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LIBER CARNAGIA™
THE BOOK OF BLOOD

LIBER CARNAGIA

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A RESOURCE ON KHORNE, THE BLOOD GOD

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Fantasy Flight Games
1975 West County
Road B2
Roseville, MN 55113
USA

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CHAPTER ONE

THE BLOOD GOD

KHORNE THE BLOOD GOD

Khorne, the Blood God, sits resplendent in his rage upon his brass throne, resting atop a mountain of bloody skulls, built from the countless heads of great champions his followers have slain over an immeasurable number of eons. No mortal man would be able to lay their eyes upon Khorne and survive, but various heretical writers have suggested that the Blood God looks somewhat like one of his mighty Bloodthirster greater daemons, only infinitely more terrifying. Khorne sits upon his throne, encased in his brass armour, capable of deflecting any blow, clutching his colossal sword that could carve continents into pieces, his eyes burning with endless fury in the centre of his dog-like face. Khorne is said to have mighty forges and armouries that run for leagues, belching sooty filth into the lightning-cracked air, yet he will forever favour this single combination of arms.

His mighty throne room, built atop of his great brass tower, is supported by eight gigantic brass pillars in honour of the sacred number of the Blood God. The room itself is filled with his favoured flesh hounds, including the mighty Karanak, blessed with

three heads and far more powerful than the rest of his kin. Some have described these loyal beasts as a bodyguard to Khorne, but to him they are but pets, as the Blood God has never been bested in mortal combat and thus needs no protection. Even if another of the Ruinous Powers were to enter the brass tower, Khorne knows that he alone would prove triumphant, such is his infinite strength and skill. The tower itself rises leagues into the blackened sky, surrounded by a moat of molten blood, filled with the screaming enemies of Khorne, whilst the blackened brass walls are filled with monstrous carvings that depict the endless rage of the occupant within.

Khorne puts none of his will into any endeavour that does not cause bloodshed. His lands in the Realm of Chaos are barren, cracked and dry save for the ceaseless rivers of blood fuelled by endless combat. Throughout his realm, legions of warriors fling themselves into combat purely for the sake of battle. Khorne cares not from where blood flows and skulls are sacrificed so long as it is done in his name. It is not uncommon to see the warriors and champions of Khorne fighting amongst themselves, duelling and battling to prove their skill in combat and rise higher in the eyes of their Lord.





Khorne disdains magic; to him, only bloodletting through physical combat is acceptable. None of his followers are permitted to be sorcerers, although some will carry magic-imbued weapons or armour in order to augment their killing ability. All of Khorne's daemons are built to kill quickly and efficiently. Khorne is also the least subtle of the Chaos Gods. While the troops of the other Ruinous Powers may fall back to recover or bring other talents into play, the daemons of Khorne always fight to the death. Cursing their enemies, their mounds of sinewy muscle carving their last steps through the front lines, Khorne's daemons continue to spill blood and claim skulls until the last roar of defiance and rage from their gaping maws has been silenced. Then their bodies, further sacrifices to the Lord they served so faithfully, are crushed to dust and ash by the next wave of his blood-crazed troops, all along screaming endlessly 'Blood for the Blood God, Skulls for the Throne of Khorne!' as they pour into glorious combat.

RUINOUS POWERS OVERVIEW

The gateway to the Realm of Chaos has been open for eons, since far before the rise of Sigmar and the time of mankind. The Great Polar Gate, the means by which the Old Ones traversed the stars, collapsed in upon itself with a colossal burst of magical power, ripping huge chasms into the raw ether of the Realm of Chaos. As the planet crumbled beneath these forces, hordes of daemonic creatures emerged to wreak further destruction upon a world already torn asunder by the collapse of the gate and the simultaneous disappearance of the Old Ones. The slann, mighty priests of the Lizardmen of Lustria, fought wars against the daemonic incursion for centuries and drove them back for a time. But the forces of Chaos grew ever stronger. Over the millennia, the dwarfs and High Elves have also battled valiantly against Chaos, though the toll has decimated their strength and sapped them of great heroes, such as the High Elf Phoenix King Aenarion, who sacrificed himself while the elf mage Caledor performed a ritual to banish the daemons

back to their realm. Although the Isle of the Dead was sucked into Caledor's vortex, the power of the daemons was but temporarily weakened. Over the proceeding centuries, the daemons have gathered their power and now seek to make a final push into the Old World that man, dwarf and elf will be unable to resist.

Many people turn to the Ruinous Powers because they are upset with their lot in life. They feel that their deity has failed to answer their prayers and left their hopes and dreams unfulfilled. Others are lured in by their actions, whether it be the murderer or warrior who revels in bloodshed or the noble who has everything, but needs his sadistic vices in order to become satiated. Whether the prayer comes from the destitute or the depraved, people have been known to speak in hushed whispers about the 'blessings' some have received. Anyone living in the Northern provinces of the Empire has probably experienced firsthand how the rage of Khorne has transformed the already fearsome marauders from above the Sea of Claws into terrifying warriors that could cleave a tree from its trunk with a single swipe. Students of the Colleges of Magic have seen the awesome sorcerous power that Tzeentch can offer deep within the winds of Magic, physicians can appreciate the immense knowledge of disease and physiology that Nurgle possesses, whilst Slaanesh offers every perverse pleasure that one could ever imagine.

Some scholars wonder why the Chaos Gods will choose to 'reward' some humans and use them as instruments to do their will when they clearly hate humanity. Even unsubtle Khorne realises that his goal of turning the Old World into a barren wasteland where there is only war can be made easier through the machinations of those who wish to turn away from their fellow man. Foolish mortals think that they will be rewarded in the twisted eyes of their new liege but the reality is that while some benefits may come to these traitorous beings, Khorne and the other Chaos Gods exist purely to tear civilization apart. If tempting weak souls to help their cause speeds their plans, then Khorne and the other Ruinous Powers will use the opportunity, despite their loathing of humanity.

POWERS INFIGHTING

The Ruinous Powers are immeasurably powerful beings, yet perhaps the greatest threat to their ascendancy is their rivalry with one another. Many of the setbacks and pitfalls they have faced over history could potentially have been overcome if Khorne, Nurgle, Tzeentch and Slaanesh could trust one another.

Each of the Gods is all too aware of the world-splitting power that they possess, and this has become part of their problem. All four of the Ruinous Powers suffer from hubris. Each has become utterly convinced that its own methodologies are superior to the others and that its sick visions of the future are the destiny of the Old World. As a result of this hubris, each deity thinks that at least one, if not all, the others are supremely jealous of the power at its disposal. Jealousy breeds suspicion, and this distrust has filtered down to the various minions at the command of each of the Gods. As a result, the forces of Chaos lack cohesion. During battles, the forces of Khorne are just as likely to lash out in a rage at the daemons and followers of Slaanesh as anyone else. In many ways, this is unsurprising, given that followers of a single God often fight with each other for superiority, but this lack of leadership and cohesion has clearly disadvantaged the Ruinous Powers.

Although this division has been clearly proven through historical accounts over the centuries, various discredited reports and theories suggest an even greater level of conflict exists between the

THE KHAINE CONTROVERSY

It should also be noted that some authors have argued that Khaine, the God of Murder, is a form of Khorne, and that they are one and the same. These same 'scholars' have been known to argue that certain groups of elves worship Khaine, and thus implicate them as heretical folk. Khaine, being the God of Murder, is not widely worshipped amongst citizens of the Old World, for rather obvious reasons. It must be noted that these accusations are all pure speculation and hearsay, and that the authorities, particularly the Witch Hunters, pay meticulous attention to those who write such 'alternate' tomes. Needless to say, many of the writers do not get the chance to pen a sequel to their works.

four Gods. While his writings have been discounted as exaggerated works of epic fiction, Felix Jaeger has claimed that the extremes of the Northern Wastes are a perennial battlefield. He wrote that the snow had been turned red and that forces as far as the eye could see plunged into battle with no obvious cause or objective to the fighting. It was almost as if the Gods themselves sacrificed the lives of their followers by the million simply for prestige in their twisted playground. Other more heretical writers have also hypothesised that the Realm of Chaos follows this pattern, but on a yet grander and still more violent scale, but this is surely not possible.

Whatever truth, even divided, the Ruinous Powers still present a very real, and extremely dangerous threat to the Old World. Ancient manuscripts tell of how the dwarfs and High Elves were irrevocably weakened by battles with the fiendish servants of Chaos. Over the years, the elves and dwarf civilisations have only declined further, even by their own admission. The Empire has also faced grave threats from the North. Emperor Magnus the Pious faced a great horde at Praag in Kislev in 2304. Even then, it took the combined forces of Kislev, the Empire, and High Elves led by Teclis to drive back the forces of Chaos. Raids on a far smaller scale have destroyed settlements across the North of the Empire for centuries, and larger raids often require assistance from other provinces to repel fully.

Any upstanding citizen of the Empire should give thanks daily to Sigmar for the blessing that the powers of Chaos are so divided. If it were not for this infighting it is difficult to see how they could be stopped. No sane man could possibly believe that these twisted beings could actually keep millions of troops away from the Empire solely for some petty political infighting. However, if these conflicting, discounted, and largely heretical reports did have even a shred of truth to them, then the consequences would be surely deadly for the Empire. If one were to imagine that the hordes of daemons, twisted warriors, beastmen, and marauders that faced Magnus and once already nearly wiped civilisation from the map was but a pathetic fraction of the force available to the Chaos Gods then the outcome is clear.

Rumours abound from the North that once more the powers of Chaos grow strong and restless, and every Imperial citizen should be fearful if this is the case. It is unimaginable that one could be so charismatic or so powerful that he could unite the divided forces of Chaos, but were it possible, such a general could oversee the end of the world as it is known today.

RELATION WITH OTHER POWERS

The Ruinous Powers often spend more time concerned with besting their rival gods than trying to implement their carefully crafted plans upon the Old World. Khorne, however, has an understandably difficult relationship with the other powers. Khorne has such a different philosophy that the others find it difficult to understand him. The Blood God loathes magic, and yet all of the other powers are wielders of powerful magic. This alone would mark Khorne aside from all of the other powers, but the conflicting desires and ideologies of Nurgle, Slaanesh and Tzeentch are so opposed, it becomes clearer why these immense powers spend so much of their energies in conflict with each other.

Nurgle is abhorrent to Khorne. The Lord of Decay sits and waits in his pestilence, and if it were his way, would wait for eons for his plans to come slowly to fruition. Nurgle is quite happy for his followers to avoid direct combat, instead allowing them to simply spread disease and plague. To Khorne, this approach does not have the honour of bloody combat. Khorne revels in direct action and the passive approach of Nurgle is totally at odds with the Blood God's principles. The Plague Lord's followers often refer to their master as 'father' or 'grandfather' Nurgle, and truly see the pestilent mutations and diseases that wrack their bodies as great blessings from a doting relative. Followers of Nurgle, surrounded by flies, are bloated, disease ridden abominations that would make even a strong-stomached man empty the contents of his stomach over the floor. However, to Nurgle, his followers have been 'improved' by the mounds of rotting flesh and pustules covering their abhorrent bodies. Nurgle is a God who believes that his goals will be achieved through careful building and stewardship of his blessings, whereas Khorne only cares for destruction.



Tzeentch delights in baiting Khorne. The Changer of Ways is the most confusing, subtle and maddening of the Ruinous Powers. Khorne is not unintelligent, but he has no time for subtlety, and his rage consumes more complicated emotions. Tzeentch therefore plays tricks upon Khorne for his own amusement, which Khorne responds to in the only way he knows how: violence. The Changer of Ways is also the greatest source of magic amongst the Chaos Gods and Khorne does not look kindly upon this fact. Tzeentch, in Khorne's estimation, is a coward cringing behind a wall of trickery and simple conjuring instead of having any real power. He is a weakling, sustained only by the Aethyr. If his source of power were to diminish, then Khorne would raise his forces and crush the home of the Changer of Ways – the Impossible Fortress.

One might imagine that Slaanesh possesses the ideology closest to Khorne's. He is the Prince of Pleasure and of Pain. And while no one can deny that Khorne's legions cause unbelievable pain, Khorne does not actually aim to cause suffering. Indeed, of all the Chaos Gods, Slaanesh is the most diametrically opposed to Khorne. Slaanesh is a patron of the arts and loves aesthetically pleasing objects. His followers are brought in through their taste for decadent pleasures. Slaanesh seeks to inwardly draw his followers in, ingratiating them slowly as their taste for pleasure or pain becomes harder to satiate, requiring more and more perverse acts in order to feel anything at all. Decadence begets perversion, which begets abomination and utter depravity. And it is this methodology that is alien to Khorne. The Blood God has no time for pleasure or eroticism; indeed all feelings are wasted except rage, hate and vengeance. Slaanesh also corrupts people from within, building on their inner thoughts and desires. Khorne always builds from without, focusing on outer strength and power. Slaanesh would delight in a grotesquely obese follower, gorging himself upon expensive delicacies, but Khorne cares only for muscle and sinew, to give strength in battle. Khorne seeks to cause death; Slaanesh lets his followers enjoy life to the fullest, fulfilling their most perverse desires. These two Gods are constantly at war with one another,

each believing that they have the upper hand, or can soon gain it, in their endless struggle. It is to the constant relief of the Old World that the Chaos Gods have not united under their one common aim – to destroy all existing civilisation.

THE GOALS OF KHORNE

Khorne may not be the subtlest of the Ruinous Powers but that is not to say that he does not have goals and ambitions to fulfill beyond seeing blood spilled in his name. His rage may be infinite and endless, his fury immutable, but Khorne has a savage intelligence, seeing the need to lay seeds for his destructive plans to pay off in the future.

Khorne revels in a man who seeks glory; for in Old World society, this leads frequently to feelings of anger at one's enemies and a need to see them dead. Others may turn over to the Ruinous Powers in order to have their ambitions fulfilled. Examples include the militiaman who simply dreams of having the strength to repel his foes in order to see his wife and young child again, or the aging knight who wishes the strength of his youth still coursed through his veins. At the same time, many despair at their fate, and whilst Khorne finds this pathetic, he may still bestow blessings upon these wretched souls. Sometimes, there is no better servant than one who is picked up at the lowest ebb and given his wish. The hearts of this kind of man often burn most fiercely for Khorne. Some servants of Khorne come willingly; others are slowly drawn in. There is a fine line between justice and vengeance, and in seeking revenge many people cannot control the nihilism and anger within themselves, which spills over into a fury that cannot be purged from their body. This leads them into direct exposure to the principles Khorne espouses and far too often the wrath has so consumed the person that inevitably the Blood God then consumes their very soul.

For Khorne's order to be imposed across the Empire, he first requires anarchy. If the established order of Emperor Karl Franz, the Grand Theogonist, and the Temple of Sigmar has been overthrown, the Old World will be critically and permanently weakened. More and more it appears as if the old races, the dwarfs, the elves, the slann, no longer have the numbers to withhold the advances of Chaos without relying on the relatively undeveloped but numerous humans. Anarchy itself gives special pleasure to Khorne in comparison to his rival gods because in times of anarchy, there is inevitably conflict. And when there is such widespread bloodshed, it is inevitable that skulls shall be lifted into the air by bawling, muscled warriors offering their sacrifice to the Blood God. Khorne loves to see mindless destruction and violence; the looting, decay, and devastation that come with the fall of organised society all feed his lust for wanton destruction.

Khorne is not associated with subterfuge, but from his Brass Tower, the will that he imposes upon his followers has been confused by many a man. In the heat of a raging battle, warriors call upon their gods for strength, but it may not always be the guiding hand of Ulric or Sigmar that answers the mortal men who petition the deities, but the Blood God. Equally, cultists of Khorne can occasionally show a modicum of patience and foresight compared to their patron. Throughout the Empire, cults such as the Crimson Skull, the Flayed Blood and the Wrath of Khorne scheme and plan. These sects secretly turn the minds and souls of warriors into mindless minions of Khorne. Often, soft-minded warriors are their target, lured into a group they initially believe worships Sigmar or Ulric.



All of the Ruinous Powers strive to achieve dominion over the world and the life that crawls about its daily drudgery with have no concept of the beings of pure power that inhabit the Realm of Chaos. Khorne, however, strives for more than simple control. He looks for utter dominance. This is a trait often found in his followers, as they have been known, even in battle, to turn upon each other, duelling till the death. For aspiring warriors of Khorne, there is no goal, no feat that is more desirable than inflicting utter defeat upon a champion of the Blood God, and Khorne actively encourages this attitude amongst his followers.

Khorne is not a being that any mortal can claim to have seen; yet his very name inspires fear. Those unlucky enough to have set eyes upon his daemons will no doubt suffer nightmares until their dying day and know that their very survival was a miracle, even if the mental scars remain. Those that have faced his warriors in battle know of the frenzy, the bloodlust and the almighty strength and power that lets these brutes carry on even after receiving what would be a mortal wound to an average man. And the stories of these battles inspire fear in the citizens of the cities, towns and villages across the Empire, and across the Old World. And Khorne can profit from fear. Whole battalions of elite troops have been known to turn tail and attempt to escape from his daemonic hordes, but this inevitably leads to their slaughter. Sometimes this fear can even attract followers. Some can no longer see the influence of Sigmar, Taal, Shallya, Rhya, or any of the Imperial Gods upon the land, but they have witnessed the ravaging power of the Chaos Gods. Thus, believing that the world as they know it must be nearing an end, this kind of person seeks to worship Chaos in an attempt to save his soul when the inevitable end arrives. Merely by his reputation, and the furious rage of his servants in battle mimicking the personality of their liege, means that Khorne has become a far more dangerous and powerful foe, and he seeks to spread fear throughout the Old World.

CULT OF THE CRIMSON SKULL

Within the Empire, there are thought to be very few established cults of Khorne. There are several reasons for this. Khorne expects his followers to be sacrificing skulls and blood to him at all times, making it difficult to maintain the secrecy which cults of the other Ruinous Powers rely upon. Secondly, due to the levels of violence seen in Khornates, many cults quickly collapse due to cultists vying for leadership or just all-out conflict that decimates the membership. Some followers of Khorne also don't realise themselves that they have given their souls over to the Blood God; still others that do know the true purposes of their dark master refuse to lower themselves to joining with others with the same beliefs.

That is not to say that cults of Khorne do not exist among the denizens of Imperial society. One of the most established, and most secretive cults that exists today is the Cult of the Crimson Skull. Utterly devoted to Khorne, they yet realise that continuous acts of violence will have them burned by the Templars of Sigmar. So instead of focusing their hatred and rage on the innocent citizens of the towns and villages of the Empire, they instead look to infiltrate military organisations, turning the hearts and minds of the great leaders, generals and politicians of the Empire over to the worship of Khorne by inciting bloody acts of revenge and violence. Others choose to sow the seeds of war in other brutal and bloody ways, such as murdering a scout and planting false evidence on his corpse. By doing this, they prepare for the day when the River



Reik flows with the blood of a million foolish peons who thought it wise to worship the man-God Sigmar and the streets of Altdorf are paved with their skulls.

Originally formed several centuries past, the cult now has various splinter groups, operating in groups of eight throughout major Imperial cities and making pilgrimages to Middenheim at least once a year. Here they worship Khorne, making sacrifices to him and venerating their symbol of reverence to him - a skull, dripping with the blood of those slain by the cult. The initiation ritual of the Crimson Skulls is certainly not for the faint hearted; initiates are forced to butcher a priest of Sigmar and drink from the victim's bloody skull. Those that cannot, or will not, go through with the ritual, are butchered and sacrificed, unworthy of worshipping Khorne.

THE RED WOLF - ADVENTURE HOOK

Priests of Sigmar do not disappear lightly, especially not without good reason. Even in the most impoverished, deprived areas of Imperial cities, not even the most depraved and destitute would ever dare to assault one of the clergy. Yet in the bastion of Ulric, Middenheim, the bloody mutilated corpses of Sigmarrite priests have been found with increasing regularity. At the same time, terrified peasants have also been reporting that one group of the famous hammer-wielding knights, the White Wolves, have been returning from their patrols with heads that look suspiciously humanoid amongst their beastmen and orc trophies. Citizens, already fearful from unconfirmed reports of massed movements of enemy troops in the North, are in a state of near panic, and Middenheim is threatened with descending into anarchy.

Little do the characters know that one of the Crimson Skull cultists has managed to infiltrate a small group of Knights of the White Wolf, the warriors of Ulric and protectors of Middenland, and has been driving them to greater and greater acts of bloody vengeance against their enemies and murderous infighting amongst them-



Our Blood Lord has given us many great blessings this night. The sacrifices must have appeased his almighty rage, for the blood in our skull chalice became still. I drank deeply from the cup, and felt renewed with almighty strength. I have no recollection of what occurred next, but when I woke, the other seven were all dead. They were ripped to shreds, reduced to ooze upon the floor, bones ground to dust! What almighty power has my Lord gifted to me? There is still blood left in this sacred vessel. Tonight, I shall sip once more, and let the great wrath of Khorne descend upon this city. I will sacrifice myself and all others who try to oppose me. Blood for the Blood God! Skulls for the Throne of Khorne!

From the diary of a Crimson Skull Cultist, found by Witch Hunters in Talabheim



selves. These dangerous, hardened warriors have unknowingly become servants of the Blood God and now threaten the stability of the entire region.

HOW HE ATTRACTS CULTISTS AND FOLLOWERS

Khorne draws fewer true cultists than the other Chaos Gods. Tzeentch can provide great magical prowess, Slaanesh can bestow gifts of intense pleasure or pain, and Nurgle can provide mastery over plague and disease. Certain groups are often attracted to one of the Chaos Gods in particular. Acolytes, hedge wizards and sorcerers may be drawn to Tzeentch, doctors, alchemists and barber-surgeons to Nurgle, the wealthy and pleasure-seekers to Slaanesh, and warriors to Khorne.

Khorne provides less subtle gifts than the other three and the strength and power that he can bequeath make him an obvious temptation for warriors. Of course, many of his followers do not realise the true corrupting power of Chaos and have no idea that eventually they will be fully consumed by the gift of rage that the Blood God provides. Some people can resist longer than others, but weaker minds are quickly overcome by the strength writhing within them and become mindless killing machines. The weakest succumb to the Realm of Chaos completely, warping into a mere parody of their former selves as slaving chaos spawn.

If a warrior pleases Khorne, he has been known to continue to bless his chosen so he might better carry out the will of the Blood God. While one cultist in a million may eventually step upon the path to becoming a daemon prince, the rest will, at some point, have their bodies fail to accept the changes thrust upon them. Scyla Anfingrimm was once one of Khorne's greatest champions, a warrior of immense strength hailing from the Northern Wastes. He killed by the thousand and received many rewards from Khorne until, at last, his wasted body collapsed and transformed into a spawn. Although Scyla still carries the favour of Khorne (unlike other chaos spawn), he is now fated to forever walk across the blasted, snowy wasteland, consuming all that he encounters.

Khorne's power to transform and recreate flesh should not be underestimated, as the story of his consort, Valkia the Bloody, demonstrates. Once a great warrior queen of the North, Khorne looked upon her with something almost approaching fondness until she perished in battle. Wracked with a rage that could have carved nations in two, Khorne set about rebuilding Valkia's broken body. He raised her from death and made her part daemon prince, so that she would never fall again. Her body now sprouts great leathery wings, and from her forehead burst forth two massive horns, adding to her already considerable might. She now stays with her lord, master and consort, often commanding his armies within the Realm of Chaos. The day she flies against mankind will be a day untold thousands breathe their final breath, such is the power Khorne has infused in her.

INFLUENCE ON NORTHERN TRIBES

Over the centuries, raiders from above the Sea of Claws have always targeted Kislev and the northernmost provinces of the Empire. These raids have become increasingly brutal and deadly as the taint of Chaos spreads across the Northern Wastes. In times gone by, these battle hardened Marauders and Kurgan forcibly settled in the areas they targeted for pillaging and claimed a local wife. Over time, as the grip of the Ruinous Powers upon the world has increased, their strength in the Northlands has grown exponentially.

The taint of Chaos is ever increasing and has always been stronger in the North due to the close proximity of the gateway into the Realm of Chaos. For this reason, the hard warriors of the North have always worshipped the Chaos Gods, even if the names of these gods has been warped along with the minds of the Norscans, Kurgan, and other tribes that periodically launch raids on the civilised settlements to the south. While all tribes recognise the Chaos Gods as their masters, they may pray and shout to a different name, but it is always Khorne or one of the other Ruinous Powers that is listening and responding to their cries.

Thus, the raids from the North not only seek to find women, food, and gold for the sake of survival, but also blood for the Blood God. When the fur-cloaked warriors emerge from their longships onto the beaches, their aim may not be to pillage, but to kill, maim and destroy in the name of Khorne or one of the other Chaos Gods.

The Northlands are a savage wasteland; few who choose to live there have any ambition other than to become a great warrior and face the judgement of their god by travelling to the far North. Those few that return often come back bearing a great scar, brand, or tattoo, a mark of the favour they have received by becoming a chosen servant of their deity. Faith and honour have been wiped from the mindset of these peoples, thrown away for a craving for

the blessings of the dark powers. Most of the livestock brought back from raids is sacrificed and any weaklings found among them are thrown onto the same pyres.

The tribes are in a state of constant strife, both with each other and with the lands to the South. In Kislev, where the border is less constant than the sea, the Ice Queen has been forced to reinforce the defenses of Praag and Erengard against the increasing ferocity of Norscan attacks. Despite the greater quantity of attacks, the only facet of society remaining is loyalty to kin. Few dare to displease their family elders, for to do so will lead to being cast out into the wilds, with little chance of being accepted by other tribes.

OLD WORLD - RIPE FOR HIS INVOLVEMENT

The Old World is a grim and dark place for all of its inhabitants. It is a bloody and violent continent, from the Kurgan and Marauders in the North, to scimitar-wielding troops from Araby in the South. The human inhabitants of these lands, despite thinking themselves civilised, are just as brutal as some of the so-called 'lesser' races. The Empire may be the greatest of these nations in terms of raw power, but its citizenry is also the most ripe to be turned to the causes of Chaos. Even so, the Empire has warred, at times, with all of its neighbours, spilling the precious blood of men rather than focusing on the far greater threat posed by Chaos. Surrounded by enemies, the Empire must also guard against attack from orcs, goblins, the undead, beastmen, skaven and ogres.

Not a day in the Old World passes without conflict and bloodshed. From the snow-filled North, to the wastes and deserts of the South, thousands lose their lives each day as the engines of war march ever onwards. Peace rarely lasts long. Men are ambitious and too will-

And then those sails appeared on the horizon. White, but dripping with the bloody symbols of their foul gods. And then came the black wood of the boats, dragged through the froth by tireless, muscled arms pulling on a hundred oars. I rang the warning bell from my lookout, and me lads formed up, each one sweating at the arrival of these beasts. The crossbowmen loosed bolt after bolt, and many fell, but still the howling fiends ran up the beaches, with no care for armour or shields. They looked like rabble, but fought like daemons, crashing through our lines, butchering men left and right, clubbing limbs into gore, and hacking heads from bodies like they were attached with butter. I'll never forget that morning...

Account transcribed from an Ostland sergeant, 2517

ing to break treaties. Bestial creatures retreat only to gather their strength for renewed assaults. Magical entities are summoned, both by accident and design, into the world to wreak havoc.

The constant strife brings what might be described as pleasure to Khorne. The Blood God cares not for pleasure, leaving such ridiculous emotions to the hated Slaanesh, and feels only rage and hate. But the destruction energises him, feeding his hate. He then uses that energy to incite greater acts of murder from his followers.

The Chaos Gods find that the beastmen make useful minions. The cloven monstrosities are born of Chaos, yet unlike daemons, they have all been birthed in the forests, and so can wander freely, unlike some of Khorne's followers, who require some proximity to the Realm of Chaos in order to be sustained. A warped parody of man and beast, Khorne finds the beastmen's brutality pleasing. Filled with a loathing for man that has only increased with time, these creatures live to hunt and kill human flesh. Khorne knows that these beasts will continue their quest forever and, like the other Ruinous Powers, rarely concentrates on such lowly creatures. Beastmen serve Chaos regardless, neither comprehending the power of their foul deities nor realising their part in the plans of the four gods. Inside the Drakwald and other forests, the uncounted herds build herdstones to worship the Ruinous Powers, bleating obscene cries as prayers.



Sometimes Khorne, or one of the other Ruinous Powers will take a particular interest in a single beastman. It will be little more than a disposable pawn, but some beastmen have been known to receive blessings and mutations specific to one of the Ruinous Powers, though this is not common. Beastmen are already ferocious warriors that are fast, agile, tough-skinned, and fully capable of delivering crunching blows with their crude and rusty weaponry. Khorne enjoys that the beastmen are built for battle; whether it is the lowliest Ungor, or the greatest Doombull, the destruction caused by the cloven race can only further his cause.

HIS PLOTS AND PURPOSES

Khorne requires blood. Khorne requires skulls. Khorne requires violence, destruction, and utter subservience to this cause. His blessings are not a sign of kindness, love, devotion, or even care. They are a means to an end, designed to increase the efficiency of his killing machines, driving them on to greater acts of ferocity.

If Khorne does not care about the lives of his minions, the minions themselves seem to care even less. The hate that fills them eventually dominates their every thought. Driven onwards in battle, Khorne's followers eagerly sacrifice themselves to the blade and retreat is never an option. The Blood God himself sits impassively; he simply seeks out destruction and bloodshed and cares not from where it comes.

His indifference does, however, mean that Khorne is always in need of new champions. There is a dual purpose to this need. When a warrior falls, a new one is needed to step into the breach, to take his place so that Khorne can gain the upper hand in his struggle against the other Ruinous Powers. Secondly, fresh blood can test his existing champions. If they meet in a challenge, then Khorne can only benefit. If the existing champion emerges victorious, then he will have learned something from the warrior he has just

defeated, increasing his already impressive skills with his chosen weaponry. If the challenger walks away alive from the combat, then the defeated warrior was a weakling and unfit to serve Khorne. His body will make a meagre sacrifice, but no more. Through this brutal and bloody system, Khorne slowly builds up the strength and power of his forces, waiting for the moment he can unleash them upon the unknowing world.

Khorne does have more minor plans than defeating his rival gods and destroying civilisation, however. Khorne realises that it is unlikely that the world will fall in one swift motion and so he looks to build his influence, spreading destruction, anarchy, and death wherever possible.

The Blood God's marauders and warriors look to test the boundaries of the Empire and Kislev, probing for weaknesses and identifying suitable invasion points. These raids gradually weaken the defences of the two nations, which take time to rebuild, whereas Khorne has an endless supply of eager warriors. Khorne knows the beastmen will flow out from the forest homes, carving paths of destruction through the Empire and distracting the Empire's generals at key moments. His daemons march to keep the other Ruinous Powers at bay, driving them back across the Realm of Chaos.

Khorne looks greedily at Kislev, so close to the lands of his Norse and Kurgan warriors. Once, the empire of Chaos stretched deep into these lands, and Praag was turned into a living nightmare where warped daemons and horrifically mutated souls roamed the streets. It is said that living flesh even fused with stone and mortar to create cursed, wailing buildings. For some time, rumours about troops massing in the North have circulated throughout the Empire. If these sporadic and unverified reports do contain any truth, then it is likely that Kislev will be their target. Praag is an uncomfortable bastion, covered in snow for much of the year; some say it has never fully shaken off the taint of Chaos since it's liberation.

If a group of PC's travelled as far North as Praag, they would no doubt find an uncomfortable atmosphere. Praag has always been a grim city. The walls are high and imposing due to the number of sieges the city has suffered and the climate is inhospitable even to Nordlanders and Dwarfs. Reiklanders must wear several layers of furs to avoid frostbite during the winter months. Reports from the city are as vague as those far to the South in Altdorf, and no help has been forthcoming from the Ice Queen. The governor, reporting only to the Tsarina herself, has not been seen for some time in public. Rumours abound of voices in the night, of strange creatures roaming the streets, and peasants disappearing on short walks home from the taverns. People are starting to believe that Praag is reverting back to the horror story of old. Kislev has always been a harsh place, especially Praag, and the PC's will likely not receive a warm welcome from the frightened and suspicious locals.

THE GIFTS OF KHORNE

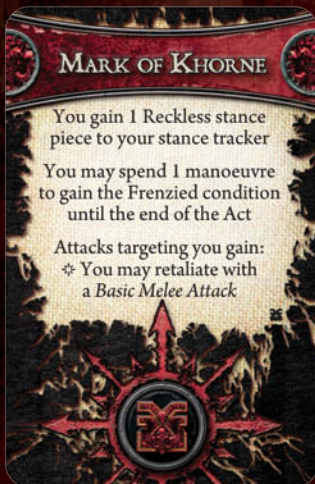
The greatest of Khorne's servants sometimes ascend to daemonhood. While some will not have the physical or mental strength to accept such an abundance of gifts, devolving into mindless, gibbering chaos spawn, others will gradually take on a more impressive stature, growing free of their mortal shackles. For instance, the mortal body of Valkia the Bloody, consort of Khorne, has been almost totally transformed; her upper body has grown horns and wings while her lower torso resembles that of a Bloodletter more than that of a woman. Whatever gifts are bestowed, those with the Mark of Khorne look to seek out and challenge others worthy of combat, especially other devoted Khorne worshippers. The Blood

God favours those who sacrifice friends, allies, and enemies alike to him, and there is no greater trial than to destroy another Khornate warrior in mortal combat.

Any beast of Chaos can be gifted with a Mark of Khorne, a symbol of the god's blessing, although this special gift is most often given to the strongest and most ferocious among them. Additionally, Khorne can also bestow his gift upon certain chosen warriors and marauders. These mighty warriors are filled with a mere portion of

Khorne's rage and yet it propels them into battle like they have been possessed. Warriors bearing the Mark of Khorne are more muscled than their comrades and have some other outward sign of the blessing they have received, such as red eyes, tears of blood, or great brands burned into their chests and arms.


THE MARK OF KHORNE



Characters with the Mark of Khorne are fearsome warriors filled with a lust for killing and lured into the service of the Blood God. The bearer of such a mark has been filled with a portion of Khorne's rage, driving him endlessly into combat to sacrifice more skulls or die a glorious death. Characters bearing this Mark are likely to be extremely antisocial, with a short temper, using brawn rather than social skills in all situations. As with all Chaos worshippers, revealing a Mark of Khorne usually leads to arrest and execution by the Witch Hunters.

For some, a Mark of Khorne can be hidden – it might be a scar that constantly weeps blood, a reddening of the whites or pupils of the eyes, or even a rapidly improving physique. Some will be given inhuman strength or a raging bloodlust that turns the bearer of the Mark into a dervish on the battlefield. However, Khorne will bless some of his most devoted servants with far more impressive gifts. Some will receive tentacles or additional limbs to hold extra weapons or to lash out with sharp edges to cause gory wounds on an opponent. The Blood God abhors the use of magic and wishes to see life ended by physical combat alone. Some minions will gradually become resistant to magic, allowing them to slaughter enemy sorcerers with contemptuous ease.





CHAPTER TWO

SEVERE INJURY RULES

Battle in the Warhammer world is a grim and perilous affair. Death is a very real risk, but so is grievous and permanent bodily harm. The rules in this chapter detail wounds and injuries more pronounced and brutal than the critical wounds from the *Warhammer Fantasy Roleplay* Core Product: Severe Injuries.

THE SEVERE INJURY CARD

This set introduces a new type of critical wound card, the **SEVERE INJURY** card. They look just like any wound card on the back and are designed to go in the Wound deck, but they are slightly different to the standard critical wound on the face. Severe Injury cards are identified by a skull watermark, a severity threshold (marked as a blood smear icon), and the *Severe Injury* trait. Since they are shuffled into the wound deck like any other critical wound, a PC may acquire one in the same way as any other wound or critical wound.

Severe injuries are divided into two parts: a basic effect and a severe effect, which is located below the severity threshold icon. The basic effect of the severe injury is always applied while the wound is face-up – just like any other critical wound. However, the wound

DISCLAIMER: PLAYER AND GM CHOICE

Some permanent injuries can have a profound effect on a PC's life and some players may not wish to continue running a character with one leg or a missing arm. The GM may wish to talk these issues over with his players and decide whether to include these cards. Their inclusion can add a frisson to receiving critical hits, but some players may not wish to play under the threat of such injuries.

For some players getting such a serious injury will mean the end of their character and they will rather start again with a new character than play on with a handicapped one. On the other hand, for other players struggling on against the odds is the very stuff of WFRP. Some players may prefer if the GM went through the Severe Injury cards with them and agree between themselves which ones are acceptable in their game.

may worsen as the character is subjected to additional abuse, ultimately bringing its severe effect into play. When the total severity of critical wounds (including *Severe Injuries*, and including the card in question) equals or exceeds the severity threshold, the severe effect is also applied. If the total severity of critical wounds later is reduced to less than the severity threshold, then the severe effect is once again ignored as the character slowly heals.

Example: After a violent scuffle with some brigands, Birgitta acquires the Gammy Leg severe injury, which has a severity of 3 and a severity threshold of 7. She applies its basic effect immediately, and now suffers additional fatigue when she spends fatigue to manoeuvre. Later, Birgitta gets cornered by forest goblins and acquires more critical wounds, with a total severity of 4. The total severity of all her critical wounds is now 7, so she applies the severe effect of her Gammy Leg - she can now only hobble on crutches or crawl! Later, her Shallyan companion Sigrid heals one of the wounds the goblins inflicted, bringing the total severity of all her criticals to 5. Her Gammy Leg improves, and Birgitta can now limp around once more.

HEALING SEVERE INJURIES

Severe Injuries are healed just like any other critical wound, with one exception: if a character still has any non-*Severe Injury* critical wounds remaining, he cannot recover from a *Severe Injury*. In essence, *Severe Injuries* must be healed last.

Some *Severe Injuries* may become permanent. If this happens, that injury may not be healed at all.

PERMANENT INJURIES

Some *Severe Injuries* may become permanent. This, regrettably, means precisely that: a character who receives a permanent injury is stuck with it for the rest of his life.

When a *Severe Injury* first becomes permanent, place a tracking token on it. This token indicates that the wound is still unhealed, and it therefore counts as a critical wound and follows all the normal rules for criticals, with one notable exception: it may never be turned facedown. While in this state, the wound is still raw, bleeding, and weeping fluids. Like all critical wounds, it is an active and pronounced danger to the character's life. When it is finally healed following the normal rules, remove the tracking token and place the injury off to one side. The wound has closed, the scar has formed, and the injury no longer threatens the PC with death... but its effects will linger forever. Once healed in this way, the *Severe Injury* no longer counts as a critical wound. It does not cause the character to count as critically injured; it does not contribute to the total number of critical wounds when checking to see if a PC has died. It does, however, count as a wound card that will never go away - in effect, the character's wound threshold has been permanently reduced by one.

There may be a number of ways to ameliorate the effect of the card, but the card is never returned to the pile. For example, if a character gains the "Severed Leg" injury and it becomes permanent, his leg has been cut off. He will never again have both his legs. However, he may acquire crutches or a prosthetic such as a peg-leg, which may allow him to regain much of his mobility.

Some of the permanent injuries described on these cards can have diverse and far-reaching effects, far too varied to be listed on the card or to be encapsulated in simple dice effects. If nothing else, anyone sporting an obvious physical defect such as a missing eye or

limb can expect to be impaired socially and greeted with revulsion by anyone unused to such things. (Penalties of ■ or worse on *Social* actions, for example.) The GM and player should use common sense when adjudicating the exact affect on play.

PROSTHETICS

Some of the injuries described here can be mitigated, and in some cases all but remedied by the use of prosthetics. A lost tooth can be dealt with by use of a false one. The sort of materials and technology used in such a device can vary across the Old World, from a simple carved wooden one to a contraption of finest ivory and silver. And these will alter the associated penalties depending on the situation. For example, a wooden false tooth might be looked down upon as a poor and tasteless sort of replacement among wealthy merchants, whereas the silver device might be more impressive than a gleaming set of genuine teeth.

Prosthetics can be purchased using the costs described in the Economy & Equipment chapter of the *Warhammer Fantasy Roleplay* Core Product as a guide, treating them as medical supplies. Wooden false teeth and crutches are common enough. More specialised items like properly fitting peg legs and hooks, or a glass eye should be rare. Broadly speaking, prosthetics that are simply cosmetic improvements are cheaper than those (such as false legs) that represent a genuine replacement for a missing body part.

LOSING A LIMB

Losing a limb is plainly going to be very traumatic for any WFRP character. Adding these specific *Severe Injury* cards to the wound deck should not be taken lightly.

THE FABULOUS VON FINKLEMANN

The leading luminary in the field of prosthetics is, by his own declaration, Friedrich von Finkleman, late of Nuln. Amongst his triumphs was a clockwork hand that could open and close (proper timing during meals is essential) and a false leg for the leading lady of the Nuln Imperial Theatre, which nobody noticed until the day she died when it failed during an up-tempo dance routine.

Sadly, Von Finkleman's Rocket-Assisted Leaping Legs proved disastrously unsuccessful and Herr von Finkleman has felt obliged to relocate to someplace more out-of-the-way. Characters who wish to make use of his services may find rumours of his latest inventions appearing in the streets of Ubersreik.

His most famous innovation is certainly Von Finkleman's Fantabulous Finger-Gun, several copies of which have been made. Sadly, even this wondrous device is marred by tragedy, as one worn by the absent-minded Graf Thomas von Grunhoven was left loaded during a formal ball and discharged directly into the chest of his cousin and rival, Gregor von Grunhoven, during introductions and salutations. Gregor was killed instantly, leaving a wealthy widow who fortunately was soon wed by Graf Thomas.

THE GOLDEN HAND OF BENEDICT STROSS

A popular legend tells of Benedict Stross, a Gold Wizard who lost his hand due to the carelessness of a rival wizard. The rival was reprimanded, but Benedict became obsessed with his missing hand. He became convinced that he could construct a perfect replacement of the purest gold, but all his efforts met with failure.

Finally, Stross concluded that he was missing a vital ingredient for his creation: the blood of his rival. He invited the wizard to his laboratory to consult on an exciting new project, then locked all the doors and windows to commence his work.

When the porters finally broke the door down a month later, there was no sign of either Stross or his rival. However, a mysterious golden gauntlet lay on the floor, with amazing magical properties...

The effects on the cards themselves are bad enough, but no card can fully encompass the horror and trauma that losing a limb entails. Especially to a previously virile and healthy young specimen, it's difficult to overstate how difficult the transition can be.

In the immediate aftermath of the loss of the limb things will doubtlessly be very messy. If the GM has access to the disease deck then he should consider whether to require the character to make a disease check, probably a Disease 2 check. A card with the *Wound* trait should definitely apply, of course. Other traits could easily apply too, depending on the circumstances.

In addition, it might also be appropriate to make the character draw an insanity card once he realises his limb is lost, *Trauma* and *Violence* cards being the most suitable. The fun never ends.

It should be worthwhile playing through the seriousness of losing a limb and the rigmarole of rehabilitation. Such an episode is a character defining one and a player will discover much about his character during this time. He will become a true hero able to overcome adversity and defy the odds, one to be savoured and appreciated, respected and admired by his peers. The player should think of it not so much as losing a limb, but gaining an epic story.

LOSING A LEG

A character that loses a leg is probably the most difficult one to play. There will be many things he cannot do and many everyday adventuring events he might have to forego. Much adventuring takes place slogging through wilderness or simply on the road. The GM should take care to cater to such a character. Try to make some places more accessible than they might be, give him access to a horse, etc. A player will not want to feel his character is missing out on too many of the everyday occurrences his fellows take for granted.

A player missing a leg is severely restricted in movement. Standing is difficult, which makes hand-to-hand combat almost impossible (at least ♦ to *Melee Attacks*, unless braced, mounted, or otherwise supported). Firing a bow is also difficult, although crossbows and black powder weapons aren't affected. Movement is so slow as to

be negligible in encounter mode; the character cannot move further than Close range in a single turn, and even that will require spending fatigue for extra manoeuvres.

A character will greatly benefit from a peg leg, skillfully made especially for him. This is strapped to the stump of his leg and will form a sturdy enough base to rest on. Using this together with a crutch the character should be able to move around at nearly a conventional walking pace for some time. The exact effects of such prosthetics may vary, but adequate prosthesis may reduce the movement penalties to something equivalent to the "Gammy Leg" injury: 1 extra fatigue for additional manoeuvres. A character with a good peg leg and time to get used to it can ignore the penalties to *Melee Attacks*.

SEVERE INJURY CARDS



Name: The name of the severe injury, providing some flavour and context for the impairment listed.

Traits: Each severe injury has the *Severe Injury* trait.

Basic Effect: The game effect of the wound, just as any other critical wound suffered.

Severity Threshold: The total severity of all critical wounds required before the severe effect of the card is applied.

Severe Effect: A severe effect that is applied if the severity threshold of the card is met. Some severe effects make the basic effect of a card permanent.

Severity: Identical to the severity found on other critical wound cards.

Most peg legs are simple stumps, but some are carved to match the other leg, and when suited and booted and the character is not walking, can be almost unnoticeable.

LOSING A HAND

Losing a hand will be hugely important to a character. There will be any number of trivial and mundane activities that will be affected. Even the simplest and most basic of activities can become tedious and difficult. Depending on which hand is lost (sword hand or shield hand), the character may suffer ■ or more penalties to actions he must now perform “wrong handed,” until he learns to adjust. Actions that require two hands (such as attacking with a two-handed weapon) are simply impossible without mitigating circumstances. Spellcasting is also impaired as described above, as wizards usually use hand gestures to help focus their magic.

Using a hook or similar prosthetic will allow the character to manipulate and carry objects in basic and crude ways. A variety of prosthetic arms can be fashioned allowing for more subtle manipulations if the properly skilled craftsman can be found. As ever the price will reflect the quality of the materials and workmanship.

Some prosthetics look remarkably like real hands and the digits can even be arranged in different positions depending on the intended function. But these are extremely expensive. There are also stories of wondrous prosthetics that can be moved as if they were a real hand. But even if these stories were true, finding a craftsman capable of making such a device would be an adventure in itself.

With adequate prosthesis, a character can use a missing hand for simple tasks or even actions that require a check. Such checks suffer a penalty based on the quality of the prosthesis: ♦ for an average-quality prosthetic, less for superior work.

One way to mitigate the effects of a missing limb is to train a dog to fetch and carry. A character who invests in training such an animal could eventually benefit by the dog being able to pick up small objects and bring them within reach and even to run errands for him.

PROSTHETIC WEAPONS

Several weapons for prosthetic arms are described below. A sword arm is little different to a hook, except for the blade on the end. It is unwieldy and utterly impractical away from the battlefield. Wearing a weapon prosthetic counts as wielding a melee weapon.

A gauntlet describes any sort of prosthetic hand with a heavy metal or wooden end fashioned to look like a hand but also able to deliver a telling blow. This includes Von Finklemann’s Fantabulous Finger-Gun and the Golden Hand. Having a prosthetic made to look like standard armour vambrace and gauntlet costs little more than the armour it would replace.

A shield arm can be fashioned to look like the character is holding a shield. In reality, the shield is strapped securely to the shoulder, and it offers little movement, but it can come in handy in battle. Wearing a shield arm does not count as being equipped with a shield.



TABLE 2-1: PROSTHETIC WEAPONS

WEAPON	DR	CR	GROUP	QUALITIES	COST	ENCUMBRANCE	RARITY
Hook	3	3	Prosthetic	-	80s	2	Rare
Sword Arm	5	4	Prosthetic	Slow	2g	3	Exotic
Gauntlet	4	4	Prosthetic	Slow	1g+	3	Exotic

TABLE 2-2: PROSTHETIC SHIELD

SHIELD	DEFENCE	SOAK	COST	ENCUMBRANCE	RARITY
Shield Arm	1	0	150s	3	Exotic



CHAPTER THREE

MINIONS OF CARNAGE

Compared to the other servants of Chaos the followers of Khorne are the least inscrutable. There is a lack of subtlety to the Blood God's minions, and a purity of purpose. His daemons exist to kill in his name, and his mortal followers regard wholesale slaughter as the highest form of worship.

The typical conception of a follower of Khorne is that of a frenzied psychopath who impatiently bides his time between bouts of unrestrained violence. In the main this figure is representative. Khorne cares not from where the blood flows providing it does so and generously. His devotees and daemons have a single-minded purpose and if the legions of Khorne could be marshalled together they would surely sweep any rivals before them in an orgy of violence.

Fortunately for Khorne's enemies his followers are so indiscriminate in their violent urges, and so keen to pit their warrior skills against a worthy foe, that they engage in combat with one another with the same bloodlust as they do the Blood God's rivals.

LESSER DAEMONIC SERVANTS OF KHORNE

Even the least of Khorne's daemonic servants are fearsome foes, whether this is down to them being skilful fighters or raging beasts, or both. For a mortal creature to confront a daemon is always a frightening experience, but all the more so when that daemon serves Khorne, as its overriding purpose as a dealer of violent death is only too obvious.

BLOODLETTERS ☠☠☠

According to the *Liber Malefic*, tales are told of how mortal servants of Khorne who please their master are rewarded by being given a place within his daemonic legions. The Bloodletters make up the rank and file of Khorne's legions. Their bodies are lithe curves of taut muscle with scaled hides the vibrant hue of gore. Their elongated heads bare a pair of sharp twisted horns, and slaving tongues worm their way past the jagged teeth of their skull-like visages. Whether the stories of them once being mortal followers

ANATOMY OF A CREATURE CARD

Creature cards put all the information a GM needs to manage creatures during an encounter right at his fingertips. The important statistics and game information are organised on one side, with art the GM can show the players on the other side.

In addition to the convenience of managing creatures during a session, the card format makes it easier for GMs to prepare between sessions. The creature cards can be combined with action cards to create a limitless variety of encounters to challenge the players.

Some creatures have icons appearing on the side of their card indicating a number of action cards, by type, that the GM can select to help customise the creature, making these opponents more diverse and challenging.

The GM can select any action cards of the appropriate type for which the creature meets the requirements listed on the card. This is in addition to the basic actions to which all NPCs and creatures have access, so long as they meet the card's specific requirements.



Melee



Spell



Ranged



Blessing



Support



1 Threat Rating. The creature's threat rating.

2 Creature Name. Name of the creature shown on the card

3 Category. The NPC/Adversary group it belongs to.

4 Wound Threshold. The creature's wound threshold. Once it has suffered more wounds than its threshold, the creature is defeated.

5 Characteristics. The creature's six characteristics, including any fortune dice associated with its characteristics.

6 Stance. The creature's default stance, which the GM can adjust, if desired, by spending dice from the creature's Cunning budget.

7 A/C/E Budget. The Aggression, Cunning, and Expertise dice budget for the creature.

8 Damage Rating. The damage of the creature's attacks, reflecting its innate or default capacity for carnage. This value may be swapped with a different rating if the creature is equipped with specific weapons or effects.

9 Soak Value. The Soak Value of the creature, reflecting its innate or default resistance to damage. This value may be swapped with a different rating if the creature is equipped with specific armour or effects.

10 Defence Value. The Defence Value of the creature, reflecting its innate or default ability to avoid or deflect attacks. This value may be swapped with a different rating if the creature is equipped with specific armour or effects.

11 Action Card Options. The number and type of actions the creature may be supplemented with by the GM in addition to their standard abilities.

12 Special Rule Summary. A brief list of the creature's special abilities or rules. Refer to the specific creature entry for full details.

13 Set Icon. Each card is marked with a set icon to quickly identify which product the card is from.

KHORNE AND MAGIC

Like all forces of Chaos, Khorne is inextricably linked with magic. His daemons are magically created from portions of his own power and his favoured servants bear magical weapons and armour. However, Khorne regards the use of spells as contrary to his warrior code. He expects his followers to slay in his name with sword and axe, not with a magically conjured fire or lightning. This principle extends to a general disdain for spellcraft and wizardry.

The magic users in the forces of Chaos ally themselves with the other powers of Chaos and feel somewhat nervous around the followers of Khorne, knowing that they regard the killing of a wizard as a particular honour. Only the most extreme of circumstances would lead a magic user to dedicate himself to the Blood God.

If for some reason a magic using character should wish to become a worshipper of Khorne, they may do so but may only rely on martial prowess from that day forward. If the character casts any sort of spell Khorne will withdraw any gifts he bestowed on the character and will undoubtedly seek revenge for such dishonourable behaviour. The most usual form this revenge takes is in the despatch of a pack of Flesh Hounds to track down and kill the magic user.

of the Blood God are true or not, it is certain that each Bloodletter is a superb warrior, able to make a red ruin of most opponents with their wicked Hellblades.

Hellblade: Each Bloodletter carries a jagged blade of black steel known as a Hellblade. In truth the weapons are not objects in and of themselves, but a portion of the daemon's own essence objectified in the form of the sword. Hellblades are wicked weapons, their razor sharp and jagged edges would inflict horrible wounds even were it not for the baleful runes etched into them.

A Hellblade counts as a hand weapon with the Pierce 1 Quality and a Critical Rating (CR) of 2. As part of the Bloodletter's essence it may never be dropped or knocked from the daemon's grasp. If the daemon is banished or killed the blade simply fades into the aethyr.

Another aspect of the horrifying power of the Hellblade is that as a Bloodletter slays its opponents the blade feeds it energy and strength. A Bloodletter benefits from the Invigorated condition whenever it wounds an opponent with a Hellblade.

Terrifying: Bloodletters cause Terror 1.

Suggested Action: Hellblade Slash

JUGGERNAUTS ☠☠☠☠☠

Juggernauts are strange daemoniac beasts gifted to Khorne's favoured champions as mounts. In silhouette they may be mistaken for the great Rhinoxen that live upon the distant Mountains of Mourne, but to see one is to realise they are as much machine as beast. Their hides are comprised of great plates of brass and iron, their sinews steel cables and their limbs powered by gears and pistons. As they trample the earth they belch fire and smoke, powered from within by the heat of a daemoniac furnace.

Khorne gifts Juggernauts to his most worthy champions as riding beasts. Within his daemoniac legions, Bloodletters riding Juggernauts often make up a core of shock cavalry, known to those with a knowledge of daemoniac lore as Bloodcrushers. Such creatures make potent mounts for a warrior, as they are as furious and bloodthirsty as any of Khorne's daemoniac servants. Their metallic bodies are tough enough to withstand great punishment, and heavy enough to mete it out in turn.

Frightening: A Juggernaut causes Fear 1.

Swift: A Juggernaut may perform 1 free movement manoeuvre on each of its turns.

Suggested Action: Unstoppable Rush

FLESH HOUNDS ☠☠☠☠☠

Flesh Hounds are daemoniac creatures, in form much like large and muscular wolves. They have a reptilian aspect to them too, with sharp conical fangs, scaly hides and frilled wattles beneath their chins. The Flesh Hounds are implacable hunters and they are loosed from Khorne's realm to track down and kill those beings who have earned his ire. They are peerless trackers, able to hunt a foe through marsh, woodland or mountainside. It is believed that they know the scent of every mortal creature. Upon open ground a Flesh Hound can keep pace with a galloping horse and once a pack is upon its prey they have little hope of escape, for the hounds are rapacious carnivores as adept at slaughter as any servant of the Blood God.

Brass Collar: Khorne hates to see his servants bewildered or slain by hostile magic as he regards the use of spells as contrary to his proud warrior code. To prevent spells from affecting his favoured servants, Khorne's daemoniac artisans create artefacts with strong anti-magical properties. They hammer out heavy brass circlets, forged in the raging fires of the Blood God's own fury. These collars



are fixed around the necks of Flesh Hounds, and are sometimes awarded to mortal champions and daemonic servants of Khorne as a reward for the slaughter they carry out in his name.

If a target of a Spell action is wearing a brass collar add ■■■ to that action's dice pool.

Horrific Fiend: Flesh hounds cause Terror 1.

Instinctive: Flesh hounds may use Willpower instead of Intelligence when attempting Observation checks.

Swift: A Flesh Hound may perform 1 free movement manoeuvre on each of its turns.

Suggested Action: Go for the Throat

GREATER DAEMONIC SERVANTS OF KHORNE

Unfathomable Power: All actions and skill checks targeting a Greater Servant gain ◆.

Terrifying to Behold: All Greater Servants cause Terror 3

BLOODTHIRSTERS ☠☠☠☠☠☠☠☠

All Khorne's daemons are fearsome foes, but the mightiest are the hulking Bloodthirsters. They are gigantic winged beasts, with massive and heavy horned heads. Their gaping maws resemble the snouts of a wolf and are lined with rows of sharp canine teeth. Bloodthirsters are heavily muscled and in terms of raw power they are the strongest of entities. Each one wears a suit of brazen armour decorated with Khorne's skull rune and the heads of their victims and they each bear a massive waraxe and a long, wickedly barbed lash.

Unlike the greater daemons of other Chaos powers Bloodthirsters work no magic, for their lord abhors the practice of sorcery. However, they cannot be said to be in any way inferior to their daemonic counterparts. Bloodthirsters may well lack the subtlety and versatility of other greater daemons, but they more than make up for it in brute force and single-minded devotion to the aims of the Blood God who gave them existence, for they are driven purely by the urge to slaughter. Other daemons may be reasoned with by the cunning, or bargained with by the foolish, but a Bloodthirster cares not for rhetoric or promises.

Some say that the single-mindedness of the Bloodthirster can be used as its undoing, that they can be lured away from the vulnerable by a challenging decoy or clever ruse. However, a decoy must be beyond swift to escape retribution, for the Bloodthirster runs quickly upon sharp hooves, and can fly through the air upon its great leathern wings. As for those who construct ruses, they must be ingenious indeed for a Bloodthirster is no fool. Beneath the fury and hatred there is a keen huntsman's intellect and a warrior pride that will not bear wounding.

Flight: A Bloodthirster does not need to perform manoeuvres to disengage from opponents before moving. It may move away from engaged opponents as if they were not engaged, unless those opponents can also fly.



Magic Resistant: Bloodthirsters are warded against spells and enchantments. If a Bloodthirster is a target of a Spell action add ■■ to that action's dice pool. Certain Bloodthirsters may even be gifted with Brass Collars to increase their resistance to spells. In such a case add a further ■ to the roll.

Master of War: A Bloodthirster has three ranks of training in Athletics, Coordination, Discipline, Leadership and Weapon Skill.

Weapons and Armour: Bloodthirsters wear a suit of brazen armor. Each is armed with a whip, and such is the size of the Daemon that the whip extends to medium range when attacking. The Bloodthirster's other weapon is a broad-bladed axe.

Suggested Actions: Scouring Lash, Bellow of Rage, and Axe of Khorne Strike

DAEMON PRINCE OF KHORNE ☠☠☠☠☠☠

Ultimately all champions of Chaos walk a path to glory, hoping to earn the eye of their chosen patron and be found worthy of transformation into a daemon prince. These are large and powerful daemons, second only to the mighty greater daemons. In order to please Khorne a mortal has to become a killer of men, slaying his foes without compunction or pause and hunting down magic users in particular. If a mortal is found worthy in the eyes of Khorne he undergoes a transformation. The recipient of daemonhood grows in size, becoming a hulking creature over ten feet tall and bulging with slabs of iron hard muscle. He sprouts a tail and horns and fearsome claws. Those gifts of chaos and mutations he earned in life remain, only scaled up to suit his new size.

The daemon princes of Khorne are far from uniform, for each represents the personalities and trademarks of the champions they were in life, but there are some factors they hold in common. Many of them have large leathern wings like those of a Bloodthirster, scaled skins the colour of blood, heads of massive hunting hounds.



Many daemon princes bear arcane weapons or suits of magical armour. Because Khorne is the patron of warriors, his daemonic servants are even more likely to bear such wargear than those daemon princes of other gods. Like all of Khorne's servants his daemon princes never use magic, and may well wear items that ward them from spells such as brass collars.

Warrior Surge: When a Daemon Prince of Khorne inflicts a critical wound, he gains ■ to his Expertise budget.

Potent Foe: A Daemon Prince of Khorne has two ranks of training in Athletics, Discipline, Resilience, and Weapon Skill.

Suggested Actions: Any *Chaos*, *Khorne* or *Daemonic* actions.

DAEMONIC PERSONALITIES OF KHORNE

SKULLTAKER ☠☠☠☠☠☠☠

Those who have travelled the Realm of Chaos tell of a fearsome traveller who journeys between the various strongholds that dot the twisted landscape. The traveller is a daemon of Khorne known as U'zhul the Skulltaker, and he is the strongest of all Khorne's Bloodletters. He rides atop his mighty Juggernaut Kuhl'tyran and when they reach their destination he dismounts and screams a challenge for the mightiest warrior within to face him in one on one combat. Should anyone within be so foolish as to emerge, Skulltaker charges forward to claim another skull for the Blood God.

It is said that Skulltaker is swifter and stronger than any of his brother Bloodletters and that he knows the weakness of every enemy. He fights cruelly, shattering his opponent's limbs one by one until they are rendered powerless. It is said that he then takes their heads in his clawed hands and burns the flesh from their skulls. He takes such trophies back to Khorne's brass citadel and mounts them upon the parapets beside the skulls of his other victims.

In the known world people also fear the Skulltaker. It is said he is drawn to tales of prowess and is keen to pit his skills against the mightiest of mortal champions. Within these tales there is a glimmer of hope however, for the daemon is said to bear a scar upon his head, a reminder of the time he challenged Sigmar in the early days of the Empire and was bested for the first and final time.

Bloodletter: Skulltaker is a Bloodletter and follows all the rules for Bloodletters. He carries a Hellblade but causes Terror 2 when first encountered.

The Cloak of Skulls: Skulltaker wears ornate brass armour and a heavy leather cloak. He hooks the skulls of his most prized kills to this cloak. The cloak is enchanted so as to frustrate spells that target Skulltaker. If he is a target of a Spell action add ■■■ to that action's dice pool. In addition the armour and cloak provide the protection noted on Skulltaker's creature card.

Suggested Actions: Hellblade Slash, Skulltaker

KARANAK ☠☠☠☠☠☠☠

Beasts such as Flesh Hounds might seem to be made with such clear purpose that there is little to mark one from another. This is untrue, and followers of the Blood God claim that there are Flesh Hounds of particular import, such as the massive Hound of Khorne that has been ridden by some of his favoured champions, or Karanak, the three-headed Flesh Hound that prowls Khorne's grand throne room.

Karanak is Khorne's chosen hunter, and the Blood God unleashes him to search out those who have transgressed his warrior creed or otherwise insulted his immense pride. Each of Karanak's heads is said to track the chosen prey in a different manner. The first head tracks the quarry through the physical realm, the second tracks them through time, and the third is said to track them through the tangled trails of their own minds.

To be hunted by Karanak is to meet with an inevitable confrontation with the beast, for he never tires and never sleeps. He anticipates all possible moves and chases his quarry swiftly. When the hunt is over he returns to his lord's throne room with the quarry, leaving the skull with Khorne and retreating to a corner to devour the rest of the corpse.

Flesh Hound: Karanak is a Flesh Hound and follows all the rules for Flesh Hounds. He wears a Brass Collar, may use any actions a Flesh Hound can use and causes Terror 2 when first encountered.

Swift: Karanak may perform 1 movement manoeuvre for free on each of his turns.

Three Heads: Because of his three heads, Karanak adds ☐☐ to all attacks (one ☐ per head beyond the first). He also gains the following side effects to all attacks:

➤ You hit an additional target in the same engagement with this attack

➤ You hit an additional target in the same engagement with this attack

In addition every time Karanak is called upon to make a test involved in tracking his chosen prey he can make three rolls and chose the best result.

Chosen Prey: If Karanak is abroad in the mortal realm it is because he is seeking someone, a wretched mortal or daemon who has managed to draw the Blood God's ire to such a degree that he has despatched his greatest hunter to find them. Karanak benefits from the Inspired condition when engaged with his prey.

Suggested Action: Go for the Throat

WARRIORS OF KHORNE

Frightening:: All warriors of Khorne cause Fear 2.

CHAOS WARRIOR OF KHORNE ☠☠☠☠☠

Scholars of daemon lore debate the issue endlessly, but some speculate that Khorne is mightiest of all the Chaos gods, at least in the present era. Some even posit that at one time he may have been less powerful than the sorcerous Tzeentch, but such a time is long passed and now no other power seems to eclipse that of the Blood God. Amongst the savage Norsemen, or the Kurgan or the Hung, there is barely a tribe whose warriors do not include those who honour the Blood God. They know him by many names, such as Kharnath, Khorghar or Akhar, and a hundred honorifics, such as the Lord of Battle or the Master of the Skull Throne.

Khorne is rage incarnate and his appreciation of strength and warrior prowess, and rewards he provides to those who slaughter in his name, makes him a popular god amongst the savage warriors of the northern lands. The lifestyle of the marauder societies in places such as the troll country or the wild steppes dovetails neatly with the behaviour the Blood God expects of his followers. Those who choose to worship Khorne simply view his patronage as a practical consideration, and so it often is to begin with as those who pay their dread lord tribute quickly find themselves blessed with strength and ferocity. However, every devotee of Khorne finds himself on a road to a all-consuming bloodlust that only the most strong-willed can resist, and only the very best can hope to sate.

The warriors of Khorne show their devotion through their dress, preferring the Blood God's colours of red, black and brass. His warriors often forgo the use of shields in favour of a second hand weapon or a massive two-handed weapon, all the better to shed blood in the Blood God's name. Their banners are brass bound icons decorated with dismembered body parts and soaked in arterial blood. They display Khorne's skull rune on their standards and embossed on their breastplates.

There are no known temples to Khorne, and his worship is accompanied by little ceremony. Battlefields and the sites of massacres are regarded as his holy places, and the only prayer his followers utter is to bellow "Blood for the Blood God" as they charge into battle.

The warriors of Khorne regard a day without slaughter as a day wasted. An army that contains many troops devoted to the Blood God needs to find fresh enemies on a regular basis, as each day that passes without bloodshed sees a rise in tension within the ranks. Without a clear objective or the promise of further battles the warriors of Khorne may even turn upon their allies or each other in order to slake their thirst for violence.

Masters of Warfare: Chaos Warriors of Khorne have 1 rank of Weapon Skill and Resilience trained

Suggested Actions: Berzerker Fury, Blood for the Blood God, and Skulls for the Skull Throne

CHAOS CHAMPIONS OF KHORNE ☠☠☠☠☠

Khorne is the patron of warriors and as such many of the mightiest champions of Chaos throughout the history of the known world have paid him particular honour. Arbaal the Undefeated, who rode upon the back of a gigantic Flesh Hound, is said to have shattered the gates of Praag during the Great War against Chaos. Norse sagas also tell of Scyla Anfingrimm, warlord of the Ironpelt tribe, who so pleased Khorne that he refashioned the raider into the form of a great raging beast. Hogan Headhacker, Kurt the Wolf, Zinbar Sicklesword and the dreaded Chaos Brothers, all have won infamy as fell warriors slaying in the Blood God's name.

Champions of Khorne are regarded with distrust by other followers of Chaos, for the Blood God cares not who dies in his name and is even said to take a particular delight in the slaying of allies and friends. Those high in his favour are even feared and hated by other Chaos champions. Khorne's champions are highly competitive, and unless they are working together for some greater purpose, two champions of Khorne who meet each other are likely to engage in a deadly duel to prove which is more worthy to continue to serve the Blood God. Some of his champions are so devoted to killing in his



name that they lead entirely solitary lives, staking out a position in some forlorn corner of the Chaos Wastes and slaying any who approach them.

Those who please Khorne through their devotion to death and war are soon rewarded with suits of arcane armour or magical weapons which aid in the business of slaughter. They may even be blessed with a clanking and steaming Juggernaut to ride, or provided with hunting companions in the form of Flesh Hounds.

Masters of Warfare: Chaos Champions of Khorne have 1 rank of Weapon Skill and Resilience trained

Suggested Actions: Berzerker Fury, Blood for the Blood God, and Skulls for the Skull Throne

CHAOS KNIGHT ☠☠☠☠☠

Riding from the north atop dark stallions tainted with daemon blood, the Knights of Chaos are justly feared throughout the Old World. Few can suffer their deadly charge and survive.

Mounted: Chaos Knights are mounted on deadly steeds. Anything that would cause their steed to lose wind instead inflicts 1 wound on the Chaos Knight. While mounted, the Knight gains ☐ to *Melee Attacks* and opponents add ☐ to *Melee Attacks* unless armed with a spear, lance, or similar. They are also **Swift** while mounted, and may perform 1 movement manoeuvre per turn for free.

Masters of Warfare: Chaos Knights have 1 rank of Weapon Skill and Resilience trained

Suggested Actions: Berzerker Fury, Blood for the Blood God, and Skulls for the Skull Throne. May add 1 or more *Mounted* actions

MONNIK'S PIT FIGHTER SCHOOL

Khorne is not commonly worshipped by cultists. He doesn't promise wealth or indulgences, he doesn't deliver followers from calamity or provide them with a path to political power, nor does he provide easy mastery of magic. All Khorne wants from his followers is for them to kill, and all they can expect from him are means to better facilitate the butchery they perform in his name. Cultists who indulge in orgies of bloodletting within the cities of the Old World are soon noticed and stopped.

Unless they find an appropriate niche in which to hide.

On the island of Riddra in Marienburg's Suiddock district there are a number of seedy establishments offering criminal entertainments and opportunities. Addicts furtively make their way to the Golden Lotus Dreaming House. The Marienburg Gentlemen's club provides private snugs in which thieves meet with the fences of the Guild, Marienburg's extensive organised crime network. As for those who have an appetite for violence there are the blood sports at Monnik's Pit Fighter School.

People from all over the city come to Monnik's to watch the fights. During the days he holds a number of bouts that are normally fought with blunted weapons, and end when the first blow is landed. After nightfall, things take a more serious turn. Monnik is known to do deals with the Guild to supply fighters for his underground pit. Here his most trusted customers pay a premium price to watch combats to the death.



Monnik himself is a cruel and vicious man, though he is not so antisocial that he would worship Khorne. The man has done well for himself by providing this form of entertainment, and lives a fine life on the riches he garners through running the school. He has a very nice townhouse in the Oudgeldwijk ward to prove it.

It is amongst the men secretly housed in subterranean cells beneath the school that the worship of Khorne has taken hold. Many of the fighters here are wanted men, who have found their way to Monnik's through connections to the Guild. Some of them are here willingly, earning money and a safe house in return for partaking in the bouts. Some are liberated criminals or even prisoners of war, and this is the case of the raider known as Thijsson. He was a member of a band of sea raiders who harried the villages of the Wasteland coast. Soldiers from Marienburg fought them and took the survivors back to the city in chains. Before Thijsson met the executioner's axe he was spirited away by agents of the Guild to Monnik's school.

That Thijsson was a powerful fighter was proven in his first bouts, and he drew much appreciation from his audience. A few of the other pit fighters even began to adopt his regimen and rituals in the hope it will make them equally fearsome. Thijsson knows no Reikspeil, and had part of his tongue cut away by his captors, but he can just about pronounce the word "Akhar" before each fight. Another practice he indulges in is to brandish the decapitated head of his victims and hold it up to the north. This is where Monnik has placed a grandstand near the edge of the pit, so audience members just take Thijsson's acts as some showboating. But this is not the case.

Those pit fighters who have aped Thijsson's practices have experienced strange but beneficial results. Before bouts they have distressing visions of war and bloodshed that work them into a frenzy.

They seem better able to concentrate on training and become heavy and strong through exercise. Their compassion ebbs, leaving them able to deliver a killing blow without qualm. Where once they may have begged not to be led into the pit they now seek all the opportunities they can to engage in bouts.

The men have formed a loose brotherhood, with Thijsson as their head. They train together and discuss tactics over their meals. As of yet the fighters have restrained their killing urges, saving bloodshed for the pit, but as time passes the desire to kill increases. Some of the men have even hatched a plan to escape the confines of Monnik's by overpowering the guards and leading a pit fighter's revolt. They say the fighters could flee to the lawless Doodcanal ward and effect a hideout in the catacombs there from which they could indulge their killing lusts without fear of reprisal. For the time being they remain, happy enough with the regular opportunities for violence life at Monnik's affords. However it is only a matter of time before the need to engage in an orgy of bloodshed takes a hold of those who call for Khorne's aid in battle.

PIT FIGHTER CULTIST ☠☠

Pit Fighting: Pit Fighter Cultists have 1 rank of Weapon Skill trained.

Suggested Actions: Cornered Frenzy, Wounded Frenzy

PIT FIGHTER CULT LEADER ☠☠☠

Pit Fighting: The Pit Fighter Cult Leader has 1 rank of Weapon Skill trained.

Suggested Actions: Cornered Frenzy, Wounded Frenzy

THE GOREQUEEN AND HER RAIDERS

Amongst those dread lords of Chaos who follow the Blood God is a warrior queen of the Norse, noted for her cold beauty and surpassing deadliness. She is known as Valkia the Bloody, or the Gorequeen. Khorne is not noted for his affections. His passions are those of rage, hate and bloodlust. Yet sagas of the Norse tell that Valkia is his paramour, an immortal consort who he returned from the dead.

It was in the year of 1396 that the civilised races of the Old World first came into contact with Valkia. At the head of an army of violent madmen she overran the Dwarf positions surrounding the stronghold of Karak Ghulg. Valkia ordered her men to perform a grotesque practice upon their defeated foes. They unfolded their victim's bloody red ribs, made naked their hearts and spread out their lungs. With their bleeding lights about their bodies the Dwarfs looked like they bore strange fleshy wings, and so this torturous execution was termed the 'Blood Raven'.

It was an audacious attack that made the Gorequeen a subject of fear amongst the civilised peoples, but within the violent societies of the Norse she was already notorious. Valkia was famed as the warrior queen of her tribe, ensuring her position by slaying any who were foolhardy enough to question her right to rule.

The daemon Locephax was a servant of Slaanesh, driven by the wanton appetites so characteristic of the followers of the Prince of Chaos. Excited by the beauty and athleticism of the warrior queen he visited Valkia and suggested that she might suit the life of a slave

better than that of a queen. So insulted was the Gorequeen that she took up her magical spear Slaupnir and attacked the leering daemon in a berserk rage. Locephax was a fearsome foe, and the sagas tell that the two fought for days before Valkia finally felled the daemon and decapitated him. She set the daemon's head upon her shield as a trophy.

Valkia took leave of her tribe then, saying that she was going to travel to the top of the world, to find her way to Khorne's realm and lay Locephax's head at his feet. Great were the bloody deeds Valkia performed on her quest, but even one as mighty as the Gorequeen could not prevail against all the perils set in her path and soon her corpse joined those of innumerable other champions of the dark gods that litter the Chaos Wastes.

The sagas say that Khorne's bellows of rage were so thunderous that they woke Valkia from death. They say Khorne took the Gorequeen in his grasp and bent her body into a form more pleasing, forging her anew in the heat of his own wrath. He moulded great horns from her head, and gave her the long bestial legs of a Blood-letter. He pulled great bat-like wings from the muscle and skin of her shapely back.

These days Valkia is known to those who fight in Khorne's name as the Bringer of Glory. It is said that each dawn she descends from her paramour's side to reap more skulls for his throne and choose those warriors who will fight on in the Realm of Chaos should they die in battle.

VALKIA THE BLOODY ☠☠☠☠☠

Flight: Valkia does not need to perform manoeuvres to disengage from opponents before moving. She may move away from engaged opponents as if they were not engaged, unless those opponents can also fly.

Frightening: Valkia causes Fear 2 when first encountered.

Bringer of Glory: Valkia's presence is a sign to nearby followers of Khorne that the Blood God's gaze must surely be upon them. All mortal servants of Khorne benefit from the Inspired Condition when within medium range of Valkia.



Daemonshield: Valkia still bears the horned head of Locephax upon her shield. The daemon's black eyes beguile those who would seek to attack the Gorequeen. Whilst enemies are engaged with Valkia they suffer from the Sluggish Condition. The Daemonshield counts as a kite shield in all other respects.

Slaupnir: Valkia's barbed spear has slain paupers and kings and spilt the ichor of daemons. It counts as a spear with the Pierce 1 Quality. During any turn that Valkia moves to engage an opponent, Slaupnir benefits from a Damage Rating (DR) of 7.

Suggested Actions: Any *Chaos* or *Khorne* actions.

MARAUDER HORSEMAN ☠☠☠☠

Some tribes of the north lead a nomadic existence, riding and raiding according to the whim of their dark gods. To these tribes, a man's horse is his life, and the horsemen who ride at the head of any Chaos host are amongst the finest riders in the world.

Mounted: Marauder Horsemen are mounted on sturdy steeds. Anything that would cause their steed to lose wind instead inflicts 1 wound on the Horseman. While mounted, the Horseman gains  to *Melee Attacks* and opponents add  to *Melee Attacks* unless armed with a spear, lance, or similar. They are also **Swift** while mounted, and may perform 1 movement manoeuvre per turn for free.

Suggested Actions: Blood for the Blood God and Skulls for the Skull Throne. May add 1 or more *Mounted* actions

SIMPLIFIED MOUNTED COMBAT

The Chaos Knight and Marauder Horseman described in this chapter are assumed to be mounted on sturdy (albeit tainted by Chaos) horses, but they use a simplified form of the mounted combat rules described in Chapter 6 of *Omens of War*. In short, the horse and rider are treated as a single entity. Anything that would inflict Wind on the mount instead inflicts fatigue on the rider (which is immediately converted into wounds, since most NPCs do not suffer fatigue).

For special and unique NPCs, especially those mounted on distinctive steeds, you may wish to use the full mounted combat rules.

DAEMONIC SERVANTS OF KHORNE

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
BLOODLETTER	6  (5)	4 (2)	3 (1)	3	3	2	6/2/1	12	R1
BLOODTHIRSTER	10  (8)	8 (5)	7 (1)	6	8	2	9/9/9	36	R4
DAEMON PRINCE	9  (8)	8  (3)	6  (3)	6 	8 	2 	8/6/5	30	R3
FLESH HOUND	6 (5)	5 (3)	2 (1)	2	4 	1	6/0/2	16	R2
JUGGERNAUGHT	6 (5)	5  (5)	2 (1)	1	3	1	6/0/0	12	R2
KARANAK	6 (5)	5 (3)	2 (1)	2	4 	1	6/0/2	18	R2
SKULLTAKER	7  (5)	5 (6)	7 (3)	3	3	2	6/2/4	18	R3

MORTAL SERVANTS OF KHORNE

CREATURE	ST	TO	AG	INT	WP	FEL	A/C/E	WOUNDS	STANCE
CHAOS CHAMPION	7  (6)	7  (5)	4 (1)	3	5	2	6/2/2	20	R4
CHAOS KNIGHT	6  (6)	6  (4)	3 (2)	3	5	3	6/2/2	20	R3
CHAOS WARRIOR	6  (6)	6  (5)	3 (1)	3	5	2	6/2/2	18	R4
MARAUDER HORSEMAN	4  (4)	4  (3)	4 (1)	3	3 	2 	4/2/1	12	R1
PIT FIGHTER CULTIST	4  (4)	4  (2)	4 (1)	2	3	2	4/2/1	10	R1
PIT FIGHTER LEADER	7  (4)	6  (2)	4 (1)	2	3	2	6/2/2	12	R1
VALKIA THE BLOODY	7  (6)	7  (6)	6 (3)	5	5 	4	8/2/6	20	R4



CHAPTER FIVE

CRIMSON RAIN

THE JUDGEMENT OF KHORNE IS UPON YOU!

This is an adventure for PCs in their second or third careers. **Do not read any further** if you think you will play this scenario. The story involves the characters in the aftermath of a marauder raid on the port of Neues Emskrank. The raid is repulsed and the marauders are pursued along the coast of Nordland. The adventure examines the bloodthirsty nature of the Old World, and asks how much like their enemies the PCs are prepared to become in order to defeat them.

The adventure focuses on the marauder raid on Neues Emskrank and the PCs' involvement in its immediate aftermath. It is up to the players how their characters become involved in the pursuit of the marauders and how they treat their enemies. They are presented with a series of tests to determine how predisposed they are to the ethos of Khorne. If a character behaves in a consistently bloodthirsty or belligerent manner, he may find himself the object of the Chaos god's attention. In fact, a PC may be chosen by a daemon of Khorne to wield the Chaos weapon Crimson Rain.

CRIMSON RAIN THE WEAPON

"Crimson Rain," the name of the ancient spear that plays a central role in this adventure, is a translation of an old Norse phrase describing bloodshed in the midst of desperate battles. Long ago in a struggle between rival daemons, a daemon of Khorne named S'iba'aht was imprisoned within a spear. The daemon's bloodthirsty spirit survived within the weapon and gave it prodigious powers in battle. S'iba'aht still retains some consciousness and sway over the minds of mortals. It seeks to manipulate someone into wielding the spear so it may drink the blood of those it slays.

If S'iba'aht is not fed, however, the spear starts to lose power. If starved of blood for long enough the daemon lapses into slumber, which can last many centuries. The spear has been in such a slumber for quite some time.

The spear is not much to look at, at least to mortal eyes. Made of dark, heavy wood, it is now very old and covered in countless marks of combat. But the spear's head, a wide wedge fashioned from some strange dark metal, is as keen as ever. Wrapped about the handle



KNOW YOUR PLAYERS

Over the course of this adventure there is the very real possibility that one (or more) of the PCs will fall to Chaos and become an NPC (see “A Battle of Wills,” page 47) under your control. While this can be a great twist and provide a memorable recurring villain and a great segue into further adventures, some players will not appreciate the loss of their character in this way - especially if this adventure is incorporated into an ongoing campaign. As is always the case, it is best to know your players and what they want and expect from you as a GM.

If the prospect of losing a PC to Chaos doesn't agree with your play group, then simply replace the “Battle of Wills” with a healthy dose of stress and/or fatigue (or corruption, if you are using the corruption rules presented in *Winds of Magic*).

is a tatty scrap of black and red striped fur of some long-forgotten creature. The old, barely legible Norse runes carved into its haft identify the weapon as ‘Crimson Rain.’

There are many tales of powerful spears wielded by brave heroes who appear in many myths and legends, and even more recent stories, all across the coasts of the Sea of Claws. The great heroes of Myrmidia, the legends of the Spear of Marius, stories of Valkia the Bloody and her great spear, Slaupnir, and tales of a mysterious Taalite hero, Green Manfred – a scholar could mistake Crimson Rain for any of these.

Just before the start of this adventure, Crimson Rain resided upon the wall of the old temple of Manann in old Emskrank, a fishing village in the Imperial province of Nordland. It was displayed as ‘The Spear of Marius,’ but the Manannite priests of Marienburg had long since refuted this claim.

It would have stayed dormant upon that wall had two Manannite initiates not fought over the intentions of a local barmaid. In a sudden and uncharacteristic rage, one initiate took down the spear and slew his colleague. As he did, the spear seemed to glow red with an unearthly bloody light. He was quickly subdued, and the spear pried from his strained grip.

Word of the strange power that seemed to be emanating from the spear soon spread through several religious orders of the Empire, prompting some cults to send investigators to inspect the item for themselves. The spear was removed to a vault below the new temple of Manann in Neues Emskrank for safety.

Gradually roused from its long slumber, S'iba'aht thirsted for more blood, desperate to be free of its imprisonment and wielded by a great warrior once more. It called across the Sea of Claws to any follower of Khorne who might hear it. It was Tuula Bloodhair, wife of the Skaeling warlord Olaf Warhound who heard the call. She told her husband, and he immediately began preparations for the invasion of Neues Emskrank, knowing it to be Khorne's will.

DESTROYING THE SPEAR

S'iba'aht's daemonic will protects the spear from harmful intent. Only once S'iba'aht is mastered in a battle of wills can the spear be destroyed by the wielder. At that point, he can simply break it over his knee or use any other appropriate method, and this will succeed automatically. If S'iba'aht remains unmastered, the spear is beyond any harm the mortal world has to offer it. See page 47 for a description of the battle of wills.

THE BLOOD TRACKER

The Blood Tracker is included on a separate handout. Throughout the adventure the GM should keep careful track of each PC's position on the tracker, using a unique token for each PC. These levels will rise (and fall) based on the character's actions and the extent of his 'bloodthirsty' behaviour. The tracker reflects the close proximity of S'iba'aht, the daemon of Khorne, and how it can affect the minds of mortals who give in to bloodshed and destruction. By the end of the adventure a PC may be chosen by S'iba'aht to wield Crimson Rain. This event could drastically change the course of the character's life, possibly turning his role over to the GM as a powerful NPC or antagonist.


The GM should choose how secret he keeps this tracker. Playing with the tracker revealed will likely allow the players to rapidly deduce its purpose and modify their behaviour accordingly. Playing with the tracker kept secret will give the players very little warning that their characters are in peril, and make any turn to Chaos shocking and sudden. Perhaps the best way to proceed is to keep the tracker hidden for the first part of the adventure, and reveal it after the first PC reaches space 10.






One thing the GM should bear in mind regarding Khorne's attitude to the PCs and their positions on the tracker: Khorne cares about actions and results. He does not concern himself with good intentions and wishful thinking. If a PC does his best to avoid bloodshed, for example, and yet he is forced to slay many victims because of this, Khorne will be just as pleased as if that character had set out in the first place with the intention of slaying them. It's all blood for the Blood God!


Each PC has his own token on the tracker which is moved independently of the others ensuring each individual faces the consequences of his own actions. Sometimes, however, responsibility is split between several characters or the whole party. Sometimes the GM will move the token of every character, sometimes he will move none, or single out the most responsible individual. As always, this movement is at the discretion of the GM and he should do his best to reflect the relative blood-thirstiness of each PC.

 The Khorne symbol is used to note events that may advance a character's Blood Tracker token.






 The Dove symbol is used to note events that may move a character's Blood Tracker token back.

UNIVERSAL BLOOD TRACKER TRIGGERS

Over the course of the adventure, the PCs will perform actions that will trigger movement along the Blood Tracker. Some of these triggers are indicated within specific events and encounters throughout the adventure, however a universal list of triggers can be found below. These triggers are cumulative within a specific encounter. For example, a PC that instigates a fight, kills 2 people, and becomes strained in the process, would move 4 spaces along the Blood Tracker. Of course all movement is at the discretion of the GM.

+ The PC kills someone: 

Everyone the PC kills advances his token regardless of whether the victim is a Priest of Sigmar or a marauder chieftain. It's all blood for the Blood God

- + The PC becomes strained: 
- + The PC instigates any combat that draws blood: 
- + The PC incites others to bloody violence: 
- + The PC is instrumental in resolving a situation of potential violence peacefully: 
- + The PC shows mercy or pacifism: 

In general, if it would please Khorne, the token is advanced one or more spaces. If it would displease him, the token can be moved back one space.

BLOOD TRACKER EFFECTS

As characters progress along the Blood Tracker, they feel the influence of S'iba'aht (and Khorne) more and more keenly. It becomes more difficult to maintain calm and composure, and the character becomes more and more prone to fits of rage (precisely the character shift observed in Willi Ziege over the course of the adventure). A character may also begin to experience visions of violence and blood, particularly if the PC is a wizard, a priest, or otherwise sensitive to the Winds of Magic. PCs who roleplay such a shift well should be rewarded with fortune points to the party fortune pool.

EVENT SPACE 10

When a character's tracking token is at or above the event space on the 10th space of the tracker, he begins to noticeably suffer from building rage. He loses 1 Conservative piece from his stance tracker and gains 1 Reckless piece to his stance tracker. This change remains in effect until the PC falls back below the 10th space of the Blood Tracker or the adventure ends and S'iba'aht's malignant influence is removed.

When the first PC reaches this event space and suffers this effect, it is probably a good time to reveal the Blood Tracker to the party.

EVENT SPACE 15

Characters at or above the event space on the 15th space of the Blood Tracker lose an additional Conservative piece from their stance tracker and gain an additional Reckless piece. If a character has no more Conservative pieces to lose, he still gains a Reckless piece. As before, these effects last until the PC's token falls below the 15th space or S'iba'aht's influence is removed.

If you are using the Corruption rules found in *Winds of Magic* or the *Game Master's Guide*, reaching this space on the Blood Tracker for the first time might be considered a Minor source of corruption.

EVENT SPACE 20

A character whose token has reached the final event space on the Blood Tracker is fully under S'iba'aht's thrall. When presented with the opportunity to seize the spear, Crimson Rain, such a character will do so without any hesitation or check. This will commence the Battle of Wills, as described on page 47.

A character whose token reaches the last event space becomes "locked in," and his token will no longer move one way or the other. His only hope to cast off the daemon's influence is to destroy it.

RUNNING THE ADVENTURE

The scenario presented here is large in scope. It is not so much focused on the details as a broad swathe of action as two armies clash. The events portrayed here are bigger than the PCs themselves. However, there are plenty of opportunities for the PCs to come to the fore and show the world what they can do. It is not unlikely that by the end of the adventure, one of the PCs will find himself at the head of an entire army, wielding a legendary artefact. This might not be a good thing for him, however.

The way the PCs act as the adventure unfolds will have important consequences during the denouement. If they have behaved in a bloodthirsty manner then they may be chosen as Khorne's champions or it may be harder for them to defeat the forces of the Blood God. It is very important that the GM keeps track of their behaviour on the Blood Tracker. This will ensure that any damned PCs deserved (at least to an extent) their fate.

RUN THROUGH

There is enough flexibility in the scenario to allow the PCs to follow their own path, but broadly speaking the following is likely to occur. The adventure begins in the town of Neues Emskrank, which is attacked by marauders and the PCs are thrown into the defence of the town. The marauders are repulsed but the townsfolk pay a heavy price, for the PCs learn that the marauder leader found a magical spear before he was routed.

The PCs join the mercenary captain Willi Ziege as he builds a force to pursue and punish the Skaelings. The PCs may notice that the previously reasonable Ziege is increasingly driven by thoughts of bloody revenge. The PCs get to lead their own retinue as scouts for Ziege's army.

They face a number of challenges on their route and they come across marauders out to slow their progress. Eventually, Ziege's forces converge on a ruined tower for the final battle. The PCs must use their diplomatic skills to keep Ziege's war council united on the eve of battle.

Neues Emskrank

The streets are paved!

Opportunity awaits the diligent worker in Neues Emskrank. This rapidly growing northern port on the shores of the Sea of Claws offers many types of employment for the honest worker. With its dynamic economy, thriving docks, and low taxes Neues Emskrank is the perfect destination for loyal citizens looking for a new start and a better life. Find a job, or even your fortune, in Neues Emskrank.

Live the Neues Emskrank dream!



The marauder chieftain may be killed during the battle, which leaves the magical spear unclaimed. Depending on their behaviour during the adventure, one of the PCs may be compelled to claim the artefact. If he does, he must engage in a battle of wills with a powerful Chaos daemon if he is to retain his free will. This adventure may well end with a powerful new champion of chaos emerging in Nordland – a former PC!

NEUES EMSKRANK

Neues Emskrank is an Imperial port on the Sea of Claws. It is officially under the jurisdiction of the Elector Count of Nordland, Theodoric Gausser, but effectively the supreme power in the city is the Neues Emskrank League. Records indicate that the Neues Emskrank League was set up in the middle of the twenty-fifth century. The grand plan behind Neues Emskrank was to create a city port that might one day rival the power and influence of Marienburg.

Investment flooded into the project mainly from its impressive chamber of grafts, which included many wealthy and powerful men. An impressive man-made quay was constructed on the opposite bank of the River Salz from the ancient fishing village of Emskrank and soon warehouses, offices, and dwellings were constructed in orderly, modern rows to strict building regulations. A great wall protected the site from attack from the land, and an imposing castle deterred assault from the sea.

Compared with Marienburg, the great disadvantage of the port was that goods had to be carried over land to get them beyond Nordland. Goods were either unloaded at the port to be carried by caravan to all parts of the Empire or they were loaded onto smaller

boats and taken up the River Salz to the provincial capital of Salzenmund. Both options proved less efficient than landing goods in Marienburg, which dominates the entire Reik basin.

Though Neues Emskrank is a proper working town with a decent population, it has an air of emptiness about it—after all, it was originally built for much grander schemes with far more rapid expansion in mind. For all its population and commerce, one can't shake the feeling that the whole city is close to becoming a windswept ghost town.

THE OLD TOWN

The original Emskrank is a small fishing town perched high upon cliffs overlooking the sea. It benefited from a sheltered cove, protected from the worst elements of the Sea of Claws by a cape that locals called Manann's Nose. The buildings are low stone affairs blending with the cliff top. Where the cliffs did not offer natural protection from attack the locals built rocky escarpments as a defence from all sides. The streets are narrow and steep—a stark contrast to the flat, wide roads of Neues Emskrank

Since Neues Emskrank was built, the old town has suffered from the competition. Old fisher families stubbornly keep to their side of the river refusing to cross to the new town. Many refuse to have anything to do with the new town, and the community here became tightly knit as a result. In an effort to encourage the villagers to join the Neues Emskrank project, about ten years ago the Elector Count made it against the law to live in the old town. This has not been enthusiastically enforced. However, the entire community is technically illegal.

Curse the day I first heard of Neues Emskrank. Come to Neues Emskrank, they said, opportunities abound, riches are waiting to be found. The new Marienburg, they said.

It would have been a slightly slower way to lose my fortune had I simply tipped my gold into the Salz by the barrow load.

I blame those Marienburgers. You don't think those greedy schemers are just going to let something like this succeed, do you? They've been sabotaging things since the beginning.

Henrik von Fauschlag, impoverished wine trader

THE TRUE KIPPER

The old town centred upon Heringplatz, a small square that accommodated the local fish exchange and markets selling goods brought down the river from Salzenmund. The True Kipper was the old town's only proper inn catering to the rare travellers that came through. Nowadays it is a haunt of ageing locals and die-hard fishermen and sees almost no passing trade. Should the PCs decide to stay here, the locals will wonder why and look at them suspiciously.

THE OLD TEMPLE

The old Temple of Manann also suffered from the creation of Neues Emskrank. A grand new temple was built in the new town, and so the old one, an ancient stone structure right on the cliff's edge, spectacularly overlooking the sea, was largely forgotten. Apart from getting cleaned by initiates every few months, it is rarely used. Locals still lay offerings against the wall, or throw them over the cliff-side, but the doors to the temple are kept locked. No one has been back to the temple since the murder that re-awakened S'iba'aht.

THE HOHEBREUKE

The Hohebreuke is a precarious, swaying, rope suspension bridge high above the river. Just wide enough for a cart, it is the only link between the old town and the new town. It would be a **Daunting (4d) Weapon Skill check** or comparably difficult task to break one of the two ropes holding the bridge with a single blow from an edged weapon.

THE NEW TOWN

It is hard to know whether the city of Neues Emskrank is a great feat or greater folly. Certainly it does not seem to be going well. The dwellings are half-empty, the streets unusually quiet for an Imperial town. There is no thriving street life or energy about the place.

The entire town's layout was planned from the outset, which lends it a very orderly, regular structure that feels unnatural and unpleasant to anyone accustomed to the usual ramshackle streets of the

Idisagree with those who say the place is a failure. You only have to look around to see how much is yet to be done, how much might still be achieved.

Look how much space there is here. Look how much room for expansion. That's the best thing about Neues Emskrank not living up to expectations just yet, there is even more potential for it to live up to expectations in the future!

Dieter Kaufmann, optimistic timber merchant

Empire's cities. The town is built on the low land exposed to the sea and is incessantly buffeted by the wind and prone to flooding at the highest tides. It is also strangely denuded of human activity.

On the other hand, the neat rows of warehouses and houses look quite nice and orderly from a distance. The man-made quay is a genuinely impressive feat of engineering.

SIGMAR'S NOSE

Aping the sheltering effect of Manann's Nose on the opposite side of the river mouth, this artificial sea wall calms the waters of the Sea of Claws, mostly. In fact, when the waters get up, the structure does more harm than good, causing wild riptides and churning whirlpools. Vessels entering the port are wise to give the wall a surprisingly wide berth.

IMPERIAL DOCKS

Rows of warehouses line the quayside like so many military barracks. Loading and unloading goods here is always impressively quick and efficient. The dubious and insidious practices of dockside gangs the Old World over have not taken hold here and the stevedores are enthusiastic and hard working. Rather than a refreshing change, many a sea captain docking his vessel here reports finding the whole experience a bit unsettling. They don't even have to bribe anyone!

The docks area includes the Dockers, Riverworkers, and Seamen's Guild house, which is essentially a tavern with an office on the top floor. In keeping with the local design scheme, the guild house is almost indistinguishable from the warehouses on either side of it.

MAGNUSSTRASSE

Flanked by the grand buildings of (over) ambitious merchant houses and private dwellings of (once) wealthy merchants, this wide thoroughfare would be all the more impressive if these sorts of buildings continued on into a rich cityscape. However, to the west there are no buildings at all behind the first row of grand structures and to the east there is little beyond the half-empty rows of Grosse Nordlander Stadt.

THEODORIC GAUSSER PLATZ

This overly large grand square is paved with colourfully patterned flagstones. A tall white flagpole in the centre of the square flies the Nordlander flag and the banner of the Neues Emskrank League (a white ship on a blue field). The city's most important civic build-



GROSSE NORDLANDER STADT

Grosse Nordlander Stadt is made up of identical regimental terraces of small family houses, built to accommodate the masses of workers who were supposed to flock to the city. There is little feeling for city life here. The usual characteristics of an Imperial street, from the winding passages and darkened nooks to the curving walls and rickety structures, have been replaced by right angles and open spaces. This is not the sort of place where most Imperial citizens would feel at home.

KARL FRANZ STADT

Karl Franz Stadt would be similar to Grosse Nordlander Stadt had it been completed. The rows of houses are all marked out and the occasional foundation dug, but little actual construction was ever started. Some of the area is currently being used to billet the Grevenfeld Company mercenaries. After many years campaigning with Imperial armies in Kislev and the World's Edge Mountains, the 'Bears' are taking it easy and earning, as they see it, easy money sitting on their bottoms guarding a town that is of little interest to any enemy. It may be cold, but Neues Emskrank is a convenient place to recuperate and get paid before heading back to Kislev.

GELD PROSPEKT

Geld Prospekt was designed to give the wealthy merchants grand sea views and living space away from the laboring masses, but only a few mansions were ultimately built. Unlike the other buildings of the city, each mansion is unique. Unfortunately, their diverse styles are so ostentatious and tasteless that this side of town feels the strangest of all.

LEOPOLDSCHLOSS

Leopoldschloss is the town's main defence. It is a keep of four storeys with an additional perimeter wall. However, it seems to have been designed to look impressive from the city side. The practical considerations of defending an assault from the sea seem to have been a low priority to the architect. It is currently home to the Neues Emskrank Company of the 1st Nordlander Handgunners, known as Leopold's Lions, who have been charged with the city's defence. The posting is not popular in the Nordland military, being considered cold and boring.

GETTING THE PCs INVOLVED

Although the action takes place in and around Neues Emskrank in Nordland, with a bit of tweaking the adventure could be set in almost any medium-sized sea port of the Old World. Attracting the PCs to Neues Emskrank should not be too difficult. Mercenary types can be hired to join the Grevenfeld Company of mercenaries. They are currently resting in Neues Emskrank but are due to move back to Kislev soon. They are always hiring. Imperial soldiers can get seconded to the Nordland Handgunners; a posting to Neues Emskrank is always unpopular.

The road from Salzenmund to Neues Emskrank is famously hazardous and prone to bandits and forest spirits. The PCs could be hired as guards on a merchant caravan to the city, or simply as bodyguards to travellers heading that way on business—or keen to check out Neues Emskrank to get a feel for its viability and future. Despite its reputation as a failure and a money sink, there is money to be found and deals to be struck in the town, for the prudent businessman.

ings are built around the square. Among these buildings are the offices of the Neues Emskrank League (League Hall) and the temples of Sigmar, Handrich, and Manann.

THE TEMPLE OF MANANN

The Temple of Manann is the highest building in the city, its three tall spires pointing skywards like the great prongs of Manann's trident itself. For all its modern architecture and impressive height, the building could be said to feel somehow soulless and uninspiring. At the beginning of the adventure, Crimson Rain lies in the reliquary beneath the temple, soon to be liberated by Olaf Warhound.

The priest of the temple, Gilles Kiemen, is not long for the world. He bravely opposes the marauders during the raid but is quickly killed by them.

THE LEAPING SALMON

Neues Emskrank's only inn, the Leaping Salmon, is modern and purpose built like everything else in the city. It is run on behalf of the Neues Emskrank League by the prim Jenni Wirtin and manages to lack the homely feel of most Old World inns. The rooms are all a bit too clean and tidy, and the prices are kept low to encourage traders and merchants to visit; even so, the inn is always at least half empty.

LEAGUE HALL

League Hall is the grandest and by far the most ostentatious building in the city. Its grand columns of imported white marble hold up a classical-style roof decorated with sculptures depicting industry and trade through the ages. Manann and Handrich are the most prominent deities depicted, with Sigmar and Ulric taking conspicuously minor roles.

Merchant ships plying the Sea of Claws are often in need of extra hands on deck or marines to guard them. The sea is notorious for pirates and marauders, as well as sea monsters. A party might easily get hired to defend such a vessel.

It's not uncommon in Imperial towns (and even Marienburg) to see posters up advertising for positions in Neues Emskrank (see page 28). Most folk see them as a bit of a joke; word has gotten around how the place is not as successful as it has been painted. But, no doubt, these bills do inspire some hopeful workers to travel there in search of a new life.

Finally, there are many stories about magical and powerful spears across the Old World and a number of them have resurfaced in connection with Neues Emskrank. Because of the role of one such spear in this adventure, it might be a good hook to have PCs travel to Neues Emskrank in search of a spear (any spear!), believing that Crimson Rain is the spear they are looking for. Some examples might include the Spear of Marius, hero of Marienburg, or the Spear of Myrmidia, the goddess of war.

Some hooks specific to particular party traits or prior adventures are presented below.

ADVENTURERS, IDEALISTIC, REPUTABLE

Neues Emskrank might be seen as a potential opportunity for all sorts of adventure to the right group. Dashing young heroes looking to make a name for themselves (or a bit of profit) might find offers of employment at any of a variety of shipping or mercantile concerns. The Grevenfeld Company may be hiring in preparation for returning to Kislev, and the threat of Norscan raiders means that caravan guards or mariners can command good wages.

Such adventurers might also be lured by rumours of the spear. Could it be the Spear of Myrmidia? Perhaps the Temple of Manann in Marienburg wants to ensure that the spear isn't the one lost by Marius in the distant past...and to ensure that Neues Emskrank doesn't threaten Marienburg's fiscal superiority.

CRIMINAL, INFAMOUS

Port cities are havens for smugglers, but a criminal underbelly hasn't properly taken root in Neues Emskrank. Perhaps the PCs can change that, either on their own initiative or at the behest of powerful men of their acquaintance.

MERCENARY

The Grevenfeld Company make an obvious and reasonable draw for mercenary PCs. 'Ziege's Bears' have a good reputation, as does Ziege himself, and this hook can easily get the PCs integrated into Ziege's inner circle.

SOCIAL, REPUTABLE

Any number of powerful merchant or noble families the PCs may be acquainted with may have business interests in Neues Emskrank that aren't proving as profitable as expected, and might ask the PCs to visit and clean things up. Alternately, the PCs or one of their backers may wish to come to Neues Emskrank and invest in the many opportunities promised in the town. Of course, the marauder raid rather puts a dent in those plans...

THE HORROR OF HUGELDAL

If the PCs are following clues from the *Horror of Hugeldal* in *Signs of Faith*, they may have travelled to The Kurgan's Head in Salzenmund in search of the mysterious 'F.' If so, they can learn that a physician did take rooms there until recently. He was last seen taking the road to Neues Emskrank, claiming that the sea air was good for the circulation. No one pressed him too much about it; he smelled awful!

THE WITCH'S SONG

Characters who have just concluded the events of *the Witch's Song* may travel to Marienburg the blessings of the Von Stauffer family. Once there, and especially if they've proved themselves as pious and worthy individuals, they may be approached by Father Klaus of the Temple of Manann. It seems a spear that might be the Spear of Marius has surfaced in the town of Neues Emskrank, and the cult is in search of trustworthy individuals to investigate this claim.

Other, less savoury elements in Marienburg have their own interests in Neues Emskrank: they don't want to see the port become profitable. The PCs may be asked (wittingly or unwittingly) to do some dirty work in Neues Emskrank, perhaps by bribing the right officials or by even nastier means...



FRIENDS AND ENEMIES

Over the course of the adventure there are many NPCs that the players will have the opportunity to ally with, fight against, or both!

MARAUDERS - THE SKAELINGS

The marauders in this adventure are not all anonymous and mindless blood-lusting killers. In the heat of battle and as a faceless enemy they may appear that way, but individually they are human beings, albeit often violent and capricious. They may worship an evil god dedicated to blood and death and force the PCs to fight them to the death, but this adventure aims to discover how far the PCs will go in order to defeat their enemies.

The Skaelings dress in bear fur cloaks and reindeer hide clothing adorned with charms and colourful embroidery. They wear their hair cut in strange shapes that are dyed red and held up with animal fat. Their bodies are tattooed all over with strange runes and other designs. They paint their armour and shields red (often with blood) in honour of the Blood God. Their colours are red and blue: red for blood and Khorne and blue for the sea. Their symbol is the symbol of Khorne, often depicted with a skull at its centre. They carry round shields and tend to prefer axes and spears.

Communicating with marauders can be as easy or as hard as the GM sees fit to suit the encounter. Many marauders speak nothing but their own tongue, however, some marauders speak a smattering of Reiklander—such as Olaf and Tuula. And many will have a grasp of Wastelander, which is a widespread trade language across the Sea of Claws and broadly similar to Reiklander.

The Skaeling Marauders are detailed on the included character cards.



OLAF WARHOUND

Olaf Warhound is a hulking brute. He stands over seven feet tall and his wild and frizzy red hair adds several more inches to his height. He has a broad, blustery face that shows his passions and rages plainly. He is not just tall, but also big, broad, and imposing. He wears two bearskins, carrying one bear's head on each side as shoulder pads. In poor light, he might give the impression of being some sort of terrible three-headed monster.

Olaf's characteristics are found on the included character card. He has access to the Skaeling Charge, Spear of Destiny and Reckless Cleave action cards.

TUULA BLOODHAIR

Tuula is Olaf's wife. She is tall and strong. Like most Skaeling women she is festooned with trinkets and trophies. Her long, wild hair is naturally red, which is seen as a sign of the blessing of Khorne. She has the symbol of Khorne tattooed across her brow, and her right hand is tattooed red too, as if she had just dipped it in a pail of blood.

Tuula's characteristics are found on the included character card. She has access to the Skaeling Charge and Listen to the Wind action cards.

CITIZENS OF NEUES EMSKRANK

Unless otherwise noted, the Citizens of Neues Emskrank use the characteristics of the Basic NPCs described in the *Warhammer Fantasy Roleplay* Core Product, either a Townsfolk, Soldier, or Noble as befits their station.

COUNCILLOR EMIL PAXMANN

Emil Paxmann is a senior member of the Neues Emskrank League. He survives the attack by hiding in his Geld Prospekt mansion. He is motivated by serving the league, and believes devoutly in the Neues Emskrank project. Emil realises that things are not going very well at the moment, but has faith that prospects will improve in the future and Neues Emskrank really will become the new Marienburg.

Paxmann is the highest-ranking surviving councillor in town after the raid. He is the official authority in Neues Emskrank, though he is aided by a number of minor officials and bureaucrats. League rules technically state that any fundamental decisions must be voted on by a quorum in League Hall, but this cannot happen during the adventure, as too many of the league officials died in the raid. Nevertheless, Paxmann uses his authority as best he can.

SISTER EMMA PFLEGERIN

Sister Emma Pflegerin is an elderly itinerant Shallyan priest who has served the community selflessly for years. She was always a great servant of her cult and believes in the power of peace and considers it as an end in itself. She has a couple of initiates who travel with her, one of whom is usually at her side to aid her. Sister Emma is now so old and unsteady on her feet that the cult has decided she needs this constant help. Though she would rather not use up the cult's manpower in such a selfish way, she obediently allows the initiates to help.

THE HARDER THEY FALL...

During the battle, Khorne witnesses Olaf, his marked servant, withdraw from the fight in order to keep his treasure. This displeases him greatly and he searches for a new potential champion during the raid. He finds it in the shape of Willi Ziege. Over the course of this adventure, Ziege is destined to fall to the corrupting power of Khorne as S'iba'aht seeks a more worthy bearer. Ziege's keenness to pursue the raiders after the attack is as much inspired by S'iba'aht as it is his military sense. At first, this corruption only manifests as an increased bloodlust in battle and shortness of temper, but eventually will drive Ziege to increasingly uncharacteristic acts of violence and rage as he becomes obsessed with the notion of taking Crimson Rain for himself.

Be careful not to portray Ziege's fall too quickly - any real outward signs of corruption should not manifest until the makeshift army is in full pursuit of Olaf and his marauders. He has built up a tremendous amount of trust with his men and having the PCs come to like and trust him as well will only make his fall that much harder on them later.

She sensed S'iba'aht awoken, through a series of omens and portents from Shallya. Unfortunately, Sister Pflegerin does not quite understand what all the omens mean or what evil is about to manifest, but she knows something is wrong. Her instinct that the threat can only be defeated by peace is a strong one.

Sister Emma uses the Priest characteristics in the *Warhammer Fantasy Roleplay* Core Product, except that her Strength and Toughness are 2 to reflect her age and infirmity.

THE GREVENFELD COMPANY 'ZIEGE'S BEARS'

The 'Bears' are resting in Neues Emskrank after a couple of years of hard campaigning in Kislev fighting the army of Aelfric Cyenwulf, and will soon be heading back that way. They are hardened fighters with a good reputation. It is lucky that they are in town when the marauders strike; they save the town from total destruction.

The Grevenfeld Company is proud of its nickname, 'Ziege's Bears,' which reflects their obduracy in the face of the foe. Most of the men wear the company crest stitched somewhere upon their garb or painted on their shields: a black bear's head on a green field.

WILLI ZIEGE

Willi Ziege is the gruff, no nonsense leader of the Grevenfeld Company. He has a shaven pate but sports a wild red beard. This and his many facial scars lend him the air of a berserker, but his eyes are much more thoughtful. He leads as much through common sense and intelligence as naked aggression. He has led his men through many scrapes and they trust him to lead them through their current ordeal. The inner circle of mercenaries in his band trusts him with their lives and he trusts them with his.

CRIMSON RAIN, THE SPEAR



The cursed daemon-spear Crimson Rain plays a major role in this adventure and is described on an included item card. Crimson Rain is a powerful weapon, initially in the hands of Olaf Warhound, but may ultimately fall into the hands of the PCs. Exactly how you deal with this is up to you. As written, the adventure assumes that the PCs will engage in a battle of wills with S'iba'aht, then destroy the spear. But what if they keep it? What if they wield it, attempting to use its dark power for a good purpose?

You can use the Corruption rules from the *Winds of Magic* expansion to help explore this possibility, if you like, or re-use the Blood Tracker from this adventure, forcing the PCs into additional battles of wills periodically. With the Crimson Rain item card and the flexibility of the WFRP rules, there aren't really any limits on what you can do!

Ziege's characteristics are found on the included character card. He has access to the Mighty Swing, Mine's Bigger, and Corps-a-Corps action cards. He wears breastplate & chain and wields a greatsword that has seen hard use.

MANN HIRSCH

Hirsch is middling height with resplendent whiskers. He wears a breastplate and wields a sword in each hand eschewing the protection of a shield. His tactics emphasise speed and silence rather than strength. He is the company's trusted scout and Ziege's closest ally. Hirsch's characteristics are found on the included character card.

ZARA BOK

Bok was found on the battlefield in Kislev as a girl. She grew up in the Kislev military and then joined 'Ziege's Bears.' She is tall and statuesque with long hair and piercing eyes. She wields a massive great sword. She is part of Ziege's trusted advisors and a formidable warrior in her own right. Bok's characteristics are found on the included character card.

IGNATIUS

Ignatius dies in the marauder attack and the PCs will never meet him, but his presence may be felt throughout the adventure. Ignatius is a battle wizard of the Bright Order who, for reasons known only to him and the college, is serving with 'Ziege's Bears' in Kislev. He holds a lot of influence in the company and Ziege relies on him for advice and counsel, not to mention his awesome magical abilities.

Ignatius plays a leading role in the defence of the city and does more than anyone else to save Neues Emskrank. He will eventually be killed by Crimson Rain, wielded by Olaf Warhound himself, but not before he almost single-handedly cripples the Skaeling fleet.

His absence from Ziege's war council can be felt throughout the adventure. The dynamic between the other leaders of the 'Bears' is not the same without Ignatius and this may lead to confrontation. Also, the loss of his colleague and friend drives Ziege further towards thoughts of bloody revenge and shapes his merciless pursuit of the marauders. In addition, the loss of the wizard creates a hole in the mercenary company that Ziege may well seek to fill with a PC wizard.

Ignatius's characteristics should not be relevant to this adventure.

NORDLAND 1ST HANDGUNNERS 'LEOPOLD'S LIONS'

This detachment of 'Leopold's Lions' is responsible for the defence of the city and although they look the part in their smart blue and beige uniforms, the handgunners fail completely in their job. They are provincial troops and therefore have much more authority than the mercenaries. Unfortunately, most are caught sleeping or unaware during the marauder attack, and those that aren't killed are quickly scattered. Their commander and senior captains all perish in the fighting, and only one junior officer, Felix Lowe, survives.

CAPTAIN FELIX LOWE

Lowe is a baby-faced, inexperienced soldier unfortunate enough to be the highest-ranking survivor of 'Leopold's Lions' after the raid is over. He is mentally scarred by the attack and well out of his depth. He does not want to admit to anyone that he survived the marauder attack by hiding under his bed. He lets 'Ziege's Bears' get on with organising the counter attack.

CHAPTER 1: A BLOODY BEGINNING

Once the PCs arrive in town and start to get comfortable, Neues Emskrank can be attacked at the GM's convenience. Hopefully, over this chapter the PCs will survive an attack by Chaos marauders, become familiar with the important characters, such as Willi Ziege, and distinguish themselves as exceptional in the eyes of 'Ziege's Bears' and the citizens of Neues Emskrank.

THE RAID

The raid takes place at night and begins quietly with a surreptitious attack on Leopoldschloss. Marauders in small boats silently row to the rocks beneath the castle and then creep over the battlements unseen by the slack sentries. They enter the schloss before any alarm is raised. The soldiers of the 1st Nordland Handgunners are put to the sword, many of them killed in their beds; very few survive.

Meanwhile the longships of the marauder fleet sail into the mouth of the Salz and the raiders disembark. No longer concerned with silence, the whole town is soon awakened by the war cries of the invaders and the burning warehouses.

Some marauders scale the steep cliffs below the old town but they are beaten back by the fishermen and the great natural defences of the settlement. The raiders try to head for the old temple but they do not make much progress. A band of marauders then attempts to cross the Hohebreuke to invade the Old Town that way but bridge is easily defensible and the locals manage to hold them off.

On the west bank, the Skaelings quickly ransack the Imperial Docks, killing everyone they come across and burning most of the warehouses. Then they spread out through the city towards the town square, Geld Prospekt, and Grosse Nordlander Stadt.

Grosse Nordlander Stadt is almost entirely destroyed; the residents flee as best they can towards the town square, running to the temples of Sigmar and Manann for protection. The new half-timbered buildings burn well despite the damp climate, unlike the stone buildings of the old town. The marauders have a harder job





taking Geld Prospekt as the wealthy merchant villas are designed to be defensible and the bodyguards paid well to be alert to robbers and rioters.

Many of the marauders converge on Theodorie Gausser Platz. The fighting is fierce and the marauders have the element of surprise, but Ziege quickly organises a series of disciplined fighting retreats, selling his men's lives to buy time for many civilians to evacuate to Theodorie Gausser Platz. Once the Grevenfeld Company reaches the town square, they settle into defensive positions around the temples and League Hall, their numbers bolstered by desperate townsfolk. Ziege fights tirelessly to defend his men and the citizens of Neues Emskrank, his will bolstered by the danger or perhaps by a darker, more sinister force (See "The Harder They Fall").

The Skaeling chieftain Olaf concentrates his attacks upon the Temple of Manann and eventually the marauders break through and put the temple to the torch. Tuula leads Olaf into the vaults below. As soon as Olaf possesses Crimson Rain, he withdraws his troops. He knows they are losing the battle and leads his men back to their longboats.

Meanwhile, the wizard Ignatius flies on wings of fire over the Imperial docks and begins to set the entire Skaeling fleet ablaze. The wizard's power is so immense that even the marauders are fearful and the men minding the few surviving longships push out to sea with minimal crews to save themselves and their vessels. The ruined city they leave in their wake resembles some grim scene of Chaos straight out of a Sigmarite parable; the burning boats and buildings cast a hellish glow upon the night sky and the air is thick with smoke and the stench of death.

Amidst the floating conflagration Olaf confronts the fire wizard and, in an epic battle, manages to slay him with a seemingly impossible throw of his new found trophy. (If possible, allowing the PCs to witness part of this conflict from a distance can give them a clue as to the spear's nature). By some accounts, his new spear even glows red as he pulls it free from the shattered wizard's corpse. But it is too late for the marauders. Most of their fleet is destroyed and the few surviving ships scatter into the night. The surviving defenders charge the marauders left ashore and rout them. Many fall into the Salz and are drowned. Some, led by Olaf and Tuula, flee through the city gates and into the countryside of Nordland to the west of the Salz.

RUNNING THE BATTLE

The GM should change some of the details above to accommodate his players. He should only describe the raid in the PCs' vicinity. The immediacy of the action and the fog of war will make it impossible for them to get a wider picture of what is happening. All the details of the battle described above can be gleaned through conversations with survivors once the battle is over.

The wider battle for Neues Emskrank can be disjointed and confused. Only the visceral action immediately around the PCs will be relevant to them. The GM should not simply throw wave after wave of marauders at them. Instead, PCs should come across one of the encounters below (or one of your own invention) and then have time to take stock, a Rally Step, and then move to a new position if they wish to see what is going on and what they can do to help. Two or three of the encounters below should be plenty, although as always you can use more or less as suits your group. The marauders can begin to withdraw at any time; even if the PCs are losing their fight, thanks to Ziege and Ignatius the marauders are losing the larger battle.

At some point during the attack when the PCs are being overwhelmed or at some other dramatically appropriate moment, they will hear three loud blasts on a great horn sound through the night and the marauders will retreat.





Keep in mind that Crimson Rain is already awake and the Blood Tracker should be used during the defence of the town to track how much blood the PCs spill. Each encounter may have specific Blood Tracker triggers that are cumulative with any Universal Blood Tracker triggers (see page 27).

THE LEAPING SALMON

PCs at the Leaping Salmon hear a commotion shortly before the marauders stream up the road setting fire to everything they can. In a few moments, the inn will be on fire and people and horses will panic. A number of marauders (at least equal to the PCs) wade through the inn thirsty for beer and blood. Sensible or lucky townsfolk retreat westwards into Theodoric Gausser Platz and then, seeing 'Ziege's Bears' making their stand, flee behind their lines into League Hall or one of the temples.




Jenni the landlady is screaming, terrified behind the bar.

If at least half of their number is killed by the PCs, the remaining marauders attempt to flee in order to find easier victims.

- + The PCs save Jenni: 
- + The PCs save Jenni without spilling marauder blood:  
- + The PCs kill any marauder who attempts to retreat: 



TOWNSFOLK IN DANGER

The PCs come across some townsfolk fleeing for their lives with marauders in hot pursuit. If the PCs manage to see the marauders off, then they will have the undying gratitude of the townsfolk, one of whom could be one of the more important NPCs mentioned later. This perhaps could even be Councillor Paxmann.

- + The PCs save any of the innocent townsfolk: 
- + The PCs save any of the innocent townsfolk without shedding blood:  

WOUNDED MARAUDER

The PCs should stumble upon a badly wounded marauder trying to make his way back to the docks and make his escape. He will be entirely at the PCs' mercy. He is just a foot soldier and has no special knowledge or insight into Olaf's plans. All he knows is that they are in search of a sacred artefact. He might beg for mercy.

- + The PCs spare the marauder: 
- + The PCs kill the marauder: 

FIRE STARTERS

A small group of marauders (perhaps one fewer than the number of PCs) make their way through the streets with flaming torches setting fire to everything they come across, but, blinded by their own fires, they do not see the PCs. The brightly lit target should give the PCs ample warning and give them the opportunity to either avoid or ambush the marauders.



CHOICE & CONSEQUENCES

Throughout this adventure, there are many "micro encounters" presented as a brief paragraph or two. These encounters can be fleshed out and run in any order, or skipped entirely as suits the flow and needs of your game. You can also supplement them with events and encounters of your own devising.

The purpose of these encounters, aside from providing a sense of the events and the magnitude of the Skaeling assault, is to provide the PCs with opportunities to choose between violence and peace. Ideally, each event contains within it a moral decision at its core: destroy your enemy, or avoid violence?


By the time the PCs come face-to-face with Crimson Rain, the consequences of their decisions should be felt. Blood-thirsty PCs should feel as if they are in very real danger of losing their souls to Chaos, whereas pacifistic PCs should be feeling as if they have made the right choice.

The PCs choices can have more immediate consequences, as well, if you choose. Perhaps during the Battle of Dreizack, the PCs face greater or lesser opposition depending on how successfully they've damaged Olaf's forces during the march. Perhaps civilians rescued can reward the PCs either immediately or at the adventure's conclusion with money or material goods. Perhaps one of these "micro encounters" contains the seeds of your next adventure...

- + The PCs avoid the marauders: 
- + The PCs ambush the marauders: 



THE HOHEBREUKE

If the PCs are in the old town, they might spot the marauders trying to circumvent the defences by crossing the Hohebreuke. They can attempt to hold the bridge, or destroy it, saving the entire old town for all anyone knows.

- + The PCs destroy the bridge while marauders are crossing: 

BULLY

One marauder is terrorising a local family, just by looking frightening, although no doubt he will attempt to kill them soon. He can be scared off easily enough just by being outnumbered.

- + The PCs scare off the marauder: 
- + The PCs kill the marauder: 

SAVED

As the attack fizzles out, the townsfolk are too exhausted or confused to even think about any sort of pursuit. A few slump down to sleep where they are, warmed by the burning city. Some make half-hearted attempts to put out the fires, but there is already so much damage that it hardly seems worth the effort. Ziege posts some of his men around the city to act as sentries, but he knows that pursuit in the darkness will be futile.

The PCs get hints and stories of the battle afterwards from the various survivors and are able to piece together the ebb and flow of the struggle. At this point, they should learn of the chieftain's search of the Temple of Manann, his confrontation with the wizard, and his use of the spear. Someone might have even witnessed Olaf emerging from the Temple of Manann with an impressive spear that he had not been carrying before.

CHAPTER 2: CRIMSON DAWN

In this chapter, the PCs should see the scale of the damage inflicted by the Skaeling's attack and hopefully become attached to Willi Ziege's campaign to pursue and destroy the marauders.

IN THE COLD LIGHT OF DAY

The full extent of the damage can be seen in the morning. Over half of the warehouses were burned to the ground and another quarter damaged. It is a similar tale in Grosse Nordland Stadt. The old town escaped mostly unscathed, but the fishermen's boats (and thus their livelihoods) have almost all been destroyed. The Temple of Manann was left burning by the marauders and only a part of it has been saved. And League Hall, which was the focus of the Grevenfeld Company's defence, has been severely damaged. The mouth of the Salz is almost blocked by the useless, charred hulls of longships and fishing boats.

People walk around in dazed disbelief, wondering what will happen next and how they will survive. Widows mourn their husbands, and men their friends and children. A black cloud of despondency settles over the city. People just do not know what to do.

While Emil Paxmann is the official authority in Neues Emskrank after the attack, Willi Ziege effectively takes charge of the town. He begins by ordering his men to help with rebuilding, clearing, disposing of the dead, medical care and all the other things that need doing, but he soon starts to order around the civilians and even the 1st Handgunners. Someone has to take charge, of course, and it comes naturally to him. Some resent his new-found authority, but most are grateful that 'Ziege's Bears' are there at all.

Tensions remain high and scuffles and fights occasionally break out around the town. If the PCs are nearby, they might wish to deal with the problem and assert their own authority. This should bring them to the attention of Willi Ziege. He is desperate for self-motivated and courageous people, so if a PC shows his mettle then Ziege will be inclined to regard him favourably in the future.





ON THE STREETS

Over the course of the morning, if they are active in town, the PCs should encounter one or two of the events below. This is a good opportunity to impress Ziege. During this time they will also hear lots of talk about the previous night's fighting, so they will be able to hear about Olaf taking the spear from the Temple of Manann and his fight with Ignatius, if they haven't already.

NEW TOWN VS OLD TOWN


A band of dockers surround a couple of fishermen and engage in a heated debate. The dockers seem to think that the undamaged old town is a sign that the fishermen were cowardly hiding in their beds, or perhaps colluding with the marauders. A PC might step in to stop it coming to blows. If not, someone like Zara Bok will calm things down.




+ The PCs calm things down: 

+ The PCs instigate violence by taking sides: 

KILL THE MARAUDERS

'Ziege's Bears' managed to take a few prisoners and have them locked in a merchant's office on Magnusstrasse. If the PCs captured anyone during the raid, then the GM should use them instead. Word of the prisoners has spread and now a vengeful mob has gathered outside the building demanding 'justice.' If someone doesn't do something, the mob will burn the office to the ground. This will not please Ziege, as he was hoping to interrogate the prisoners.

+ The PCs calm the mob and save the prisoners: 


+ The PCs help the mob:   

WHERE WAS SHALLYA?

As they look around for people to blame, some townsfolk begin to wonder aloud why Shallya should allow such a thing to happen. The PCs see Sister Pfliegerin among the crowd tending to the wounded when she is confronted by an angry woman who has lost loved ones. The sister is too tired to provide a response to the woman's questions. If a PC steps in with some convincing pro-Shallyan dogma then the woman will be placated, and Sister Pfliegerin will thank him and deliver the following warning. It's good advice.

'I have visited this town many times over the years and I have seen it change. I have seen many changes; many things come and go. And recently I feel a new thing has come to the town. I am not sure what it is, but it is dark and it thrives on bloodshed.'


Please listen to me. You should be careful. Curtail reckless thoughts. Look to mercy and preserve life. Shallya's teachings are more vital now than ever!'


✦ The PCs hear and consider the vision: 

'BEARS' VS 'LIONS'

A mercenary manages to get into an argument with a handgunner, deriding their woeful efforts in the battle. The handgunner, who risked his life as much as anyone and fought bravely, resents this and their argument could come to blows. A group of 'Bears' and a group of 'Lions' (with loaded handguns) are looking on, and they could all easily become involved. No figures of authority are around so it is left to the PCs to smooth the matter over before it ends in bloodshed.

If a fight does break out, 'Leopold's Lions' fare surprisingly well, proving the loud-mouthed mercenary wrong. Their first fusillade kills several mercenaries. This is plainly not a favourable turn of events and the PCs should be forced to step in by this stage.


✦ The PCs successfully mediate the two groups: 


✦ The PCs pick sides and join the fight: 

THE WORD OF KHORNE

Old Yak was thought by everyone to be mad but mostly harmless. He regularly shouts nonsense (see Old Yak's Rant sidebar) at people down by the docks. However, during the raid he was entirely untouched by the marauders despite being in the middle of a raging battle and making no effort to defend himself (the marauders interpreted his ravings as being touched by the dark gods, and considered it unlucky to strike him down). Someone mentions this as Old Yak passes by and soon everyone is in agreement that he must be a marauder spy. If the PCs don't do something quickly, the mob will string him up.

In fact, the old man was susceptible to S'iba'ah't's will because he secretly torments and tortures rats, cats, and any other small animals he can find down on the docks when everyone else is asleep. As soon as S'iba'ah't awoke, Old Yak received knowledge of the spear and his seemingly incomprehensible ranting suddenly began to make some sort of sense. If the PCs do rescue him then they should manage to work out most of what he is shouting at them.

✦ The PCs save Old Yak: 

✦ The PCs join the mob: 

TOWN HALL

There are some figures of official authority left alive in the town and they have their own ideas of what needs to be done. Ziege lets it be known that his men will leave town the next day in order to pursue the marauders and destroy them utterly because 'it makes military sense.' Many townsfolk agree and want to join him for their own small measure of revenge, but others are keen to stay at home and rebuild things as best they can.

By mid-afternoon, a town hall style meeting has spontaneously come to order at League Hall. Many of the most important surviving townspeople are present and give their say, while many others are looking on, listening, and yea-ing and nay-ing the speakers' suggestions.

Willi Ziege addresses the crowd and tells them of his plans to pursue the marauders and asks for the townsmen to come forward and join his force. Ziege is an able commander of men, and speaks in a clear, unpretentious tone that is well-received by the common folk in attendance. He lays out his plan simply, and ends with an impassioned plea for support. If the PCs care to listen, you can read or paraphrase the following:

'Those animals attacked without warning and without provocation. We beat them back this time, but it's not enough. Thanks to the... inspiring sacrifice... (Here Ziege chokes back his grief and continues) ...of my friend Ignatius, the enemy must flee on foot. I will be taking the Grevenfeld Company in pursuit tomorrow, to hunt down and destroy these cowards like the filth they are. We will show them that no one attacks the Empire and walks away. We will show them that no one attacks the Grevenfeld Company and walks away. We will show them that no one attacks Neues Emskrank and walks away! We will protect our homes and our families and ensure that no Norscan dares sail across the Sea of Claws for a generation. We will have our vengeance for what they've taken from us...for the friends they've taken from us. Anyone who wants to march with us is welcome. We leave at dawn. That is all.'

Before anyone else can speak, a young man in back shouts that he will serve with Ziege proudly to the death if need be. A few other men shout their agreement.

All eyes turn to **Captain Felix Lowe** who is the commander of the remaining Handgunners. He nods cautiously, but is privately thinking that his duty should be to stay and guard the town, for such are his orders. If the PCs are paying careful attention, they will see some handgunners roll their eyes in disgust at the lack of courage shown by their captain.

OLD YAK'S RANT

"The mouth is opening, red creatures pouring from the maw. The land is burnt and bare. The sky is ablaze. Men are fallen and armies scattered by his might. And then there comes a hero and he wields the weapon of the lord and he does smite his enemies. And the hero and the weapon become one, and the land is lost."

Then **Sister Pflegerin** steps forward and quietly calls for calm and peace. She is booed and heckled with shouts of 'Is this where your mercy gets us?' and 'Where was Shallya?' If a PC steps in with some sound rhetoric, he might be able to convince the crowd to stop blaming such a ridiculous scapegoat. Otherwise, Pflegerin will cut her speech short and disappear into the crowd.

Councillor Paxmann tells the crowd to be careful and to think clearly. He says that the most important thing is to rebuild the town and get the money flowing again. 'That is the best way to show the marauders that they have lost.' He reveals that he has already sent messengers to Salzenmund and Dietershafen requesting aid and that troops and ships are bound to arrive soon so the people should sit tight and work hard. Someone shouts, 'Money grubbing league,' to this, which gets a lot of agreement.

In response Paxmann announces, 'Time-and-a-half for all league employees for the next two weeks!' This is greeted by half-hearted cheers and the general murmur is that more money has got to be better than chasing marauders around the countryside.


THE PCs SPEAK


The PCs may choose to speak at the Town Hall meeting; things are sufficiently disorganised that simply standing up and speaking in a loud, clear voice is all they need to claim the floor. They may be able to sway a good number of the onlookers. A rousing speech for glory and justice will get more townsfolk into Ziege's army. A plea to common sense and peace will deter many. Of course, this will depend greatly upon the reputation the PCs have acquired in Neues Emskrank so far and how they acquitted themselves in last night's battle. The GM should have them roll an **Average (2d) Leadership check** or **Hard (3d) Charm check**, adding ☐ or ☒ for their behaviour and reputation. Success will convince some few citizens to join Ziege's band (or stay home, if that's what the PCs are arguing for), but not enough to make a difference to the adventure. However, success on the check will impress Ziege. He is short of leaders and looking for men to join his war council for the pursuit of the marauders. He is conscious that keeping everything to his Grevenfeld Company comrades will alienate the rest of his troops and would prefer to show that the ordinary men within their ranks can have an influence. Even if the PCs are arguing against vengeance, Ziege may approach them to "*keep us honest*."

MAKE LOVE, NOT WAR?

There's no guarantee that the PCs will be eager to join Ziege. If the PCs are simply reluctant, perhaps Sister Pflegerin asks them to go, to "add mercy to Herr Ziege's arsenal." If the PCs put on an impressive performance, perhaps one of Ziege's lieutenants, already concerned about his behaviour, implores that the PCs join with the 'Bears,' to keep an eye on Ziege. If the PCs do refuse to accompany 'Ziege's Bears' on their mission, all is not lost. Many of the events and tests of Khorne's will described later in the adventure can come to find the PCs wherever they go...and when Willi Ziege returns triumphant, bearing Crimson Rain, at the head of a column of troops now indistinguishable from the marauders they set forth to vanquish, they can still have their climactic final conflict with the wielder of the spear...no matter where they run.

The PCs are well suited to Ziege's purpose, but they need to show they have the right stuff. If they do not address the town hall meeting, they will need to impress Ziege in some other way. He might approach them to join him if he hears about their role in the last night's fighting. Otherwise, they will have the chance to impress him as anonymous soldiers in his makeshift army over the next few days and be promoted to his war council in recognition of their prowess.

+ The PCs speak for peace: 

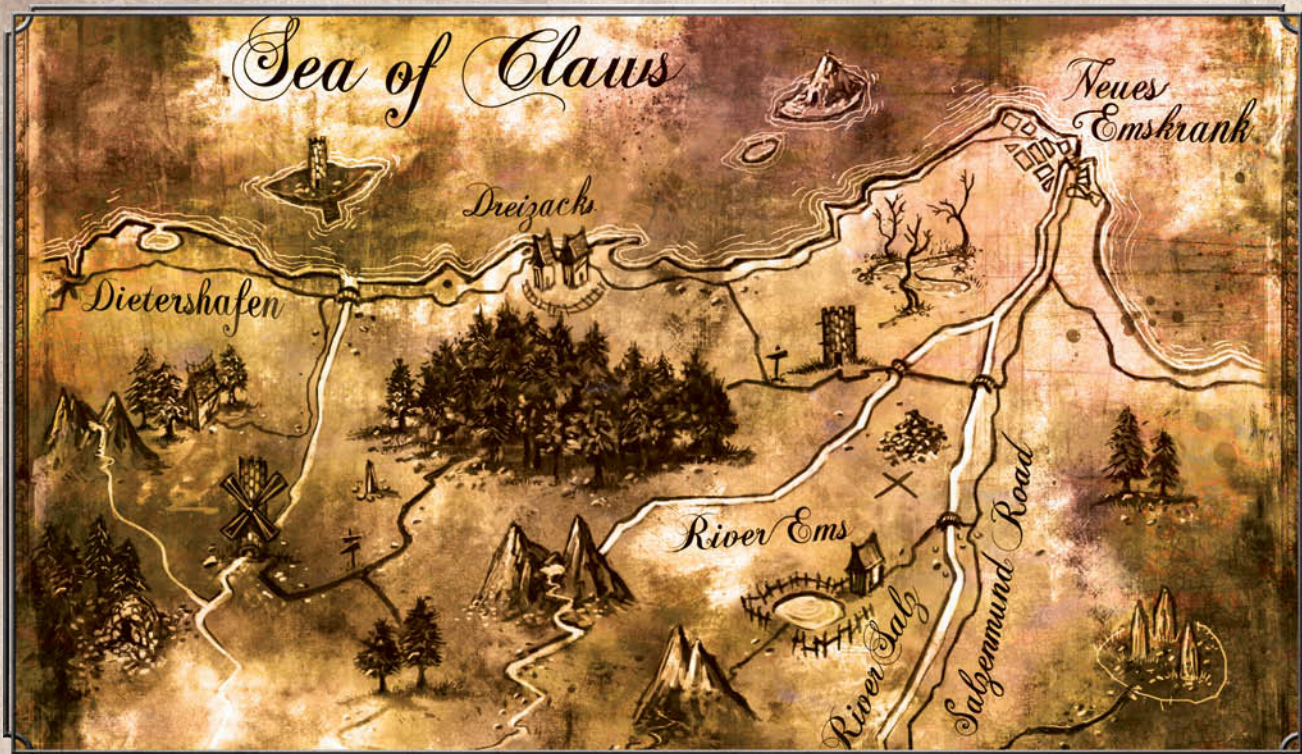
+ The PCs speak for war: 

BACK TO WORK

The meeting eventually breaks up and everyone goes back to their work, repairing what they can of the city and finding food. The soldiers, mercenaries, and the new volunteer force make preparations for the next day. Many civilians clearly look forward to the fight with the marauders, as this is a novel experience. 'Ziege's Bears' show less enthusiasm - clearly aware of what they are getting into.

There should be a bit of time to kill before the PCs are invited to Ziege's war council. In the meantime, they can busy themselves preparing for the next day or helping out around town. The GM may wish to run another event from 'On the Streets' (above) during this time.







THE WAR COUNCIL

If any PCs have been invited to Ziege's war council then there will be a meeting that evening. Before the council formally begins and afterwards, there will be opportunities for the PCs to mingle and chat with the various characters. The council takes place in the vaults below the Temple of Manann. There are lots of dark nooks around for chatting privately. Also, the PCs will be able to see where Crimson Rain was stored and examine the damaged door that Olaf smashed through to get to it.

Ziege, Bok, and Hirsch will be there from the Grevenfeld Company. Lowe is there as well, nervously trying to avoid committing himself to anything.


TALKING TO ZIEGE

If Ziege gets on well with a PC and thinks he may be of like mind, he may confide in him some of the overwhelming anger he has been feeling. Ignatius' loss is especially hard on Ziege this evening, as his tactical strategy will be missed at the war council, and grieving for his friend turns his mind to thoughts of vengeance. He assures the PCs that ensuring the safety of the region is his top priority and that he will not let his anger cloud his judgement.

- ✦ The PCs encourage Ziege to give in to his grief and rage and use those feelings in the battles to come: 
- ✦ The PCs encourage Ziege to mourn his friend but to focus on strategy and not vengeance: 

TALKING TO FELIX LOWE

If a PC has befriended Lowe by this stage then he will admit that he does not want to let his men go with Ziege. His duty is to defend Neues Emskrank. They may not have been very successful last night, but those orders have not changed and he feels obliged to keep all his men in town. He asks what the most martial-looking PC thinks, providing the PC with the opportunity to sway the young captain's mind.

- ✦ Convincing Lowe to send his men to war: 

TALKING TO ZARA BOK

Zara Bok's insight into the marauders will be consulted during the council. Bok finds their retreat surprising, and agrees that it's best if the marauders are pursued to discourage further attacks.

THE MAP

The map of Neues Emskrank and its environs included in this adventure is intended to give some structure to this phase of the adventure. Ziege and company have access to a map much like it, and will use it in planning their campaign. The PCs can use the map to contextualise their own thinking – perhaps they will conclude that the marauders will likely raid this windmill, or hide in that stand of trees, or struggle to cross this bay or river. Use their ideas and thoughts about the map to populate the journey to Dreizack with encounters selected from the list on pages 42-44, or others you (and your players!) invent. Using the map in this way will give the hero players an illusion of control and immersion in the adventure.

A BOON COMPANION

Most GMs will find that adding one of Ziege's men to the PCs band will be a convenient way to keep the PCs on-task and provide additional information and insight to the situation and to Willi Ziege over the course of their adventure. Zara Bok and Mann Hirsch are both good candidates for this position; they could even alternate between days.

Unlike Ziege's current bloody-mindedness, Zara would be content with the destruction of the marauder command structure and the recovery of whatever artefact they have seized (on the theory that if the Norscans want it, they shouldn't have it). Zara misses Ignatius nearly as much as Ziege does.

TALKING TO MANN HIRSCH

If anyone mentions Ziege's unusual behaviour to Hirsch, he will stick loyally to his friend. He simply shrugs and reminds the PCs that, 'we've all been under pressure recently.'

MAKING PLANS

Once the war council begins in earnest, the 'Bears' get serious. They are clearly experienced and know what they are talking about. They will expect the others to present their ideas clearly and concisely before they are discussed. They will take a dim view of those who are frivolous or too fond of their own ideas. It seems to be understood that Ziege alone will have the final say.

Ziege has a map of the area and will outline the situation as he sees it. He is incisive and clear on military matters and he will describe the strategic situation and the various options convincingly.

Bok suggests that the main body of marauders will head west hugging the coast hoping to meet up with their surviving longships, all the while sending groups farther inland to forage and pillage. Some scouts will have to be sent to counter them. Ziege agrees to this recommendation.

Then Hirsch suggests that he should lead an advance party to penetrate the marauder lines and disrupt their retreat as much as possible. This might be a reasonable strategy but Ziege objects, claiming they've already lost too many men – Ignatius's spectre looming large in his mind.

Felix Lowe will timidly suggest calling the whole chase off, and focusing on rebuilding and defending the town. The suggestion enrages Ziege all out of proportion to the tone with which it's presented. "Let them go free!?" he bellows, pounding the table. "After what they did!?"

If a PC does not step in, Zara Bok suggests that a short recess might be a good idea. Everyone agrees. Ziege walks away to one end of the cellars to calm down, and Lowe retreats to the other. Ziege regains control of himself and in a few minutes the meeting continues almost as if the outburst never happened.

The council of war should end with the agreement that the main body of the army will head west along the Coast Road at sunrise. Several units will fan out farther south each day at sunrise and report back to Ziege by end of day - or sooner if their news warrants

it. The PCs should make up one of these units, together with any allies and troops they may have picked up due to their fine leadership skills. They will be free to act on their own initiative and prove their worth to Ziege (and S'iba'aht) but they are told to report back to Ziege each evening. If the PCs are not at the council, but do join the makeshift army, then they must simply go where they are ordered, probably under the immediate command of Mann Hirsch.

CHAPTER 3: VENGEANCE

In this chapter, the PCs will march to war with Ziege's army. Serving as one of his scouting units, the PCs will have several opportunities to encounter splinter groups of Olaf's warband before confronting the a mighty warlord's remaining army at the foot of an ancient crumbling cliff-top tower. It is here that the final battle will be fought and where more than the PCs lives are at stake - they risk their very souls!

THE WORM TURNS

Olaf's defeat and retreat has shamed him in the eyes of Khorne and S'iba'aht. They are looking forward to the defeat of the chieftain and a new champion taking his place. As Ziege predicted, Olaf heads west along the coast while many of his marauders spread south and ravage the countryside as they go. Tuula uses a horn to call out across the sea in the hope that the surviving Skaeling longships there will hear her and come to their rescue.

ON THE MARCH

The next morning the ragtag army make their way out of Neues Emskrank and heads west along the Coast Road. It consists of 'Ziege's Bears,' and perhaps a few of 'Leopold's Lions,' along with young townsfolk eager for a fight and older, more conservative civilians apprehensive about what may befall them but spurred on by a sense of duty or vengeance. Some townspeople carry a relative's old sword, but most are equipped with simple knives, cleavers, and other common tools. A lucky few carry firearms liberated from the fallen handgunners or spears and axes claimed from dead marauders, though few have the expertise and training required to wield or operate these weapons safely.

Soon the Coast Road rises following the course of the undulating cliffs, affording spectacular views. Ships, including not a few longships, can just be spotted out to sea; it is unclear which way they are heading. Ziege orders his scouting groups, including the PCs, to peel off from the main army and head southwards. The main army will move slowly, mostly due to the inexperienced civilian soldiers and will travel for two days before the army converges on Dreizack. The PCs and other scouting groups, being much more mobile, should have ample time each day to patrol to the south, provide reconnaissance and then return to the main army to report their finding directly to Ziege.

Running one or two events each day should work well. The size of any marauder bands required should be up to the GM, using the strength of the PCs and their retinue as a guide. Generally, the marauders should be powerful enough to challenge the PCs and wear them down but not strong enough to prevent their ultimate progress. A good base would be one marauder per PC, plus henchmen to counter any PC henchmen.





RUNT

The PCs come across a lone Skaeling, probably the smallest and weakest one they have seen. He looks sorry for himself and not threatening at all. This is Hannu, often called Runt by the other Skaelings, who has been bullied by them into leading the PCs into an ambush. However, Hannu is so pitiful and bad at his mission that there is almost no chance that the PCs will be lured into such a trap, and the GM should not try too hard on Hannu's behalf.

Hannu explains in broken Reikspiel that he no longer wants a life of killing and bloodshed and he will tell the PCs where his Skaeling brothers are hiding if they promise to let him live. He should be unconvincing and if questioned will start to contradict himself.

The PCs could take advantage of the obvious, potential trap in order to ambush the ambushers. If so then the GM should create a challenging marauder party hidden in thick woods above a steep gully (a perfect ambush location) and leave it to the PCs to deal with. But the main purpose of this event is to see how the PCs will treat Hannu, a helpless enemy.

- + The PCs leave Hannu unharmed: 
- + The PCs mistreat Hannu: depending on the severity of mistreatment, up to 



DAUGHTERS OF MERCY

The PCs come across a small Shallyan hospice in an idyllic country setting. The place was set up during the last plague epidemic but is now seldom used. It is home to three elderly Shallyan sisters who tend to the hospice and accommodate anyone requiring shelter or healing. Just before the PCs arrive, however, it was attacked by

some Skaeling stragglers. The marauders saw the PCs and their retinue approaching and decided their best bet was to make the sisters convince the PCs to go away.

When the PCs arrive, the windows of the stone building are all shuttered and the door bolted, though the dove of Shallya is clearly displayed in gold paint upon the lintel. If anyone knocks, one sister will call out, 'Go away; we've got the plague.' If the PCs do leave straight away, then nothing further comes of the matter, but they will soon get a good idea that something is wrong should they stick around. There's a marauder axe leaning against a back wall and marauder tracks are not hard to find. Eventually one of the sisters will attempt a strangled cry for help.

If the marauders are discovered they will threaten to kill the Shallyans. The situation is likely to lead to a tense stand-off with difficult negotiations between the parties and the PCs will have to be careful that it does not end in bloodshed. They can deal with it any way they wish but the results of their actions will influence their standing on the Blood Tracker.

- + The PCs Save all the Shallyans: 
- + For each Shallyan that dies: 

THE INEVITABLE ONES




The PCs spot a marauder coming towards them, obviously running as fast as he can. They have time to prepare to meet him, but they soon notice he is being pursued by a number of daemonic red hounds, Flesh Hounds of Khorne. These are powerful foes so there should probably be fewer flesh hounds than PCs.

The marauder is Aatu, one of Olaf's captains who, disillusioned with the raid and the retreat, has deserted the Skaeling horde. Khorne sent his daemonic hounds to run him down and kill him for his betrayal. (Were Aatu a proper follower of Khorne, of course, he would have challenged and killed Olaf himself!)

It should soon be plain that the hounds are hunting the marauder. If they catch him then they will rip him apart. But the PCs can intercede if they wish and attack the hounds. If they simply watch the hounds close on the marauder and rip him to shreds, they will disappear as the marauder dies.

If they manage to keep the deserter alive then they will have a useful prisoner. The deserter, Aatu, knows much about Olaf and his army, but he will be unwilling to share it with the PCs unless persuaded.

As they are daemonic, killing a flesh hound does not count as the Universal Blood Tracker Trigger 'killing someone.'

- + The PCs allow the Flesh Hounds to finish their work: 
- + The PCs treat Aatu badly: 
- + The PCs treat Aatu well: 

BUTCHERS


The PCs come across a burning farmstead. There are a number of marauders around the place, terrorising the locals. Some are rummaging through supplies, some are chasing after the farmers, and some are mindlessly wrecking the place (one is slaughtering a cow). The band should be weaker than the PC party, perhaps only several




groups of henchmen. As soon as they notice the PCs approaching they will try to flee; morale is low since they are hungry, tired, and part of a defeated army.

Some will run off across the field with their stolen food. Those slower to react will realise that running will do little good and make a stand. The PCs will get to choose which marauders they fight. The ones running across the field should be easy enough to pick off, especially if the PCs have mounts. The ones making a stand will soon flee into a barn, not realising it is on fire, and the fire is ready to take hold violently, killing everyone inside if they are not freed.

This event is not intended to gauge the PCs' fighting ability so much as test how they deal with their victory. The marauders are defeated and fleeing, and they have attacked innocent people. They might all deserve to die violently as far as the PCs are concerned and they make for an easy target.

✦ The PCs revel in the deaths of the marauders: 


✦ The PCs spare some marauders: 


HORSELORDS

A small portion of Olaf's Skaelings have either acquired horses or brought them over the sea on their longships. They are raiding, pillaging, and scouting well off from the Skaeling's main host. They help keep the marauders supplied and informed as to the movements of 'Ziege's Bears.'

The PCs catch sight of the horsemen as they crest a hill, and also spot an obvious target - perhaps a mill or a farmstead. The PCs can reach the target first, and either evacuate the civilians found there or attempt to set an ambush for the marauders.

Depriving Olaf of his cavalry is a serious tactical and strategic boon to Ziege's forces, and sure to impress Ziege if the PCs are successful. On the other hand, the marauders will use their superior mobility to flee from any serious battle unless goaded, tricked, or trapped. The PCs may have to use extraordinary measures to bring the horsemen down... and Khorne is sure to be pleased with anyone who works so diligently at killing his fellow man.

✦ The PCs evacuate the civilians: 

✦ The PCs force the marauders to fight a battle that could have been avoided: 

PITCHED BATTLE

The first evening that the PCs return to the main army and make their report to Ziege, they are interrupted by another scouting party's report that a decent sized band of Skaelings has been sent out specifically to slow the pursuit. The marauders set up their force in a defensible position appropriate to the terrain and directly in line with the path Ziege's army will pass, perhaps a tree-lined ridge, a stream, or deserted building. It should be clear that if the army diverts around this threat it will add many hours to the pursuit. It should also be clear that even though Ziege's army is strong enough to win the fight, if they do fight a pitched battle then a great deal of blood will be spilled on both sides.

Ziege is enraged by this news and wants to immediately lead the bulk of his men to eliminate the marauder force so that the way is clear in the morning. Hirsch argues that this strategy will only serve the enemy and encourages him to come up with a less direct method to defeat the marauders. They need to keep all of the men

more fighting fit for battles to come. Ziege slams his fists on the table, grabs Hirsch and yells directly into his face, *"You are a coward! These beasts need to be bled out with no quarter. I will not allow the enemy to gain any more ground!"* The bloodlust in Ziege's eyes is unmistakable.

If the PCs do nothing, Hirsch backs down and Ziege takes a contingent of his men and marches north to slaughter the Skaeling blockade. Suffering heavy losses, they none-the-less kill the marauders to a man. Ziege returns covered in blood and without a word, retires to his tent for the rest of the evening.

If the PCs are able to calm Ziege and convince him to listen to reason, Hirsch comes up with a plan to send a small elite squad of 'Ziege's Bears' around the flank of the marauders and a second squad to feign an attack from the front as a diversion. This tactic proves quite successful and only a few men are lost in the attack. The PCs may join in either squad if they wish, or rest after their long day.

IN FOR THE KILL

By the end of the second day, the Imperial forces will have tracked the main group of marauders to the ancient, cliff top tower of Dreizack. It is clear that the marauders intend to make their last stand here. Shortly before sunset, Ziege orders all of his troops forward for the final battle.

Olaf has brought the remnants of his forces here, giving Tuula one last chance to call out across the Sea of Claws with her horn in the hope that some Skaeling longship crews would hear her pleas and come to rescue the raiders. Whether her message got through or not is impossible to tell, as Imperial navy ships from Dietershafen, having been told of the attack on Neues Emskrank, are patrolling these waters and have scared the Skaelings away. An Imperial warship can be seen anchored just off the coast, having already exchanged signals with Ziege. Dangerous rocks and reefs prevent the warship from closing to within cannon range.

The GM should make sure that all the interested parties converge on Dreizack in time for this battle. The PCs may well notice that Ziege has become progressively more angry, violent, and distressed. He now eagerly awaits the battle to come, eschewing his normal careful planning in favour of a direct assault.

Hirsch is concerned and watching events from a distance. He sees clearer than anyone the changes in his leader but he does not know what has caused it. He wishes Ignatius were still with them and will turn to a PC wizard, if there is one, for advice.

DREIZACK

The Coast Road passes just below this ruin. It looks like there were once three towers on this site, clinging to the cliff top, commanding views miles along the Coast Road and far out to sea. Legends tell how this is the place where Manann lost his trident and these ruins are all that remain of it. The ancient site was originally elven, but human tribes have built upon it since the time before Sigmar. It has been ruined now for a thousand years.

Only one tower remains defensible and this is where Olaf has chosen to stand. The last of the marauders are manning the rubble and collapsed walls around the tower proper. As the battle rages, they will be forced back into the tower and up the ruined staircase to the precarious third storey, which is now little more than a few

slabs of stone uncannily protruding over the Sea of Claws and the razor sharp rocks far below. No one could possibly survive a fall from here.

TENSIONS RISE

Although his army is tired from the march and only reached Dreizack shortly before sunset, Ziege is determined to fight the battle immediately. This makes no sense to Hirsch or Bok; the marauders can't go anywhere and are entirely surrounded. There is a brief informal meeting of leaders. The PCs can be there if they have sought out other members of the war council.

Hirsch pleads with Ziege to rethink his strategy and Ziege responds by accusing Hirsch of cowardice and collusion. They begin to argue violently.

If the PCs step in and stop the fight then there will be bad feelings, but Ziege will immediately order his men to prepare to attack and the argument will be forgotten soon enough as all minds turn to war.

If the PCs don't manage to stop the fight the argument turns violent as Hirsch throws a punch at Ziege, cutting his lip open quite badly. Ziege's eyes flash red with rage, he draws his blade and unceremoniously stabs Hirsch through the chest. Even if the PCs step in now, it is too late; the man is already dead. Ziege looks down at his blade, dripping with blood and announces that Hirsch was insubordinate and has been executed for his crime. Enraged, Zara Bok storms off, never to be seen again.

The fracas occurs in the open and is witnessed by a number of troops. News of what happened will spread through the army in a flash. Most of the men are sickened and terrified, but a sizable minority seem excited by the bloodshed, and the promise of more (men already falling under S'iba'aht's sway). Ziege will quickly call for his men to prepare for an assault. The battle could not really begin in a worse way.

This is probably the last chance the PCs will have to remove Ziege from command, if they so desire. His men are on the tipping point of rejecting his bloodlust or succumbing to it. A challenge to single combat for leadership, once a laughable idea to Ziege, would be accepted now. If the PCs attack Ziege en masse, his men will move to block them.

Otherwise the PCs will be given command of the left flank of the army and told to support 'Ziege's Bears' as they advance.

EPISODE: THE BATTLE OF DREIZACK

The battle of Dreizack is written assuming that Ziege still leads his army and the PCs command its left flank. If this is not the case, you will have to adjust this episode appropriately. The main goal is to get the PCs into conflict with the wielder of Crimson Rain, whosoever that turns out to be.

ACT 1: FORWARD MARCH!


The PCs must rally their soldiers, mostly a mixture of Neues Emsk-rank militia plus whatever allies the PCs have recruited themselves, and press them forward to break through the marauder defences. If they are too slow, then Ziege's army will crumble around him as only Ziege and his most bloodthirsty soldiers make it to the tower.




Rather than modelling a large-scale combat encounter, set up an 8 space progress tracker with an event marker at the 4th space. Place a Chaos token on the 2nd space and an Army token on the first space. Each turn, the PCs may perform an action to inspire their men, give appropriate orders, attack the enemy, or otherwise gain ground against the forces of Chaos. Each successful action in this vein advances the Bears token by 1 space. The Chaos token advances 1 space during the end of each round. When the Bears token reaches the first event space, Tuula Bloodhair, the marauder lieutenant in charge of this flank, reveals herself and attempts to dispatch the PCs herself. From here on, this act can progress as a combat encounter as Tuula and her personal bodyguard of marauders (equal in number to the PCs) attack the PCs viciously. The Chaos token continues advancing. If it reaches the end of the track before the end of the act, then Ziege's army suffers terrible losses and Khorne's will is strongly felt by everyone in Dreizack - advance all PCs on the Blood Tracker 1 space.

When the PCs defeat Tuula, the marauders on this flank rout.

During the Rally step, the PCs may interrogate Tuula Bloodhair if she is still alive. They can learn that Olaf bears a weapon sacred to Khorne, and Tuula may wax theological on the subject of Khorne's favour (i.e. that it has deserted the Skaelings). When they're done, the militia soldiers holding Tuula captive will ask for instructions as to what to do with her.

+ Ordering Tuula's execution: 

+ Ordering Tuula to be spared: 

ACT 2: THE FINAL BATTLE?

No matter how his army is faring in the battle overall, Ziege breaks free from the melee and charges towards the tower, cutting down anyone who stands in his way. He seems unstoppable. Tuula (if

she's alive), comments "*Khorne is with him today.*" But Olaf and his bodyguard are visible on top of the tower, and Olaf's spear shines with a deadly red light. Whatever happens when Willi gets to the top of that tower, it won't be good!

If the PCs sprint for the tower themselves, they'll make it there not long after Willi Ziege. The interior of the tower is strewn with dismembered corpses, mostly marauders - Ziege appears to have cut a bloody swathe through. Racing to the top of the tower, the PCs find Ziege and Olaf sizing each other up in the frozen moment before a climactic duel. Olaf seems impossibly huge, hulking and fearsome with his bear pelts and the bloody-red spear.

If the PCs do nothing, Olaf and Ziege will salute each other and clash together in a duel, a wordless scream of rage their only challenge. Any attempt to interrupt the duel will be met with deadly force by Olaf's bodyguard of four marauders, who are otherwise content - even eager - to watch the duel unfold. Due to the tight quarters on the top of the tower, the PCs will have to overcome the bodyguards somehow to make it to the duel.

If the PCs dawdle, or if they took too long disposing of Tuula's flank, they will reach the top as the duel is well underway - in fact, as it approaches its conclusion.

If the PCs attempt to interfere before the duel, Olaf will happily accept a challenge from any of them. Ziege, on the other hand, will not be happy to be sidelined like that, and at this point will stop at nothing to possess the spear. (Or is it that the spear will stop at nothing to possess him?)

If and when the duel approaches its conclusion, read or paraphrase the following aloud:

WILLI ZIEGE, CHAMPION OF KHORNE

This adventure is written with the hope that one of the PCs will pick up the spear, Crimson Rain, and become locked in the Battle of Wills. After all, what better climactic finale than a desperate fight for the very soul of one of their boon companions?

But if no one else does, Willi Ziege will pick up the spear... and lose his soul to Khorne. As GM, you have a few options at this point.

The most obvious is to have Ziege and his new warband attack the PCs. In this case, the rush of power Ziege receives when he picks up the spear refreshes his A/C/E pool, heals him of all wounds, and may grant him a few new Khorne-themed action cards (such as Spear of Destiny and Blood for the Blood God). Some "marauders" (possibly including former mercenaries or militia) can arrive to support Ziege equal in number to the PCs, all also in thrall to Khorne's will. If and when the PCs are victorious, one of them may pick up the spear...

Alternately, Ziege and company could flee (perhaps daemonically assisted by S'iba'aht) to the north, to return in future adventures. Ziege could even attempt to recruit the PCs to his warband, tempting them with promises of pillage and glory...

THE POWER OF SIGMAR COMPELS YOU!

For an easier battle of wills, reduce S'iba'aht's Willpower to 4 and remove 1 red space from the progress tracker.

Howling with rage, the two warriors clash again and again, all subtlety and refinement forgotten. Ziege fights like a man possessed, but the marauder's spear is both uncannily sharp and fluid in its movements. Soon, both combatants are bleeding from several minor wounds. Suddenly, Olaf strikes out with the haft of his spear at Ziege's legs, sending him tumbling to the ground. Ziege's greatsword clatters to the stone rooftop not far from you as Olaf pins the mercenary to the ground with one booted foot. "*I spill your blood for Khorne!*" rumbles Olaf, as he uses the tip of his spear to cut some dark sigil into Ziege's face. Ziege's hand reaches out for the hilt of his sword, lying just outside his reach ...

The PCs now have an opportunity to dictate who wins the duel. If the PCs do nothing, read the following aloud:

With a triumphant howl, the marauder plunges his spear into Ziege's chest, straight through his battered armour. The blood from the wound seems to run up the shaft of the spear, and then Olaf pulls his weapon free and turns to you. "*Who's next, little ones?*"

With Ziege dead, Olaf will accept a challenge to duel from any PC. However, each time Olaf kills a foe in a duel, his A/C/E budget refreshes and he recovers wounds equal to his Toughness - so wearing him down over successive duels is not likely to succeed. If no one accepts a duel, Olaf and his men simply attack the PCs. They fight until Olaf is killed, at which point a handful of 'Ziege's Bears' arrive at the top of the tower and kill the remaining marauders.

If the PCs give Ziege his sword, or indeed any assistance at all, read or paraphrase the following:

As soon as his fingers brush his weapon, Ziege roars and shoves Olaf off balance. Then, with a feat of impossible strength, he plunges his sword into the marauder's chest. "*That's for Ignatius, you bastard.*" As Olaf gasps and staggers, Ziege plants his boot on the marauder's chest and shoves, pulling his sword free as Olaf vanishes into the blackness below. The terrible spear clatters to the ground between you and Ziege.



ACT 3: A NEW CHALLENGE APPEARS

Crimson Rain lies unclaimed. The PCs have only moments in which to act before Ziege will pick it up. If he does so, Ziege is lost to Chaos forever, becoming a slave to S'iba'aht's will. The sight of a berserk Ziege, holding a daemon spear and sporting the skull-rune of Khorne freshly cut into his face is presumably enough to worry even battle-hardened PCs. What will they do next?

Will the PCs attempt to claim the spear for their own?

THE POWER OF S'IBA'AHT COMPELS YOU

S'iba'aht calls forth for a new wielder, one worthy of his power. Ziege is one option, but the PCs are another. The single PC who is furthest along the Blood Tracker will feel the call most strongly. (If two or more PCs are tied, choose the PC who is the most militant and bloody-minded.) If that PC is on space 20 of the Blood Tracker, he will automatically pick up the spear regardless of the player's desires. If that PC is at least at space 15, but less than 20, he may make a **Hard (3d) Discipline (WP) check** to avoid picking up the spear. If he is on at least space 10 but less than 15, the check is **Average (2d)** instead. If no PC is at least at space 10, then S'iba'aht will not find any of them worthy to bear the spear.

ON THE TIP OF THE SPEAR

If a PC fails the Discipline check or for any other reason picks up the spear, he must engage in a battle of wills with S'iba'aht. The stakes could not be higher. Failure means that the character falls under S'iba'aht's thrall and becomes a servant of Chaos for all time. Success means that S'iba'aht's will is broken and the daemon is forced into a dormant state. The spear can now be destroyed.

When the battle of wills commences, read or paraphrase the following aloud:

Suddenly, the world seems to fade away. All around you is an endless horizon of darkness and flame. Beneath your feet a hard, dark, pitted surface tapers to a sharp point in one direction, and stretches off into vastness in the other. As you realize that you are standing on the tip of the tainted spear, the metal beneath your fleet bubbles and peels and a horrifying daemoniac figure emerges. The creature flexes its iron wings, roars with teeth like daggers, and unsheathes talons like sword blades. *"Your blood calls to me, mortal,"* it groans. *"Embrace me and grow strong!"*

The character whose soul is at stake stands at the very tip of the spear; the daemon has emerged between this character and his compatriots. Only PCs have manifested in this not-quite-place - in effect, only the closest companions of the character "on trial" are present to help defend him. The daemon's sudden appearance and the otherworldly setting cause Terror 2.

While in this otherworld, physical actions have no meaning. There's no fighting the daemon, except metaphorically.

THE BATTLE OF WILLS

Build a progress tracker with an event space in the middle. To the right of the event space, place 5 red spaces, representing S'iba'aht's Willpower of 5. To the left of the event space, place green spaces equal to the character's Willpower score. Place a Will token and a Daemon token on the event space in the center. If the Daemon token falls off the end of the red side of the track, S'iba'aht is defeated.



If the Will token falls off the green side of the track, the PC's will is enslaved. Should this happen, the newborn Champion of Khorne, bolstered by S'iba'aht's power, will either cut down all around him and forge a new Chaos warband out of the survivors of the Battle of Dreizack (Norscan and Empire man alike), or flee into the frozen north, to return later at the head of a Chaos host. (GM's choice.)

The struggle is played out over rounds of alternating turns; first the daemon, then the subject PC, until the matter is settled. Each additional PC (the ones not "on trial") may also contribute once per round, either during the daemon's turn or during the subject's.

The daemon begins by naming one bloody-minded Khornate action the subject PC perpetrated over the course of this adventure - one person killed or violent act committed. The other PCs may counter by naming a peaceful or redemptive action taken by the subject. The daemon then makes an opposed **Discipline (WP) check** against the subject PC (S'iba'aht's Willpower is 5 and a stance of R2). Each other PC who has successfully cited an example of a peaceful action adds a single ■ to the dice pool. If this check is successful, move the Will token one space to the left. Succeed or fail, the character's token is moved one step backwards on the Blood Tracker each time the daemon does this.

The subject PC may do the same on his turn, defying the daemon either by citing his examples of good behavior or sheer strength of will and refusal to be subjugated. He will also make a **Discipline (WP) check** opposed by S'iba'aht's Willpower of 5. Again, his comrades may contribute their own assistance, this time adding □ to the pool. If successful, move the Daemon token one step to the right. Also move the Daemon token one step to the right for each ➤ rolled.

The battle of wills will end in victory for either side if its opponent's tracker falls off the end of the progress track. If the subject character's token reaches the beginning of the Blood Tracker, then the battle ends in a stalemate - S'iba'aht is not defeated, but the PC has managed to shake off the daemon's influence. The spear wrests itself free of its wielder (who collapses exhausted) and tumbles out of sight off the tower, never to be seen again ... until it returns in a future adventure, of course!

If you're using the corruption rules from *Winds of Magic*, taking part in the trial can be considered a Major source of corruption for the person holding the spear and a Moderate source for the others.

LOSING THE BATTLE

If the PC loses the battle, he loses his mind to the spear. The character becomes an NPC controlled by the GM and he will first make sure he has no more rivals for the spear. This will usually involve attacking the other PCs (he knows how resourceful they can be!), but may also involve fleeing into the north, never to be seen again (until he returns as a powerful new adversary, of course).

WINNING THE BATTLE

Should the PC win the battle of wills with S'iba'aht, he has the free will to do as he wishes. He may continue to wield Crimson Rain as a normal weapon, but all the abilities of the weapon will continue to apply and so will the Blood Tracker. And surely it will only be a matter of time before he gains the Mark of Khorne.

He also gains the power to destroy Crimson Rain. Should he wish, he can do so with ease by simply by breaking it over his knee. This will mean a genuine defeat for Khorne and the PC should be rewarded. Perhaps he can discard a number of Corruption tokens or even be purged of all his Corruption.

PARTING SHOTS

The Battle of Wills is the climax and conclusion of the adventure. Depending on how events fall out, the PCs may find themselves surrounded by the battered remnants of Ziege's host, looking for leadership... or a Khorne-tainted horde of once-rational men.

In the former case, there's not much to do but limp back to Neues Emskrank and find someone to report to. Paxmann, despite his resistance to Ziege's expedition, will be glad to hear that the marauders have been destroyed and will reward the victors with a small sum of silver - 20 silver coins each for the officers (presumably including the PCs) and 10 silver coins each for every fighting man or his next of kin. This generosity, Paxmann hopes, will secure his position in Neues Emskrank and make him look good to the chamber of grafs.

If Ziege survives with his mind intact (unlikely), he is shaken by his experiences and retires. Sister Pflegerin helps to nurse him back to health and sponsors his retreat to a Shallyan monastery.

One way or another, the Grevenfeld Company will need a new commander. Mann Hirsch, if he survived, is the obvious man for the job - but what if the PCs seem like suitable candidates? The Grevenfeld Company could be the driving force behind many future adventures if the PCs sign on for the long term, or even take over its leadership.

If S'iba'aht found a new champion, either in Ziege or one of the PCs, that champion will return eventually...

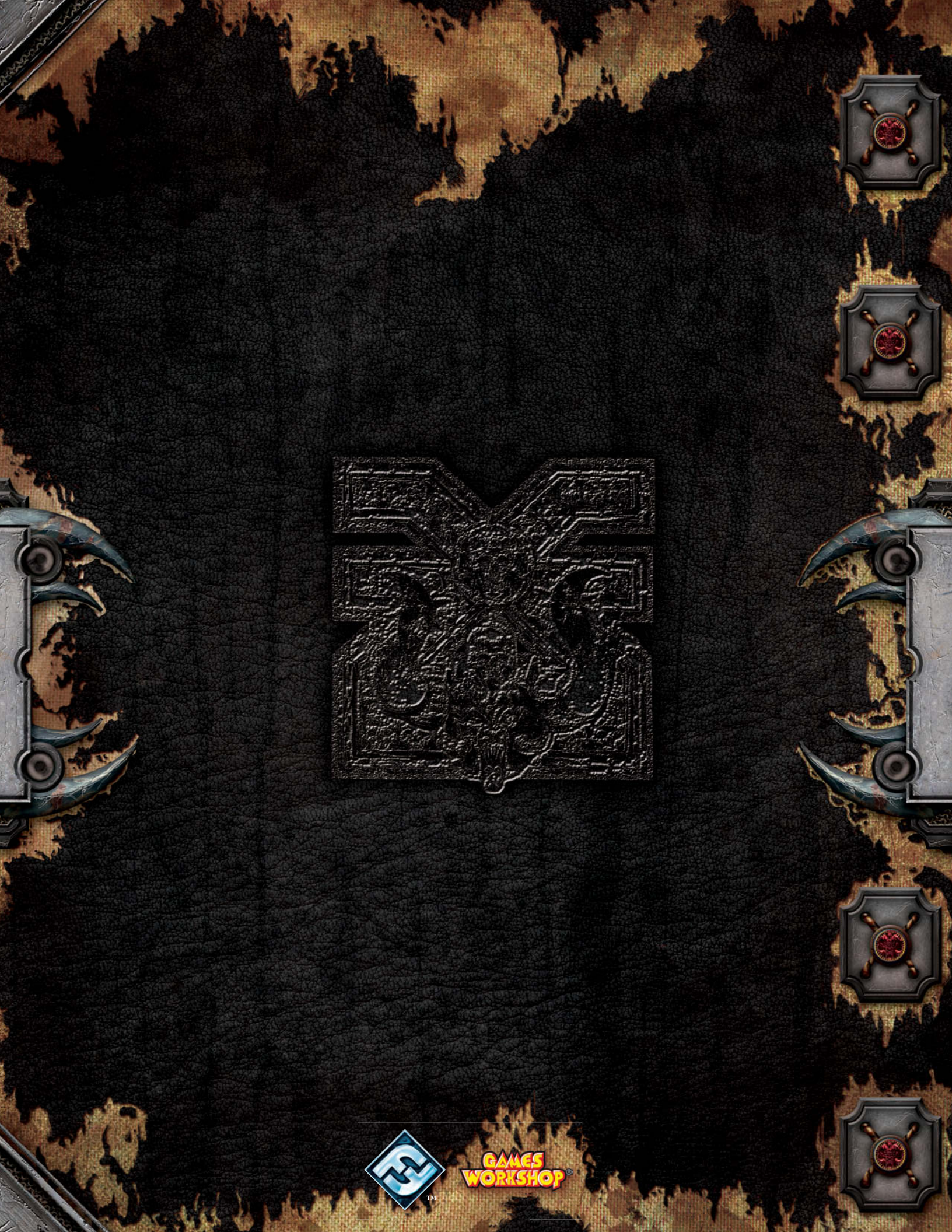
REWARDS & EXPERIENCE

In addition to the regular experience points per session, the PCs may qualify for some bonus experience points at your discretion.

If the PCs managed to keep Ziege from falling to Chaos (either by snatching up the spear themselves or some other means), award them one experience point.

If Crimson Rain was destroyed and will never trouble the Empire again, award them one experience point.





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