Empire, having first seen service in the civil wars of the Age of the Three Emperors.

Illustrated are a captain of the Gryphon Legion (3), a mercenary cavalry regiment of Kislevite origin which has served the Imperial family for several generations, and a trooper of the Stirland Free Foresters (4). The Foresters were first raised to fight the Incursions of Chaos two hundred years ago, and turned to the mercenary life rather than disbanding or becoming brigands. They have fought in several border conflicts between petty nobles in The Empire, as well as seeing action in the Border Princes and Tilea.

The profiles below represent an average mercenary unit, they should be adjusted up or down according to the quality of the unit.

Mercenary Captain

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	45	4	4	11	55	2	39	55	39	50	35	45

Mercenary Soldier

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	35	3	4	8	45	2	29	39	29	35	25	30

Skills
Disarm
Dodge Blow
Ride - if cavalry
Secret Language - Battle
Strike Mighty Blow
Strike To Stun

Equipment
Armour varies from
Leather to Plate
Weapons - any

5. templars

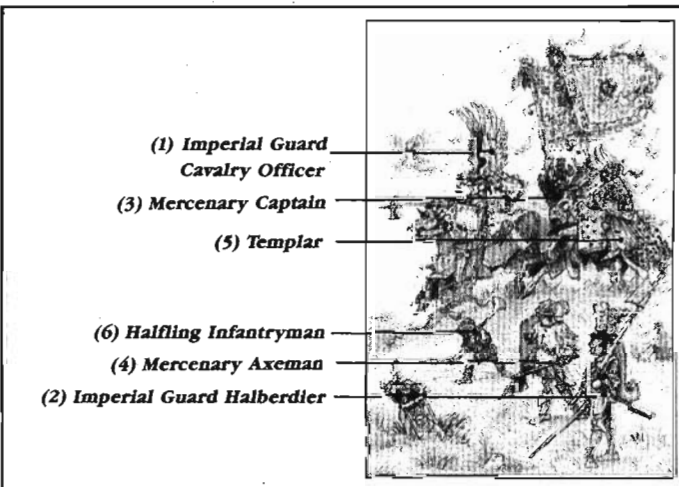
There are military orders of Templars attached to several of the principal religious cults of the Empire, notably those of Ulric, Myrmidia and Sigmar. As well as fighting in the Imperial armies, their duties include acting as temple guards and taking the forefront in any holy wars. The Templars are formidable fighters, trained and equipped to the highest standards, whose fervour makes them universally feared. The illustration shows a Templar of the Order the Fiery Heart, one of a number of martial orders in the service of the temple of Sigmar.

Templar

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	70	55	5	5	13	70	3	59	59	50	65	60	59

Skills
Disarm
Dodge Blow
Ride
Secret Language - Battle
Secret Signs Templar
Strike Mighty Blow
Strike To Injure
Strike To Stun

Equipment
Full Plate Armour
Shield
Lance
Hand Weapon







6. halfling infantry

The Halfling inhabitants of the Moot are better known for their contribution to Imperial cuisine than for their martial skills, and most of the few Halfling units within the Imperial armies are concerned with foraging and provisioning rather than fighting. Nonetheless, the Halflings can fight when necessary. The illustration shows a Quartermaster- Trumpeter of the Imperial Supply Corps.

Halfling Infantry

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	38	45	3	3	8	60	2	49	30	29	34	55	53

Skills

Cook
Disarm
Dodge Blow
Strike Mighty Blow

Equipment

Mail Shirt
Shield
Hand Weapon

standing armies in the empire

As well as the Imperial Guard, the personal retinues of the nobility, and the numerous provincial and town militias, the Empire has a number of standing armies. These are raised mainly in the great cities of Altdorf, Nuln, Talabheim and Middenheim. Most of them have their origins in the Age of the Three Emperors, when the rival Emperors each raised an maintained huge field armies to support their claims to the throne. Each city has its own army, which is under the command of the local Elector (the Emperor in the case of the Altdorf Infantry). Equipment varies from army to army, but generally consists of mail shirt, open helmet and polearm for troopers soldiers or plate armour, helmet, shield and hand weapon for officers.

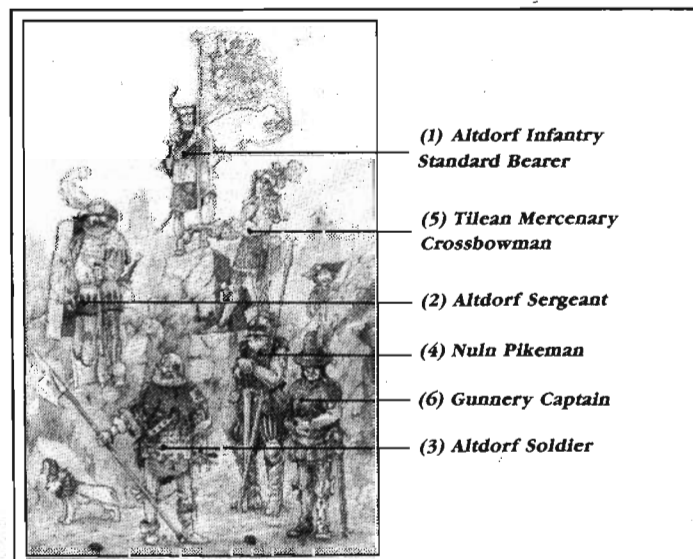
1-3. The Armies of Altdorf

Illustration 1 shows a standard bearer from one of the Altdorfer infantry regiments, carrying the Imperial Standard which indicates that the regiment is under the command of the Emperor. The Classical legend 'Pontifex Maximus' on the standard indicates that the campaign has had the blessing of the Grand Theogonist. Standard Bearers are normally chosen from among the longest-serving sergeants in a regiment; their task is to carry the standard to the fore of the battle, encouraging the troops to advance to protect it. The Standard Bearer wears the skin of a Chaos Beastman over his armour.

The dragon motif of the Altdorfer infantry is repeated on the tunic of the Sergeant illustrated (2). The trooper (3) holds the leash of the regimental mascot for the campaign, a charge normally given to the longest-serving trooper in the first Company of the first Regiment. The mascot has been chosen to demonstrate that the opposing leader is a dog and a clown. The practice of choosing a regimental mascot appropriate to the campaign in question is common among the infantry regiments of the Imperial standing armies.

Sergeant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	30	4	4	11	50	2	39	55	40	50	35	40



(1) Altdorf Infantry
Standard Bearer

(5) Tilean Mercenary
Crossbowman

(2) Altdorf Sergeant

(4) Nuln Pikeman

(6) Gunnery Captain

(3) Altdorf Soldier

Soldier

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	30	3	3	7	40	1	29	39	29	29	25	30

Skills

Disarm
Dodge Blow
Secret Language - Battle
Strike Mighty Blow
Strike To Stun

Equipment

Leather to Plate
Hand Weapons to 2-Handed

4-6. The Armies of Nuln

The armies of Nuln have traditionally been the main defensive force of Stirland and Averland. These Counties are famous for their pikemen, one of whom is illustrated here, wearing the characteristic high boots and flamboyantly striped breeches of the 17th (Baron Olaf's Own) Regiment of Foot, based in Pfeildorf. Mercenaries of Stirlander and Averlander origin form the mainstay of several armies among the warring Tilean City States, as well as serving from time to time in the armies of the Empire.

Pikeman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	30	3	3	7	40	1	29	40	29	30	26	29

Skills

Disarm
Dodge Blow

Equipment

Mail Shirt
Pike (1+10 first round only/+20 of opponent is mounted, -20 otherwise)

Secret Language - Battle
Specialist Weapon - Pike
Strike Mighty Blow
Strike To Stun

The trade in mercenaries is two-way, and the armies of Nuln make extensive use of mercenaries from the southern nations of the Old World, like the Tilean crossbowman illustrated. Despite the insignia of Nuln sewn onto his tunic, his dress and equipment is distinctly Tilean; he wears the short cape and broad-guarded shortsword typical of the armies of Miragliano and Remas.

Mercenary Crossbowman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	30	3	4	9	45	2	39	39	29	35	30	35

Skills

Strike Mighty Blow
Strike To Stun

Equipment

Sleeved Mail Shirt
Helmet
Crossbow
Short Sword

It was the armies of Nuln who first made use of bombards, and the Imperial School of Gunnery was established at Nuln soon after the re-unification. Apart from a small unit of bombards based in Altdorf and used only for ceremonial purposes, the Imperial Corps of Artillery is based entirely in Nuln. Illustrated is an Instructor-Captain of the Imperial Gunnery School; his sword denotes his rank, since lower ranks are generally armed only with a dagger, and he carries a book of artillery charts and tables, for calculating ranges and trajectories.

Gunnery Captain

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	54	30	3	3	9	45	1	29	50	29	30	26	32

Skills

Drive Cart
Engineer
Specialist Weapon - Blunderbuss
Specialist Weapon - Bombard
Specialist Weapon - Pistol
Specialist Weapon - Bombs

Equipment

Charts and Tables
Pistol





PC 4 - Werner "Pick-axe"
Murrmann - human, male,
warrior (labourer)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Pel
3	37	32	4	4	7	31	1	32	37	27	31	35	38

Skills:

Carpentry (+10 to Construct tests when using wood);
Consume Alcohol (-10 to WP to resist drink, suffer only half normal characteristic reductions for being drunk);

Disarm (instead of inflicting damage may disarm opponent with 2 successful hits);

Dodge Blow (may dodge 1 hand-to-hand attack per round on successful I test);

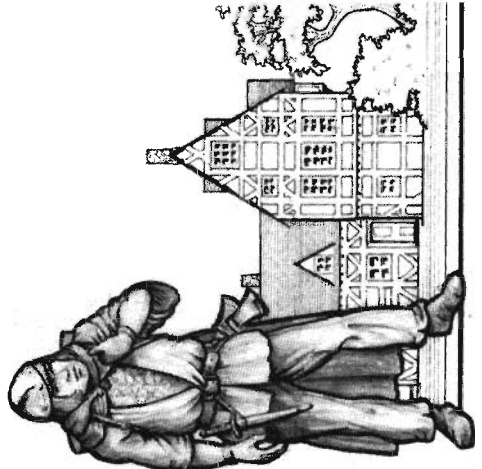
Drive Cart (can drive any vehicle without Risk);

Scale Sheer Surface (excellent climber - only makes Risk tests on difficult climbs);

Sing (+10 to Bask and Employment tests when singing);

Very Resilient (+1 to T);

Age: 20
Fate Points: 3



PC 5 - Kirsten Krank - human,
female, Rogue (thief, General)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Pel
4	31	30	3	3	6	38	1	35	28	33	34	29	30

Skills:

Acute Hearing (+10 to Listen tests);

Bribery (+20 to Bribe tests = 100% minus WP of character to be bribed);

Concealment Urban (+20 -5, if moving - to Hide tests = 1 plus Cl minus I of character being avoided);

Secret Language - Thieves' Tongue (knows special communication techniques used by thieves while appearing to hold mundane conversations);

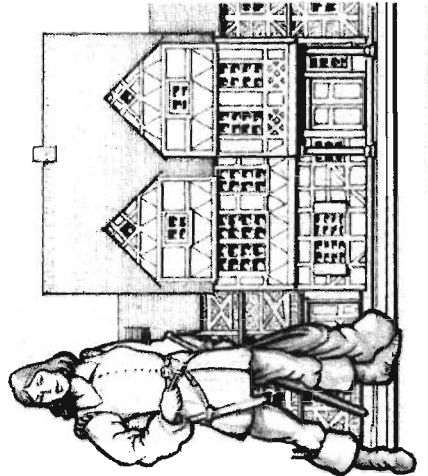
Secret Signs - Thieves (may read/write simple messages of up to 3 words, comprehensible only by thieves);

Silent Move - Rural (-10 to Listen tests made against the character in rural environments);

Silent Move - Urban (as above, but in Urban environments);

Sixth Sense (will be aware of being followed, or being watched on a successful Int test)

Age: 18
Fate Points: 2



PC 6 - Malmir Giluviel - elf,
male, Rogue (minstrel)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Pel
4	40	33	3	3	5	65	1	45	36	52	57	42	44

Skills:

Charm (+10 to Pel tests);

Dance (+10 to Bask and Employment tests when performing);

Etiquette (+10 to all tests involving members of High Society);

Excellent Vision (+50% vision distances);

Fleet Footed (+2 yards to M in all circumstances);

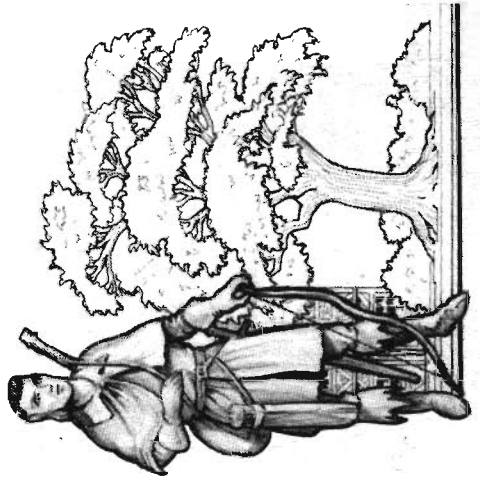
Musicianship (can play stringed instruments and gains +10 to Bask and Employment tests when performing);

Night Vision (can see up to 30 yards at night, not in total darkness);

Public Speaking (may attempt Bluff and/or Gossip tests on crowds of up to 36 individuals);

Sing (+10 to Bask and Employment tests when performing)

Age: 55
Fate Points: 1



Equipment: Short bow (R - 16/32/150; ES 3; Rld 0); Quiver with 30 arrows; Sword; Mandolin; Brightly coloured travelling clothes; 12 GC.

Personality: Malmir is a rare type among his kin, finding the woodland life claustrophobic, and his friends and family too detached from the concerns of the world around them. He knows little of Human society, but what he has heard fascinates him, and he is eager to see more of The Empire, with its vast forests and swift-flowing rivers.

Background: From an early age, Malmir showed what his parents considered to be an unseemly interest in life beyond the Laurelorn forest. Although he took to music, and rapidly became versed in the customs and behaviour of polite Elven society, his mind wouldn't stop wondering about Humans, with their strange, stone-built cities and obsession with all things material. In the end, his home forest began to seem all too familiar. His family were loth to let him depart, but Malmir was insistent. His kinfolk did not bid him farewell but, one by one, they turned their backs on him as he neared the boundaries of their community like all Elves who forsake their homes for a life of adventure, he was treated as though he no longer existed. The last Elven words he heard were a warning from the Priestess of Liadriel, "Go then, Malmir. And return not, unless it be in dire need. But remember this; if ever one of those touched by Chaos should find their way here through your directions, we shall not rest until you are brought to justice!"

First he made his way to the fortress city of Middenheim, but, finding that place too dull and cold for his liking he decided to head for Aldorf, the city of gold. Thus it was that he found himself approaching a coaching inn known as the Coach and Horses...

Equipment: Sword; 3 throwing knives (R - 4/8/20); Ordinary clothing; Large sack; 12 GC.

Personality: Kirsten is natural Rogue; full of self-confidence, she possesses a cheeky - some would say dangerous - sense of humour. She loves practical jokes and this has often got her into hot water. Nor is she hampered by a nagging conscience. It's not that she's actually dishonest, but if an opportunity presents itself, she does not fail to take it. "Never look a gift horse in the mouth" is her favourite saying.

Background: Brought up in the seedier area of the town of Delbert, she is the youngest of a very large, very poor family. Her parents were far too busy struggling to earn enough to feed their offspring to have any time for educating them. Fortunately, Kirsten has always been sharp-witted, and she soon learnt that life for the poor is a never-ending battle against hunger, disease, and oppression by the rich. Accordingly, she made up her mind that since the 'rules of the game' seemed to have the sole function of maintaining the status quo, she was just going to have to break them. Not surprisingly, this soon made her a *persona non grata* with many of the local shopkeepers and stall-holders. Then, after she booby-trapped a chair that was being used by the head of the local Merchants' Guild at the opening of a town fête, she soon realised that Delbert was too small a town for someone with her ambitions. So, helping herself to a pile of leaflets someone had foolishly left 'lying around', she headed off towards Altdorf. "My talents are bound to be appreciated in the capital," she thought. By a strange coincidence, she later learned (by asking an intelligent-looking stranger) that the leaflets she was carrying were advertisements for a group of adventurers...

Equipment: 2 Hand/throwing axes (R - 4/8/20, ES C, Rld 0); Dagger (1 + 10, Dam -2, Parry -20); Leather Jack (0/1 AP to Body and Arms); Helmet (1 AP to Head); Backpack (including flask of herbal tea); Rugged, working clothes and hooded cloak; 6 GC.

Personality: Werner is a trusting, scrupulously honest individual, always prepared to give people the benefit of the doubt. A lover of the strong Reikland ales, he is slow to anger but terribly hot-headed once roused.

Background: Werner was brought up at his parent's coaching inn - The Traveller's Rest - not far from the village of Mittemund. His life has been easy, if unexciting, doing odd jobs about the place, helping the coachmen, working behind the bar, mending the odd broken table after some adventurer's over-exuberant drinking bout. But recently Werner has grown tired of *hearing* about other people's adventures, and since his parents can now afford to pay someone to do his work, he has been eager to leave home and find some action. As chance would have it, a young Halfling Herbalist recently called at the inn, carrying a copy of an advertisement from some Noble looking for adventurers. Seeing this as a golden opportunity, Werner asked the Halfling if he would mind his company on the road. The Herbalist was delighted to accept his offer, and so the two of them set off together for the famous City of Aldorf - glittering capital of The Empire...



TOWN DRESS (Lower and Middle Class)

Normal male town dress consists of a shirt, a brightly coloured doublet and breeches, and a pair of light leather boots or shoes. The doublet is secured by a cloth sash or leather belt, from which hangs a dagger or small sword and a cloth or leather purse. Shirts may have baggy sleeves and large collars, sometimes trimmed with lace or embroidered. Doublets may be decorated with embroidery or fancy piercing. Hats are of felt or cloth. Female town dress consists of a heavy, flaring skirt, with several layers of underskirts and a laced bodice over a linen blouse. A shawl or jacket is worn out of doors. Some women affect male styles of dress for practical purposes if their career and lifestyle demand it.

RANGERS

The three basic necessities of outdoor dress are a broad-brimmed hat to provide protection from sun and rain, a long, waterproof coat, and a stout pair of boots. Hats may be of leather or felt, while coats are of leather or heavy, waterproof cloth. Leather is the most popular material, as it tends to be more waterproof than other materials, if more expensive. Boots are of heavy leather. Colours are normally dull, since the Ranger has no need or desire for the bright fashions of townsfolk, and a trimming of fur and/or feathers is usually the only decoration. Female rangers often choose male garb rather than the cumbersome multi-layered skirts worn by most countrywomen.



TOWN DRESS (Upper Class)

Upper-class town dress is similar to that of the lower classes, but better made and of more expensive materials, with constant minor variations according to the whim of fashion. Shirts, blouses and hats are of silk or satin, and doublets are of fine calfskin or velvet. Shoes of soft leather or velvet are more common than boots. Clothes are decorated with gold or silver thread and fine lace trimming, and often worked with pearls and small jewels. Buckles, buttons and other decorations are of silver, gold, or gilt, often jewelled. Upper-class women rarely adopt male styles of dress; their lifestyle seldom demands practical clothing and social pressures discourage it.

herbs and their uses

A number of herbs are described below which may be identified and picked by player characters with *Herb Lore*, and/or *Identify Plants* skill. Note that if a character has only the latter skill, all tests are made with a penalty of -10. Additionally, many of the herbs may not be administered unless the character has some other specialist skills. These are mentioned in the description of each herb.

acquiring herbs

Each herb has an availability rating, just like all commodities in *The Consumer Guide* (see **WFRP**, p292). The season when it is most abundant is also given, along with the type of environment where it is most likely to be found. If a character is looking for a herb out of season, the availability becomes two categories worse (eg *average* becomes *rare*, *scarce* becomes *very rare*, *rare* and *very rare* cannot be found). The table below may then be consulted to determine the percentage chance of finding a given herb, according to whether the locale being searched is *Ideal* (the same as the environment given in the description); *Similar* to that environment; or *Unsuitable* (different from the described environment).



There are two methods for obtaining herbs: they may either be bought from NPC Herbalists, or found and picked by any PC with *herb lore* or *identify plants*. In the first case, you need only note the availability rating and price of the herb (see below), and use the table given in *The Consumer Guide* (**WFRP**, p292). In the second case, the character wishing to look for the herb should make an *Int* test. If this is successful, he or she may check the herb's description to see whether or not the



immediate locale is worth searching. Once a search is undertaken, you should use the table below to determine the percentage chance of the herb being found and roll D100. If the result is less than or equal to the percentage chance, the character will find enough of the herb to prepare D4 doses. This will take a number of turns equal to the result of the D100 roll multiplied by the *Time Modifier* from the table below. If the character fails the roll by 40 or more, you may decide that he or she has confused the herb with another one, and adjudicate the results of the mix-up as you see fit.

CHANCE TO FIND ANY GIVEN HERB

AVAILABILITY	ENVIRONMENT to be searched is		
	Ideal/Time Modifier	Similar/Time Modifier	Unsuitable/Time Modifier
Very Rare	5%/x30	1%/x100	
Rare	15%/x20	3%/x50	
Scarce	30%/x10	6%/x30	1%/x100
Average	50%/x5	15%/x20	5%/x50
Common	70%/x2	30%/x10	10%/x20
Plentiful	95%/x1	60%/x5	20%/x10

notes on herb descriptions

Price: Two costs are given for one dose of each herb (assuming that it is bought from an NPC Herbalist). The first is the cost in season, and the second is the cost out of season.

Method of Application: There are four methods of application:

Brew: the herb must be stood in boiling water for a few minutes and then drunk.

Ingest: the herb is to be eaten.

Inhale: the herb must be immersed in boiling water and the fumes inhaled.

Smear: the herb is made into an ointment or poultice which is applied to the injured part.

Preparation: This is the time needed to dry and otherwise prepare the herb so it can be used. No special equipment (other than a pestle and mortar) or facilities are required. Once prepared, it will remain effective for a period equal to the preparation time. After that there is a 10% cumulative chance per week that the herb loses its efficacy.

Dosage: this is the minimum time which must elapse before a second dose may be administered. Failure to observe this requirement means that a subsequent dose has no effect, and a period of twice this length must elapse before another dose will have any effect. This effect is cumulative.

Skills: any skills listed here must be possessed by the character administering the herb, in addition to *Herb Lore* or *Identify Plant*.

Tests: lists any tests to be made by the administering character for the herb to be effective.

herb descriptions

Alfanas

Availability: Scarce. Summer & Autumn. Coniferous forest (Reikwald, Drak Wald).

Price: 1GC and 10GC

Method of Application: Smear

Preparation: 2 weeks

Dosage: 1 week

Skills: Heal Wounds

Tests: Int

Effects: halves healing times for dislocations and breaks.

Earth Root

Availability: Average. Summer. Grasslands (Stirland, Mootland, etc).

Price: 1GC and 10GC

Method of Application: Ingest

Preparation: 3 weeks

Dosage: 1 day

Skills: Cure Disease

Tests: Int

Effects: This herb is an effective treatment for Black Plague (see **WFRP**, p82). Each day that the patient receives a dose during the disease's active period, he/she gains a +10 modifier to all tests which determine the disease's effects. Application of the herb at the start of the recovery period gives a bonus of +20 to both *Risk* tests.

Faxyryii

Availability: Very rare. Spring. Mountains.

Price: 5GC and 20GC

Method of Application: Smear

Preparation: 4 weeks

Dosage: 3 days

Skills: Heal Wounds

Tests: None

Effects: application of this herb stops all bleeding automatically, and, if the patient requires surgery, it will keep him or her in a stable condition for up to 48 hours.

Gesundheit

Availability: Scarce. Winter to Spring. Mixed forest (Reikwald, Great Forest, Drak Wald).

Price: 15/- and 3GC

Method of Application: Smear

Preparation: 2 weeks

Dosage: 1 day

Skills: Cure Disease

Tests: Int

Effects: when applied to an infected wound (see *Disease - WFRP*, pXX), this preparation will halt the effects of the infection, restoring all lost **Dex** points in D6x10 game turns. It will not restore any wounds.

Nightshade

Availability: Rare. Autumn. Coniferous forest (Reikwald, Drak Wald).

Price: 2GC and 8GC

Method of Application: Eat

Preparation: 4 weeks

Dosage: 1 week

Skills: None

Tests: None

Effects: D4 hours after consuming a dose of this herb, a character must make a successful *Poison* test or fall into a deep sleep for D6+6 hours.

Salwort

Availability: Plentiful. Autumn & Winter. Mixed Forest (Reikwald, Great Forest, Drak Wald).

Price: 5/- and 1GC

Method of Application: Inhale

Preparation: 2 weeks

Dosage: 12 hours

Skills: None

Tests: Patient's Toughness

Effects: holding a dried sprig of this herb beneath the nostrils of a stunned/concussed character will bring him/her round in 1D4 rounds, provided that he/she makes a successful *Toughness* test.

Sigmafoil

Availability: Common. Summer. Marsh, bog or swamp.

Price: 5/- and 1GC

Method of Application: Inhale

Preparation: 2 weeks

Dosage: 1 day

Skills: Heal Wounds

Tests: None

Effects: lightly wounded characters who are treated with this preparation will recover 1 **W** point that day, no matter how they exert themselves, but provided that they do not lose any more wounds.

Speckled Rustwort

Availability: Rare. Spring. Hills.

Price: 2GC and 8GC

Method of Application: Ingest

Preparation: 4 weeks

Dosage: 1 day

Skills: Cure Disease

Tests: Int

Effects: This plant may be used to treat Red Pox (see *WFRP*, p83). Provided that the patient receives one dose per day for as long as the disease lasts, the period of illness will be reduced by 50%.

Spiderleaf

Availability: Common. Autumn. Coniferous forest (Reikwald, Drak Wald).

Price: 15/- and 5GC

Method of Application: Smear (external)/Brew (internal)

Preparation: 3 weeks

Dosage: 1 week

Skills: Heal Wounds

Tests: Int and see below

Effects: characters suffering the effects of critical hits may be treated to prevent further wound loss from bleeding (internally as well as externally). If the character administering the dose makes a successful *Int* test, all bleeding stops immediately, or after D4+1 rounds if the test is failed.

Tarrabeth

Availability: Average. Summer. Mixed forest (Reikwald, Great Forest, Drak Wald)

Price: 10/- and 3GC

Method of Application: Smear

Preparation: 3 weeks

Dosage: 1 week

Skills: Heal Wounds

Tests: Int

Effects: heavily or severely wounded characters (see *Wounds and Recovery - WFRP*, p129) will fall asleep for 24 hours, recovering 1 (*severely wounded* or 1D3 (*heavily wounded*) **W** points on awakening. Thereafter they are treated as *lightly wounded* (always assuming that *severely wounded* characters are not still suffering from broken bones, etc. - the herb has no effect on these injuries).

Valerian

Availability: Common. Spring. Mixed forest (Reikwald, Great Forest, Drak Wald)

Price: 5/- and 1GC

Method of Application: Brew

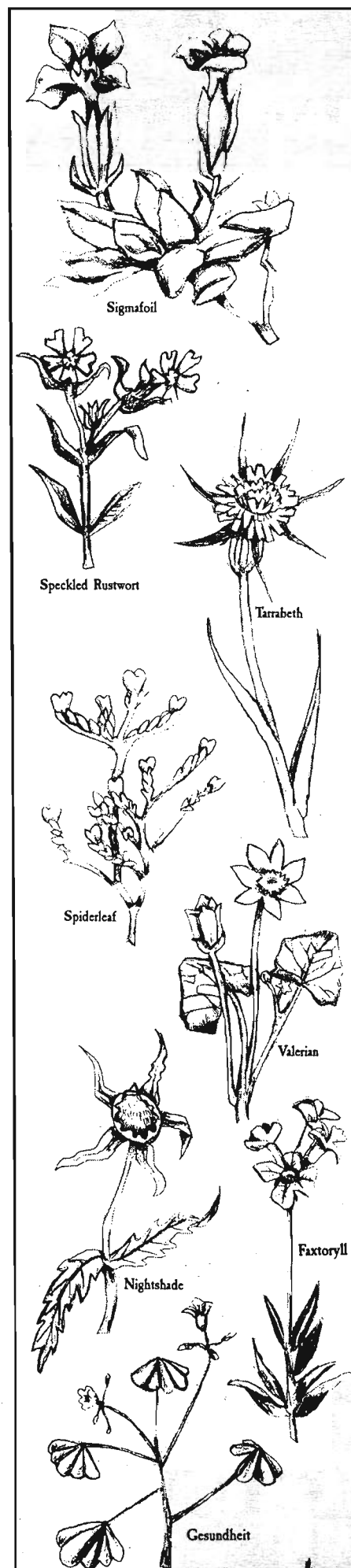
Preparation: 1 week

Dosage: 1 day

Skills: Heal Wounds

Tests: Int

Effects: restores 1 **W** point to *lightly wounded* characters.





mistaken identity



The Taint of Chaos

This first adventure is designed to make learning the game system easy and to set the scene for the **Enemy Within** campaign. The campaign opens with the Player Characters attempting to find transportation to the Imperial capital of Altdorf, where they hope to enlist in an expedition funded by the Prince of Tasseninck. Along the way they will become caught in a slowly spreading web of Chaos, when they discover the body of a cultist who looks exactly like one of the adventurers. The corpse clutches a bloodstained parchment, which shows he is the heir to an estate near the town of Bögenhafen. Most likely, the adventurers will attempt to impersonate the corpse and gain the inheritance, but even if they do not, they still become involved in a bizarre course of events. For the corpse is Kastor Lieberung, a high ranking Chaos cultist known as the Magister Impedimentae (Master of Trappings) of the Purple Hand.

The purple hand

The Purple Hand are one of many Chaos cults that exist in The Empire. They worship Tzeentch and seek to bring The Empire to its knees by infiltrating positions of power. The Purple Hand has successfully placed members in the Cults of Sigmar and Ulric and are working to bring the Sigmariian Heresy (see *Religion in the Empire*, p19) to a state where the two factions are at each other's throats, but those days are still a long way off and at present the cult has to deal with other cults who have their own ideas on how to bring Chaos into the heartlands.

Kastor Lieberung

Lieberung had been a member of the Purple Hand for most of his evil and corrupt life. By merit of his abilities he had risen quite quickly to a moderately powerful position within the cult at Nuln, that of the Magister Impedimentae. In this role Kastor was responsible for organising a campaign of child-kidnappings, a necessary preliminary to the cult's sacrificial rites. While attempting to snatch a merchant's daughter, one cultist was caught and later confessed under torture. Fortunately for Herr Lieberung, the cultist knew her superior only by title. Fearing for his safety, Kastor left Nuln

for Middenheim, where he was attached to another group and continued to further the cult's ambitions.

The authorities in Nuln made half-hearted enquiries into the identity of the Magister Impedimentae, but then dropped their investigation. But there were those in Nuln who were reluctant to let the matter rest. A bounty was posted for the mysterious Magister Impedimentae and many Bounty Hunters hoped to claim it for themselves. Of these, some probed too deep into the cult's activities and disappeared. Others, seeing no hope in catching what was effectively a shadow, gave up and went after easier prey. One Bounty Hunter, however, did not give up. By successfully infiltrating the lower reaches of the Purple Hand, Adolphus Kuftos (see page 51) discovered that the Magister Impedimentae had left Nuln for Altdorf.

Following the trail to Altdorf, Adolphus contacted Quintus Fassbinder, a Professor at the University. Quintus' researches had brought the Purple Hand to his attention and he was more than willing to help Adolphus track down Kastor. Adolphus' plan was to flush out the Magister by luring him towards the town of Bögenhafen by means of a false inheritance. Quintus was able to ascertain from his sources that the Magister Impedimentae was one Kastor Lieberung, an artisan who had recently left for Middenheim and the plan was put into action.

The Inheritance

A letter was sent to Kastor's last known address in Nuln. Before long, the letter was carried to Middenheim by a cultist, where it was delivered to the Inner Council of the Purple Hand. Seeing the inheritance as a windfall, the Purple Hand ordered Kastor to go to Bögenhafen to claim it. With Kastor established as a noble it would greatly further the cult's plans to disrupt The Empire. Kastor duly set off and was instructed to make contact with the Altdorf branch of the cult, who were to lend him any assistance he required.

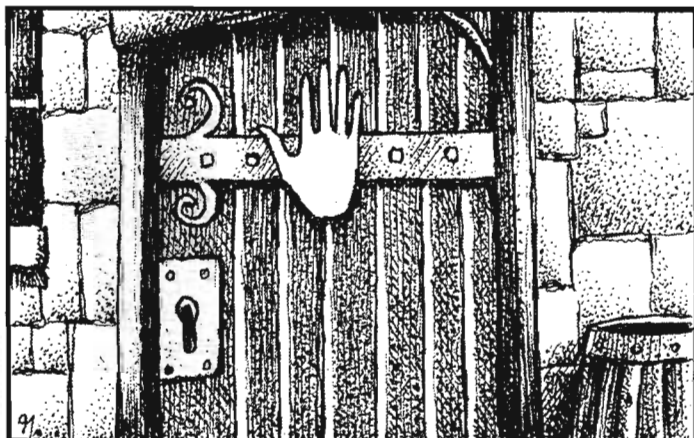
The Double

Kastor never made it to Altdorf. He was slain by mutants in a chance attack on his coach, and his body is waiting to be discovered by the adventurers.

Kastor's PC double inherits his problems. Adolphus is waiting to pick up his trail when he arrives in Altdorf, and will attempt to capture or kill him once he leaves the city. Kastor's failure to contact the Purple Hand in Altdorf will earn the double the enmity of the cult, who will wrongly believe that Kastor is planning to keep the money for himself and may be considering betraying the cult. Meanwhile, Quintus Fassbinder will continue to seek out the Magister Impedimentae, as will those who hired Adolphus in Nuln.

The adventure

This is not a self-contained adventure. Some of the many strands which begin here will not be unravelled until much later; they are left to fade into the background but will



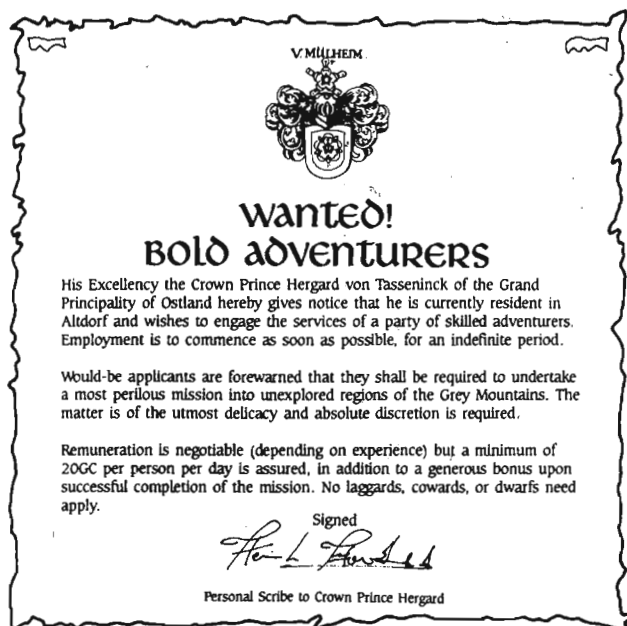
reappear in a later adventure. By the end of the adventure, the PCs will know that Kastor was not all he seemed, and that there are people out to kill or capture him. Who these people are, and why they are after him, however, is not made clear, but hopefully the adventurers will have dealt with Adolphus the Bounty Hunter successfully, and may realise that the inheritance was only an elaborate hoax.

Shadows Over Bögenhafen forms the next part of the campaign and introduces new themes into the story. Once the adventure in Bögenhafen is over, the adventurers are again drawn into the Kastor Lieberung mystery in the adventure **Death On The Reik**.

Starting the Adventure

The adventure starts with the adventurers trying to find a coach to take them to Altdorf. At the beginning of play, give out the character sheets and make sure that everyone can see *Handout 1 - Wanted! Bold Adventurers*. Give out the sheet with the calendar and the players' guide to The Empire.

A copy of *Handout 1* is given below, for your reference.



There will be no remaining vacancies on the expedition by the time the adventurers arrive at Prince Hergard's residence, but the PCs should not discover that this until after they have arrived in Altdorf.

At this point the player characters can see the inn, but have not yet reached it. The characters have never met before, so this is a good opportunity for them to introduce themselves to each other. Have the players do this in character; encourage them to take on the role of their characters, using the backgrounds provided, to bring them to life. Once introductions have been made the adventure begins.

Horses

It is important that the adventurers do not have horses and that they are unable to get any until they reach Bögenhafen. This is not much of a problem, as currently they cannot afford to buy any horses and you should make it very hard for them to get any by any other means, such as stealing. If

the players seem to be contemplating any illegal activities, you might like to remind them of the risks involved (see *Law in the Empire*, p18).

Awarding Experience

The following experience points should be awarded at suitable points in the adventure - usually at the end of an evening's play and when the adventurers are in a safe location.

Experience Points

50-70 points each for good roleplaying in the inn and during the coach journey.

30 points each for finding the **The Inheritance** Letter.

50-70 points each for good roleplaying in Altdorf and on the river journey.

50 points each for defeating Adolphus.

Experience awards are for *all* party members, not just those directly involved. For example, the 30 points for finding the letter is awarded to all players regardless of who actually found it.

ABBREVIATIONS

A	= Number of attacks with melee weapon or unarmed combat
AP	= Armour Points
BS	= Ballistic Skill
Cl	= Cool
D	= Damage
Dex	= Dexterity
EP(s)	= Experience Point(s)
ES	= Effective Strength of missile weapons
GC	= Gold Crown
CR	= Complexity Rating of lock
Fel	= Fellowship
GM	= Gamesmaster
I	= Initiative
Int	= Intelligence
Ld	= Leadership
M	= Movement
MP	= Magic Points
NPC	= Non Player Character
P	= Parry
PC	= Player Character
R	= Ranges of missile weapons
Rld	= Reload rate of missile weapons
S	= Strength
T	= Toughness
W	= Wound Points
WFRP	= Warhammer Fantasy Roleplay rulebook
WP	= Will Power
WS	= Weapon Skill

Note: where applicable, weapons listed under an NPC's possessions are followed by details of modifiers to *Initiative*, *Damage*, and *Parry*. Note that *Hand Weapons* (one-handed axes, swords, clubs, maces, and hammers) have no modifiers.

An asterisk (*) after a characteristic in the profile of an NPC means that the effects of a skill such as *Very Strong* have been included in the characteristic score.

The Coach and Horses Inn

The Coach and Horses is similar to thousands of other coaching inns found throughout the Empire. Its exact location does not really matter. We have placed it along a minor road running from the town of Delberz to Altdorf (see *Map 1*) as this is the road followed by the sample characters, but it could easily be any inn two days journey from Altdorf. A map and physical description of the inn can be found in *WFRP*, p329, and should be referred to when running this part of the adventure.

Although the *characters* are likely to have visited a coaching inn before, this will be the *players'* first experience of one. For this reason, it is worth taking some time to describe the inn to the PCs when they arrive.

npcs

Minor NPCs at the inn, such as the stable-hands, cooks, cleaners etc play no role in this adventure. Should it be necessary to have Profiles for these NPCs, use the minor NPC profiles on the GM's Reference Sheet in *Booklet 2*. The major NPCs encountered by the PCs at the inn are described on page 40.

Prices

Prices at the Coach and Horses are fairly standard - see *Subsistence* in the *Consumer Guide* (*WFRP* p293). Meals cost from 2-5 shillings and consist of such fare as game soup, roast chicken, roast pork, roast beef, a selection of pies, vegetables etc. Two shillings buys bread and cheese only, while 5 shillings will buy a slap-up meal.

Rooms

Rooms are available at a cost of 30/- per night. Each room can sleep four, and Gustav is willing to allow more to share a room at a cost of 5/- per extra person. There are only two beds to a room, however, so extra characters have to sleep on on the floor. The communal dormitory costs 3/- (or 2/- without a bed) per person.

Four of the bedrooms are occupied by the passengers of the coach. Lady Isolde and her maid Janina share a room, while her bodyguard Marie has an adjacent room. Phillipe the gambler and Ernst the student both have a room to themselves. This leaves two bedrooms available for the PCs, or they can stay in the dormitory with the two coachmen.

All of the bedrooms are locked; their keys are held by their occupants or by Gustav. The locks are standard ones - CR 5%.

Approaching The Inn

It is assumed that the adventurers arrive at the inn early in the evening. If you wish your players to arrive at a different time, make sure you make any necessary alterations to the descriptions below.

As the adventurers approach the inn, a coach is just leaving through the gates. The coach belongs to the Four Seasons Company and is travelling towards Middenheim or another suitable city. The coach has just had a wheel repaired and the driver is hurrying to make up lost time. Once out of the gates the driver whips the horses up to a gallop and heads down the road.

The driver stops for no one, and lashes any characters who get in the way with his whip. Should the characters attempt to halt the coach, the guard levels his blunderbuss at them and yells for them to get out of the way. If this does not deter them, he will not hesitate to fire (*BS* 32 - adjusted for moving vehicle; *ES* 3). The driver runs down any characters foolish enough to get in the way of the horses, and unless characters make an *Initiative* test to dive out of the way, they lose D6+4 points from their *Wound* score (modified by T but not by armour).

The Courtyard

The Courtyard of the inn is bustling with activity as the PCs enter. The sweet smell of fresh manure is heavy in the air and a couple of grooms can be seen outside the stables busily rubbing down a team of four horses. From the inn itself comes the delicious smell of cooking and the sound of merry laughter.

The Coach

Anyone going over to the grooms will see a coach in the yard by the coach house. The coach belongs to Ratchett Lines of Altdorf, an old company which is struggling to survive in the face of competition from Four Seasons Coaches. It arrived this evening and is headed for Altdorf in the morning. The passengers and coachmen are currently relaxing in the inn's bar.

The coach seems to be in fine condition, but if closely inspected, characters will notice that it is very old and rickety. Underneath its bright paint and polish, the coach is rotted and riddled with woodworm.

Inside the Inn

Running The Inn

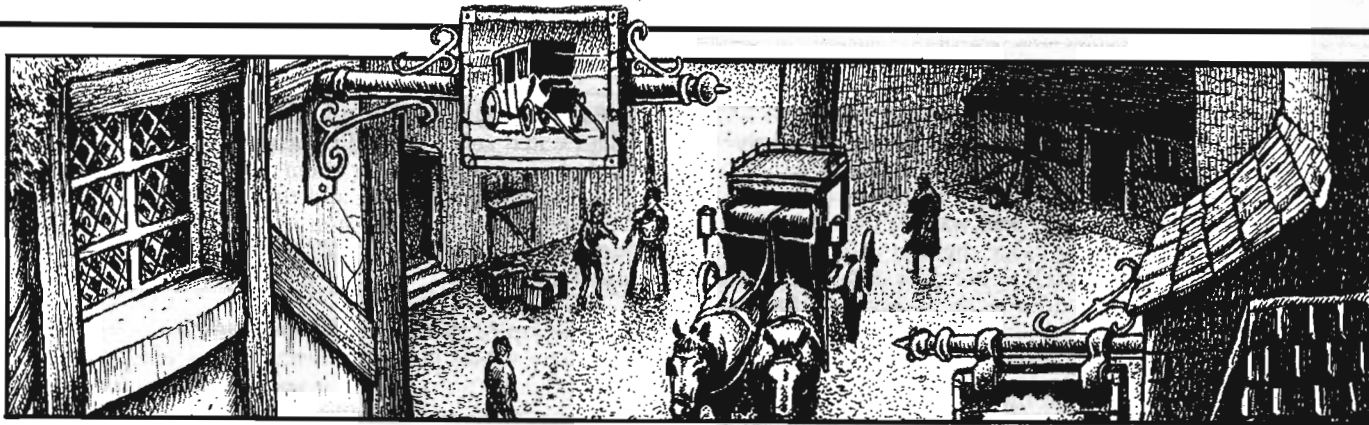
This section revolves around the adventurers talking and interacting with the NPCs present. To play this, you need to bring the NPCs to life which is very easy for most of them, as they do not speak unless spoken to first. The landlord and the gambler are different in that they take the initiative.

Gustav the landlord is the initial key to the inn. Gustav welcomes the characters as soon as they arrive; he is very talkative and should be constantly enquiring after the characters' health, their destination, whether they would like rooms, and so on. Gustav only ever stops talking just long enough to hear an answer before continuing his constant chatter.

The Bretonnian gambler serves a different function. He provides the adventurers with a card game and, if they catch him cheating, a fight. While playing the gambler you may wish to use a French accent and flamboyant gestures.

The other NPCs can be brought in when needed or as desired. For example, if one of the adventurers asks the coachmen to take them to Altdorf, you will have to play the part of the coachmen. Otherwise you need only draw the adventurers attention to their drinking, laughter and occasional song.

Details of all the NPCs are provided on page 40. You should elaborate on these details as suits you, your players and the situation.



However, your players may decide to try and do something not specifically covered here. They may try to rob one of the NPCs at night, or to hire themselves out as bodyguards to Lady Isolde. Enough information has been provided to enable you to cover such events with a minimum of effort. All you need to do is use the game's rules to play through these events and use your imagination to decide how the NPCs react.

Rumours

The following rumours should be found out by the party during this adventure. The rumours have not been assigned to any specific NPCs, to allow for the greatest flexibility during play. Obvious sources of rumours are Gustav the landlord or Phillipe the gambler. The rumours are intended to provide background information for the players, and the adventurers might easily pick them up later on if they do not hear them in the inn. The prime purpose of the rumours is to give the players the impression that this is a world where things happen, irrespective of their actions. You may have NPCs impart these rumours as when you see fit, or you may wish to have the PCs make a successful *Gossip* test (against Fel) first.

Like most rumours in real life, the ones presented here are neither 100% true nor 100% false, but are exaggerations and distortions based on fact. This is a superstitious world where people believe in the most unlikely events - the person telling the rumour is quite likely to believe it and take offence if the story is disbelieved or mocked.

- 1 The village of Blutroch has been wiped out by a mysterious disease which causes people to break out in red blotches. Make sure you stay well clear of anyone with red marks on their skin.
- 2 The road to Altdorf is troubled by bandits. Only last week a coach failed to get through. These are troubled times and it's about time that the Emperor started looking after the common folk.
- 3 The village of Teufelfeuer was recently burnt down by Fabergus Heinzdork, the witch-hunter. Fabergus had discovered that the villagers were in league with demons - something to do with them eating raw meat!
- 4 The roads are getting worse because the Emperor is not bothering to maintain them any more - he is too busy spending money on the Imperial Army.
- 5 A woman in Silberwurt gave birth to a child with horns and cloven hooves. The local priest of Sigmar had the child burnt.
- 6 The weather is going to take a turn for the worse, and it's going to rain tomorrow.

The Bar Room

The bar room of the inn is a bright and cheerful place. On opening the door, the PCs can smell fine foods cooking and hear the laughter of the two coachmen who are telling jokes to each other. From across the room the adventurers notice the icy stare of a finely-dressed young woman (Lady Isolde von Strudeldorf). She sits at a table with two other women; one is tall and heavily built (Marie, her bodyguard) while the other is small and mousey-looking (Janna, her servant). Sitting at another table is a young man (Ernst Heidleman) who appears absorbed in the book before him. Leaning on the bar is a foppish gentleman (Phillipe Descartes) who stares closely at the characters before fixedly returning his gaze to the bar. Behind the bar is a thin-looking barman and the overweight landlord.

Before the characters can do much more than take in the scene, Gustav, the fat and effusive landlord, comes waddling across the floor towards them. He smiles warmly at the characters and greets them with a hail of chatter. "Greetings! Welcome to the Coach and Horses. Do have a seat, take this one by the fire where you will be nice and warm. Would you like drinks and food? Yes? Of course, drinks first, how foolish of me."

As they settle themselves at the table, the adventurers will be aware of being watched intensely by Phillipe Descartes. On being noticed, Phillipe quickly looks down into his beer. The other passengers take no notice of the characters; Isolde picks fastidiously at her food while her servant stares vacantly off into space. Marie, Isolde's bodyguard, drinks her wine moodily. Ernst Heidleman's head is buried in a book, which he studies avidly all evening.

The coachmen, Gunnar and Hultz, are busily getting drunk, taking the opportunity to enjoy themselves before they have to return to the road in the morning.

- 7 Don't stray off the roads into the woods. Those that do never return; they are eaten by Beastmen or something far worse.
- 8 The Mayor of Grunburg was burnt at the stake a few months ago for being in league with Chaos Spawn. He had been overheard talking to his cat and feeding it human blood in its milk. More than one witness proclaimed that he had heard the mayor telling his cat to "Drink your bloody milk!"
- 9 Strange lights have been seen in the sky to the east. They look like fire demons dancing amongst the stars.
- 10 The roadwardens are all corrupt and can't be trusted. (This rumour will not come from Gustav.)



A Game of Chance?

Phillipe Descartes sizes up the characters when they arrive and stares at them whenever he thinks they are not looking. If spoken to he is friendly, if a little guarded. If the adventurers ignore him, he will wander over to their table after half-an-hour and engage them in conversation, attempting to ingratiate himself. Fiddling with his nose (an annoying habit of his), he offers to buy drinks for the group.

After politely enquiring about their business, Phillipe suggests a game of cards to pass the time. Each character involved in the gambling rolls D100, the hand going to the character with the highest score. Phillipe plays for any stakes, but considers it a waste of time to play for less than 10/-. He deliberately loses the first two hands (ignore his rolls). He then begins to play in earnest using his *Gambling* skill to increase his chance of winning by 17% (half his *Int* score). Phillipe will also use his *Luck* skill favourably to alter the dice roll by as much as 10%. He can do this only three times before his luck runs out. Phillipe will try to up the stakes whenever he thinks it appropriate.



If Phillipe does not win three hands in a row by fair means, he resorts to cheating by slipping aces into his hand or secreting them up his sleeve. This doubles his bonus to 34%, but he may be caught: you should secretly roll against each of the characters' *Initiative* scores with a penalty of -10 to see if any of them catch Phillipe cheating. Unless caught, Phillipe retires and goes to bed after winning as much of the PCs' money as they are willing to gamble.

Should he be accused of cheating, Phillipe will deny it hotly, appearing to be very upset that they could accuse him. He attempts to bluff his way out of any situation, but if things are going badly for him he pulls out his pistol and fires at the nearest character. Then he heads for the stairs and runs up to the top.

Non-Player Characters



Gustav Jondleburger - Landlord

Gustav is a very large and jolly fellow who always has plenty to say to everyone, whether they show any inclination to listen or not. Most of Gustav's conversation revolves around ensuring that his guests are well looked after, the state of the weather, the condition of the roads, and anything else that springs into his mind. Gustav will talk for hours if given the chance, and can be a very valuable source of information (see *Rumours*, p39).

Gustav should be played so as to be an annoyance to the players, albeit a good natured one. Any orders for food, drinks or rooms are accompanied by mindless chatter about any of Gustav's favourite topics. Gustav is very hard to offend, but he will get angry if threatened with violence, and will order the PCs out of the inn if they are "unable to keep a civil tongue in their heads".

Gustav keeps a loaded blunderbuss under the counter of the bar, in case of 'emergencies'.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
3	28	42	3	4	5	24	1	29	29	29	29	29	52

The Spray of Lead

Characters chasing Phillipe up the stairs will be confronted by an excited and confused Gustav, brandishing his blunderbuss and yelling for them to stop. Gustav fires at anyone who keeps moving and then falls over as the recoil of the blunderbuss knocks him off-balance. He will, of course, be profusely apologetic once he realises the true state of affairs.

From the top of the stairs, Phillipe jumps out of the window to the stables below - a distance of 4 yards (roll a D6 and subtract it from 4, if the result is positive, Phillipe takes that number of *Wounds*).

If closely pressed, Phillipe will turn and fight. He prefers to *disarm* characters rather than injure them, but if attacked by more than two characters he goes for a kill. Should his *Wounds* score be reduced to 0 or 1, Phillipe surrenders and returns any money he won in the game.

Unless caught, he will flee towards Altdorf on one of the landlord's horses. Characters attempting to follow him on horseback must have *Ride* skill or Phillipe will soon leave them behind.

Welcome to The lockup

What the PCs do with Phillipe if they catch him, is really up to them. Gustav has no wish to keep him at the inn and will release him as soon as the PCs leave. The characters may insist on bringing him to justice, but this will involve them in protracted (D3 weeks) and expensive (70-100GC per week) legal wranglings in Altdorf, and on a case that they cannot possibly win. Phillipe will claim self-defence, and unfortunately all that the two coachmen and the other passengers saw was the PCs threatening Phillipe. If he is allowed to go, Phillipe will harbour no grudge - getting caught is an occupational hazard and one he is used to. If prosecuted, he will be very angry and will seek out his revenge at the earliest opportunity. What form this revenge takes and when it occurs is up to you. He might hire a gang of footpads to attack the adventurers, for instance, or try to murder them one by one when they are alone.

Skills

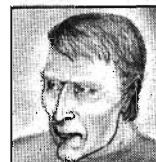
Brewing Read/Write
Consume Alcohol Specialist Weapon - Blunderbuss
Evaluate

Age
56

Possessions

Blunderbuss (under bar) (R 24/48/250: ES 3: Rld 3)
Blackie - his pet crow. Blackie sits on a beam above the bar and can often be heard mimicking Gustav, except Blackie really does talk absolute drivel. "Well welcome, leaving so soon, how nice to see you, would you like a road to travel or have you just arrived? Oh! Of course you have! Have a chicken to drink etc".

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
7	20	0	0	1	1	25	1	-	2	2	2	2	-



Herpin Stiggerwurt - Barman

Herpin is almost the exact opposite of Gustav, being tall, thin and taciturn. Unless the inn is very crowded, Herpin stays behind the bar or in the cellar, pouring drinks as asked by Gustav but never waiting on tables. If the PCs require service, they are going to be served by Gustav and subjected to endless tittle tattle unless they are really clever.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	32	3	3	4	36	1	36	20	20	18	24	25

Skills **Age**
28
Brewing

The Coach

For details of the vehicle, see *Travel in The Old World - WFRP*, p289.



Gunnar and Hultz - The Coachmen

The two coachmen have very little to say to the characters. By the time the PCs enter the inn they are both drunk. Although the coach is nearly full they are willing to take the characters to the next coaching inn (a journey of 25 miles) where they may be able to get another coach to Altdorf. They charge each character 7GC, but can be bargained down as low as 2GC. Gunnar and Hultz demand payment in advance, and will spend any money given them by the characters on yet more alcohol.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	42	3	3	6	36	1	29	29	29	40	30	32

Skills **Age**
27 & 32
Animal Care
Drive Cart
Muscianship - Coach-horn
Ride - horse
Specialist Weapon - Blunderbuss

Possessions
Coach-horn
Blunderbuss (R24/48/250: ES3: Rld3)
Sword
Mail Shirt (1AP on body)



Lady Isolde von Strudelendorf - Young Noble

Isolde is a very headstrong and snobbish young lady. She dresses in the finest clothing, and has a variety of unusual, elegant hats (her hat-boxes take up a great deal of room on the coach roof). She will not talk to the PCs, believing it beneath her dignity to consort with riff-raff. If they insist on speaking to her, she will look extremely put-out and her bodyguard will look threatening. If approached in the inn during the adventure, she and her entourage will retire to their rooms.

During the coach journey she sits clutching her lute-case, and will object most strongly if the adventurers attempt to force their way in, threatening all kinds of retribution from her important relatives in Altdorf.

All *Fellowship* tests involving conversation with Lady Isolde are made with a penalty of -20.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	36	32	3	3	5	35	1	43	42	30	28	33	28

Skills **Age**
21
Luck
Charm
Muscianship - Lute
Etiquette
Read/Write
Heraldry
Ride
Wit

Possessions

32 Gold Crowns

A trunk in her room; the trunk has a lock of CR 30 and contains expensive clothes and jewellery to the value of 250GC.



Janna - Servant

Janna says very little and is never given the opportunity to speak to the characters by Isolde. If ever spoken to on her own she has nothing of interest to say. She has the same profile of the servants given on the *GM's Reference Sheet* in *Booklet 2*.



Marie - Bodyguard

Marie is an unusually-tall and muscular-looking woman. She wears dark, sombre clothing, and never smiles. She has been with the von Strudelendorf family for 15 years and is more than capable of looking after her charge. She speaks very little, usually only to tell people "not to bother the Mistress."

M	WS	BS	S*	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	32	5	4	8	45	2	43	42	30	28	33	28

Skills **Age**
33
Disarm
Street Fighting
Strike Mighty Blow
Strike To Stun
Very Strong*

Possessions
Sword
Knuckledusters
Leather Jack (0/1 AP to body and arms)



Ernst Heidelemaan - Physician's Student (Wizard's Apprentice)

Ernst is a Wizard's Apprentice and a low ranking member of the Red Crown - a Chaos cult dedicated to Tzeentch and hostile to the Purple Hand (see p36). Further details of the Red Crown appear in *Death on the Reik*, published separately. He is pretending to be a Physician's Student on his way to continue his studies at Altdorf University. In fact, he is going there to deliver vital preparations to a Demonologist and to continue his studies in wizardry.

He answers questions in an absent-minded fashion, but he attempts to avoid conversations, if at all possible. Ernst should appear as an uninteresting character who has nothing important to say. He will ask any PC who bothers him to leave him alone, as he has lots of studying to do for his university entrance examination.

Should the adventurers find out his true mission, Ernst will attempt to kill them, either on his own or with the help of hired thugs.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	30	32	3	2	6	31	1	44	28	33	27	30	29

Skills **Spells** **Age**
22
Arcane Language - Magick
Cast Spells - Petty Magic
Read/Write
Secret Language - Classical
Magic Points: 7
Curse - 1MP
Gift Of Tongues - 1MP per turn



Possessions

Sword

Travelling case (see below)

14GC

Book with false cover. This appears to be *Leeches and Their Curative Properties*, but is in fact *The Secret Life Of Demons*. It is written in *Classical*, and a character who reads it will gain a basic knowledge of *Lesser Demons* as described in *The Bestiary* - **WFRP**, p255.

Ernst's leather travelling contains his money, personal affects and preparations for the Demonologist - 6 phials of bubbling green liquids, colourful powders etc. Ernst does not know what they are for, only that they are to be delivered to Doctor Schmidt at the university. They are preparations to *alleviate palsy* and *restore strength*. Should the PCs get hold of these preparations they will be unable to use them and may even accidentally poison themselves. Consuming any two different substances has the same effects as 1 dose of *manbane* (see *Poisons* - **WFRP**, p81).



Phillipe Descartes - Gambler
(ex-Mercenary Sergeant.)

Phillipe is from Parravon in Bretonnia and has been travelling in The Empire now for 6 months. He was previously a mercenary sergeant in the army of a local Duke before deserting over the border into The Empire. Phillipe claims to be travelling towards Altdorf to visit an old friend; he is in fact just working the inns on the Empire's roads.

Phillipe is very foppish in appearance. He is well-dressed with a lace trimmed shirt and embroidered jacket and breeches. He has long curly hair and an artificial 'beauty spot' on his left cheek. Despite his appearance, Phillipe is very capable of looking after himself and is not afraid of danger.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	48	45	4	3	9	40	2	30	38	34	28	30	34

Skills

Disarm
Dodge Blow
Gamble
Luck
Palm Object
Ride - Horse
Secret Language - Battle Tongue
Specialist Weapon - Pistol
Street Fighter
Strike Mighty Blow
Strike To Stun

Age
43

Possessions

Pistol (R 8/16/50; ES 3; Rld 2)
Sword
Pack of Marked Cards and Spare Aces
Pair of Dice
Pair Of Loaded Dice
29GC

The Journey

Rise and Shine!

The next morning is misty and overcast. The passengers (Lady Isolde, Janna, Marie, Ernst Heidleman and possibly Phillipe) assemble in the common room of the inn at 8 o'clock where breakfast is served by Gustav. The coachmen are nowhere to be seen - they are still in bed sleeping off their drinking of the previous night. By 9 o'clock it will be apparent that they are not going to show up. A quick look at the coach shows that it has not even been prepared for the journey. Waking the coachmen is an easy matter, but getting them to hold an intelligible conversation is not. Both are nursing titanic hangovers and speak only in mumbles. While they prepare the coach and horses they are seen to stumble and frequently clutch their heads, moaning as they do so.

Finally the coach is ready and the characters can embark for the journey. This poses a new set of problems, for only six characters can travel comfortably inside. Lady Isolde flatly refuses to be "crammed in with commoners", claiming "it is bad enough having to travel with riff-raff without their knees and elbows being constantly thrust into one's face." The coachmen are of no use in this argument; they climb unsteadily into their positions and sit there clutching their heads. They seem in no hurry to depart.

Characters wishing to brave the elements can travel on the roof. None of the NPCs will agree to do so. Trying to cram in extra passengers will meet with strong resistance from Lady Isolde, who will threaten retribution from her *very* important relatives in Altdorf. Trying to get a refund from the coachmen is impossible, as their present state results from the liberal spending of the characters' fares.

The situation can be resolved in a number of ways - a minstrel character could win the lady over with a suitable song (making a successful **Fel** test), or a skill such as *Charm*

could be used. Remember that when dealing with Lady Isolde all communication rolls are made with a penalty of -20. If they fail to win over Lady Isolde, any characters that cannot fit into the coach will have to travel on the roof.

If the characters consider waiting for the next coach, Gustav will be able to inform them that there is "not one due for another two days and it is likely to be as crowded as this one. Why, the one before this one was really crowded - they were hanging on the sides as well..."

In the unlikely event that the characters succeed in winning over Lady Isolde and cram themselves into the coach, she will very shortly regret her actions and begin to order the characters out. If they get out, all will be well: if not, Lady Isolde will be very bad tempered during the journey, only speaking to characters to offer them a choice insult.

A Short Intermission

By the time everyone is ready, the coachmen are no longer prepared to depart. One will go to the toilet for 20 minutes and cannot be persuaded to unlock the door before then. The other coachman will be heard snoring softly. Should the PCs decide to steal the coach, they will have to deal with the passengers and later be sought by the Road Wardens. They will be in BIG trouble if they are ever caught! (see *Law in The Empire*, p18).

The Journey Begins

Finally the coachmen are ready to begin the journey, and whip their horses into a slow walk - about 2 miles an hour! If instructed to make more speed the coachmen whip the horses up, but soon let them slow down to a plod. At this speed it is obvious that the coach will not make it to the next inn before dark!

Should a character take over the reins of the coach the coachmen will not object and take the opportunity to curl up

and go to sleep. With the PCs in control, the coach can be made to travel quite quickly for an hour, at which point one of the wheels will come off and go rolling away down a hillside while the coach lurches sharply in the other direction. There is a 25% chance that the coach will overturn, causing 1xS3 hits to all characters (modified by T only). Characters riding on top can jump to safety, taking no damage if they make a successful *Initiative* test, otherwise they also take 1xS2 hits. It takes a total of at least 12 *Strength* points to right the coach (for example, 4 characters with a *Strength* of 3 each) and 10 minutes to replace the wheel.

Raindrops keep falling

Once the coach is under way again, it begins to rain after 20 minutes. This soon develops into a downpour which rapidly soaks characters riding outside. Lady Isolde is vehemently against letting wet commoners inside the coach and her bodyguard will attempt to enforce her wishes. Trying to get into the coach while it is still moving requires a successful *Initiative* test to swing down to the side followed by a *Strength* test to pull the door open. Failure to swing down successfully results in the character falling to the road and taking 1xS3 hits. The driver will stop for any characters who fall from the coach.

Repeated attempts to open the door are possible, but anyone succeeding will be kicked by the bodyguard for 1xS5 hits, and must make a successful *Strength* test to avoid falling to the road. Characters who are successful will have forced their way into the coach and a fight will develop. All of the NPCs

inside will do their utmost to push the characters out. Fighting in the coach with anything but fists or daggers is done with a penalty of -20 to WS scores. The fight ends either when the PCs have all crammed in and there is no more room to fight, or when the PCs have had enough and go back to sitting in the rain.

The coachmen take no part in this fight unless the PCs start to damage the coach - such as trying to cut through the roof - in which case they tell them to stop and, if this doesn't work, fire their blunderbusses. This will only be done as a last resort, however, because the noise will cause them almost as much pain as the shot will inflict on the characters!

The Road Junction

After a couple of hours the rain stops, and some time later the coach reaches the junction with the main Middenheim-Altdorf road. A milepost by the roadside clearly states the distance to Altdorf as 45 miles.

There is a coaching inn at the junction, owned by the Four Seasons line. The coach does not stop here and continues on its way. Should the PCs insist on leaving the coach here, they will have to wait for 2 hours for the first coach to arrive; this will be full and does not stop. The next coach arrives after another 4 hours and has room for the characters to travel on the top - it costs 3GC each for this.

The Ambush

A force of half-starved mutants (see *Mutants In The Empire*) have recently moved into this area ever-hungry for food. They are led by Knud Cratinx, an ex-rustler who has recently begun to show the mark of Chaos in the form of scales on his skin. Knud and his fellow mutants have ambushed a Four Seasons coach headed for Altdorf, and are engaged in butchering the occupants. During this encounter the adventurers discover the body of Kastor Lieberung (see page XX) and become unwittingly drawn into the web of Chaos that is spreading throughout The Empire. One of the adventurers (preferably Kirsten, or a Rogue/Thief if you are not using the pregenerated characters) also sees an old acquaintance who has been mutated by Chaos - a reminder that the Chaos taint is ever present within Humanity.

Blood On The Track (Map 2)

This event occurs a couple of hours after the coach joins the main road. The road sweeps around a bend and, halfway round it, the coach's passengers are met by a grisly sight. Squatting in the road is a human figure, his back to the coach, bent over the body of a Four Seasons coachman. The figure turns, and the adventurers see a severed human hand hanging out of the creature's disgusting mouth. The creature is recognisably Human, but is abhorrent to behold. Flesh hangs in shreds from its face and hands, and green ichor seeps from its eyes. Spitting out the hand, it rushes towards the coach determined to slash and kill with its bloody dagger.

Kirsten - or whichever character you have chosen - is in for a shock here, because this mutant is Rolf Hurtsis, another thief from Delberz (the PC's home town) and an old friend. Give the player *Handout 2* (a copy is provided below for your reference).

The figure rushing towards you with the manic gleam in his eyes looks very familiar. Suddenly it comes to you, it is Rolf Hurtsis from Delberz, your old thieving companion. But Rolf has changed dramatically, skin now hangs in shreds from his body and blood seeps from his gaping mouth.

A year ago, Rolf started developing a strange skin complaint and acting very strangely. To hide his growing affliction, he would go round with a bag over his head. However, this was a practice that often brought him to the attention of the Watch and made it very hard for him to steal. Consequently he was arrested and thrown in jail. The last you heard of Rolf was when he escaped from jail and fled town some six months ago. That was until now!

Rolf is suffering from the Chaos mutation of rotting flesh (see *Mutants*, p53), which causes *Fear*. All those who can see Rolf must make a test against *Cool* test or be unable to do anything other than parry. Characters failing the *Fear* test may make another attempt each round. Rolf is now little more than a wild animal. He attacks the coach with no regard for his safety, running at it and leaping at the coachmen, whom Rolf has decided taste delicious. Rolf will have to be killed to be stopped: he ignores any critical hit results that cause him to flee. If disarmed, he fights with his hands or head (-20 penalty to WS and -2 to all damage rolls).



Rolf Hurtsis

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	32	25	2	2	4	40	1	39	29	29	29	25	10

As Rolf rushes the coach, the horses panic and bolt, snapping the traces as they do so. Hultz, who is gripping the reins, is pulled off the coach and dragged across the ground behind the horses. Gunnar struggles to apply the brakes and stop the coach from crashing into the trees. He succeeds in doing this but then freezes when he sees Rolf leaping at him. It is up to the adventurers to save the day. If they do nothing, Gunnar will be attacked by Rolf and be unable to fight back until next round.

The coach's passengers will do nothing unless they themselves are put in danger. If Phillipe is still here, he will come to the aid of the adventurers, using his sword rather than his pistol as he is afraid of hitting one of them.

Inspecting the coachman's body, the adventurers will see that he has been killed by a crossbow bolt through the neck. The coachman still wears his sleeved mail shirt which will fit any Human Warrior character. The tracks of his coach can be seen continuing along the road away from the adventurers.

Howls On The Wind

As the adventurers wonder what to do next, a bestial cry rends the air from further round the corner, and crashing sounds can be heard coming through the undergrowth; something is coming out of the woods towards the adventurers very fast. The adventurers should be tense at this point and may well fire on Hultz as he runs back to the coach, crying "It's me, Hultz! Don't shoot!" If any of the adventurers do fire, they may well kill him, for he has only 2 Wounds left after his drag through the trees.

Whether Hultz lives or not, the adventurers still have the problem of the runaway horses and the screams from up ahead. The adventurers should be encouraged to seek out the

origins of the screams. If they do not go voluntarily, Lady Isolde orders them to. On no account will she or her entourage leave the vicinity of the coach. The coachmen (if still alive) will volunteer to look for the horses, but are easily persuaded to wait until later. They will not go anywhere near the screams. Ernst also wishes to stay out of the way, claiming that he abhors violence.

The Mayhem Mystery Tour

Rounding the corner, or sneaking through the woods, the adventurers are witnesses to a ghastly scene. An overturned coach lies across the road, with two of its horses desperately trying to struggle free as a creature with a large body and an incredibly small head is hacking maniacally at them with an axe. Lying screaming by the coach is a Human with a dog-like head. Blood pumps from a wounded leg while another mutant with a pointed head tries to bandage it. Another, with cloven feet, is feasting on the body of a small child. Searching through the corpses scattered on the ground is a Human with scaly skin holding a loaded crossbow.

The adventurers have taken the mutants by surprise and will not be noticed until they attack. They should be able to fire two rounds of missiles before the mutants react. The mutants then rush to attack while Knud stays at the back out of the way, shooting at the characters with his crossbow. Once two mutants have been killed, the others turn and flee into the forest. Their trail can be followed for half-a-mile before it peters out. No amount of searching will uncover the trail after this. Should the adventurers enter the wood, try to make them uneasy by calling their attention to strange rustles in the undergrowth, dark shapes that seem to loom at the edge of their vision, and the complete absence of any animals or insects. The adventurers are safe at the moment, but they should not know this!

The Mutants

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	-	3	3	*	30	1	29	29	29	29	25	10



* The mutants, with the exception of Knud, have been wounded in the fight and have the following *Wounds* points and weapons:

Pin Head - 3 Wounds; armed with an axe; subject to *Stupidity* (see **WFRP**, p71)
 Cloven Feet - 2 Wounds; armed with a spear
 Pointed Head - 4 Wounds; armed with a sword
 Bestial Face - critically wounded, he dies after 2 rounds and has a sword next to him

Knud

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
4	36	38	3	3	6	33	1	29	34	33	32	35	20

Knud is armed with a crossbow (R 32/64/300; ES 4; Rld 1 rnd), and a sword. His scaly skin gives him 1 AP on his body, arms and head.

The corpses are the other coachman, a young child and his parents (both artisans), an Initiate of Sigmar (see page 19) and a labourer. The coachman still wears his sleeved mail shirt, and his blunderbuss and shot lies next to his body. None of the other bodies has anything of value, as Knud has collected it all. If Knud is killed and searched, the adventurers find 43GC, a ring valued at 40GC, and a silver locket (8GC) with a miniature of one of the dead artisans in it.

The Double

As the characters look over the scene of the ambush or pursue the mutants into the woods, they notice a crumpled Human form lying under a bush. It is vital that the adventurers notice this, so make sure they do not overlook it. The body has two crossbow bolts stuck in its back and wears clothes that identify him as a town dweller, possibly an artisan.

The corpse is one Kastor Lieberung from Middenheim, a member of the Purple Hand Chaos cult who was travelling to Bøgenhafen to collect an inheritance - see *The Taint of Chaos*, p36. When the coach was attacked, he panicked and fled, only to be cut down by two of Knud's crossbow bolts.

Messrs. Loth, Beck, & Best
Civil Lawyers, Commissioners for Oaths, etc.
Garten Weg,
Bøgenhafen

Dear Herr Lieberung,

After many lengthy researches, we have come to believe that you are the only living relative of our Baronet Lieberung, late of the town of Altdorf. This being the case, and any other heretofore unknown and pertinent factors notwithstanding, I am hereby charged to inform you that you are the sole beneficiary of the Baronet's last will and testament (hereinafter referred to as the document of the first party).

I, the undersigned, acting in my capacity as legal executor of the aforementioned document of the first party, do therefore urge you to make your way with all speed to my offices in the fair town of Bøgenhafen. Thereupon, providing that you can produce an affidavit of your identity as Kastor Magnus Lieberung, signed by two witnesses, we shall be pleased to hand over the title deeds to the Baronet's manor house, together with its contents (which include a most tastefully stocked wine cellar), its extensive estates, and the sum of twenty thousand gold crowns.

I remain, your most humble and respectful servant,

Friedrich Barck, K.C., LL.D. (Att.)

Signed this day, the 10th of December, in the two thousand, five hundred and twelfth year of The Empire.

Printed by Schult & Friedmann, Bøgenhafen

Turning the corpse over, the adventurers are in for a shock, because he looks exactly like one of them! Which one is up to you, but it should be one of the Human characters. The ideal character would be the one who is likely to be taken with the idea of impersonating Kastor in order to gain his inheritance (not that he or she will actually have to do so!).

Protruding from his jacket pocket is a blood-stained piece of parchment. Give the players *Handout 3 - The Inheritance*. A copy of the parchment is reproduced below for your information. Bloodstains obscure some of the details. After reading it, the PCs should be keen to journey to Bøgenhafen to claim the inheritance.

In an inside pocket is another, unstained letter (*Handout 4*) which is reproduced below for your reference.

The Arrival of The Law

After the adventurers inspect the scene of the ambush, they notice a group of horsemen riding from the direction of Altdorf. This is a group of 5 Roadwardens led by Magnus Athrect (see the *GM's Reference Sheet* for details of Roadwardens). They are very suspicious of the characters and are on their guard. They demand to know what is going on and look over the scene very suspiciously. Providing the PCs are polite and explain about the mutants, the Roadwardens will cause them no trouble. However, should they be insulting, the Roadwardens take offence and arrest the characters, taking them to the next coaching inn for a detailed interrogation.

The Roadwardens are not interested in Kastor and do not probe the question at all. If both Gunnar and Hultz have been killed or badly injured the Roadwardens accompany the coach to the next staging inn.

Before they leave, the Roadwardens pile the bodies into the coach, hitch some of their horses up to it and drive off towards the next inn, where they bury the corpses.

The Journey Continues

The horses from the PCs' coach are grazing in a clearing a short way into the woods. If approached by a character without *Ride - Horse*, *Animal Care*, or *Charm Animal* the horses will still be skittish and lash out. The character(s) must make an *Initiative* test to dodge in close enough to grab the remains of the traces and control the nervous animals. The horses will give no further difficulty. Should the PCs have been arrested, the coach travels to the next coaching inn, where they will be able to rejoin it.

The remainder of the journey passes without mishap. The coach passes a couple of coaches bound for Nuln and a detachment of Imperial Guard cavalry (see page 27). As darkness sets in, the coach reaches the next coaching inn before Altdorf.

I, the undersigned, do solemnly swear that the bearer of this document is one Kastor Lieberung

Oath taken

Gullt Master of the Merchant Gulls

Hugard Zifferman
Priestess of Sigmar

The Inn of The Seven Spokes

The Inn of the Seven Spokes is of a similar design to the Coach and Horses. It is fairly crowded as presently there are three coaches staying overnight here. It will be a quiet stopover unless the PCs wish to interact with the clientele, none of whom are particularly interesting. However, should the adventurers require a surgeon, one of the other travellers at the inn should prove to be just that, and willing to aid then for 4GC per character. Any character spoken to may reveal any of the available rumours, but generally this should be a quiet place to spend the night and the journey should continue with no problem in the morning. However, the coachmen will drink heavily as before, and may well be just as hung over the next morning.

At the inn, Lady Isolde, Janna, and Marie leave the coach and book seats on a Four Seasons Coach which departs for the capital in the morning. The PCs may also leave the coach and find another one.

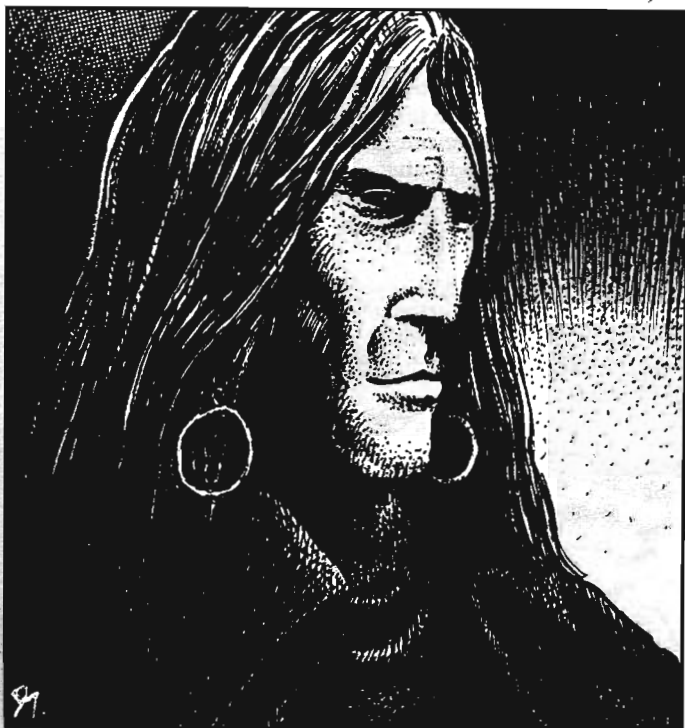
Altdorf ahead

The rest of the journey to Altdorf is uneventful, although you might like to impart some rumours to the adventurers or have them pass a unit of cavalry or a tinker and his wagon, to add a little colour.

Altdorf - Map 3

Altdorf is the capital of The Empire, and its richest city. From the outskirts, the Imperial Palace can be seen rising above the river Reik and dominating the city. All year round Altdorf acts as the playground of the nobility. Many young nobles travel from their parents' estates to the city, where they spend their time drinking and flaunting their wealth in the streets. Many are supposed to be studying at the University but few attend lectures - much to the relief, it must be said, of the professors, who are able to concentrate on their more serious students or, in the case of a lucky few, dedicate themselves to research or simply to living on their ample incomes.

Being a large city, all manner of services can be found in Altdorf, and nearly all goods are available here - for a price.



When checking for availability of goods in Altdorf you should add 10% to the availability ratings given in *The Consumer Guide* (WFRP, p292) and, for characters willing to pay double normal cost, all goods become one level more available - *rare* goods become *scarce*, *scarce* goods become *average*, and so on.

Adventuring in Altdorf

A schematic map of Altdorf has been provided for your information. It shows the major districts of the city and a few of its more important structures. Unless you want to spend time developing Altdorf further, it is best to encourage the players to follow the lead to Bögenhafen as quickly as possible; don't get too bogged down in adventuring in Altdorf.

Arriving in Altdorf

Just after it gets dark, the coach pulls into Königplatz (King's Square) which overlooks the river. A number of agents from various inns converge on the passengers, offering them accommodation at the best inns in town at very reasonable prices. It is a time and place for meeting friends, both old and new.

Stepping off the coach, the characters are greeted by cries of "Angelino's, best inn in town!" and "Stay at the Cat and Fiddle - the finest foods and the best beds!" The cries are accompanied by the agents trying to take a character's luggage and leading him or her in the general direction of the agent's inn. Arguments break out between the agents as they rush to drag the PCs to their particular inns. Lurking amongst the agents are a couple of thieves, who attempt to take a piece of luggage and disappear into the crowd. If you wish, this may be a character's bag (if they let go, of course) or one belonging to an NPC on the coach. Once a bag is taken by a thief there is no way of recovering it - the crowd is too tightly packed to pursue the culprit, and by the time the character is free of the crowd the thief will be long gone.



Prince Von Tasseninck's

The PCs may wish to go to Prince Von Tasseninck's residence first. The Prince lives in an imposing riverside building; anyone asked can direct the PCs to it. Should the PCs tell anyone why they are going there, they will be told that they are wasting their time - the Prince's departure is common knowledge. On arrival, the PCs are told by the guards at the gate that they are too late: the Prince left the city for the Grey Mountains yesterday morning.

Welcome to Altdorf, Herr Lieberung

In the confusion of the square, the characters will be aware of two men approaching them. They appear to be normal Altdorfers, but they act in a strange manner. While one watches the crowd, the other scratches his left ear with the little finger of his right hand. As he does so, he stares straight at the person he believes to be Kastor Lieberung. This is repeated a number of times, each more pronounced than the last. This episode should be played for laughs, with the scratching routine becoming more and more exaggerated, and the two men looking more perturbed as the PCs fail to respond appropriately; the correct response is described below, and it is extremely unlikely that the PCs could hit upon it by chance.

The two men are cultists, who are aware of Kastor's mission. They have been instructed to make contact with him by their branch of the Purple Hand. They have Kastor's description,

but have never met him. To identify themselves, they use one of the cult's secret codes: the left ear scratched by the little finger of the right hand, to which the correct response is a slight raising of the eyebrows and the brushing back of one's hair with the left hand. As the PCs will not know this, the cultists become very perturbed and exaggerate their actions in a comic fashion. If spoken to, they look confused and do not answer back; something is obviously wrong - maybe they have met the wrong person?

After a while, the cultists' expressions suddenly change to ones of relief, and they hurry over to where a stocky man stands near a doorway to a house. They follow him through the door which is quickly shut behind them (the PCs have no chance of pursuit). The man is Adolphus Kuftos, the bounty hunter (see *The Taint of Chaos*, p36). It is important that the PCs see Adolphus at this point; he appears whether the PCs attempt to talk to the cultists or not. Adolphus has been watching the square for Kastor's arrival and has seen the cultists attempting to make contact. Having some knowledge of the cult, Kastor has given the cultists another recognition signal and they have fallen for his deception. Full NPC details of Adolphus are given on page 51, though you are unlikely to need them at this point.

an Old friend

It is up to you exactly when to use this next encounter, providing it takes place in the evening or late afternoon. If the adventurers have expressed an interest in buying goods in Altdorf, you should allow them to do some shopping first. If they go with an agent to an inn, you could use this event on the way there, or on the following day after they have been shopping. Alternatively, Josef could be wandering across the Königplatz as the incident with the cultists draws to a close.

As the adventurers wander the streets of Altdorf, they run into an old boatman friend of Johann. If you are not using the pregenerated characters, or if Johann has been killed, it will be necessary to introduce Josef by some other means. Almost anything will do; the main thing to get across is that the PCs trust Josef and know that he is not going to lead them into trouble.

"Rowlocks! What a surprise! It's me, Josef!" Looking in the direction of the cry, the PCs see a tall, burly fellow with a huge beard striding towards them. This is Josef Quartjin, an itinerant boatman of the Reik, and an old associate of the Boatman PC. Give the player *Handout 5 - Josef Quartjin*, a copy of which is printed below.



Josef Quartjin

At last, a friendly face. You could never mistake that beard or the boiler-like belly it conceals. It is your old friend Josef Quartjin. You have known Josef for over ten years and have spent many a happy hour with him in riverside taverns. Josef has a phenomenal thirst for alcohol and a talent for always finding the best bars wherever he goes.

Josef Quartjin - Boatman

Josef is tall and well muscled. He has a large bristly beard that grows right down over his huge belly. Josef has a jolly temperament and enjoys good company.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	48	38	4	4	8	42	1	29	32	30	41	24	38

Skills

River Lore
Boat Building Row
Consume Alcohol Very Strong*
Fish
Orientation

Age
40

Possessions

34GC
Axe
Crossbow (R 32/64/300; ES 4; Rld 1)
Leather Jack (0/1 AP on body and arms)
Leather Coif (0/1 AP on head)
River Boat - **The Berebeli**

Josef's vessel is the Berebeli, a standard river boat that can be found throughout The Empire (see **WFRP**, p290 and *Map 5*). The Berebeli is also home to Josef's crew, Wolmar and Gilda, and their baby daughter Elsa. Wolmar and Gilda have worked for Josef for two years and get along very well with him. They are friendly and are extremely loyal to Josef, who fished them out of the river after their boat sank. If profiles are required for Wolmar and Gilda, use the standard Boatman profiles on the *GM's Reference Sheet*.

The PCs should be encouraged to go with Josef, as he can act as their guide and give them a firm grounding in the teeming metropolis of Altdorf. If they do not wish to go with Josef, it will be necessary to find another means of gaining them employment on a boat out of Altdorf (see *The Journey to Weissbruck*, page 50).

Josef has been travelling up and down the Reik for the past 20 years. He is overjoyed at meeting his old friend and suggests that they immediately adjourn to an inn to down a bottle of wine or two. If anyone queries that this may not be very much between so many, he will wink and say, "A bottle or two *each*, of course." Josef slips his arm into that of his friend and leads the way down to the riverside. He is very pleased to meet the friends of his friend and is eager to hear any news that the adventurers have.

If asked about the strange goings on in the Königplatz, Josef shrugs and says "We have a saying on the river: city folk are strange folk, and who wouldn't be, living cooped up amongst buildings all day?"

Josef knows the following rumours which he will tell the PCs during the course of the evening:

All members of the nobility are mad; they're all inbred and tainted by Chaos.

There's been strange goings on at the university. It's full of Demonologists and Necromancers dabbling in those things that are better left alone. Josef doesn't know what has been going on; instead he makes up anything that sounds sensational, like stories of strangely-robed figures prowling the University cloisters late at night, accompanied by sounds of weird chants and howls.

Mutations can affect you late in life. A boatman who had worked on the river for 20 years suddenly started to develop an oily, yellow skin and bulging eyes. The character is now dead, of course, thrown into the water by his companions.

The Boatman Inn - Map 4

Josef leads the adventurers down to the river. There are all manner of vessels tied up along the riverside, from high masted sail boats to smaller barges and houseboats. The Boatman Inn is just one of many establishments along the embankment. It appears to be a cheerful place; a little tatty, but inviting.

Inside the inn are a number of riverfolk. These are mostly boatmen but there are a few sailors as well. The atmosphere is cordial and friendly, and the food and drink is reasonably priced and of good quality. Josef orders as many bottles of wine as there are characters (he is clearly in a mood for celebration) and leads them all to a table to enjoy it.

No one takes very much interest in the characters and the early evening should pass amiably. Josef will pass on a few rumours and tell the PCs that he is looking for some hands for a journey to Bögenhafen, where he hopes to sell some Reikland wine at the local fair and livestock market, known as the Schaffenfest. Josef has a handbill advertising the Fair with him (give the players *Handout 6 - The Schaffenfest*). Josef will pay 10/- per day for four characters and is willing to transport the others free of charge. Josef is keen to leave the next day and will offer to put the characters up on his boat for the night and then head out along the Weissbruck canal in the morning (see *Map 1*).

The Man In Black

At some point while the PCs are enjoying themselves in the inn, the door flies open and a tall, gaunt character with aquiline features and a deep scar along his left cheek saunters into the room. Everyone in the inn turns to stare at him, and he greets them with a sneer. The character is Max Ernst, a Protagonist. As Ernst walks across to the bar, the dim lights of the inn shine dully on his black leather clothing. Patrons are seen to flinch visibly as Ernst passes their tables. Ernst

demands a bottle of brandy from the landlord and throws a handful of gold coins onto the bar. He then walks over to a table in the corner of the room, whose occupants rapidly vacate it. Ernst sits down and drinks.

Tonight is Max's lucky night: a couple of young country nobles (see *Hooray for Henry*, below) who are out on the town, determined to bait some commoners and then turn Max onto them. Max should be played to make the characters feel uneasy; he does not do anything overtly threatening at this stage, but there is a definitely an empty space around his table. Max stares coldly at any PC who summons up the courage to talk to him, but says nothing.

Max Ernst - Protagonist



Ernst has a reputation around Altdorf as a very accomplished protagonist and a person to be avoided if at all possible. He is a mean-looking, cold-blooded sadist. He never wears any colour other than black, and rarely says anything that does not contain some sort of insult. Those who know him do their best to stay out of his way. Josef has heard a little about him, and can describe him as "a heartless and brutal thug".

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	42	23	4	3	8	45	2	24	26	34	56	30	24

Skills

Disarm
Dodge Blow
Ride - Horse
Street Fighting
Strike Mighty Blow
Strike To Injure
Strike To Stun

Possessions

Black Leather Armour (0/1 AP on all areas except head)
50GC

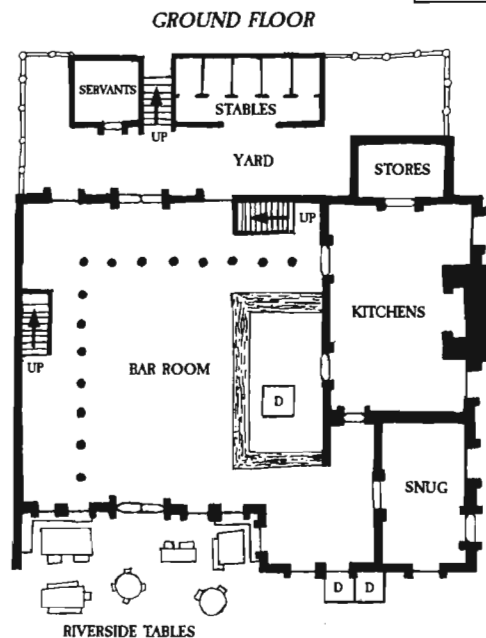
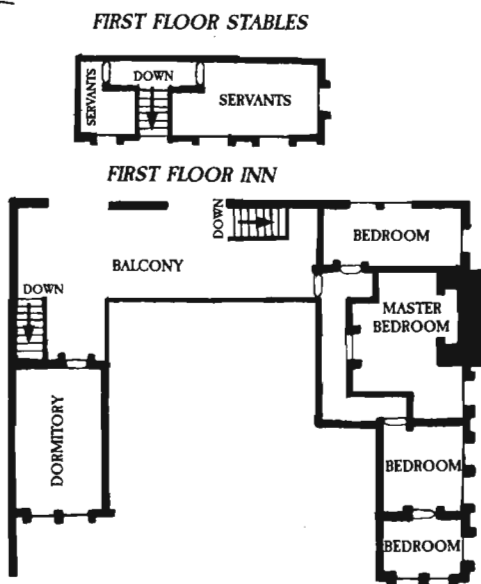
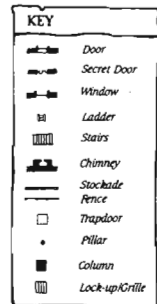


THE BOATMAN INN

MAP 4

TYPICAL RIVERSIDE INN

Scale (approx.)
0 1 2 3 4 5 YDS



hooray for henry

A short while after Max's arrival, or earlier if the PCs look like they are preparing to leave, two young nobles and their four gorilla-like bodyguards enter the inn. "I *saay* chaps! What a quaint establishment!" they giggle to each other in high-pitched, aristocratic tones. One of them swaggers over to the bar and says, "Two of your finest beverages, landlord."

The two nobles are both already drunk and giggle a lot. They are generally obnoxious and insulting to all in the inn, calling them "filthy commoners" and "smelly oicks". Before long, they start a drinking competition which involves gulping down pints of ale and then throwing it up over anyone in the immediate vicinity. Unfortunately, this just happens to be one of the PCs (chosen at random). Both young nobles think this is great fun, and the other one aims a bellyfull of beer over any PC in convenient range. Any PC entertaining violent thoughts will have to deal with the four bodyguards, who are very sober and very mean (use Marie's profile on p41).

Josef will attempt to restrain the PCs, pointing out that it would be wise not to upset any noble family, particularly as the bodyguards look like they are itching for a fight. Leaving the inn will not be easy as two of the bodyguards block the door.

Should the PCs be unable to restrain themselves and make any move to attack, Max Ernst pushes his chair back and strides over to them. In a dry and rasping voice he says "I wouldn't if I were you, pea-brains. Why don't you just sit there and enjoy yourself?" The whole inn goes quiet as everyone waits for the PCs to reply. The young nobles step back behind their bodyguards, giggling and enjoying their merry jape. From here on, Max takes over: pushing any character attempting to get up back into their seat and offering choice insults such as "Why don't you country bumpkins wash the swill off you before you enter a civilised city?"

Max will keep goading the characters until they react physically, or you feel the scene has gone on long enough. In the former case Max attacks to *disarm* or *stun* his opponent - assuming a fair fight. If faced with more than one opponent, Max passes a derogatory comment on it taking

more than one village idiot to deal with him, and begins to fight in earnest. He uses his *Strike to Injure* or *Strike Mighty Blow* skills to bring a quick end to the fight. Max is not really interested in killing, but will do so if faced by overwhelming numbers. He will get no help from the nobles or their bodyguards, who find the whole affair very amusing.

After the fight, or if a fight is avoided, the nobles exit the inn laughing very loudly and head off for another establishment. Anyone following them will have to deal with their four bodyguards first.



Inside the inn, the PC or PCs are treated as heroes if they defeated Max, or are commiserated on their bad luck if they lost. Max does not stay around. If he was killed his body is dumped into the river by the locals.

Bolts in The Dark

Leaving the inn, Josef leads the adventurers to his barge. Along the way, the PCs become aware that they are being followed. Any character with *Sixth Sense* skill will notice this first; other characters will later clearly hear the sound of footsteps behind them. The adventurers are being followed by the two cultists from the square, who are in turn being followed by Adolphus Kuftsos. This episode is not intended to make sense to the players: Adolphus has decided to kill the cultists and frighten the adventurers, whom he considers too strong to deal with at the moment.

Adolphus is currently on the trail of Kastor Lieberung, or so he believes. Unaware of Kastor's death, Adolphus is mistakenly tracking Kastor's double. The characters can learn nothing of his identity. Adolphus knows something of Kastor's cult connections and takes the opportunity while in Altdorf to dispose of a couple of them.

The adventurers will hopefully react to being followed, and make a plan such as lying in wait for the cultists or trying to lose them down an alley.

- Lying in wait, the adventurers will be able to see the two cultists suddenly cut down - a crossbow bolt slams into the back of one, and as the other turns, another bolt thuds into his throat, both shot by Adolphus. The cultists die instantly and Adolphus quietly slips away into the night. If the adventurers follow him using *Follow Trail* skill they should be able to track him for a while, but will eventually lose him. It is essential that they do not catch him at this point.
- Trying to lose the cultists in the alleys will meet with success, but when they get to the barge, the PCs will find them slumped on the deck, both dead from crossbow bolts.

If the adventurers simply return to their boat, they will continue to be followed by the cultists who they will see being shot by Adolphus. If they try to follow the Bounty Hunter, they will be no more successful than described above.



Searching the bodies of the cultists reveals two daggers and 10GC 18/-. They have no identification on them other than a small tattoo on the right breast, depicting a purple hand. These tattoos will not be found unless the adventurers do a very thorough and unpleasant search - both cultists have dirty underwear!

MURDER at Night

After leaving the inn, the two young nobles continued their journey, upsetting more people, until a vicious fight broke out. Their bodyguards fled and one of the nobles was killed. In the morning, the river area is buzzing with the news and word passes to Josef that the Watch are looking for the PCs. Unless the PCs are feeling foolhardy, they should be eager to head for Bögenhafen as quickly as possible.

By the time the PCs return to Altdorf, the true culprits will have been caught and the heat will be off. Until then, they should be encouraged to get out of the city as quickly as possible to avoid a quick trial and an execution.

The Journey To WEISSBRUCK

The trip to Bögenhafen involves travelling along the Weissbrück Canal and then the River Bögen to the town. Josef steers the barge towards the great lock at the entrance of the canal. Here the toll (5GC) is paid and the barge floats up the lock to the canal itself.

The Weissbrück Canal

The canal was built in 2462 to carry coal and iron from the mines at Delfgruber. It is 25 feet wide and has frequent berthing places along its entire length. It is owned by the Gruber family of Weissbrück who charge a toll for its use, collected either at Altdorf or Weissbrück. There are no further toll points along the canal itself.

Good Morning Travellers

During the first morning out of Altdorf, the adventurers see a group of Roadwardens following them along the tow-path from Altdorf. The Wardens are riding towards the lock house up ahead to check out a report of bandits being in the area. They are not looking for the PCs, but the PCs won't be aware of this. The patrol heads straight for the barge and trots alongside it. The leader of the patrol is in a good mood and chats with anyone on deck for a while, informing them that there may be bandits in the area and that a young noble and two artisans were killed last night in the city, down by the river. The patrol does not suspect the PCs and continues along its way after a short while.

This encounter is designed to make the PCs nervous and to encourage them to hide or try to bluff the patrol. Josef counsels against the use of violence, as it will only lead to greater problems for the PCs and himself. If the PCs attack the patrol will defend itself, retreating to Altdorf for reinforcements if the fight is going badly. From then on, the characters will be hunted by Roadwardens throughout the Reikland (see *Law In The Empire*, p18).

to WEISSBRUCK

The voyage along the canal takes almost 3 days and should be fairly quiet unless you wish it to be otherwise. At night the barge ties up near to one of the lock-side inns, and the characters can relax, safe from any pursuit or other problems.

Weissbrück - Map 6

Weissbrück is a growing village of 272 inhabitants owned and ruled by the Gruber family. It began as a village, but with the opening of the nearby mines and the construction of the canal it has expanded rapidly. It is now a bustling stopping point on the route to or from Bögenhafen. Warehouses line the canal and river banks, storing coal and iron ore from the nearby mines, wool and wine from Bögenhafen, and all manner of goods from Altdorf.

ARRIVING IN WEISSBRUCK

Entrance to Weissbruck is via the lock and tollhouse. Since the characters have already paid their toll at Altdorf, they are simply waved through the lock by the Lock Keepers. There are a number of barges tied alongside the wharf and shipping can be seen on the River Bögen. Numerous inns look out onto the river and canal. It is likely to be early evening by the time the adventurers arrive.



As they prepare to tie up their barge, the adventurers notice a shadowy, travel-stained character standing in the doorway of the Black Gold (A), a nearby inn. This is Adolphus; he trailed the characters out of Altdorf, and then rode ahead of them to Weissbruck. You can tell the adventurers that they recognise him as the stocky man they saw in the Königplatz when they arrived in Altdorf, and that they can see a crossbow slung across his back. It is obvious that he is watching them, but before they can approach him he turns and walks into the inn. If the adventurers follow him into the inn, he is nowhere to be seen, having slipped out of the back door. Getting information out of the inn's occupants requires a successful *Bribe* or *Gossip* test (for the purposes of bribes, treat the inn's occupants as having a WP scores of 33). A successful character will learn that Adolphus is a bounty hunter who arrived in Weissbruck late last night. Whether the PCs learn where Adolphus is staying depends on how you wish to run this section (see *Hunting the Hunter*, below).

Adolphus has no wish to confront the adventurers immediately. He plans to attack at night and take them by surprise. He has recruited a bunch of local thugs to help him deal with the characters. Having seen Adolphus, our heroes may decide to look for him, push on to Bögenhafen, or simply carry on as normal. The next section is split into two parts: the first deals with what happens if the PCs go looking for Adolphus, the second with what will happen should Adolphus' plan come to fruition.

1. hunting the hunter

Adolphus is staying at the Trumpet Inn (B). The adventurers may discover this by asking around the local inns about him. Most of the villagers know of his arrival and can give leads to the characters if they make successful *Bribe*, *Charm*, or *Gossip* tests, for example. On a bad roll you may decide that the person talking to the adventurers reacts badly and insults or even attacks them. If a fight does break out, use the *Thugs* profile on the *GM's Reference Sheet*.

Depending on how long you wish this section to take, the characters could discover where Adolphus is immediately, or they might have to follow his trail to a second inn. In the former case, they are told that the bounty hunter is staying at the Trumpet Inn. In the latter case, they will be told that he was seen going into the Happy Man (C). On making enquiries at the Happy Man, the adventurers must again interact with the locals before being directed to the Trumpet Inn.

B. The Trumpet Inn - Map 4

If the adventurers come straight here from the Black Gold (A) where they first saw Adolphus, they will see him conversing with three thugs in the bar of the inn. However, the adventurers will not be able to make out what is being said unless they can *Lip Read* or have *Acute Hearing*. A character may be able to sneak into the room by making a successful *Sneak* test. In this case, the character will be able to get close enough to hear what is being said without being noticed. If the attempt fails, you must decide what Adolphus and thugs

do according to the actions of the character. They will certainly end their discussion, but will not resort to violence unless attacked. They stare at the character, ready to defend themselves but waiting for the character to make the first move.

If the adventurers manage to overhear the conversation, they will learn that Adolphus is instructing one of the thugs to watch the characters' boat and to follow it if they move. If the boat leaves the village the thug is to report to Adolphus immediately. After the briefing, the thug in question leaves and takes up a position on the bank where he can keep an eye on the characters' boat without being too obvious. The other two thugs leave 5 minutes later, after being instructed to call back here later in the evening. The two thugs then go to another inn where they spend the next couple of hours drinking.

If Adolphus is aware that the adventurers know where he is staying, he will leave the inn by the back door and go to another inn. The characters may be able to follow him if they are watching the inn and successfully use any applicable skills. Adolphus will attempt to kill any lone character he spots trailing him, but will avoid a fight with two or more. He is, however, more than capable of losing them amongst the alleys of Weissbruck (automatic success).

Adolphus kufstos - Bounty Hunter



Adolphus has been a Bounty Hunter for 6 years and during this time he has turned in or killed large numbers of criminals. He is a determined tracker of his prey and uses any means at his disposal to bring then to justice or a swift end. He follows his prey tirelessly and, unlike some Bounty Hunters, Adolphus does not rest until he is successful. Adolphus has followed 'Kastor's' trail from Altdorf to Weissbruck, where he confronts them, in an attempt to capture or kill the double and anyone else who get in his way.

Adolphus is of medium height and stocky build. He has a wide scar around his neck from when he was almost lynched by a group of bandits. This also damaged his throat and he now has great difficulty in breathing properly, causing him to speak with a slow, wheezing voice that is quite sinister.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
5	38	58*	4	3	8	45	1	35	29	30	47	34	27

Skills

Follow Trail
Marksmanship*
Silent Move Rural
Silent Move Urban
Strike Mighty Blow
Shadowing

Possessions

Crossbow and 40 bolts (R 32/64/300; ES 4; Rld 1)
Sword
Sleeved Mail Shirt (1 AP on Body and Arms)
Rope - 20 yards
3 pairs of iron manacles and keys
Riding Horse

The Three Thugs



Bengt, Gurt, and Willie, the three thugs hired by Adolphus, do occasional work on the Weissbruck wharves as labourers. The three are not particularly bright or loyal. If caught by the adventurers they can easily be persuaded to reveal Adolphus' plan. In any fight involving Adolphus in which one of them is hurt, make a test against Adolphus' *Leadership* to see whether they flee or stay.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	28	-3	3/4*	6	32	1	32	22	23	32	28	29	29

Skills

Consume Alcohol

Scale Sheer Surface

*Two of the thugs are *Very Resilient*



Possessions

Sling bag with lunch in it

Flask of Tea

Leather Jack (0/1 AP on Body and Arms)

Sword

1-6GC each

2. Adolphus' plan

That night while the barge is tied up, Adolphus intends to lead an attack on it. If the adventurers hurry on to Bögenhafen, Adolphus follows them and launches his attack at a suitable point during the voyage.

If the barge is left untended, Adolphus and the thugs enter and wait for the PCs to return. They will then attack with surprise, gaining 1 round of combat before the adventurers can react.

Smoke Gets in Your Eyes

If the PCs stay with the barge and do not post a guard, Adolphus and the thugs sneak up onto the barge. If there is a fire burning in the stove, they cover the chimney with a bucket in an attempt to smoke the characters out. Otherwise, they stuff smouldering, oily rags down the chimney to smoke out those inside. Characters caught in the thick smoke, whatever its source, must make a *Toughness* test each round or suffer a -10 penalty to **WS**, **BS**, **I**, **Dex** and a -1 penalty to **S** and **T**. These penalties are recovered concurrently at the rate of 1/10 points per round. A character who has failed 2 *Toughness* tests, for example, and who manages to get some fresh air will have completely recovered after 2 rounds.

Characters opening doors or windows for air are greeted by pots of burning oil thrown through the opening by the thugs. There is a 50% chance that the thugs fumble and cover themselves in oil instead. In this case, there is a 50% chance that the oil is burning. Oil thrown at the PCs through a door or window has a 50% chance of igniting, and any character may dodge the oil by making a successful *Initiative* test. Burning oil inflicts 2D4 *Wounds* per round (see **WFRP**, p80).

Characters who make it onto the deck are attacked by Adolphus and the thugs.

If the characters *have* set a guard on the barge, Adolphus attacks him or her with his crossbow, firing from cover, while the thugs rush from the other direction, bearing pots of burning oil. The plan is basically the same - to turn the barge into a raging inferno and attack the occupants as they come out on deck incapacitated by the smoke.

Putting the Fire Out

While the adventurers deal with Adolphus and the thugs, Josef, Wolmar, and Gilda will attempt to put the fire out and/or try to cast off. Casting off normally takes at least 20 rounds, but by cutting the ropes this can be reduced considerably. The mooring ropes have 6 *Wound* points with a *Toughness* of 4. Josef, Wolmar and Gilda should be able to extinguish any fires fairly quickly - the boat must remain intact. Any damage caused during the fight can be repaired the next day by Josef using his *Boat building* skill.

Adolphus does not surrender, and it is essential that he is killed in this fight - by manipulating the *Critical Hits Table* (**WFRP**, p122), it is a simple matter for him to receive a killing blow. It is vitally important that the PCs do not get the opportunity to talk to him, no matter how they handle the attack.

When the PCs search Adolphus' body, they find the letter from Q.F. telling Adolphus to look out for Kastor Lieberung. Give the players *Handout 7*. A reference copy is printed below.

For the personal attention of Herr Adolphus Kiefer
The Nine Stars Coaching Inn
The Middenheim Road
Altford.

My Dear Herr Kiefer,

You may recall a certain conversation we had last Broust in the public bar of the Hock and Hockstet in Niden. At that time you mentioned your interest in the activities of a certain society, whose name I shall not mention here. In particular, your interest was centered on the whereabouts of a certain officer, known only as the *Magister Imperatoris*.

I am now able to confirm each and every one of your suspicions. After your departure I made some discreet enquiries and managed to ascertain that the "gentleman" you are looking for was the name Kastor Lieberung. In accordance with your plan, Herr Lieberung will be travelling towards Altford along the Middenheim road some time towards the end of the month of Jahwebrang.

I have also been fortunate enough to secure a likeness of Herr Lieberung, which I enclose with this letter.

I remain, Sir, your most obedient servant

Q.F.

The sketch resembles the character impersonating Kastor Lieberung. There is no indication as to where the letter may have originated from.

On to Bögenhafen

After this escapade the adventurers should be encouraged to carry on to Bögenhafen and the next adventure in the series, **Shadows Over Bögenhafen**. Josef still wants to sell his wine and make a profit on the deal, and the PCs should be interested enough in the inheritance to encourage them to make the journey. If the PCs show a reluctance to continue on their way, a push in the right direction might be required. This push can take the form of GM hints that Bögenhafen is a far safer place for suspected murderers, or you might like to let them discover that a group of Roadwardens have arrived in Weissbruck asking questions about them.

The Journey

The trip to Bögenhafen takes 4 days and is uneventful. The dramatic events that take place in the town are covered in the separate adventure module **Shadows Over Bögenhafen**.

mutants in the empire

When the Warpgates of the Old Slann collapsed and Chaos entered the world, it imbued Humanity with a vibrant spirit and a desire for change and advancement. While most of the race benefited from the affects of Chaos, there were those who were corrupted mentally and physically so that new races of creatures developed: the Chaos Beastmen and other, more hideous beings. However, the vast majority remained identifiably Human and thrived. The Beastmen were cast out or killed and The Empire grew. But the influence of Chaos has never left Humanity, and each year more mutations appear within the race.

In the cities and villages of The Empire, children are occasionally born with severe mutations which set them apart from the rest of Humanity. Many of these children are so badly mutated that they are unable to live when they enter the world, while others are so repulsively abnormal that they are killed at birth. Many parents, however, are unable to bring themselves to dispose of their offspring in such a cold-blooded way, and hide or abandon them in the forests where they fall prey to wild beasts or ravaging Chaos Beastmen. But not all abandoned mutant children die. Some are taken in and raised by the Beastmen who recognise kindred spirits in the young mutants, and others are discovered by fellow mutants who raise them in their secret camps. Consequently, there are many mutants living under the dark eaves of the forests. These creatures live a bestial existence, barely competing with the other animals and monsters that share the forests with them.

The Chaos taint is not always obvious at birth, however. Often it develops slowly, only becoming present in adolescence or even later. Numbers of Humans grow up reviling Chaos only to discover that they themselves are among its victims. Of these, a few manage to conceal their mutations and live normal lives, but most flee to the forests. There a strong and intelligent mutant can gain supremacy over fellow mutants and occasionally even Beastmen. Some mutants join the growing ranks of Chaos Warriors who fester in the heartlands of The Empire, preparing to sweep it away in an orgy of violence and burning.

Yet not all mutants are outcasts, for there are those who disguise their mutations with great skill, and even hold positions of responsibility and power within The Empire. These mutants may loathe the society around them, and strive to bring it down by aiding the forces of Chaos. Often these groups are closely knit and conceal mutants of several generations standing, those without obvious signs going about society as normal, while those with obvious mutations are kept from sight or hidden in the woods with others of their kind.

Physique: Mutants vary greatly in appearance. Some are almost indistinguishable from normal Humans, while others are so horrendously mutated that it is difficult to see that they were once Human.

Mutations: Mutations vary considerable from mutant to mutant. Some mutants are only partially mutated - their body may be covered in fine feathers but their limbs may not be, for example. Other mutants are so badly mutated that their Humanity seems very much a thing of the past. Therefore when mutations are assigned to creatures you should consider how they are going to affect the adventure you are creating. For example, a town councillor would not be able to deceive anyone if he resembles a silver spider, but a mutant with this appearance would not be out of place in the midst of The Empire's forests.

Each mutant has D4 mutations. When creating mutants, you can either select the mutations or randomly generate them by rolling a D4 followed by a D10. Some notes are given on the effects of the various generations, but you should feel free to handle these as befits your adventure.

Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	Wp	Fel
4	33	25	3	3	6	30	1	29	29	29	29	29	16





Alignment: The alignment of mutants varies between Chaos, Evil and Neutrality. Most mutants tend to be Neutral or Evil, but those who fully accept and revel in their mutations are Chaotic and worship the Chaos gods.

Psychological Traits: Those mutations marked * cause *Fear*, and those marked ** cause *Terror* in those who view them.

Special Rules: Most mutants seek only to survive and occasionally to gain revenge on normal society. Those whose mutations develop in later years may find it difficult to cope, as their normal lives are ripped apart by the changes they undergo. As a result, some mutants are insane and act in strange, unfathomable ways. Close relatives of mutants have also been known to be driven insane in their attempts to aid a mutating brother or sister escape the watchful eyes of the Witch Hunters.

D4	D10	
1	1	abnormally thin
	2	animal appearance
	3	beaked face
	4	bestial face
	5	big ears
	6	bird's feet
	7	bulging eyes
	8	carapace - choose body area(s) covered - provides 2 Armour Points
	9	claws - hands and/or feet - allows unarmed <i>claw</i> attack
	10	cloven feet
2	1	crested head
	2	demonic appearance**
	3	eyestalks
	4	extra joints
	5	extremely fat - provides 1 Armour Point on all locations
	6	foul odour - reduces opponents' WS by D10
	7	furry - partial or all over
	8	hideous appearance* - spider-like, insect-like, etc
	9	hopper - M reduced to 2
	10	iron hard skin - choose body areas covered - provides 2 Armour Points
3	1	lizard-like appearance
	2	long neck
	3	moronic - subject to <i>Stupidity</i>
	4	multiple limbs - three legs, four arms etc - may increase M or A
	5	no neck
	6	pin head - subject to <i>Stupidity</i>
	7	pointed head
	8	rotting skin*
	9	scales - choose body areas covered - provides 1 Armour Point
	10	short legs - M reduced to 2
4	1	skull face*
	2	suckers on hands and feet - gives <i>Scale Sheer Surface</i> skill
	3	tail - furry, lizard-like, spiked etc - may permit <i>Tail lash</i> attack
	4	tentacles - instead of one or more limbs
	5	three eyes
	6	transparent skin*
	7	twisted body
	8	unusual skin colour - silver, gold, purple, red and yellow stripes, mottled etc
	9	very warty
	10	wings - may permit flight as <i>lander</i>

your homeland - the empire

the empire

Largest and most powerful of all the countries of the Old World, The Empire is your homeland. Its history goes back some two-and-a-half thousand years, to the earliest days of Human development. Its founder was the legendary warrior Sigmar Heldenhammer, Hammer of the Goblins, who united the warring Human tribes and, in alliance with the Old World Dwarfs, drove the Goblin hordes from the Old World back into the Dark Lands beyond the Worlds Edge Mountains. Later, the legends tell, he was accepted into the ranks of the gods, and now his religion is the most powerful of all The Empire's many cults. Indeed, the Cult's high priest, the Grand Theogonist, is the Emperor's closest adviser.

The current Emperor, Karl-Franz I, was elected (by those few provincial rulers known as Electors) ten years ago, and crowned in Altdorf by the Grand Theogonist. He is still a young man, and the people have great hopes that, under his benevolent leadership, The Empire is poised on the brink of a new golden age.

For one reason or another, your group has been thrown together outside a coaching inn called the Coach and Horses, not far from the country town of Delberz. Each of you has his or her own reasons for wanting to try a life of adventure, but none has any experience to speak of. Still, the glittering Imperial Capital is but two day's coach journey away, and where better to start a life of adventure?

A Guide to adventuring in The Empire

The Empire is a huge country, filled with a multitude of people, places and creatures. Many of these people are simple peasants; others are artisans and traders who can sell you equipment, serve you in inns, and so on. A few are wealthy adventurers or nobles, with little time for commoners such as yourselves. Nevertheless, you need to talk to people and win their friendship if your career is not to be a short one. But beware! The cosmopolitan cities of The Empire attract the dregs as well as the cream of society. There will be thieves who may pick your pockets, and bandits who may waylay you on the road. On the other hand, if you always treat everyone as a potential enemy, you may miss useful contacts who could supply vital pieces of information.

As you can see from the map, perhaps the most significant feature of The Empire is its vast forests. These are well-known as dark, dangerous places and only the foolish or suicidal would enter them without good reason. Travel is a risky business even for those who stick to the roads, and would be even more dangerous were it not for the well-defended coaching inns which secure the roads at regular intervals. Regular patrols of Roadwardens do their best to protect travellers from bandits and the like, but they are hard-pressed, busy folk who cannot be everywhere at once. They have enough on their hands without having to worry about formal trials for every wrong-doer. Consequently, justice is often dispensed summarily and on the spot.

Using the Calendar

On the reverse of this sheet is a copy of the Imperial Calendar for the year 2512. It is important that you keep a record of the passage of time, so that you can keep track of mundane things like how much food you have, and to help you note how long a given journey will take. Your GM will tell you when to start marking off the days. If you remember to mark off a day after each night's rest, you will have no difficulty in keeping track of time.



hints on tactics

As novice adventurers, you will need to work together to maximise your chances of survival. Cooperation is the key to success, and is easier to achieve if the more experienced players are careful to involve the beginners and don't try to do all the talking. Nor should you be easily tempted to acts of betrayal - even if you think it is 'in character' for your adventurer to stab his or her colleagues in the back. Other players will remember treacherous acts, and may hesitate to play with you in future; while other adventurers are likely to fight fire with fire - pursuing their vengeance at the cost of party unity. It is everyone's responsibility to communicate with each other - discussing, planning, and sharing information - without letting things degenerate into a chaotic babble. You must also listen carefully to your GM.

He or she is, after all, the primary source of information about the adventure and its setting. If you miss a key piece of information because you weren't listening, you can't blame the GM when your character dies!

It is also a good idea to stay in one group, unless absolutely necessary. Splitting the group not only weakens your defences, but makes your GM's job harder and means that some players will have to sit and wait while the GM handles the rest.

Try to avoid unnecessary combat. Initially at least, your characters are far better equipped to talk themselves out of danger than to fight. Wounds heal slowly and render characters inactive. If you always rush into battle at the first opportunity, you run the risk of exhausting your Wounds and Magic Points. It's a much better idea to save your strength for those desperate times when the forces of Chaos simply have to be confronted. By the same token, you should ignore any treasure until the fighting's done. Coins and other valuables are useless during a combat and only serve to weigh you down, while magical items may well be cursed or need special techniques to be used.

Notes on the Calendar

The Known World takes 400 days to travel round its sun, a much larger and hotter star than our own, and is orbited by two moons. The larger of these - known in The Empire as Mannslieb ('Beloved of Manann') - has a cycle of 25 days from full to full, and looks not unlike the moon of our own world. The other - named Morrslieb ('Beloved of Mórr') - is erratic, appearing now closer, now further away than its partner.

There are two main legends concerning the origins and nature of Morrslieb. According to the first, it was once a gateway in the sky, through which demons came to prey upon the people of the Known World. Mórr inflicted a great and terrible death upon them, and fashioned the second moon out of the wreckage, so that mortals would never forget how the god had saved them. The second legend maintains that when Chaos first broke through into the Known World, a great block of Warpstone was hurled high into the sky, where it circles endlessly, spreading Chaos on the lands over which it passes. This legend is believed mainly by the followers of Chaos, who hold festivals when Morrslieb is full.



the imperial calendar

hexenstag - new years day (HEX-ens-tag)

1. Nachexen (Nach-HEX-en)

Wellentag	1	9	*17	25
Aubentag	2	10	18	26
Marktag	3	11	19	27
Backertag	4	12	20	28
Bezahltag	5	13	21	29
Konistag	6	14	22	30
Angestag	7	15	23	31
Festag	8	16	24	32

* = 1st Day of SPRING

2. Jahrdrung (YAAR-drung)

Wellentag		9	17	25	33
Aubentag	2	10	18	26	1
Marktag	3	11	19	27	
Backertag	4	12	20	28	
Bezahltag	5	13	21	29	
Konistag	6	14	22	30	
Angestag	7	15	23	31	
Festag	8	16	24	32	

Mitterfruhl Spring Equinox (MITT-er-fruol)

3. pflugzeit (pFLOOG-tsight)

Wellentag	-	8	16	24	32
Aubentag	1	9	17	25	33
Marktag	2	10	18	26	
Backertag	3	11	19	27	
Bezahltag	4	12	20	28	
Konistag	5	13	21	29	
Angestag	6	14	22	30	
Festag	7	15	23	31	

4. Sigmarzeit (ZIGG-mar-tsight)

Wellentag	-	7	15	23	31
Aubentag	-	8	16	24	32
Marktag	1	9	17	25	33
Backertag	2	10	*18	26	
Bezahltag	3	11	19	27	
Konistag	4	12	20	28	
Angestag	5	13	21	29	
Festag	6	14	22	30	

* = 1st Day of SUMMER

5. Sommerzeit (ZOMMER-tsight)

Wellentag	-	6	14	22	30
Aubentag	-	7	15	23	31
Marktag	-	8	16	24	32
Backertag	1	9	17	25	33
Bezahltag	2	10	18	26	
Konistag	3	11	19	27	
Angestag	4	12	20	28	
Festag	5	13	21	29	

Sonnstill Summer Solstice (ZONN-shtill)

6. Vorgeheim (FORR-g'hime)

Wellentag	-	5	13	21	29
Aubentag	-	6	14	22	30
Marktag	-	7	15	23	31
Backertag	-	8	16	24	32
Bezahltag	1	9	17	25	33
Konistag	2	10	18	26	
Angestag	3	11	19	27	
Festag	4	12	20	28	

Geheimnstag Day of Mystery (g'HIME-niss-tag)

7. Nachgeheim (NACH-g'hime)

Wellentag	-	4	12	20	28
Aubentag	-	5	13	21	29
Marktag	-	6	14	22	30
Backertag	-	7	15	23	31
Bezahltag	-	8	16	24	32
Konistag	1	9	*17	25	
Angestag	2	10	18	26	
Festag	3	11	19	27	

* = 1st Day of AUTUMN

8. Erntezeit (ERN-t-tsight)

Wellentag	-	4	12	20	28
Aubentag	-	5	13	21	29
Marktag	-	6	14	22	30
Backertag	-	7	15	23	31
Bezahltag	-	8	16	24	32
Konistag	1	9	17	25	33
Angestag	2	10	18	26	
Festag	3	11	19	27	

Mittherbst Autumn Equinox (MITT-herb-st)

9. Brauzzeit (BRAOW-tsight)

Wellentag	-	3	11	19	27
Aubentag	-	4	12	20	28
Marktag	-	5	13	21	29
Backertag	-	6	14	22	30
Bezahltag	-	7	15	23	31
Konistag	-	8	16	24	32
Angestag	1	9	17	25	33
Festag	2	10	18	26	

10. kaldezeit (KAL-t-tsight)

Wellentag	-	2	10	*18	26
Aubentag	-	3	11	19	27
Marktag	-	4	12	20	28
Backertag	-	5	13	21	29
Bezahltag	-	6	14	22	30
Konistag	-	7	15	23	31
Angestag	-	8	16	24	32
Festag	1	9	17	25	33

* = 1st Day of WINTER

11. Ulriczeit (UL-ric-tsight)

Wellentag	1	9	17	25	33
Aubentag	2	10	18	26	
Marktag	3	11	19	27	
Backertag	4	12	20	28	
Bezahltag	5	13	21	29	
Konistag	6	14	22	30	
Angestag	7	15	23	31	
Festag	8	16	24	32	

Mondstille Winter Solstice (MONT-shtill-er)

12. Vorhexen (FORR-hex-en)

Wellentag	-	8	16	24	32
Aubentag	1	9	17	25	33
Marktag	2	10	18	26	
Backertag	3	11	19	27	
Bezahltag	4	12	20	28	
Konistag	5	13	21	29	
Angestag	6	14	22	30	
Festag	7	15	23	31	

Months and festivals

There are almost as many calendars in the Known World as there are races and countries, but the one shown here is standard throughout The Empire. The Imperial calendar divides the year into 12 months of 32 or 33 days and six days which fall between months and are not numbered. Four of these are festivals connected to seasonal events - the summer and winter solstices and the spring and autumn equinoxes - while the other two mark the occasions when both moons are full. These last are greatly feared, and even the most hardened cynics stay out of the eerie light cast by the moons on Hexensnacht ("Witching Night") and Geheimnisnacht ("Night of Mystery").

The months may be translated as After-Witching, Year-Turn, Ploughtide, Sigmar-

tide, Summertide, Fore-Mystery, After-Mystery, Harvest-tide, Brewmonth, Chillmonth, Ulric-tide, and Fore-Witching.

Major religious festivals - as mentioned in the WFRP rulebook - are as follows:

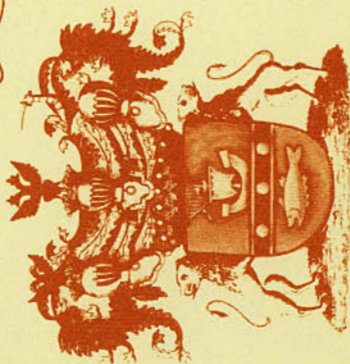
Date	Deity
Hexenstag	Old Faith, Liadriel
1 Nachexen	Verena
Mitterfruhl	Manann, Taal, Ulric,
	Old Faith
33 Pflugzeit	Grungni
18 Sigmarzeit	Sigmar
Sonnstill	Old Faith
33 Vorgeheim	Grungni
Geheimnstag	Old Faith, Liadriel
1-8 Erntezeit	Esmeralda ("Pie Week")
Mittherbst	Ulric, Old Faith
33 Brauzzeit	Grungni
Mondstille	Ulric, Old Faith
33 Vorhexen	Grungni

Days of the Week

There are eight days in the Imperial week, whose names probably date back to pre-Empire times. In order, they could be translated as Workday, Levyday, Marketday, Bakeday, Taxday, Kingday, Startweek and Holiday. However, the reasons for such names are now largely forgotten - a market day can be any day of the week, depending where you go in The Empire, while Holidays vary according to deity of the local temple(s).

The players should use the calendar printed here to keep track of the passage of time. Note that the campaign starts on the evening of Festag, 24th Jahrdrung.





the council and burghers of Bøghafen Announce that the grand opening of the annual schaffenfest

Will be held on the town meadow this

Mitterfrühl Day

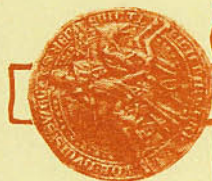
The fair will last for 3 days throughout the hours of daylight

By gracious permission of his excellency
Graf Wilhelm von Saponathheim
and his grace

Grand Duke Leopold of Middenland^a

Great Joust

will be held between the Knights and Squires of either household
All this in addition to the usual attractions of our famous
Livestock Market, and The Reikland's greatest
Travelling Fair



Printed by Schulz & Friedman, Bøghafen

For the personal attention of Herr Adolphus Kutto
The Nine Stars Coaching Inn
The Middenheim Road
Altdorf.

My Dear Herr Kutto,

You may recall a certain conversation we had last Brewzeit in the public beer
of the Hock and Hothheit in Nidm. At that time you mentioned your interest
in the activities of a certain society whose name I shall not mention here. In
particular, you were very anxious to trace the whereabouts of a certain
officer, known only as the MRegister. Impedimentale.

I am now able to confirm each and every one of your suspicions. After
your departure I made some discrete enquiries and managed to ascertain
that the "gentleman" you are looking for uses the name Kader
Lieberrung. In accordance with your plan, Herr Lieberrung will be
travelling towards Altdorf along the Middenheim road some time towards
the end of the month of Johrdung.

I have also been fortunate enough to secure a likeness of Herr Lieberrung, which
I enclose with this letter.

I remain, Sir, your most obedient servant

G.F.

Josef Quartijn

At last, a friendly face. You could never mistake that beard or
the boiler-like belly it conceals. It is your old friend Josef
Quartijn. You have known Josef for over ten years and have
spent many a happy hour with him in riverside taverns. Josef
has a phenomenal thirst for alcohol and a talent for always
finding the best bars wherever he goes.



• HANDOUT •

Cut along dotted lines.

© GAMES WORKSHOP 1986

Messrs. Lock, Stöck, & Barl
Commissioners for Garten Weg
Bögenhafen

Dear Mr Lieberman, After many lengthy researches, we have come to believe that
the case of one Paronetz Lieberman, late of the town of
Bear Star Lieberman, after many lengthy researches, we have come to believe that
the case of one Paronetz Lieberman, late of the town of

[illegible][illegible]

the playmate
Hester the
dear little
dress to a most
tasteful gold
servant,

hand over (which includes twenty and respectful slave)

contests the sum of mostly humble

estate,
remain, your mo-
E.L.C.,
L.C.

100 thousand

disorder, in the

the 10th of Nov.
1881. the 1st of Dec.

signed, this day of the Empire
in near of

1895

... & Friedm...

Protected by Schurz &

understand.

one Hoot
...; do solemnly

[illegible]

12 fo 221b20 v. 12

Chas. H. H. H.

Build in

...Dahar hel
...Master of the m...

...erchanta

五

wanted!
BOLD ADVENTURERS

His Excellency the Crown Prince Hergard von Tasseninck of the Grand Principality of Ostland hereby gives notice that he is currently resident in Altdorf and wishes to engage the services of a party of skilled adventurers. Employment is to commence as soon as possible, for an indefinite period.

Would-be applicants are forewarned that they shall be required to undertake a most perilous mission into unexplored regions of the Grey Mountains. The matter is of the utmost delicacy and absolute discretion is required.

Remuneration is negotiable (depending on experience) but a minimum of 20GC per person per day is assured, in addition to a generous bonus upon successful completion of the mission. No laggards, cowards, or dwarfs need apply.

Signed

Personal Scribe to Crown Prince Hergard

handout 2

Rolf Hurtsis

The figure rushing towards you with the manic gleam in his eyes looks very familiar. Suddenly, it comes to you, it is Rolf Hurstis from Delberz, your old thieving companion. But Rolf has changed dramatically, skin now hangs in shreds from his body and blood drips from his gaping mouth.

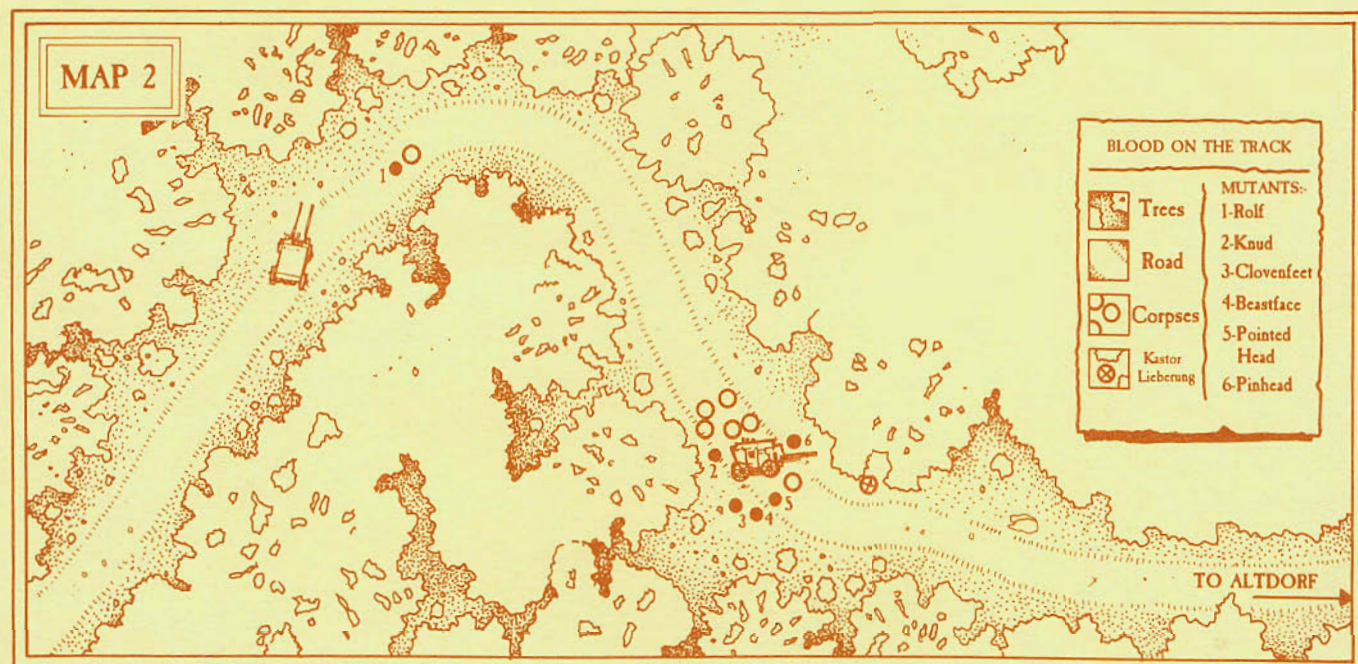
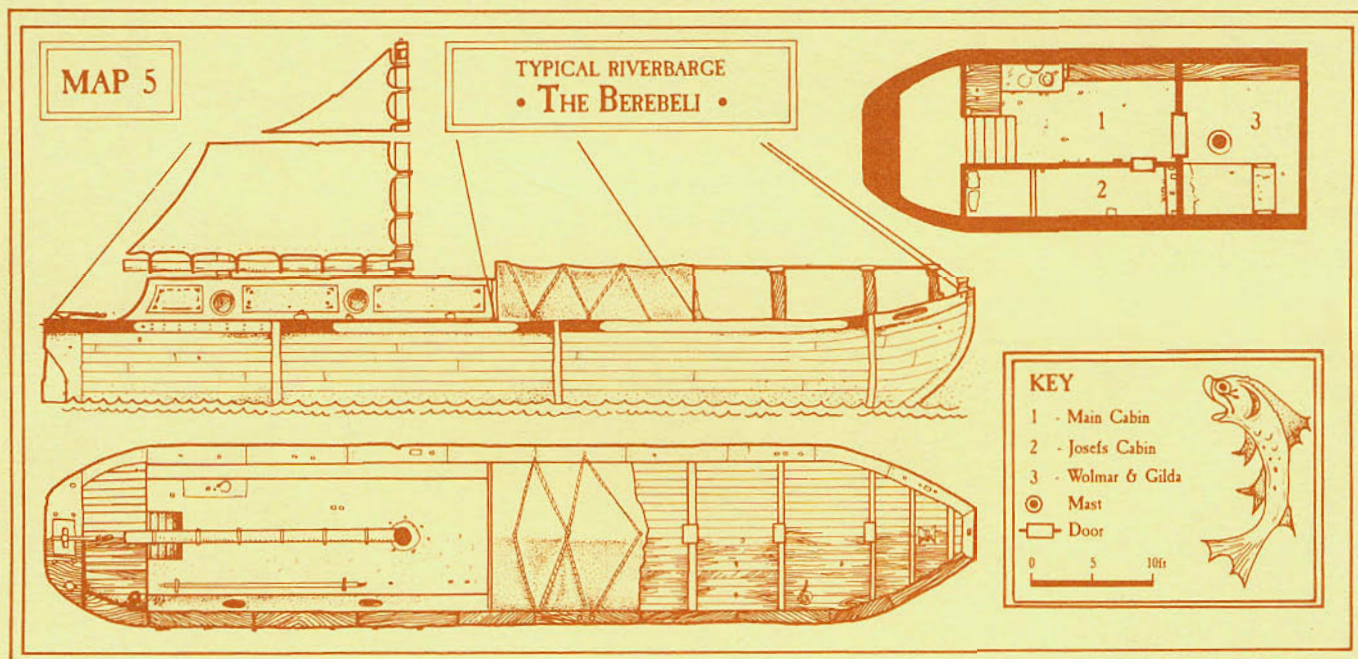
A year ago, Rolf started developing a strange skin complaint and reacting very strangely. To hide his growing affliction, he would go around with a bag over his head. However, this was a practice that often brought him to the attention of the Watch and made it very difficult for him to steal. Consequently he was arrested and thrown in jail. The last you heard of Rolf, was when he escaped from jail and fled town some six months ago. That was until now!



• HANDOUT •

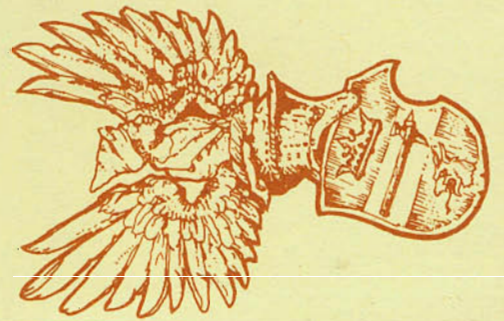
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ALTDORF

- 1 - Königplatz
- 2 - Emperor's Palace
- 3 - Sigmar's Temple
- 4 - Low Class Area
- 5 - Merchantile Area
- 6 - Docks
- 7 - University of Altdorf



MAP 3

Gazetteer of the Reikland

settlement name	size ^①	ruler ^②	pop.	wealth ^③	source of wealth	garrison/militia ^④	notes
Altdorf	C	Emperor	15,000	5	Trade; Govt.	500a/8000c	Imperial Capital; Site of Cathedral to Sigmar
Anseldorf;	V	Grand Duke Leopold of Middenland	56	1	Agriculture	-	Near Carroburg
Ärdlich;	V	Graf Wilhelm von Saponatheim	72	2	Agriculture	-/5c	Near Bögenhafen
Aussen;	V	Emperor	43	1	Subsistence	-	Near Grunburg
Autler;	V	Emperor	81	2	Timber	-/10c	Near Altdorf
Blutroch	ST	Emperor	0	0	-	-	Wiped out by Red Pox
Bögenhafen;	T	Emperor	4,500	3	Trade; Wine Timber	-/500c	see Shadows Over Bögenhafen
Braunwurt;	V	Emperor	52	1	Textiles	-	Near Altdorf
Bundesmarkt;	V	Emperor	77	1	Agriculture	-/5c	Near Altdorf
Carroburg;	C	Grand Duke Leopold of Middenland	8,000	4	Trade; Govt. Glass & Pottery	200b/1250c	Ducal Seat
Castle Grauenberg;	F	Graf Wilhelm von Saponatheim	200	4	Govt.	50a,100b/-	Fortress
Castle Reikguard;	F	Crown Prince Wolfgang Holswig-Abenauer	300	4	Govt.	200c/-	Fortress
Delberz;	ST	Grand Duke Leopold of Middenland	2,000	3	Wine; Timber	20b/75c	Home town of some of the pregenerated PCs
Delfgruber;	M	Emperor	650	4	Coal; Iron	50b/200b	Mine
Dorchen;	V	Emperor	75	2	Agriculture	-	Near Altdorf
Dunkelsbild;	V	Grand Duke Leopold of Middenland	67	2	Timber	-/5b	Near Carroburg
Finsterbad;	V	Graf Wilhelm von Saponatheim	82	3	Wine	-/10c	Near Bögenhafen
Furtild;	V	Emperor	53	1	Subsistence	-	Near Altdorf
Geldrecht;	V	Emperor	49	1	Timber	-	Near Altdorf
Gluckshalt;	V	Emperor	72	2	Agriculture	-/10c	Near Altdorf
Grossbad;	V	Emperor	69	2	Agriculture	-	Near Altdorf
Grubevon;	V	Graf Wilhelm von Saponatheim	57	2	Agriculture	-/5c	Near Bögenhafen
Grunburg;	ST	Emperor	1200	2	Trade; Boat-building	25b/100c	Ferry over Teufel river
Hartsklein;	V	Emperor	65	1	Pottery	-	Near Altdorf
Heiligen;	V	Emperor	58	2	Agriculture	-	Near Altdorf
Herzhald;	V	Graf Wilhelm von Saponatheim	73	2	Timber	-	Near Bögenhafen
Hochloff;	V	Emperor	81	2	Agriculture	-/10b	Near Altdorf
Hornlach;	V	Emperor	74	2	Timber	-/5b	Near Grunburg
Kaldach;	V	Emperor	52	1	Subsistence	-	Near Altdorf
Kleindorf;	V	Emperor	35	1	Agriculture	-	Near Grunburg
Mittelmund;	V	Grand Duke Leopold of Middenland	35	2	Agriculture	-	Near Delberz
Punzen;	V	Grand Duke Leopold of Middenland	57	1	Agriculture	-	Near Carroburg
Rechtlich;	V	Emperor	42	1	Subsistence	-	Near Altdorf
Rottefäch;	V	Emperor	88	2	Wine	-	Near Altdorf
Schartenlas;	V	Grand Duke Leopold of Middenland	54	2	Subsistence	-	Near Carroburg Ferry over Reik
Schlafesbild;	V	Emperor	38	1	Agriculture	-	Near Altdorf
Schwarzmarkt;	V	Grand Duke Leopold of Middenland	61	2	Agriculture	-/5c	Near Delberz
Silberwurt;	V	Emperor	85	2	Agriculture	-/10c	Near Grunburg
Teufelfeuer	V	Emperor	0	2	Wine	-	Burnt by Witch-hunter
Turmgever;	V	Grand Duke Leopold of Middenland	53	1	Timber	-	Near Delberz
Walßen;	V	Emperor	52	2	Brick-building	-	Near Altdorf
Weidemarkt;	V	Grand Duke Leopold of Middenland	61	2	Wine	-/5c	Near Carroburg
Weissbruck;	V	Emperor	72	2	Trade & transport	-	Mining Community; Ferry over river Bögen

Notes

① - Settlements are classed as City (C); Town (T); Small Town (ST); Village (V); Fortress (F).

② - Ruler refers to the Provincial Suzerain. Towns will also have local councils, and villages will have more or less informal meetings of elders, and so on.

③ - Wealth is rated from 1 (impoverished) to 5 (very rich)

④ - Garrison refers to professional soldiers stationed at the settlement, Militia refers to volunteers or conscripted forces who are generally responsible for law enforcement. Troop quality is rated as Excellent (a), Average (b), or Poor (c).

STANDARD NPCs

During the course of the campaign, the adventurers will meet and interact with a variety of minor NPCs. These profiles cover a number of frequently encountered NPCs and can be referred to whenever required.

ARTISAN'S APPRENTICE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	40	1	39	29	29	29	29	29

Skills
Drive Cart
25% chance of Very Resilient
25% chance of Very Strong
Other skills according to trade

Possessions
Knife
Hand Weapon
Tools of Trade

BEGGAR

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	35	3	4	6	30	1	29	29	29	29	29	29

Skills
Beg
Concealment Urban
Secret Language -
Thieves' Tongue
Secret Signs - Thieves' Signs
Silent Move Urban

Possessions
Begging Bowl
Tattered Clothes
Stick
Fleas
Knife

BOATMAN

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	35	3	3	7	40	1	29	29	29	39	29	29

Skills
Fish
Orientation
River Lore
Row
50% chance of Very Strong
25% chance of Boat Building
25% chance of Consume Alcohol

Possessions
Hand Weapon
Leather Jack

BODYGUARD

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	4	3	8	40	1	29	29	29	29	29	29

Skills
Specialist Weapon - Fist Weapon
Street Fighting
Strike Mighty Blow
Strike to Stun

Possessions
Leather Jerkin
Knuckle-dusters
Dagger or Club

COACHMAN

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	42	3	3	6	40	1	29	29	29	40	30	32

Skills
Animal Care
Drive Cart
Muscianship - Coach-horn
Ride - horse
Specialist Weapon - Firearms

Possessions
Coach-horn
Blunderbuss
Hand Weapon
Mail Shirt

COOK (Human)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	7	30	1	29	29	29	29	39	29

COOK (Halfling)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	25	31	2	2	5	50	1	39	19	29	19	39	39

Skills
Cook

Possessions
Kitchen knife
Other equipment
at GM's discretion

HERBALIST

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	30	1	29	29	29	29	29	29

Skills
Arcane Language - Druidic
Cure Disease
Heal Wounds
Herb Lore

Possessions
Pestle & Mortar
Bag of dried herbs
Knife

NOBLE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	30	1	29	39	29	39	29	39

Skills
Charm
Luck
Specialist Weapon -
Fencing Sword

Possessions
Expensive clothes
Fencing Sword
10D6 GC in
jewellery

PHYSICIAN

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	4	8	40	1	49	39	49	39	39	29

Skills
Cure Disease
Heal Wounds
Manufacture Drugs
Prepare Poisons
Read/Write
Scroll Lore
Secret Language - Classical
Surgery*

Possessions
Bag
Medical
Instruments
Hand Weapon
Jar with D6
leeches

*not all physicians possess this skill (see page 5)

ROADWARDEN

Roadwardens normally travel in groups of 4 plus a sergeant.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	35	3	3	7	30	1	29	29	29	29	29	29

Skills
Ride - Horse

Possessions
Bow or Crossbow
Horse
Saddle & Harness
Mail Shirt
Rope - 10 yards
Shield
Sword
Helmet

ROADWARDEN SERGEANT

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	45	4	4	9	40	2	29	39	29	39	29	29

Skills
Ride - Horse
Street Fighter
Strike Mighty Blow
Strike to Stun

Possessions
Bow or Crossbow
Horse
Saddle & Harness
Rope - 10 yards
Shield
Sleeved Mail Shirt
Sword
Helmet

SERVANT

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	30	1	29	29	29	29	29	29

Skills
At GM's discretion

Possessions
At GM's discretion

THUG

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	4	7	30	1	29	29	29	29	29	29

Skills
25% chance of Street Fighting
25% chance of
Strike Mighty Blow

Possessions
Leather Jerkin
Dagger or Club

TOLL-KEEPER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	3	3	6	30	1	29	29	29	29	29	29

Skills
Evaluate
Haggle

Possessions
Bow or Crossbow
Mail Shirt
Shield
Sword
Helmet

WATCHMAN

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	4	3	7	40	1	29	29	29	29	29	29

Skills
Strike Mighty Blow
Strike to Stun
Specialist Weapon -
Double-handed

Possessions
Leather Jerkin
Halberd or Club
Dagger
Lantern and pole
(night only; 1 lantern
per 4-man patrol)
Helmet

WATCH SERGEANT

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	51	35	4	3	8	40	2	29	39	29	29	29	29

Skills
Disarm
Dodge Blow
Strike Mighty Blow
Strike to Stun

Possessions
Sleeved Mail Shirt
Helmet
Sword
Dagger

YOKEL

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	25	4	4	6	30	1	29	29	29	29	29	29

Skills
Animal Care
Drive Cart
25% chance of Street Fighter

Possessions
Dagger or Club

Hand Weapons

Dagger or Knife (1 +10; D -2; P -20)
Fencing Sword (1 +20; D -1)
Halberd (1 -10/or +10 on first round or if winning/
+20 vs. mounted opponents)
Hand Weapon
Knuckledusters

Missile Weapons

Blunderbuss (R 24/48/250; ES 3; Rld 3)
Bow (R 24/48/250; ES 3; Rld 0)
Crossbow (R 32/64/300; ES 4; Rld 1)

Armour

Helmet (1 AP - Head)
Leather Jack (0/1 AP - Body/Arms)
Leather Jerkin (0/1 AP - Body)
Mail Shirt (1 AP - Body)
Shield (1 AP - All)
Sleeved Mail Shirt (1 AP - Body/Arms)



THE WASTELAND

SEA OF CLAWS

LAURELORN FOREST

FOREST OF SHADOWS

SALZENMUND

MIDDENHEIM

BECKSBURG

TALABEM

HOWLING HILLS

THE MIRROR MOORS

DRAK WALD FOREST

CARROBURG

ALTDORF

GENSBERG

THE GREAT FOREST

BARREN HILLS

REIK WALD FOREST

BOGENHAFFEN

THE HAGERCRYBS

HELMGART

LIBERSHEK

KIRCHHART

NULN

WESSENBERG

PFEILDORF

STREISSEN

AVERHEIM

• THE WESTERN EMPIRE •

WOODS & FORESTS

TOWNS & CITIES

ROLLING HILLS

POLITICAL BOUNDARY

MOUNTAINS

MARSHES

RIVERS & ROADS

0 10 20 30 40 MILES

FANTASY



THE ENEMY WITHIN



"And at the appointed time we shall rise from our secret places and throw down the towns and cities of The Empire. Our brethren shall pour forth from the forests to slay and burn. Chaos will cover the land and we, the chosen servants, shall be exalted in HIS eyes. Hail to Tzeentch, Changer of the Ways - Njawrr'thakh 'Lzimbarr Tzeentch."

THIS PACK CONTAINS:

- A large (59cm x 83 cm) full colour poster map of the Western Empire.
- A Large Map of the Reikland campaign area.
- 8 pages of player handouts to aid play and enhance atmosphere.
- A 56 page campaign and guidebook which includes full details of the Empire, the Campaign and a complete, ready to run adventure - Mistaken Identity.
- The card cover doubles as a gamesmaster's screen.

The Enemy Within is the first supplement for Warhammer Fantasy Roleplay and launches an epic campaign against the forces of Chaos. The pack concentrates attention on the mighty Empire and is a definitive guide to this part of the Warhammer Known World. Full background information covering the history, geography, politics and religions of the Empire is included as well as invaluable material on starting and running the campaign.

And you can begin the campaign straight away with an exciting and intriguing adventure which introduces the players to the Empire and involves them in a sinister plot which could rock the very foundations of their world!



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