

VOLUME IX:
PERILS OF THE EMPIRE



BEING A SUPPLEMENT FOR
WARHAMMER FANTASY ROLEPLAY,
THIRD EDITION

L
I
B
E
R
F
A
N
A
T
I
C
A

LIBER FANATICA VOLUME 9:
PERILS OF THE EMPIRE
BEING A SUPPLEMENT
FOR

WARHAMMER FANTASY ROLEPLAY,
THIRD EDITION

CREDITS

DEVELOPMENT: Rikard Fjellhaug, Jay Hafner, Lauri Maijala, and Ralph Seller

WRITING: Rikard Fjellhaug, Andy Jones, Lauri Maijala, Jason Rapai,
Rae Russell, Ralph Seller, and Joeri Winkeler

ART DIRECTION, GRAPHIC DESIGN AND LAYOUT: Jussi Alarauhio

ILLUSTRATIONS: Jussi Alarauhio (undermound.weebly.com)

Bernard Cabarrrou

Vincent Devault (yogh-art.blogspot.com)

Fred Navez (fred-navez.be)

Monika Szewczyk (misha-dragonov.deviantart.com)

Seeming Watcher(xeeming.deviantart.com)

Thomas Wiewegg (thomaswiewegg.cghub.com)

Joeri Winkeler

STRANGE EONS PLUGIN: Olivier Francois

WORLD MAP: Jesse "Gitzman" Burke (www.gitzmansgallery.com)

PROOFREADING MANAGER: Gert Van De Slijke

PROOFREADING: Lester Crow, Jesse Emerson, Jay Hafner, Jason Rapai, Gert Van De Slijke

FEEDBACK AND ASSISTANCE: Lester Crow, Jesse Emerson, Rikard Fjellhaug, Jay Hafner,
Jude Hornborg, Lauri Maijala, Aidan O'Reilly, David Peterson, Ian Robinson,
Rae Russell, Ralph Seller, Sami Uusitalo, Gert Van De Slijke, Tom Woods,

WEBSITE: Jude Hornborg

DISCLAIMERS

This compendium is completely unofficial and is no way endorsed by Games Workshop Ltd or Fantasy Flight Games.

Warhammer Fantasy Roleplay © Games Workshop Limited 1986, 2005. This edition © Games Workshop Limited 2010. Games Workshop, Warhammer, Warhammer Fantasy Roleplay, the foregoing marks' respective logos and all associated marks, logos, places, names, creatures, races and race insignia/devices/logos/symbols, vehicles, locations, weapons, units and unit insignia, characters, products and illustrations from the Warhammer World and Warhammer Fantasy Roleplay game setting are either ® and/or © Games Workshop Ltd 1986-2009, variably registered in the UK and other countries around the world. This edition published under license to Fantasy Flight Publishing Inc. Fantasy Flight Games and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. All Rights Reserved to their respective owners.

This work is licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License](http://creativecommons.org/licenses/by-nc-sa/3.0/).





LIBER FANATICA 9

TABLE OF CONTENTS

PART I

THE GENERAL SECTION

FOREWORD	4
WE SUBMIT TO YOU: LIBER FANATICA IX, PART I	
IMPERIAL GAZETTEERS	5
THE WORLD OF TRADE EXPANDED	
CHAOS AT THE TABLE	17
BRING THOSE PROBLEM PLAYERS BACK TO SIGMAR	

THE GM'S SECTION

MORDHEIM - ADVENTURING IN THE CITY OF THE DAMNED	25
INTRODUCING A NEW SETTING FOR PERILOUS ADVENTURES	
THE WAYWARD SON AND OTHER SHORT STORIES	45
SHORT ADVENTURES KNIT TOGETHER AND IN SEPARATE MORSELS	
CHEAP TICKETS	56
A HARROWING MORNING AFTER	
HAND OF GLORY	61
MASTER OF SHADOWS -CAMPAIGN, PART II	
APPENDICES	84

THE PULLOUT SECTION

ORIGINAL WFRP 3RD EDITION CARDS AND HANDOUTS FOR THIS VOLUME
CAN BE FOUND ON THE LIBER FANATICA WEBSITE: LIBERFANATICA.NET





A FOREWARNING

Well even after setting a crazed trollslayer onto all the content we could have placed in *Liber Fanatica 9*, we still ended up with a Druchii Black Ark of debauchery for homicidal maniacs. So to satisfy the slaving hordes of Chaos we know are waiting for this edition, we have decided to split it into two parts. This Black Tome is the first part.

When we have finished the second warpstone infused part, we will combine both together into a codex that will keep even the crow god Tzeentch from devising a new scheme for at least five minutes.

May Sigmar save your souls!





IMPERIAL GAZETTEER

by Ralph Seller

This article is a replacement for the Reikland Gazetteer in the 'Trade and Smuggling in the Reikland' article in *Liber Fanatica VIII*, and should completely replace the gazetteer. The Trade and Smuggling in the Reikland article from *Liber Fanatica 8* will be needed to understand the information presented here. This version of the Gazetteer has been expanded to encompass the whole of the Empire, plus Marienburg. There are many settlements missing from this list, but they are settlements that will not have anything to trade or the money to buy trade goods, just subsisting in fact. This is a gazetteer for merchants.

In the original article the Trade Cards were done for the **Reikland 1** (Central) trade area. On the following page, there is a table showing the availabilities of the various Trade Goods in the other trade areas of the Empire. Where a trade good's availability is different from that of **Reikland 1**, the relative wealth of the

settlement, where the goods are, will also vary. If the goods are rarer, then the wealth rating of the settlement goes up one for each availability difference, and where it is more common, the wealth rating of the settlement will go down one for each availability difference.

An example from the table follows. Flour in **Reikland 1** is rated as Plentiful, whereas in **Ostland**, it is rated as Exotic. This is a difference of

three between the availability ratings. So, if a player character were to try and buy Flour in Wurzen, which is normally wealth 2, it would actually cost the character the equivalent of being in a wealth 5 settlement.

Reikland 1 is highlighted on the table for easy reference. Where the price of a Trade Good, because of the differing availabilities between **Reikland 1** and the other Trade Areas, goes over wealth 5 or under wealth 1, the new prices will be placed in the notes column, of the relevant settlements.

TRADE AREAS

In the *Source column*, **Trade** means all trade goods are available to buy. If there is no Trade in a settlement's Source column, then only the commodities listed may be bought. Where commodities are shown after Trade, in a settlement's Source column, those commodities will always be available in that availability if necessary to the exclusion of other commodities. Source columns which have a (S) mark after a Trade Good indicate that the first card of that trade good drawn will always be the more expensive variety, no matter whether or not any Sigmar's comets have been thrown.


Marienburg has been included in the **Reikland 2** region because of its profound influence in and on the Reikland and the Empire as a whole.

The Fortress category in the Size column is a special case. They are the size of a Small Town, but trade goods can only be sold in a Fortress, not bought. The small town size of a Fortress just gives the maximum amount of each availability that can be sold there.





In the table below, A means Abundant availability, P = Plentiful, C = Common, R = Rare, and E = Exotic availability.

	ALCOHOL	CLOTH	DYES	EXOTICS	FISH	FLOUR	GRAIN	HIDES	LEATHER	LUX. FOODS	LUX. MATERIALS	METALS	OIL	PERFUMES	POTTERY	SALT	SWEETENERS	TIMBER
AVERLAND	P	C	R	C	C	C	C	C	P	C	R	C	R	R	P	C	C	C
HOCHLAND	C	C	R	R	C	R	C	C	C	C	R	C	R	R	C	C	R	A
MIDDENLAND 1	P	P	R	R	C	R	C	C	R	C	R	P	R	R	C	C	R	A
MIDDENLAND 2	C	C	R	C	P	R	C	C	C	P	R	C	R	R	C	C	C	P
MIDDENLAND 3	A	C	R	R	P	P	P	R	C	A	R	P	R	C	C	C	R	C
MOOTLAND	A	R	E	P	P	P	P	C	C	A	E	C	R	R	C	R	P	C
NORDLAND	C	P	E	R	P	R	C	C	R	C	R	C	C	R	R	P	E	A
OSTERMARK	P	P	E	E	C	E	R	C	C	R	R	P	R	R	R	C	E	A
OSTLAND	P	C	E	E	C	E	R	C	R	C	C	P	C	R	R	C	E	P
REIKLAND 1	A	C	R	R	P	P	P	R	C	A	R	P	R	C	C	P	R	C
REIKLAND 2	A	P	R	C	A	C	P	R	C	A	R	C	C	P	C	C	C	R
REIKLAND 3	A	C	R	R	P	C	P	C	C	A	R	C	R	R	C	R	R	C
STIRLAND 1	P	C	R	C	P	C	C	C	P	C	R	C	R	R	C	C	C	P
STIRLAND 2	C	R	E	C	P	C	P	C	C	P	E	C	R	R	C	R	C	C
TALABECLAND 1	C	C	R	R	P	R	C	C	C	P	R	C	R	C	C	C	R	A
TALABECLAND 2	C	C	R	C	C	C	C	C	P	P	R	C	R	R	C	C	C	C
WISSENLAND 1	P	P	R	C	C	C	C	C	C	C	R	P	R	C	C	R	R	C
WISSENLAND 2	R	C	C	C	C	C	C	P	C	C	C	C	R	P	C	R	C	R





THE TRADE AREAS

AVERLAND

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
AVERHEIM	Town	4	Trade, Grain, Leather(S), Pottery(S)	Luxury Foods (8 sp)
Friedenhof	Village	2	Grain, Leather	
Ruhgadorf	Village	2	Grain, Leather	
AGBEITEN	Small Town	2	Grain, Cloth	
Ensdorf	Village	2	Grain	
BERNLOCH	Small Town	2	Grain	
BIESWANG	Small Town	2	Grain	
Hirshhugel	Village	2	Grain	
COLMFÄHRE	Small Town	2	Grain, Cloth	
GRENZSTADT	Town	3	Grain, Leather	
Buch	Village	2	Grain	
HEIDECK	Small Town	2	Grain, Leather	
HOCHLEBEN	Small Town	3	Trade, Furs, Metals	
LENGENFELD	Small Town	3	Grain, Fish, Leather	
Mantel	Village	2	Grain	
LONGINGBRUCK	Small Town	4	Alcohol, Grain	Luxury Foods (8 sp)
Tandern	Village	2	Grain	
PFUNZIG	Town	3	Trade, Grain, Leather	
Essling	Village	2	Grain	
Zell	Village	2	Grain	
STREISSEN	Town	3	Trade, Alcohol, Grain	
Dachbach	Village	2	Grain	
Pilsach	Village	2	Alcohol, Grain	
WUPPERTAL	Town	3	Trade, Grain, Timber(S)	
Muhlfeld	Village	2	Alcohol, Grain	



HOCHLAND

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
HERGIG	Town	3	Trade, Grain, Timber	
Dunastigfurt	Village	2	Timber	Timber (1 sp per 2 TU)
Muden	Village	2	Timber	Timber (1 sp per 2 TU)
Stockae	Village	2	Timber	Timber (1 sp per 2 TU)
Vodf	Village	2	Timber	Timber (1 sp per 2 TU)
Bergendorf	Village	2	Grain	
Ahresdorf	Village	2	Timber	Timber (1 sp per 2 TU)
BREDER	Small town	3	Metals	
Esk	Village	3	Metals, Timber	





FORT DENKH	Fortress	3		
FORT SCHIPPEL	Fortress	3		
Gruyden	Village	2	Grain	
Koerin	Village	2	Timber	Timber (1 sp per 2 TU)
KRUDENWALD	Town	3	Timber(S)	
Selmigerholz	Village	2	Timber(S)	Timber (1 sp per 2 TU)

MIDDENLAND I

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
MIDDENHEIM	City	5	Trade	Alcohol (17 sp), Fish (13 sp), Flour (11 sp), Grain (4 sp), Leather (7sp), Luxury Foods (10 sp), Perfume (56 sp)
Arenburg	Village	2	Timber, Grain	Timber (1 sp per 2 TU)
ELSTERWELD	Small Town	2	Grain, Timber	Timber (1 sp per 2 TU)
Grevenweld	Village	2	Grain	
Holzbeck	Village	1	Timber	Timber (1 sp per 3 TU)
Immelscheld	Village	2	Timber	Timber (1 sp per 2 TU)
Jagerhausen	Village	2	Grain, Timber	Timber (1 sp per 2 TU)
Lindenheim	Village	3	Metals(S)	
NORDERINGEN	Small Town	2	Timber	Timber (1 sp per 2 TU)
SCHONINGHAGEN	Small Town	3	Trade, Timber	
BRASS KEEP	Fortress	4		Flour (10 sp), Luxury Foods (8 sp)
DELBERZ	Town	3	Trade, Alcohol, Timber	
Mittelmund	Village	2	Grain	
Schwarzmarkt	Village	2	Grain	
Turmgever	Village	1	Timber	Timber (1 sp per 3 TU)
GRIMMINHAGEN	Town	2	Timber (S)	Timber (1 sp per 2 TU)
Fintel	Village	1	Timber	Timber (1 sp per 3 TU)
Rosche	Village	2	Timber	Timber (1 sp per 2 TU)
UNTERGARD	Small Town	3	Trade, Grain, Timber	
Grubentreich	Village	3	Grain, Cloth	
Kammendun	Village	1	Fish, Metals	
Leichlinberg	Village	2	Grain	
MIDDENSTAG	Fortress	4		Flour (10 sp), Luxury Foods (8 sp)
Pritzstock	Village	4	Alcohol, Grain	See Location Card
Hupstedt	Village	2	Timber, Grain	Timber (1 sp per 2 TU)
Uder	Village	2	Fish, Grain	
Schoppendorf	Village	3	Timber, Grain	
Langwiese	Village	2	Timber	Timber (1 sp per 2 TU)
Sokh	Village	2	Timber, Grain	Timber (1 sp per 2 TU)



MIDDENLAND 2 (ON THE TALABEC)

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
AHLENHOF	Town	3	Trade, Timber, Grain, Leather	
Bad Hohne	Village	2	Grain	
Leer	Village	2	Grain, Luxury Foods, Timber	
Suderberg	Village	2	Grain, Leather	

MIDDENLAND 3 (ON THE REIK)

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
CARROBURG	City	4	Trade, Pottery(S)	Superior pottery is in fact glassware
Anseldorf	Village	1	Grain	
Barenfahre	Village	2	Fish	
Dunkelbild	Village	2	Timber	
Punzen	Village	1	Grain	
Scheinfeld	Small Town	3	Trade, Grain, Fish	
Weidemarkt	Village	2	Alcohol, Grain, Fish	

MOOTLAND

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
EICHESCHATTEN	Town	3	Trade, Alcohol, Flour, Grain	
Birnbaum	Village	2	Flour, Grain, Luxury Foods	
DREIFLUSSEN	Small Town	2	Alcohol, Flour, Grain, Fish	
EINSAMHOLZ	Small Town	2	Flour, Grain, Luxury Foods	
Fällenblatt	Village	2	Flour, Grain	
Gipfel	Village	3	Flour, Grain, Exotics	
Grünhügel	Village	2	Flour, Grain, Leather	
Heukern	Village	2	Flour, Grain	
SAUERAPFEL	Small town	2	Alcohol, Flour, Grain, Leather	



NORDLAND

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
SALZENMUND	Town	4	Trade, Timber	Alcohol (17 sp), Flour (10 sp), Luxury Foods (8 sp)
BEECKERHOVEN	Small Town	3	Trade, Timber	
GRAFENRICH	Small Town	2	Trade, Timber	Timber (1 sp per 2 TU)
OLDENLITZ	Small Town	3	Grain, Metals(S)	
DIETERSHAFEN	Town	3	Fish	
FROTE	Small Town	2	Timber, Metals	Timber (1 sp per 2 TU)
HARGENDORF	Small Town	2	Fish, Cloth, Salt	



Ueblingen	Village	2	Grain	
Luftberg	Village	2	Timber	Timber (1 sp per 2 TU)
NEUE EMSKRANK	Small Town	3	Trade, Timber, Fish	
Heiligdorf	Village	1	Grain, Fish	
NORDEN	Town	3	Trade, Fish, Luxury Materials	
Beelen	Village	2	Grain, Cloth	
Gelting	Village	1	Cloth	Cloth (1 sp)
Kreideklippe	Village	2	Fish	
Schoten	Village	1	Grain	
Wilhemskoog	Village	2	Fish, Salt	

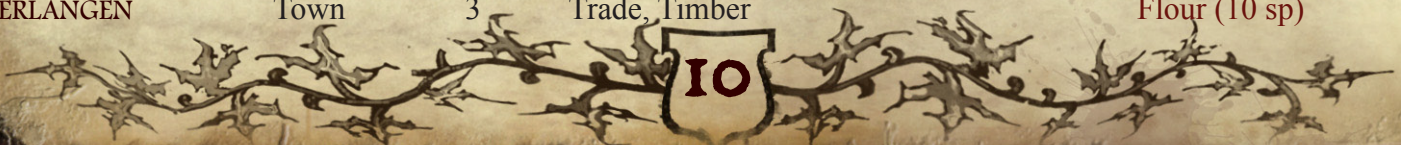
OSTERMARK

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
BECHAFEN	Town	4	Trade, Alcohol(S), Grain, Timber(S)	Flour (11 sp), Grain (4 sp) Luxury Foods (10 sp)
Dorna	Village	2	Grain, Timber	Timber (1 sp per 2 TU)
Münkenhof	Village	2	Grain, Fish	
Reitwein	Village	1	Grain	
Bissendorf	Village	2	Grain, Timber	Timber (1 sp per 2 TU)
EISENTAL	Small Town	3	Grain, Cloth	Flour (10 sp), Luxury Foods (8 sp)
Mielau	Village	2	Grain	
Essen	Village	2	Grain	
Fortenhaf	Village	2	Grain, Timber	Timber (1 sp per 2 TU)
Gerdouen	Village	2	Grain	
Heffengen	Village	2	Grain, Luxury Foods	
NAGENHOF	Small town	3	Grain, Cloth	Flour (10 sp), Luxury Foods (8 sp)
Buckow	Village	2	Grain	



OSTLAND

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
WOLFENBURG	Town	4	Trade, Metals(S), Timber	Flour (11 sp), Grain (4 sp), Luxury Foods (8 sp)
Felde	Village	2	Timber	
GRÜNACKEREN	Small town	2	Grain, Timber	
Melbeck	Village	1	Timber	Timber (1 sp per 2 TU)
Ristedt	Village	2	Grain	
WENDORF	Small town	2	Grain, Timber	
BOHSENFELS	Fortress	3		Flour (10 sp)
Boven	Village	2	Timber	
Birkewiese	Village	2	Grain	
CASTLE LENKSTER	Fortress	3		Flour (10 sp)
FERLANGEN	Town	3	Trade, Timber	Flour (10 sp)





Dunkelpfad	Village	2	Timber	
Hamelhund	Village	2	Timber	
Kurst	Village	2	Grain	
Levudaldorf	Village	2	Cloth	
LUBRECHT	Small Town	3	Grain, Timber	Flour (10 sp)
Öbelstein	Village	2	Grain, Timber	
SALKALTEN	Town	2	Fish, Luxury Materials, Salt	
Verborgenbucht	Village	1	Fish	
Smallhof	Village	2	Grain, Timber	
VANDENGART	Small Town	3	Grain, Timber	Flour (10 sp)
GRENZBURG	Fortress	3		Flour (10 sp)
WURZEN	Small Town	2	Trade, Leather, Luxury Foods, Timber	
Caenger	Village	1	Grain	
Dorog	Village	2	Leather, Luxury Foods	
Zundap	Village	2	Grain, Timber	

REIKLAND I (CENTRAL)

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
EILHART	Town	3	Alcohol, Grain, Flour	
HELMGART	Town	3	Trade, Metals	
BÖGENHAFEN	Town	3	Trade, Alcohol, Timber	
Ardlich	Village	2	Grain, Flour	
Finsterbad	Village	3	Alcohol, Fish, Grain, Flour	
Grubevon	Village	2	Grain, Flour	
Herzhald	Village	2	Timber	
C. GRAUENBURG	Fortress	4		
WEISSBRUCK	Small Town	2	Trade	
DELFRUBER	Small Town	4	Coal, Metals	
ALTDORF	City	5	Trade	See Location Card
Autler	Village	2	Fish, Timber	
Braunwurt	Village	1	Cloth	
Bundesmarkt	Village	1	Grain, Flour	
Dorchen	Village	2	Grain, Flour	
Frederheim	Village	1	Grain, Flour	
Geldrecht	Village	1	Fish, Timber	
Gluckshalt	Village	2	Grain, Flour	
Grossbad	Village	2	Grain, Flour	
Hartsklein	Village	1	Pottery	
Heiligen	Village	2	Grain, Flour	
Hochloff	Village	2	Grain, Flour	
Rottefach	Village	2	Alcohol, Fish, Grain, Flour	
Schlafebild	Village	1	Alcohol, Grain, Flour	





WALFEN	Small Town	2	Fish, Grain, Flour
C. REIKGUARD	Fortress	4	
UBERSREIK	Town	4	Trade, Coal, Metals
Buchendorf	Village	2	Fish, Grain, Flour
Flussberg	Village	2	Fish, Grain, Flour
Geissbach	Village	2	Grain, Flour
HUGELDAL	Small Town	3	Metals
Messingen	Village	3	Grain, Flour, Metals
STROMDORF	Small Town	2	Alcohol, Fish, Leather
Wurfel	Village	2	Grain, Flour
AUERSWALD	Town	3	Trade, Metals
Dresschler	Village	2	Fish, Grain, Flour
HAHNBRANDT	Small Town	3	Coal, Metals
Koch	Village	2	Grain, Flour, Metals
Sprinthof	Village	2	Grain, Flour, Luxury Foods
Steche	Village	2	Fish, Grain, Flour
GRUNBURG	Town	2	Trade
Hornlach	Village	2	Fish, Timber
Kleindorf	Village	1	Fish, Grain, Flour
Silberwurt	Village	2	Grain, Flour
Worlitz	Village	2	Grain, Flour



REIKLAND 2 (DELTA)

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
MARIENBURG	City	5	Trade	Flour (10), Metals (11), Timber (3) See Location Card
SCHILDERHEIM	Town	3	Trade, Fish, Grain, Flour	
HOLTHUSEN	Town	3	Alcohol, Cloth, Grain, Flour	
Rottfurt	Village	1	Cloth	Cloth (1 sp)

REIKLAND 3 (SOUTHERN)

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
DUNKELBURG	Town	2	Fish, Grain, Flour	
Ruhfurt	Village	2	Grain, Flour	
Schattental	Village	2	Grain, Flour	
DIESDORF	Small Town	2	Grain, Flour	
STIMMIGEN	Town	3	Trade, Grain, Flour	
KEMPERBAD	Town	4	Trade, Alcohol(S)	
Berghof	Village	2	Grain, Flour	
Brandenburg	Village	3	Alcohol(S), Fish	
Jungbach	Village	3	Alcohol(S)	



Ostwald	Village	3	Alcohol(S)
Stockhausen	Village	3	Alcohol(S)

STIRLAND 1

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
WURTBAD	Town	4	Trade, Grain, Wine	Luxury Foods (8 sp)
Biberhof	Village	2	Grain, Timber	
Oberwil	Village	2	Grain, Fish	
Tarshof	Village	2	Grain, Cloth	
Blutdorf	Village	2	Grain	
Kirchham	Village	2	Cloth	
FLENSBURG	Small Town	3	Grain, Cloth	
Lochen	Village	2	Grain	
FRANZEN	Small Town	2	Fish, Grain	
Chrobok	Village	2	Grain	
HALSTEDT	Small Town	2	Leather, Grain	
Tenneck	Village	2	Grain	
Marburg	Village	2	Grain, Luxury Foods	
NACHTHAFEN	Small Town	2	Cloth	
SIGMARINGEN	Small Town	3	Cloth, Grain	
Hardenburg	Village	2	Cloth, Grain	
WÖRDERN	Small Town	3	Cloth, Grain	
Nussbach	Village	2	Grain	

STIRLAND 2 (SYLVANIA)

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
Drakenhof	Village	2	Grain	
LEICHEBURG	Small Town	2	Cloth	
Swartzhafen	Village	2	Grain, Leather	
SCHRAMLEBEN	Small Town	3	Trade, Alcohol, Leather	
Falkenhausen	Village	2	Grain	
Pappenheim	Village	2	Grain	
SIEGFRIEDHOF	Small Town	2	Grain	
WALDENHOF	Town	2	Trade, Grain	See Location Card
Egling	Village	1	Grain	
Mikalsdorf	Village	1	Grain	
Thyrnau	Village	1	Grain	





TALABECLAND I

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
KÜSEL	Town	4	Trade, Grain, Fish	Alcohol (17 sp), Flour (10 sp)
Dreetz	Village	2	Grain	
Lohrafurt	Village	2	Grain, Luxury Foods	
BEK	Small Town	3	Fish, Grain	
Freital	Village	2	Timber	Timber (1 sp per 2 TU)
Viernau	Village	2	Fish	
Garndorf	Village	2	Fish, Grain	
Torpin	Village	2	Grain	
Radische	Village	2	Grain	
HERMSDORF	Small town	2	Grain, Timber	Timber (1 sp per 2 TU)
Ossino	Village	1	Fish, Grain	Fish (2 sp)
Gostahof	Village	2	Timber	Timber (1 sp per 2 TU)
Rangenhof	Village	2	Fish, Grain	
Zutzen	Village	2	Cloth, Grain	
RAVENSTEIN	Small Town	3	Fish, Grain, Timber	
Klepzig	Village	2	Grain	
Unterbaum	Village	1	Grain	
VOLGEN	Town	3	Fish, Grain	
Esselfurt	Village	2	Fish, Grain	
Priestlicheim	Village	2	Grain	
Sudenheim	Village	2	Grain	
Welleborn	Village	2	Grain	
Missen	Village	2	Timber	Timber (1 sp per 2 TU)
Zurin	Village	2	Fish, Grain	
TALABHEIM	City	4	Trade, Grain, Luxury Foods, Timber(S)	Alcohol (17 sp), Flour (10 sp) See Location Card
TALAGAAD	Small Town	3	Trade, Fish, Grain, Timber	
Bachra	Village	2	Grain	
Bad Dankerode	Village	2	Grain	
Grossreiche	Village	2	Grain	
Harferfahre	Village	2	Grain, Fish	
Hernhausen	Village	2	Grain	
Klarfeld	Village	2	Grain	
Kutzleben	Village	2	Timber	Timber (1 sp per 2 TU)
Sprotau	Village	2	Grain, Fish	
Vateresche	Village	2	Grain	
Waldfahrte	Village	2	Grain, Timber	Timber (1 sp per 2 TU)



TALABECLAND 2 (SOUTHERN)

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
KRUGENHEIM	Town	4	Trade, Grain, Fish	Alcohol (17 sp)
Hazelhof	Village	2	Grain, Leather	
Lieske	Village	2	Timber, Luxury Foods	
Kiel	Village	2	Grain	
GERSDORF	Small Town	3	Trade, Fish, Timber	
Dohna	Village	2	Grain	
Sabritz	Village	2	Grain	

WISSENLAND 1

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
NULN	City	5	Trade, Alcohol, Metals	Alcohol (17 sp), Fish (13 sp), Flour (11 sp), Grain (4sp), Luxury Foods (10 sp), Salt (17 sp). See Location Card
Ambosstein	Village	3	Trade, Grain,	
Arschel	Village	2	Grain	
Bibersdorf	Village	2	Grain, Fish	
Brandstadt	Village	2	Grain	
Braundorf	Village	2	Grain, Fish	
Eschedorf	Village	2	Grain, Fish	
Furtzhausen	Village	3	Trade, Grain	
Königsdorf	Village	2	Grain, Timber	
Kotzenheim	Village	3	Trade, Grain, Fish	
Krauthof	Village	2	Grain	
Mattersheim	Village	2	Grain, Fish	
Segeldorf	Village	2	Grain	
Winkelhausen	Village	2	Grain	
Wurstheim	Village	2	Grain	
GRISSENWALD	Town	3	Trade	
WISSENBURG	Town	4	Trade, Metals	Luxury Foods (8 sp)
Dotternbach	Village	3	Cloth, Leather	
Rohrhausen	Village	2	Grain, Alcohol	
Weningen	Village	2	Grain	





WISSENLAND 2 (SOLLAND)

SETTLEMENT	SIZE	WEALTH	SOURCE	NOTES
PFEILDORF	Town	3	Trade, Cloth, Fish	Alcohol (17 sp)
Bernau	Village	3	Cloth, Grain	
Durbheim	Village	2	Grain	
Elzach	Village	2	Fish	
Scharmbeck	Village	3	Metals, Leather	
TIERHÜGEL	Small Town	3	Coal, Metals	Alcohol (17 sp)
Sonnefurt	Village	2	Grain, Cloth	
Steingart	Village	2	Grain	
WUSTERBURG	Small Town	3	Trade, Grain	Alcohol (17 sp)
Eigenhof	Village	2	Grain	
Rötenbach	Village	2	Grain	
GESCHBURG	Small Town	3	Trade, Grain, Leather	Alcohol (17 sp)
Althausen	Village	3	Alcohol, Cloth	
Fluorn	Village	2	Grain	
KREUTZHOFEN	Small Town	4	Trade, Grain	Alcohol (19 sp), Luxury Foods (8 sp)
Weilerburg	Village	2	Grain	
KroppenEben	Village	3	Trade, Furs	
MEISSEN	Small Town	4	Trade, Grain, Metals(S)	Alcohol (19 sp), Luxury Foods (8 sp)
Heisenburg	Village	3	Alcohol, Grain	





CHAOS AT THE TABLE:

BRINGING PROBLEM PLAYERS BACK TO SIGMAR

By Rae Russell



We have all lived with them at our own table or someone else's. Your group might include the Egomaniac, who thinks that every single second of the game should revolve around his character. Or perhaps your evening sessions are plagued by bouts of struggle with the Questbuster, who gets his gaming pleasure from pointing out the tiniest inconsistencies in your plot. Whatever form they may take, problem players can be like the insidious presence of Chaos: subtle at first, slowly consuming pure players until the campaign ends up in a state of disrepair, then deteriorating so fast that your campaign is annihilated before you know what hit you. Here are a few ideas about how a GM can put a stop to problems, without donning his Witch Hunter hat and burning his entire group at the stake.

IDENTIFYING PROBLEM BEHAVIOR

To fix a problem, you must have a clear and nuanced understanding of it. No matter how irritated you might be, take a deep breath and give yourself one more session to observe the problem carefully. (If the problem is about to tear your group apart, you can skip to the next step.) If possible, take some notes behind your GM screen about moments that disrupt the game. Write a bug report: What were you doing at the time the behavior occurred? How did it affect

the other players at the table? What did it do to the flow, pace, or execution of the game? After the session, go back and think about what you would have liked to see instead.

Example:

Alec's screwing around at the start of adventures drives me crazy. During this session, the NPC hook, a lame boy who walks with a crutch, begs for the party's help. Alec's character sniffs out the hook, kicks the crutch out from underneath him, and makes fun of him so harshly that it no longer makes sense for the boy to ask the party for help. The other players get annoyed but do not know how to stop him, and we end up wasting time as I scramble to create another much less interesting hook character. When confronted, Alec says he is 'just playing his character, who is a jerk like that.' I'd like to see him play his character in ways that forward the storyline rather than wreck it. He really only does this when hooked for an adventure, though, so I guess that's something that can be said for him.

Now think a bit about what might cause this behavior. Focus on the player's behavior at your table. For the example above, one might realize the following:

Now that I think about it, Alec dislikes it when the GM takes the spotlight for more than a few seconds; he gets antsy during scene changes and hates extended negotiations with NPCs. Maybe hooks just take too much spotlight away from the PCs for his taste?

Use the same techniques for meta-game problems, as well. At what points in the game does that one player usually start checking his iPhone? When does the usually silent player finally pipe up and start contributing? What does the rules-lawyer try to achieve when he bargains with you? Knowing the answers to these questions gives you a bargaining chip; perhaps you can give the player what he needs in a constructive way.

Once you have finished, come up with a





quick list of three things: the behavior you dislike, the behavior you want instead, and the reason why the existing behavior is counterproductive to the game. Keep your descriptions of these behaviors short (a few words each), but note specific examples of each. You will need these as you move forward.

runs the NPC off, we waste valuable playing time as I make a new NPC.

After you identify the behavior, define the behavior you would like to see, and give the player credit for the things he does well.

Example Nay:

So cut it out, or you're out of the game.

Example Yea:

I like how you're taking the opportunity to play your curmudgeonly PC, but for fairness's sake, I'd like to see everyone get equal say in whether or not the party takes a mission or interacts with a major NPC at the start of the adventure. Are there other ways I can help you play your character? Are there NPCs from your past that might give you the RP opportunities you want?

Now you have shifted the terms of the conversation from something negative and destructive to something positive and constructive. The plot twist from your player's character background can help give that player time to do the things he enjoys. In this case, the player likes to be mean; give him someone specific to torment, so he leaves your hook NPCs alone!

You might meet a loot-hound's needs by giving him a limited amount of cash to spend in a huge city with a whole host of merchants, or you might encourage an inactive player by making him the center of a key plotline. Be creative, and encourage a constructive version of a negative behavior.

If your player's problems are about meta-game issues, talking to him directly usually works best. You will be hard-pressed to solve the issues of a rules-lawyer or a nitpicker in-game, but redirecting his impulse to pay attention to the tiny details into something positive like taking notes or drawing maps may help keep you both sane.

TAKING ACTION

You can take action in several different ways. I recommend one of the first two options below if you have a single disruptive player, but you may find the teaching section of the article more useful if all of your players are gravitating towards an undesirable behavior. As you plan, refer back to the list you created in Step One.

TAKING ACTION I: TALK TO ME

If you have a single player causing a rather specific problem, you may want to start by talking to him. (A radical idea!) I prefer to do this outside the scope of a particular gaming session so that it does not make the other players uncomfortable or invite their direct involvement. I also like to offer the player something special for his trouble; I might use my meeting with him to talk about the behavior, but also to add a plot twist to his personal character background, which will reduce the sting of the conversation we will have.

In your conversation, stay calm. Talk about the behavior rather than about the player personally. Use the I-perspective, and give specific examples from the game. Instead of turning the conversation into GM vs. player, talk about the dynamics in your group of players.

Example Nay:

When you screw with my NPCs, it really pisses me off and wastes a lot of time.

Example Yea:

When your character ticks off my hook NPCs, it keeps the others from sharing in the investigation piece that often starts an adventure. And when your character





TAKING ACTION II: CRIME AND PUNISHMENT

Sometimes, though, you will have a player who will not respond to a rational plea or whose poor behavior is so ingrained that he cannot change it easily. One option can be to penalize the player for the behavior until he stops. Most GMs tend to use this quick and elegant solution. However, punishment can accidentally penalize good players too, so use it with caution. Luckily, WFRP3e puts an extensive system of in-game punishment at your fingertips that can target specific types of undesirable play.

Ideally, the penalty will make the offending player's life hard enough that he stops, but not so hard that you have broken your own game. You might, for instance, be tempted to have him make an enemy of the main hook NPC for the scenario, but if that means that the party as a whole cannot progress through the storyline, you have inadvertently punished all of the players for one player's behavior. Assigning individual punishments like corruption points or conditions will make it clear which player and which behavior you find problematic, but a stubborn or inept player may end up with a character-breaking stack of mutations from his corruption points at the end of a few sessions.

POSSIBLE PUNISHMENTS

- Withholding fortune points (could solve any disruptive behavior).
- Giving corruption points (good for pointlessly immoral behavior, whether in keeping with the PC's original concept or not).
- Assigning negative conditions (good for the excessive in-game drinker or drug user who uses addiction as an excuse for questionable RP or actions).
- Allowing local in-game authorities to get involved (good for those who torture the little folk or engage in destruction of property; also good for those who actively snub nobles).
- Giving the character a "wanted" status (good for those who threaten nobles, town authorities, the military, or the town guard or for those who generally behave outrageously).
- Having the character make a lifelong enemy or enemies (good for a character who loses his cool in a particular scene or acts poorly around a particular NPC, or good if you have an NPC who represents part of a group the character has been hounding).
- Making the character lose an important ally.
- Letting the forces of Chaos take notice of the character (excellent for an immoral character or for a character whose role-play is too self-righteously good for your tastes).

If the player role-plays in a way that disrupts the narrative, punishment within the game world (like authorities or a Chaos cult taking notice) may allow you to add an interesting plot twist to your game, but you might need to rewrite a scenario accordingly. Do not hesitate to do this, as it can allow the individual character a chance to change not only his play style but his character history; however, make it very hard on him and very rewarding for the other players, too—otherwise, you may have your hands full of bad behavior so that everyone can get his own scenario rewrite!

If you make a simple rules change along the lines of "anyone who tortures animals or NPCs from here on out will get corruption points," be sure you are up front with your players about the change, especially if the behavior has happened before and you have not punished





it. Think about the limits of those rules: What happens if a major NPC asks them to engage in the behavior? Will that be a fun moral conundrum or a game-stopping problem? Think, too, about the ultimate outcome if the players do not change the behavior, and be sure you explain it to your players: "If you end up taking many corruption points and getting a mutation, here are some of the things you can look forward to: constant illness, having to hide your mutation from the authorities, having a connection to a Chaos god, and so on."

Example Nay:

Oh, by the way, every time you do this now, you're going to get a corruption point. Here's your first.

Example Yea:

Okay, we're going to change things a bit this session; from here on out, you'll get corruption points if you end up behaving in extremely violent or torturous ways towards innocent NPCs or NPC animals. This new rule gives us the opportunity to get some neat complications and mutations on the table that will make the storyline more exciting. I've also noticed that some of you get so violent so often that it stalls the storyline because you've killed or alienated key NPCs. I don't want to prevent you from playing your character concepts, but I do want those choices to have consequences. Let's try corruption points out this session, and if they don't work, we can revisit them later.

TEACHING OLD PLAYERS NEW TRICKS

Sometimes, a style of play that does not fit the WFRP universe or the scenario at hand can become a problem. Players who treat WFRP as though it were D&D, for instance, may constantly look for the next big monster, hurl magic around, or ask every noble for an exorbitant payment. Mindsets quickly become a whole-party problem, and while the party with the wrong mindset may not exactly play against the rules, they often miss the opportunity to explore the game as fully as possible.

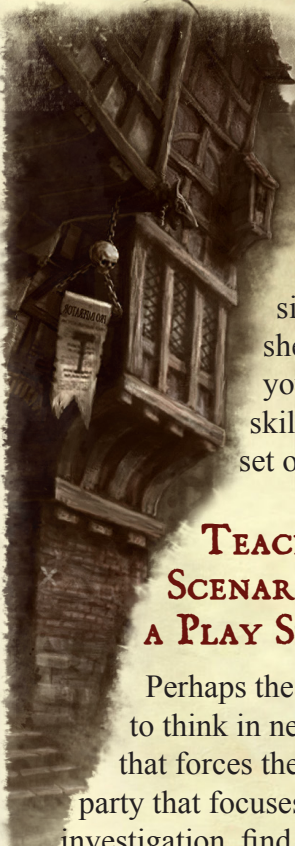
PARTY BEHAVIORS YOU MIGHT WANT TO UN-TEACH:

- Rushing headlong into every fight without thinking tactically, counting solely on firepower to get them through.
- Paralysis due to analyzing the tactics of the upcoming fight, spending hours planning their approach instead of just attacking.
- Refusing to participate in politics and intrigue.
- Constantly hurling around too much magic.
- Players so wrapped up in the mechanics of the game that they forget to role-play (or vice versa.)
- A party so focused on individual character goals that they miss the overarching mission (or vice versa.)

None of these examples represents inherently bad or illegal play styles *per se*; the party just focuses too much on a single mode of playing WFRP and misses out on the complexity that makes Warhammer shine. Often, single-style play stems from players who have extensive experience with another system that emphasizes that style. While you would not want to punish your players for a lopsided play style, particularly if they enjoy the game as it is, you might want to show them how to engage in a different style of play. You might explain to your players that you want to give them more tools to use in their RPG toolboxes.

Helping your players expand their horizons takes a bit of time and ingenuity on the GM's part, but it can be well worth it when your game becomes more complex and interesting. Before you undertake any of the following techniques, have an honest discussion with your party about what you intend to do and why. Explaining that you really want them to think about how to fight tactically before running a tactical fight scenario, for instance, will not only allow them to practice the new skill, but will also prime them to think about what makes that new way of playing enjoyable (or to think about why they avoid it!)





You might also point out ignored skills that they can now use in this new 'mode.' Sometimes players do not know how to use skills they took at creation, so those skills sit unused on their character sheets for months. Showing your players how to use those skills can open up a whole new set of possibilities for them.

TEACHING BY MEANS OF A SCENARIO THAT HIGHLIGHTS A PLAY STYLE

Perhaps the quickest way to get players to think in new ways is to run a scenario that forces them to do so. If you have a party that focuses on fighting rather than on investigation, find a scenario that forces them to investigate. If you want them to think about sneaking rather than fighting head-on, select a scenario that forces them to use other modes of confrontation. If they wait to be given orders by an NPC, choose an open-ended or sandbox-style scenario that requires them to figure out a plan of attack on their own.

Whatever you do, though, do not expect them to know how to engage in a style of play that is not their own. Help them by suggesting tactics and skills, and remember to make the experience rewarding so they continue to use the new play style in the future. Sneaking around should feel just as intense and require as many exciting critical rolls as a fight. Social combat should carry hefty penalties for failure. Playing their individual characters well should help them complete the scenario goals.

And remember to point out what they do well; often, players who are new to a play style think only in terms of successes and failures. If they

SCENARIOS THAT TEACH NEW PLAY STYLES:

These scenarios highlight particular types of tactics, skills, and modes of play that might be useful for helping your players think differently:

With a Little Help from My Friend

(<http://tinyurl.com/c5jqk3p>)

Early in this scenario, PCs must leave their weapons behind. The scenario highlights observation, sneaking, and interrogation instead of fighting.

The Edge of Night

(Available from Fantasy Flight)

This sandbox-style adventure encourages players to investigate the problems in the city and create their own path based on their findings instead of relying on NPCs to point them in the right direction. It also encourages use of the whole range of WFRP rules.

Carnival of Darkness

(Included in this issue of Liber Fanatica)

This wonderfully balanced scenario requires the party to investigate, negotiate, and fight well. If you want to emphasize investigation or social skills, one of the Carnival NPCs could easily fit into a particular PC's personal background or into the group's overarching campaign mission. If you would like to have the party practice tactical thinking, you can emphasize the terrain and layout of space in the final battle.

Master of Shadows, Part Two

(Included in this volume of Liber Fanatica)

If the players need to think about individual character motivations, this scenario might prove ideal, since characters move to different locales and interact with a cross-section of society.

The Prisoner

(<http://tinyurl.com/cg2moke>)

This highly-customizable one-sheet campaign can be tweaked to teach players to look before they leap; it makes for an excellent choice if your party tends to trust too easily, and you can add investigation and social combat as needed. Good, too, for reminding a magic-heavy party of the dangers of showing off their powers!



think of something clever, point it out—even if their die roll ultimately fails.

You need not rewrite or run an entire scenario to make this work. You can simply change a single pivotal fight or include an additional social combat in an existing scenario.

Players might write up short-term and long-term goals for their characters (including trade and craft goals,) and the GM could then add NPCs to the towns, boats, and carriages who could help them meet their goals.

Strategic use of just the right scenario can really help players see the parts of the system they have missed. Read descriptions of existing and fan-made material to get a sense of scenarios available to you; you may not have any intention of running a particular piece right now, but a mental catalogue can come in handy if you want to show your players a particular technique later on.

TEACHING BY CREATING A ONE-OFF

Sometimes, players box themselves in because they associate their PCs with a particular style of play. Perhaps you have a party that has only taken combat-heavy skills, and you would like to teach them to value social skills—but you cannot do it because they have not taken any! Perhaps they sneak through every fight because they have few combat skills, or perhaps they fail to RP their individual characters as they have written them because they focus too much on getting the “right” answer to the scenario storyline. Consider running a single-shot, one-day adventure with premade PCs whose skills highlight the types of play you would like to encourage. One-offs allow players to try out new techniques in a scenario that will not have long-term consequences, which can make them braver about moving out of their established playing patterns.

One-offs can also get passive players more involved. You can assign a passive player a key mission or leadership position to give him the

chance to take control, or you might ask him about what he would like to do that he has not had the chance to do in the main mission.

If you are not keen on taking time out of your play schedule to do a one-off, you can also accomplish the same thing by doing a “cut scene” in which the players briefly take on the roles of NPCs. Not only does a cut scene allow them to try out new play styles, but it also lets players see the ongoing storyline from a new perspective.

THINGS TO CONSIDER BEFORE WRITING A ONE-OFF:

- What skills do I want to give my premade characters that my characters tend to ignore? Do I want them to think about the value of social skills? Or fighting? Will I need to teach or retrain any basic mechanics for them to use these skills effectively?
- What new play style do I want them to learn? How can I create a scene that allows them to use this style productively? Design your scene with the characters in mind; you might create physically weak premade PCs and very talented fighting NPCs to encourage the players to sneak.
- Is there any lore that I can work into this one-off that might be useful to the main characters? Can the scenario be a prologue to something happening in the main game? Can I give history about allies, enemies, or a key location?
- If your party has a favorite (or hated!) NPC, could you bring him back at a different time in his life or under different circumstances? Develop your storyline so the one-off does not feel like such a departure from the main mission.
- Do the PCs' main characters get rewards for this mission? If a particular player uses a new skill very well, you might bend the advancement rules in your main game and give the skill to his main character; that encourages him to transfer his new play style to the existing game.



TEACHING BY TAKING A CUE FROM OTHERS' (AND OTHER) GAMES

Ideally, a GM should watch others GM in order to improve his style. Attend conventions, visit friends' games, or stop by your FLGS so you can see other GMs in action. A terrible GM can teach you a lot

about what not to do, and a good GM for a game you do not like, may teach you what you most value about WFRP.

Listen to podcasts of play sessions as well, like Reckless Dice. Podcasts often play through official content, so you might be able to hear the pitfalls of running a particular scenario you are planning to use

ENHANCEMENTS FROM OTHER GAMES

- **Vampire's Prologues**—in these, players have a special session with the GM to role-play one or more crucial scenes in the character's background. Prologues encourage your players to think deeply about their character's psychology and life choices, and they give the GM a chance to establish strong emotional ties between a particular PC and important NPCs in his/her past. This helps players who do not know how to develop their character, and gives them a chance to work out how their PCs will react to challenges.

- **Mouse Guard's Player Turn**—at the end of a Mouse Guard session, the GM turns the reins over to the players and allows them to decide where the narrative will head. The Player Turn lets individual characters resolve issues that stem from their character backgrounds and may not impact the main storyline. Mouse Guard only allows a limited number of dice rolls, or "checks," to be expended during the Player Turn; players earn these checks during the regular GM-centric adventure. See the Mouse Guard rules for details. Player Turns can train players who are too dependent on the GM or the NPCs for guidance, to think outside the box and set their own goals.

- **Burning Wheel's Beliefs, Instincts, and Goals**—players of Burning Wheel write Beliefs (the single guiding principle of the character), Goals (the main thing the character wants to accomplish right now), and Instincts (the thing that the player automatically does, no matter what) at the beginning of each game. Each player then shares with the other players. The act of writing makes players revisit their characters' motivations anew at the beginning of each session. A group check-in at the end of game allows each player to reflect on how well he has role-played his own goals over the course of a session. I have found these so helpful in encouraging

great RP that I will probably never run any RPG without using them in some fashion. Beliefs, Goals, and Instincts can help players think about their own characters, but the sharing of B/G/I also cements players as a team and allows them to appreciate each other's work at the table. The table chatter around what went well and was appreciated in a mission can also allow players who are not fitting in, to hear what the other players enjoy.

- **Pathfinder Society's Lodges**—we often see GMs on forums asking how to string together "official" Warhammer adventures, especially when they've mixed a few scenarios from v2 and a few from v3. Ideally, you would write your own involved overarching story, but not everyone has the time, especially if your gaming group plays several different RPGs at once. In Pathfinder, each scenario requires the party to complete tasks for the Pathfinder Society, but each individual PC completes side missions within those scenarios for his home faction. Adapt this for WFRP. Give your party an important contact in Altdorf for whom they work; you need not even flesh him out now, as they can discover more about him as they progress (and as you have time to write him!) Then, ask each character a bit about his background (or use info that came up in the Prologue, if you played one.) Choose a personal contact and have your PC do a few additional missions during each scenario for that contact. If you can get the personal and the main contact at odds with each other, so much the better! You will end up having the impetus for some great tension in-game, and every PC will get the spotlight at some point in each session. Finally, do not let the writing of all these NPCs overwhelm you; negotiate them with your PCs, and ask each PC to do a bit of writing about their contact if you get stuck without ideas.



in the future.

In truth, other systems manage some aspects of the game better than Warhammer does. Lift tidbits from other systems and bring them into your own game!

FINAL THOUGHTS

Sometimes, a player just will not fit in with your group, and you will have to part ways. In most cases however, problem behavior stems from a player's

desire to experience the game in a way that does not mesh well with the GM's vision. Negotiating the differences between the player's and the GM's expectations can often be eye-opening for both, and the conversation may lead to a better game for everyone involved.

Unlike putting on your Witch Hunter hat and burning your Chaos-causing players, skillful negotiation keeps you on the right side of the law...and keeps you from having to explain how that pyre got in the living room.



Horheim

ADVENTURING IN THE
CITY OF THE DAMNED



When Morr weeps for the jewel consumed in crystalline fire
While the crown lay unclaimed upon a throne contested
He will descend from the heavens escaped, released
As the Lord of Shadows unto the house of murder.





MORDHEIM

ADVENTURING IN THE CITY OF THE DAMNED

By Jason Rapai

The year 2000 of the Imperial Calendar, Sigmarzeit Altdorf, capitol of the Empire, home of the Great Cathedral of Sigmar, and the impressive School of Engineers is abuzz with doom sayers, prophets, politicians, nobles, and thieves. Work had been difficult to come by for most, especially in the months since Sigmar's Comet, a twin tailed comet, appeared before the new year over the city of Morheim, far to the east.

Though initially hailed as a divine omen, word has reached Altdorf that the comet had struck down in the city killing thousands upon thousands and leaving most of the city in utter ruin. Yet, still some claimed it divine in origin, sent to cleanse the city of the impure who gave into their baser selves and gathered in Mordheim to

celebrate the false second coming of holy Sigmar.

Though many weeks travel from the city-state, people here in Altdorf felt the ominous rumble of Sigmar's Judgement upon Mordheim. The comet struck the city with such force that it caused plaster to crack and unkempt structures to collapse here in the capitol of the Empire.

Word had also reached Altdorf that fragments of the comet—strange green-black stones called wyrdstone—contained great and powerful magic. Rumors said the stones could turn lead into gold, cure even the most severe ailments, even raise the dead, but as rumor often go, it is near impossible to find any proof of such outrageous miracles.

Then it happened, two months after the comet



decimated Mordheim a travelling carnival arrived in Geldrecht, a small border market of Atldorf. A crowd gathered to watch the show, as many such carnivals come to Atldorf to scrounge up an easy audience in the crowded streets. But this carnival was somehow different.

Yes, they put on shows, performed stunts and famous scenes from the most popular plays, but the last act of the carnival was both awe inspiring and altogether terrifying at the same time.

A hunched man, introduced as Green Ollivard the Magnificent was to perform a magic trick. He hobbled to the front of the carnival state, sliding a stool with something covered in old and worn black velvet on top of it. The hunched man never revealed his face, but asked the crowd to volunteer a single piece of brass. A young man from the crowd stepped forward, possibly hoping to impress the lovely young lass accompanying him. He handed his brass penny to Ollivard who snatched it up unceremoniously—causing the boy to flinch.

Ollivard slowly pulled away the swatch of black velvet from the stool revealing a green-black stone the size of a man's head—much like obsidian, but darker, more mysterious. He slowly reach out and chipped away a tiny sliver of the stone with a gloved hand and chisel, and wrapped the sliver and the penny together with a leather strap seemingly pulled from thin air. Grasping the small bundle in his hand held aloft, he chanted something quietly, too soft for the crowd to hear, and a soft green glow began to emanate from his clenched fist.

Frightened shrieks from the women and young girls in the crowd rang out and men gasped, but no one ran.

The crowd did not scatter.

The show continued.

When the glow subsided, Ollivard simply handed the boy the bundle, covered his stone, and hobbled

off the stage while the curtains slowly closed behind him. Meanwhile the boy eagerly unfurled the leather wrapped coin. His single brass penny had been replaced with a brilliantly shining golden crown. The boy and his young lass were ecstatic. They leaped around in their excitement while greedy onlookers gathered around them. Some men rushed the stage and ripped down the curtain in an attempt to find the man known only as Green Ollivard the Magnificent, but nothing was there.

No backstage.

No cart.

Nothing.

The young boy and girl were forced to flee the carnival area, narrowly escaping before being crushed by the crazed crowd. Guards began to gather around the scene and broke it up just before the bedlam spiraled out of control—madness driven by greed. The crowd dispersed and no one was seriously injured that evening, but the next morning, the young boy with the brass-penny-turned-gold-crown was found dead in the center of the field where the carnival was held. The boy's right had had been deformed and was covered in greenish pustules. No suspects were announced and the body was burned by witch hunters.





INTRODUCTION

It was on the first day of the year nineteen hundred and ninety nine of the era of Sigmar, the God of Battles, and the Father of Men, that the twin tailed comet was first spotted in the land of Osermark over the city of Mordheim.

A seeress of the cult known as the Sisters of Sigmar was the first to observe this auspicious sign of prophecy, confirming the predictions of one Macadamnus of Greill, written more than five hundred years prior.

*When Morr weeps for the jewel
consumed in crystalline fire
While the crown lay unclaimed
upon a throne contested
He will descend from the heavens
escaped, released
As the Lord of Shadows unto
the house of murder.*

The Cantos of Macadamnus
Verse CXXXI

As word about the comet spread throughout the Empire many and more people flocked to Mordheim, disenchanted with the political chaos and corruption that was rampant across the provinces. For this was a time with no Emperor and the elector counts of Reikland, Middenland and Sylvania, as well as the Lady Magritta of Marienburg vied for the crown.

In the months that followed, those who flocked to Mordheim to celebrate became more decadent and frivolous in their merrymaking, feasting, drinking, dancing and partaking in indecent carnal pleasures as Daemons prowled the packed streets and mingled unnoticed in the crowds of revelers.

But then, as the cavalcade of wickedness and debauchery had reached its zenith, the Hammer



With listless, unseeing eyes, Jürgen stared at the slimy water's edge deep down in the canal. A grey shaft of light penetrated the dingy rags of clouds, illuminating the area which he was supposed to keep an eye on: a fifty yard segment of the canal and a small Platz looming beyond the canal and surrounded by towering, blackened ruins. But there was little to watch over. The canal was wide enough to keep the rivals of Jürgen's warband from attacking them from the north, and this was precisely why Jürgen, a youngblood, had been posted here in this ruined corner of the building.

Two days without food and little to drink; no wonder Jürgen's mind was wandering despite the possible dangers. Three of their fighters lay wounded after the ambush two days ago and the Captain was dead. Matthias, a sly, one-eyed veteran, had taken the lead and insisted that the survivors should weather it out in this half collapsed old tavern. They would wait until their besiegers got bored and left.



A small bird landed on a rotten barrel swimming in the canal filth. The surface of the snot-coloured canal water stirred as the bird hobbled on the barrel, prodding at the grimy wood with its long beak in search of insects buried within. Suddenly, there was a splash next to the barrel and the bird started away. In its place, there was now a fish-like creature with needle-toothed jaws opening and closing in gasps for air. But very quickly, the fish spread its grotesquely large fins and launched its glistening body up into the air—for a moment it looked like it was going to snatch the bird in mid-air—yet, suddenly, the fins retracting against its sides and it plummeted back into the black green abyss.

It was all like a bizarre and hellish dream to Jürgen. No sleep, nothing to eat and the faint, ghostly green glow of the shards of wyrdstone they carried seemed to have burnt a permanent haze at the boundaries of his vision, even when he closed his eyes. Each time he opened them again, he was unsure whether or not he was still dreaming. Across the canal, there was a rattle of pebbles down a mound of rubble and hollow plops as they fell into the water.

Jürgen was only beginning to wonder what had dislodged the pebbles when he noticed the thick shaft of the crossbow bolt sticking from his chest. It was a curious sight—Jürgen thought, falling on his side while shouts of alarm sounded behind him



of Sigmar, the twin-tailed comet said to portend the Father of Men's second coming, crashed into the city, utterly destroying it and ending the lives of every soul within the city.

THEY BEHELD THE HAMMER FALL

Mordheim was originally designed by Games Workshop as a tabletop skirmish game not unlike Necromunda or Gorka-Morka, but in the grim fantasy world of Warhammer. Set in Warhammer's past, at a very specific time, when the Empire had no Emperor and the whole of the Empire was thrown into chaos. It is also a time that absolutely screams role play.

This is the first in a series of articles filled with suggestions to help you use Mordheim in your Warhammer Fantasy Roleplay games or, at the very least, inspire you to add more 'grim and perilous' into your adventures.

THEY FLOCK TO MORDHEIM

Mordheim is a unique and fabulous representation of the Warhammer world where every major force throughout the Old World is fighting for the same thing, wyrdstone — a glossy green-black stone similar to obsidian that radiates the raw power of Chaos.

Rumors about the magnificent powers wyrdstone possessed circled the Empire after Mordheim's destruction catching the eyes, ears, and coin purses of everyone from electors to beggars. This wyrdstone, or as some have come to call it, warpstone, was thought by the electors to be the key gaining enough support, power and wealth to become Emperor, but other creatures also desired the corrupting stone for far more sinister rites than transmuting lead into gold.

Mordheim lends itself to many types of campaigns as well. You can easily run a campaign of high adventure and the thrill of battle or perhaps you want to run a game of political intrigue where the PCs are





attempting to prop their patron into the seat of Emperor.

The PCs could also be mutants, hiding in the city from the purifying flames of witch hunters, or they may have joined up with a group of witch hunters desiring only to purge the taint of corruption, necromancers, and cults from the dread city.

In Mordheim, adventurers could stumble across a Chaos ritual, foil the plans of a rival city's warband, give chase to thieving Skaven gutter runners, chop through a horde of zombies and still be home for dinner... If they survive that is.

THEY SEEK TO GAIN GREAT POWER

One of the most important parts of any RPG is properly laying the setting before the PCs. The setting conveys the mood, place, and time of the adventure—Mordheim is no different. It can be hard to constantly describe the different kinds of ruins the PCs are traversing, so every now and again they need to come across something far more interesting and hopefully dangerous. These additional somethings do not need to part of the larger campaign, Mordheim is full of chance encounters, wandering monsters, and lurking threats that need no more reason to appear in your game other than “because.”

As your party of adventurers explores Mordheim, they will constantly be exposed to the corrupting forces of Chaos while trudging through heaps of rubble, but occasionally, they will come across something interesting and possibly profitable. As GM, you can choose to select locations from the Exploration Chart for the PCs to discover on their forays into the city, or you can use the following rules to allow the PCs to randomly discover such locations.

RANDOM EXPLORATION

Exploring Mordheim is not a simple task and requires preparation, skill, and team work. To represent this, the PCs will make a **Folklore or Observation** check each time they begin to explore.

Have the PCs elect one PC to make the **Folklore or Observation** check to determine the rank of location the PCs find. The difficulty is **Simple (1d)** in the morning, **Average (2d)** in the afternoon, **Hard (3d)** in the evening, and **Daunting (4d)** in the dead of night. Each other PC that aids in the exploration adds 1 ☐ to the dice pool plus 1 ☐ for any relevant specialisations. The Mordheim Map or other items may modify the dice pool as well and the GM is encouraged to use corruption from any of the searching party members to add ☐ to the dice pool.

I saw them inside the city. Beady eyes watching you, following you everywhere you go. You can hear them in the walls and scrabbling claws underground. I won't let them hurt you. I won't let them hurt you too.

OVERHEARD RAMBLINGS OF A DERANGED MAN TO HIS PET RAT OUTSIDE THE WALLS OF SIGMAR HAVEN



EXPLORATION SKILL CHECK RESULTS

- ☞: Rank 1 locations.
☞☞: As above, or rank 2 locations.
☞☞☞: As above, or rank 3 locations.
☞☞☞☞: As above, or rank 4 locations.
☞☞☞☞☞: As above, or rank 5 locations.

☞☞: +1 ☞

☞☞: +1 ☞

☞☞: +1 ☞

☠☠: -1 ☞

☠☠: -1 ☞

Once the location Rank is determined, the GM selects a location from the Exploration Chart or determines one at random. After the location is selected the GM reads the location description and narrates the results to the PCs

USING LOCATION CARDS IN MORDHEIM

Areas of importance in Mordheim tend to be loaded with interesting features that can be interacted with or have to be carefully navigated through. Location cards are a must inside and outside of the city. These simple cards help the players understand their surroundings while helping the GM set the mood. For example, a common brawl in the streets of Mordheim might include a burning building, access from the broad sewers, a few buildings filled with crumbling ruins, and an eerie mist flowing into the streets as the sun sets.

In another example, perhaps the party is visiting Sigmar Haven where the PCs have the option of visiting a homely tavern to rest, the marketstrasse

to unload their latest finds, or praise the God of Battles at the shrine of Sigmar. Additionally, the GM could use the rural settlement card to represent the suspiciousness those living in Sigmar Haven feel towards people who are not clear devotees to Sigmar.

ADDICTION RULES

Some substances, such as Crimson Shade are extremely addictive. After each dose of an addictive substance has worn off the character must make a **Resilience (To) check** with a difficulty equal to the number of doses of the addictive substance he has taken with the substance's Period or become addicted.

A character addicted to an addictive substance no longer needs to make checks to avoid becoming addicted, but must take one dose of the addictive substance every day to avoid its Withdrawal Symptoms.

Each day, an addicted character must make a **Resilience (To) check** with a difficulty equal to the substance's Severity minus the number of Periods that have passed since the character took his last dose. If he fails, he suffers the substance's Withdrawal Symptoms.

Corruption seeps from everything inside the City of the Damned, especially after the sun sets. You could use the cursed ruins card to represent this swell of ruinous power after dusk. Or perhaps you really want to show how dangerously corrupting being within the city walls can be, so you use the cursed ruins card whenever the PCs enter the city. The abandoned cemetery is an excellent card for representing the rising dread inside the PCs after dark.

The GM should be creative with location cards when adventuring in Mordheim and use them, use a lot of them, to really set the scene for the players.





THEY LEFT FOREVER CHANGED

Mordheim, like the rest of the Warhammer world, is all about setting the proper mood and getting just the right amount of grit and humor to create a fun, entertaining, and challenging gaming experience. It is encouraged that you to use this article as inspiration to fuel your adventures into the darkest depths of the Warhammer world.

EXPLORATION CHART

RANK 1 LOCATIONS

- Well
- Shop
- Corpse
- Straggler
- Overturned Cart
- Ruined Hovels

RANK 2 LOCATIONS

- Tavern
- Smithy
- Prisoners
- Fletcher
- Market Hall
- Returning a Favour

RANK 3 LOCATIONS

- Gunsmith
- Shrine
- Townhouse
- Armourer
- Graveyard
- Catacombs

RANK 4 LOCATIONS

- Moneylender's House
- Alchemist's Laboratory
- Jewelsmith
- Merchant's House
- Shattered Building
- Entrance to the Catacombs

RANK 5 LOCATIONS

- The Pit
- Hidden Treasure
- Dwarf Smithy
- Slaughtered Warband
- Fighting Arena
- Noble's Villa

LOCATION DESCRIPTIONS

RANK 1 LOCATIONS

WELL

Mordheim once prided its self on its decorative wells covered by rooves raised up on carved pillars. But now, like the rest of the city, this well lays in ruin, most likely polluted with wyrdstone.

One PC may choose to descend into the well.

Once in the well, the PC may make an **Average (2d) Observation check** with ■■ due to limited light.

If the PC succeeds, he finds a shard of wyrdstone. If the PC rolls ☠☠ or a ✨ on either check, he is exposed to a minor **(2d)** source of corruption from the Chaos tainted well water.

The PC must make an **Easy (1d) Resilience check** or swallow tainted water and contract a disease with the filth or ingestion trait. If the PC already has a disease with the filth or ingestion trait, he gains another symptom instead.

SHOP

The Merchants' Guild ran many general stores like the one standing before you. This one has been thoroughly ransacked, but there might still be a few useful items scattered throughout the rubble.

Have the players elect one PC to make an **Average (2d) Observation check**. Each other PC who chooses to search the shop adds □ to the dice pool for assisting.





⚡: For each ⚡ rolled the PCs find an abundant, plentiful, or common item from the camping/survival, hand tools, illumination, or trade tools item types found on page 79 of the WFRP rulebook.

⚡⚡: The PCs find a rare item from the camping/survival, hand tools, illumination, or trade tools item types found on page 79 of the WFRP rulebook.

☘: The PCs find a Lucky Charm (see item card).

💀: One of the PCs slips and falls gaining 1 fatigue.

☼: One of the PCs steps on a nail or slams his or her head on a low beam, suffering 1 wound. If the GM did not spend any challenge on this Exploration, add 1 challenge point to the GM's pool.

CORPSE

Along one of the twisting streets of the city, you find the still-warm corpse of a man. Perhaps some of his possessions have not yet been looted.

To see what PCs find when they search the corpse, have one PC make a **Trivial (0d) Observation check** with ■ added to the dice pool.

⚡: 50 brass coins.

⚡⚡: A hand weapon, dagger, suit of leather armor or brigandine armor.

⚡⚡⚡: A longbow, short bow, crossbow, or suit of chainmail and 10 silver coins.

⚡: 5 silver coins.

⚡⚡: 10 silver coins.

After searching the corpse, have the PC make an **Easy (1d) Resilience check**. If the PC fails, he or she contracts a disease with the contact trait or adds a symptom to a disease he or she already has with the contact trait.

⚡: The PC does not contract any diseases.

💀: The corpse is corrupted and the PC is exposed to a minor source (2d) of corruption.

☼: The corpse is corrupted and the PC is exposed to a minor (2d) source of corruption. If 💀 result was also rolled, the corpse is a moderate (3d) source of corruption instead.

STRAGGLER

You come across a man who has somehow managed to survive within the City of the Damned despite losing all of his worldly possessions and his sanity.

The PCs can interrogate the man and gain some insight into the city. The man's information grants to PCs a □ when exploring a specific area known by the man. They may also ignore up to one ■ due to terrain from that area.

OVERTURNED CART

A covered wagon—like those nobles would travel in from the city to their estates in the country—is overturned and blocking the ruined gateway you are approaching. The horses have either broken free of the wagon or someone cut their traces, but regardless, they are long gone.

To see what the party finds, have one of the PCs make an **Easy (1d) Observation check**.

⚡: A purse with 15 silver coins.

⚡⚡: Mordheim Map (see item card).

⚡⚡⚡: Jewelled sword and dagger worth three times their normal value (these are not superior weapons, just decorative).

💀: A corpse still in the cart is infused with corruption and terribly mutated. The PC searching the cart is exposed to a minor (2d) source of corruption.

RUINED HOVELS

The street is lined with ruined hovels—the foundations clearly damaged, causing the buildings to lean over the street at alarming angles. There may still be something worth looting though.

Have the each PC who wishes to search the hovels roll □□. For each ⚡ rolled the PCs find an item from any item type (listed on page 79 of the WFRP rulebook) in the abundant category. For each ⚡⚡ rolled the PCs find an item from the plentiful or common categories.





RANK 2 LOCATIONS

TAVERN

A creaking sign is about the only thing still standing to mark this ruined building as a tavern. Broken flagons and tankards litter the rubble, but it appears the tavern's stone foundations are still intact. Perhaps they had a cellar.

Have each PCs who wishes to search the tavern roll a ☐. For each success rolled, the PCs find a sealed barrel ale or wine (each worth 15 silver). If at least **HH** is generated, the PCs find a sealed Cask of Bugman's Ale (see item card). Unfortunately, all of the ale or wine (except for Bugman's Brew!) is seething with corruption and any PC that drinks from the barrels must make a **Resilience check** with a difficulty equal to one-half the number of drinks the PC consumed (rounded up). If the character fails he or she is exposed to a minor **(2d)** source of corruption.

SMITHY

The floor inside this ruin is littered with coal and slag and the furnace and toppled anvil clearly label this place as a smithy. Most of the iron and tools have long since been looted, but there may still be something of value hidden in the debris.

Have the PCs elect one PC to make an **Average (2d) Observation check**. Each other PC that chooses to search the tavern adds ☐ to the dice pool for assisting.

HH: The PCs find a hand weapon, spear, or 20 silver worth of trade tools related to blacksmithing.

HHH: As above, and the PCs find a flail, great weapon, lance, halberd, or a hand weapon and an additional 30 silver worth of trade tools related to blacksmithery.

HH: The PCs find 5 silver worth of metal.

HHH: The PCs find 15 silver worth of metal.

SS: One of the PCs scratches his or her leg badly on some rusty metal causing 1 wound and possibly causing disease if not properly treated.

S*: One of the PCs accidentally falls into a large set

of bellows filling the smithy with corrupted dust and each PC searching the smithy is exposed to a minor **(2d)** source of corruption.

PRISONERS

You hear a muffled sound from a nearby building. The building seems completely empty, but when you break open the locked cellar, you find a group of finely dressed people. They were prisoners of some sort, perhaps meant to be sacrificed during Geheimnisnacht. As soon as the prisoners notice the PCs, they begin to beg to be released and escorted out of the city.

If the PCs decide to escort the prisoners, reward them with something simple totally no more than one or two gold pieces at most or better yet, one of the prisoners is a member of an influential family prominent somewhere else in the Empire granting the PCs a useful and somewhat powerful ally.

FLETCHER

You find a small building that has been completely overlooked nestled between a pair of larger ruined structures which have been thoroughly looted. It must have been a fletcher due to the bundles of yew staves and willow rods everywhere you look.

Have the PCs elect one PC to make an **Average (2d) Observation check**. Each other PC that chooses to search the fletcher adds 1 [Fortune] to the dice pool for assisting.

HH: The PCs find a short bow or longbow.

HHH: As above, and the PCs find a longbow or crossbow.

HHHH: As above, and the PCs find a superior short bow, longbow, or crossbow.

HH: Most of the items in this shop are in terrible shape, but the PCs find 12 arrows or 6 bolts in the detritus.

HH: The PCs find 12 arrows or 6 bolts.

HH: The PCs find 12 arrows or 6 bolts.





☠☠: One of the PCs pricks him or herself on a rusty arrow head which may cause disease unless cleaned properly.

✧: One of the PCs finds a small shard of wyrdstone, but gains is exposed to a moderate (3d) source of corruption as it pierces his clothes or boot causing 1 wound.

MARKET HALL

A raised market hall stands a short distance up the street. The once-enclosed upper storey is badly damaged, but the covered market still offers a good deal of shelter. Broken pottery, iron pots and cookware, among other items of little use within the city lay scattered about the cobbles--remnants of the last market day before the comet struck.

Have the PCs elect one PC to make a **Hard (3d) Observation check**. Each other PC that chooses to search the market hall adds ☐ to the dice pool for assisting.

☠: The PCs find 20 silver worth of abundant or plentiful items from any item category.

☠☠: As above, and the PCs find 40 silver worth of abundant, plentiful, or common items from any item category.

☠☠☠: As above, and the PCs find 1 gold worth of abundant, plentiful, common, or rare items from any

item category.

☠☠☠: One item the PCs find is of superior quality.

☠☠: While searching the hall, one of the PCs inhales some corrupted dust and is exposed to a minor (2d) source of corruption.

✧: One of the PCs dislodges a support pillar causing a section of roof to collapse, the sounds ringing out like a beacon of "come, eat me" throughout the city and filling the hall with corrupted dust. The party tension meter is raised by 2 and each PC in the market hall is exposed to a minor (2d) source of corruption.

RETURNING A FAVOUR

One of your old acquaintances catches up to you as you are entering one of the make shift towns around Mordheim. Against all odds he managed to find you here to repay and old favor or debt.

Ask the players to name an old friend from one of their PC's past without telling them why. This old friend or an emissary thereof has come to repay a favor from some time ago. Give that PC coins or a useful item of superior quality totaling no more than 3 gold pieces. In addition, the payback comes with a letter written to the character thanking them for their help and wishing them luck in the city of the damned.



RANK 3 LOCATIONS

GUNSMITH

A Dwarf gunsmithy sits in ruin on a nearby street corner. The doors are barely hanging by their hinges and the main room of the shop looks thoroughly ransacked, but perhaps some of the the heavier strongboxes were left behind.

Have the PCs elect one PC to make a **Hard (3d) Observation check**. Each other PC that chooses to search the gunsmithy adds ☐ to the dice pool for assisting. A PC searching the gunsmithy, or assisting in the search, with a specialisation in any skill that has to

do with blackpowder weapons adds an additional ☐ on this check.

☠: The PCs find 25 silver worth of trade tools relating to the gunsmith trade.







☠☠☠: The PCs find a working blunderbuss, handgun, or pistol.







☠☠☠: The PCs find some shot and a powder keg of unspoiled blackpowder worth 1 gold piece, enough for 100 shots.

✧: One of the PCs accidentally sets off a loaded handgun. Make an attack with the handgun against






the PC with , and a number of  equal to the PC's defense plus the number of  rolled on the **Observation check**. After the shot the handgun is destroyed.

✧✧: One of the PCs drops a gun that he or she is inspecting which causes a spark and detonates all of the remaining powder kegs in the gunsmithy (consequently destroying any kegs found by the PCs). Make an attack as if using a blunderbuss against each of the PCs inside the gunsmith with , and a number of  equal to 2 plus the number of  results rolled on the triggering PC's **Observation check**.

SHRINE

You find a desecrated shrine which is so badly damaged that it is impossible to tell which god was worshiped here. The painted plaster walls are cracked and defaced with countless heretical images and phrases. Fragments of smashed statues and other items appear to have been covered in gold leaf, most of which has been looted, but there is still a bit left. The PCs may strip the shrine for 75 silver worth of precious metals, stones, and religious items, but each PC must make an **Average (2d) Discipline check** or suffer 1 stress plus 1 additional stress per  in the result.

Alternatively, the PCs may preserve some of the shrine's holy relics and return them to a religious authority. The PCs are rewarded 20 silver for their troubles and each PC may add 2 [Fortune] to any check to resist disease, recover from insanity, or heal injuries once in the following week.






TOWNHOUSE


You find a three-story townhouse which was once part of a tenement block. Most of the buildings along the street are now in ruins, but this house seems largely intact. The ruin around the townhouse blocks entry, but you notice that it leans out so far over the street that you could step out of the window of the attic of the house opposite.

Have each PC who wishes to enter the townhouse make an **Average (2d) Coordination check** (the PCs may assist one another with ropes, etc.) or fall or otherwise injure themselves while crossing from attic to attic.

✧: The PC crosses into the townhouse.

✧✧: The PC takes 1 wound and is exposed to a minor (2d) source of corruption.

Failure: The PC falls, roll , for each ✧ rolled, the PC suffers 1 wound. If the number of  results rolled is greater than the PC's Toughness, the PC suffers 1 critical wound in addition to any normal wounds.

Once inside, the PCs can search the townhouse. Have the PCs elect one PC to make an **Average (2d) Observation check**. Each other PC that chooses to search the townhouse adds  to the dice pool for assisting.

✧: The PCs find valuables worth 20 silver coins.

✧✧: The PCs find valuables worth 50 silver coins.


✧✧✧: The PCs find valuables worth 1 gold coin.

✧✧✧✧: The PCs find a gem or piece of jewellery worth 50 silver coins.

✧✧✧: The building the PCs used to cross into the townhouse collapses, leaving the PCs stranded inside increasing the party tension by 1. The GM may want to ask the players to perform checks to escape.

ARMOURER

A rusty breastplate hanging from a pole fixed to the roof of the building initially drew your attention here. The workshop of this armory is in poor condition and, like most of the shops you have seen, has been ransacked. The forge has been smashed and soot covers the ground around it.

Have the PCs elect one PC to make a **Hard (3d) Observation check**. Each other PC that chooses to search the armourer adds  to the dice pool for assisting.

✧: Suits of armour or shields worth 10s or less.

✧✧: Suits of armour or shields worth 50s or less.





⚔⚔⚔: Suits of armour or shields worth 1g or less.

⚔⚔: One armour or shield is superior or the total value of the armor and shields is multiplied by 5.

⚔⚔⚔: One armor or shield is made of Ithilmar (see item card) or the total value of the armor and shields is multiplied by 10.

☠☠: A rusty piece of scrap metal scratches one of the PCs or pierces his or her boot. The PC suffers 1 wound which might fester if not properly cared for.

⚡: One of the PCs knocks over a pile of scrap metal that loudly clangs together to sprawl across the floor. Increase the party tension by 1. Any ambush Encounter cards cost 1 less challenge (to a minimum of 0).

GRAVEYARD

You find an old graveyard hidden along a side road.

The headstones and sepulchers are heavily damaged and overgrown with twisting ivy. Much of the ironwork on the tombs has been looted and a number of the crypts appear to have been broken into by tomb robbers. The PCs may loot the crypts and graves for 50 silver worth of valuables or seal the graves gaining nothing but the knowledge of doing the right thing (and possibly recovering 1 stress).

CATACOMBS

You find an entrance into the catacombs below Mordheim via a crevasse rent through the street. The tunnels connect the current section of Mordheim to another nearby section chosen by the GM. The PCs may use the tunnels to travel more safely between the two sections of the city. This grants the PCs one additional ☐ on **Exploration Skill Checks** within these sections of Mordheim.



RANK 4 LOCATIONS

MONEYLENDER'S HOUSE

You find a grand manse that has miraculously survived the cataclysm. The coat-of-arms above the doorway has been defaced and is not unrecognizable and the door itself has been smashed open with axes.

Have the PCs elect one PC to make a **Hard (3d) Observation check** with ☐☐ added to the dice pool due to the mess inside. Each other PC that chooses to search the manse adds ☐ to the dice pool for assisting.

⚔: The PCs find a sturdy safe in the debris.

☠☠: The PCs are each exposed to a minor (2d) source of corruption while searching through the rubble.

If the PCs find the safe, they can attempt to open it with a **Hard (3d) Skulduggery check** (requiring proper tools, of course).

⚔: The safe opens and the PC finds 1 gold coin and 50 silver coins inside.

☠☠: The PC's tools are damaged and must be repaired before being useful again.

ALCHEMIST'S

You uncover a stairwell that leads into a crypt-like dwelling: an alchemist's workshop! The building above did not withstand the comet's destruction, but the workshop below appears mostly intact. Strange symbols are scrawled across the floor astrological symbols adorn the walls.

Have the PCs elect one PC to make a **Hard (3d) Observation check** with ☐☐ added to the dice pool due to the darkness of the workshop. Each other PC that chooses to search the workshop adds ☐ to the dice pool for assisting.

⚔: The PCs find 75 silver coins worth of items from the trade tools items type related to alchemy.

⚔⚔: As above, and the PCs find 75 silver coins worth of items from the academic & writing tools item type related to alchemy.

⚔⚔⚔: As above, and the PCs find one superior item from the trade tools or academic & writing tools item





types related to alchemy.

☠☠: The PCs find a healing draught.

☠☠: The PCs find a healing draught.

☠☠: One of the PCs knocks over a decanter. Draw a Miscast card and apply its effects to each of the PCs.

Special: Whenever a PC gains corruption while inside the workshop, he or she gains 1 additional corruption.

JEWELSMITH

This jeweler's has been thoroughly looted long before you arrived, but there may still be some small but valuable items hidden within the rubble.

Have the PCs elect one PC to make a **Hard (3d)**

Observation check with ■■ added to the dice pool due to the difficulty of searching through rubble. Each other PC that chooses to search the jewelsmith adds □ to the dice pool for assisting.

☠: The PCs find an amethyst worth 50 silver coins.

☠☠: As above, and the PCs find a necklace worth 75 silver coins.

☠☠☠: As above, and the PCs find a ruby worth 1 gold coin.

☠☠☠: The PCs find quartz crystals worth 25 silver coins.

☠☠☠: The PCs find quartz crystals worth 25 silver coins.

☠☠☠: One of the PCs searching the jewelsmith stumbles in the rubble, suffering 1 fatigue and 1 wound.

☠☠☠: One of the PCs loses it for a moment as he or she is overcome with greed. Have each PC make a **Simple (0d) Discipline check**. The PC that rolls least ☠ and most ☠ results gains a temporary insanity with the enigma or violence trait.

MERCHANT'S HOUSE

You find a damaged, but solidly built merchant's house along the waterfront. Its vaulted stone undercroft once sheltered barrels of foodstuffs and bales of cloth, but now is home only to over-sized rats. The stairs up

to the living quarters are made of timber which still appears solid.

Have the PCs elect one PC to make a **Hard (3d) Observation check**. Each other PC that chooses to search the house adds □ to the dice pool for assisting.

☠: The PCs find 50 silver worth of unspoiled items from the trade goods item type.

☠☠: The PCs find 75 silver worth of unspoiled items from the trade goods item type.

☠☠☠: The PCs find a coin purse with 25 silver coins inside.

☠☠☠: The PCs find the symbol of the Order of Freetraders. The PCs may swap their current party card for the Freetraders party card.

☠☠☠: One of the PCs catches him or herself when going up or down the timber stairs suffering 1 wound and the PC must make an **Easy (1d) Resilience check** or gain a disease with the filth trait.

☠☠☠: One of the PCs is bitten by one of the over-sized rats. Have the PC make an **Average (2d) Resilience check** or gain a disease with the filth trait. Regardless of the PC's success, he or she is exposed to a minor (2d) source of corruption.

SHATTERED BUILDING

This building was nearly obliterated by the comet, making it exceptionally unsafe to explore. But you know that such rare and untouched places are the best for finding wyrdstone.

Have the PCs elect one PC to make a **Hard (3d)**

Observation check with ■■ added to the dice pool due to the rubble. Each other PC that chooses to search the building adds □ to the dice pool for assisting.

☠: The PCs find a shard of wyrdstone.

☠☠: As above, and the PCs find another shard of wyrdstone.

☠☠☠: As above, and the PCs find another shard of wyrdstone.

☠☠☠: One of the PCs struggles in the debris suffering 1 fatigue and 1 stress.

☠☠☠: One PC's greed overtakes his or her rationale






for a moment and the PC is exposed to a minor (2d) source of corruption.

✧✧: One of the PCs finds a piece of wyrdstone, but cannot resist the urge to kiss it before coming to his or her senses. That PC is exposed to a moderate (3d) source of corruption.

ENTRANCE TO THE CATACOMBS

The dark tunnels below Mordheim are legendary among those exploring the City of the Damned and

their entrances are closely guarded secrets. You have found one such entrance, and though the tunnels seem foreboding at first, they take hours off your searches though this section of the city.

The tunnels run through the current section of Mordheim. The PCs may use the tunnels to travel more safely within this section. When the PCs are exploring these sections, they may add  to the **Exploration skill check**.



RANK 5 LOCATIONS

THE PIT

The Pit: the huge crater marking the spot where the comet fell. An ominous black cloud still rises slowly from the decimation. But even from this distance, you can see glowing wyrdstone everywhere. Every rational part of your being tells you not to enter this, the domain of the Shadow Lord, the lord of the Possessed. None are welcome here, but the wyrdstone beckons. If the PCs wish, they can search the area for wyrdstone.

Have each PC that chooses to search roll a **Fear 4 check**. If any PC rolls ✧✧, he or she is drawn toward the Pit and devoured by its guardians. Any PC that passes the **Fear check** may make a **Simple (1d) Observation check**, finding 1 shard of wyrdstone for each success he or she rolls.

Afterward, have PC is exposed to a major (4d) source of corruption.

HIDDEN TREASURE

In a dark secluded corner of Mordheim, you find a hidden chest with sturdy iron hinges. The lock bears the coat-of-arms of one of the many, now dead, noble families of the City of the Damned.

Have one of the PCs make a **Hard (3d) Skulduggery**




check to open the lock on the chest (this check requires the proper tools). If successful, the PCs are

able to open the chest. The PCs should find a number of very valuable items within the chest at the GM's discretion. The following are examples of possible items found inside the chest:

- 1-3 shards of wyrdstone
- 3-15 gold coins worth of coins, gems, or jewellery
- a holy artefact (see *Signs of Faith*)
- a suit of fine armor
- an Elven cloak (see item card)
- a magical artefact (exceptionally rare)

DWARF SMITHY

You find a squat, but solidly build stone smithy. The runic inscriptions indicate that this may have been of Dwarf origin.

Have the PCs elect one PC to make an **Hard (3d) Observation check** with  added to the dice pool due to the rubble. Each other PC that chooses to search the smithy adds  to the dice pool for assisting. Each dwarf that chooses to search the smithy, or assist in the search, adds 1 additional  to the dice pool.

⚔: The PCs find an axe or hammer (hand weapon), or a great axe (great weapon).





⚔: As above, and the PCs find a suit of Dwarf made chainmail.

⚔⚔: As above, but the chainmail is scale armor instead.

⚔⚔⚔: If the PCs found an axe, hammer, or great axe, it is a gromril weapon instead.

⚔⚔⚔⚔: If the PCs found the chainmail or scale armor, it is Dwarf-forged armor (see item card in the Game Master's Toolkit) instead.

☠☠: Each of the PCs searching the smithy suffers 1 stress as the Dwarf runes seem to suggest a grudge unto any who befoul this site.

✨: The party tension increases by 1 as the search through the smithy seems to take much longer than expected.

- 50-300 silver coins' worth of coins, gems, or jewelry
- several suits of light armor (2 soak or less) and/or shields
- a suit of heavy armor (3 soak or more)
- several daggers
- a Mordheim Map (see item card)
- enough weapons to reasonably arm the group
- 1 or 2 special or plot related items

FIGHTING ARENA

Mordheim was once famous for its arena matches where duelists or pit fighters fought for the amusement of spectators. You have found one such arena and it is filled with training equipment and practice weapons.

Have the PCs elect one PC to make an **Daunting (4d) Observation check**. Each other PC that chooses to search the arena adds ☐ to the dice pool for assisting.

⚔: The PCs find poor quality weapons and armor, more than they can reasonably carry.

⚔⚔ plus 📖: As above, and the PCs find a Training Manual (see item card) for Weapon Skill and Tactics.

NOBLE'S VILLA

You find a fine house which can boast only having half of its roof collapsed. It has been looted, but valuables are often hidden in such homes.

Have the PCs elect one PC to make an **Daunting (4d) Observation check**. Each other PC that chooses to search the villa adds ☐ to the dice pool for assisting.

⚔: The PCs find coins worth 1-5 gold.

⚔⚔: The PCs find 3 doses of Crimson Shade (see

SLAUGHTERED WARBAND

You find the remains of a band of adventurers not unlike yourselves. Bodies lay mangled and broken throughout the street and amongst the nearby rubble, torn apart by some sort of monstrous creature or creatures.

If the PCs decide to give the slaughtered warband their final rites, grant them an additional ☐ the next time they have to deal with a religious authority for doing the right thing.

The PCs can also loot the warband which should carry enough items to outfit 3-7 mercenaries. Some of the items may be broken or otherwise soiled. Some example items include:



CLOCK OF DOOM

By Captain Cutlass

Overview: The heroes are hired to apprehend a rogue priestess. The wanted woman fled to one of the most dangerous places in the empire: Mordheim! After a dangerous journey the heroes finally find her but all is not as it seems and they'll have to make a tough decision.

ACT 1: A MISSING BOOK.

Liza Zauber is an accomplished priest of your preferred order. She was sent to Morheim by her college in order to help a platoon of Reikland soldiers to seek Wyrdstone for study purposes. However, neither she nor the war band was heard from again. The Masters of her order fear she might have succumbed to the Ruinous Powers. More importantly, she left with a tome that has great value to the order.

Enter the heroes, who are sent to seek out Lady Zauber and determine her fate. Her last known location was in the vicinity of the Clock Tower, a most dangerous location because of its closeness to The Pit (the comet impact crater).

ACT 2: THE END IS NIGH!

Once the heroes arrive in Mordheim they will want to enter through the East Gate, making their way past the Wizards Mansions towards the Clock Tower. Especially the Mansions area will be fraught with danger and all kinds of magical effects gone wild.

In this act they will have to overcome the perils and temptations of a city gone mad. The streets here are almost alive with magic and corruption.

Malign spirits will

try to manipulate the heroes' minds with visions and whispered thoughts while they are under attack from your favorite group of monsters. Just when everything seems lost, a band of Mercenaries from Marienburg join the fray and relieve the heroes. This is an ideal moment to use dangerous adversaries you would normally reserve for occasions when your PCs have a better chance of beating them. The idea here is to make their ends seem nigh.



The Mercs are able to inform the PCs of the location of the missing priestess.

ACT 3: SISTERS IN TROUBLE.

Liza Zauber has not gone rogue but has been obliged to join forces with the Sisters of Sigmar after being ambushed by a horde of Chaos cultists. Only 10% of her platoon survived and the band is holed up in the tower while under siege by the cultists. The heroes, perhaps with the help of the Marienburger Mercs, should be able to sneak in or break through and finally confront the missing priestess.

The trouble is now that none of the women wishes to leave the wounded soldiers behind but there is no way out of the tower with a band of wounded men slowing them down.

There are only two possible solutions to this dilemma: either the PCs attempt to kidnap the priestess (or at the very least steal her book), gaining the enmity of the Sisters for life and thereby a powerful and vengeful enemy. Or, the PCs can just give up and try to escape the tower without Liza.

It should be clear the situation in the tower is dire, the longer the heroes stay, the more perilous it will become to escape, up to the point where it becomes impossible.

POSSIBLE COMPLICATIONS

Complicating things is hardly necessary but should



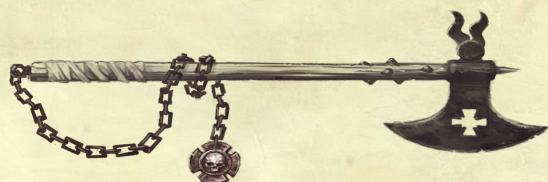
you feel the PCs can handle it, you may have the entire band of Sisters of Sigmar become unstable and corrupted by the aforementioned evil spirits. Another possibility is that Liza has become corrupted and is secretly trying to sabotage the Sisters by attempting to let the chaos cultists enter the tower.

Another interesting twist involves a decent amount of paranoia and enmity between all groups involved, concentrated on the tome.

ALTERNATE USES

An obvious alternate use is to change the location from Mordheim to some other dangerous location like the Black Fire Pass, Castle Drachenfels or anything else that strikes your fancy.

This adventure is meant to be set around the year 2000, the age where Mordheim was not yet razed to the ground. To include it in another time frame would involve the usual spectacles involved with time travel. Such as complicated rituals, freak accidents with unknown artefacts and ley-line nexus power surges.



SWORD OF KINGS

By Captain Cutlass

Overview: The heroes are approached by a representative of one of the heirs of a dead king. He seeks the sword of a forefather and asks the PCs to retrieve it. The sword will help his lord to claim the throne, Sadly, it currently lies in Mordheim. There are more people after the sword however and its owner is not willing to give it up easily.

ACT 1: THE KING IS DEAD...

In an unknown kingdom in the the Border Princes,

a king has died. He has three sons (triplets) who all claim the throne. Only he who wields the sword of Adelbert Strangkalte, the family founder, will have the throne. Lord Strangkalte died in Mordheim, near the Steinhardt Memorial Gardens.

The heroes are approached by one of the p rince's minions who is send out with a bag of gold and a minor armed force to retrieve the blade.

While this meeting takes place, their possible patron is targeted by an assassin. After defeating him, the heroes learn of the three sons.

ACT 2: MY KINGDOM FOR A BLADE.

The search for the blade should begin well before arriving in Mordheim. While the heroes seek knowledge within libraries and with historians they are constantly thwarted by the rival factions.

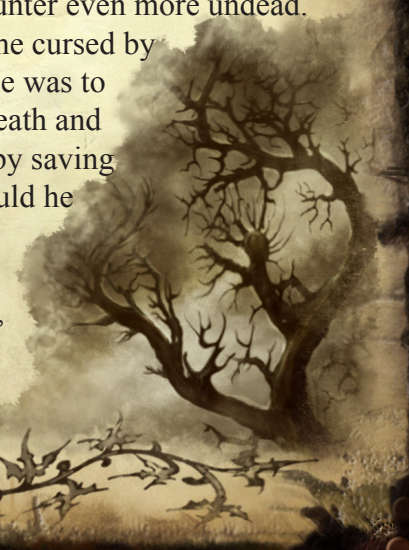
Lord Adelbert Strangkalte was a devout follower of Morr and a valiant fighter against the undead. He took part in an unfortunate expedition into Mordheim 50 years ago where he perished at the hands of a powerful Wight.

The heroes should win the race for knowledge and arrive in Mordheim with their enemies on their heels.

ACT 3: LONG LIVE THE KING!

When the heroes arrive they are greeted by a combination of giant, mutated living plants and undead. The garden is touched by chaos and aims to devour trespassers. The only survivors are long dead. Suddenly, the rivals are forced to work together to reach the resting place of Lord Strangkalte. However, upon reaching it they encounter even more undead. Adelbert Strangkalte became cursed by the Wight after killing it. He was to suffer the same fate of undeath and become their leader. Only by saving a hundred lives or more could he be free from the curse.

If they are lucky and smart, PC's may try to appeal to





him to solve the situation and proclaim one of the brothers King. This will remove the curse of his undead existence because by preventing civil war he would be free.

If they are not so lucky they will have to defeat the undead and find a way to The Border Princes as soon as possible while avoiding enemy agents.

POSSIBLE COMPLICATIONS

This adventure presents ample opportunity to thwart the heroes. Enemy agents will stop at nothing to get hold of the sword, This may include bribery, blackmail, extortion, kidnapping, assassination and worse. To truly complicate things, have them operate in larger numbers and/ or with lots of gold behind

them.

This is also an excellent opportunity to present a hostage situation, which is always fun.

ALTERNATE USES

This adventure is meant to be set around the year 2000, the age where Mordheim was not yet razed to the ground. But nothing prevents you from running it in any time. The monsters are undead after all and may still lie buried in the ruins.





THE WAYWARD SON

By Lauri Maijala

The Wayward Son presents three one-sheet adventures so designed that they can be combined into a bigger campaign. It is by no means a complete campaign and playing The Wayward Son will require some work from the GM. However, it provides the GM with a framework for creating your own, complete campaign.

The purpose of publishing these one-sheets as separate adventures is to give GMs more options as to how and when to use them. There are no strict "rails" by which the scenarios should be run. Each GM will have a unique view of how to make the adventures suit his or her gaming group in the best way.

THEMES

The main themes for Wayward Son are folklore, the supernatural and daemons of Chaos. It offers the characters a glimpse of Chaos without the standard fare of cultists, skaven, beastmen and mutations. But only if the GM wishes.

DAEMONS OF CHAOS

These one-sheets all include a daemoniac being that taunts and terrifies the characters and who must be confronted. They differ from bloodletters and plaguebearers in that they are not specified in any way. More importantly, combat and utter destruction are not their goals.

GMs should describe these entities as strange and disturbing and not be concerned with aligning them to a particular Chaos god. In fact misleading players about the identity of the daemons could lead to interesting situations.

ABOUT MALAL

These one-sheets are written with a renegade Chaos god called Malal in mind. He is not a part of the current canon of Warhammer, but can be used as a parasitic Chaos god that wishes only to see other Dark Gods fail.

For more information about Malal, you might want to check out the independent supplement *Blasphemous Cults 3: The Cult of the Possessed*.

The supplement can be downloaded here:
<http://tinyurl.com/c9hxmuk>

The folklore of the Empire is rife with these kinds of daemons, spirits and demigods. Information about their identity and how to defeat them can be researched from musty old tomes or it can already be in the possession of the characters themselves. If a player thinks of a way to fight the daemons that could cause memorable encounters, GMs are encouraged to posit it as a part of the common folklore.





FIGHTING AGAINST THE CHAOS

Every one of these daemons is much more powerful than ordinary greenskins or beastmen. They have different means by which to alter reality to their liking and to cause harm to those who oppose them.

Ideally, the party cannot fight directly against the daemons in the common sense of the word, but need to be more creative.

One possible stratagem would be to trap a daemon in a protective circle the characters have learned to draw as a result of doing some research in an old library; another might be a contest of wills with the support of holy symbols, or perhaps the use of various methods known from folklore, such as pure iron, salt, running water or daemonsbane.

Those GMs who like to keep things simpler can treat the daemons as traditional adversaries (the Blood hound from ToA p. 57 could be used as the Black Dog for instance). Or maybe the party could track down Hengstfohlen, *the gun that kills*, to vanquish their foes.

EXAMPLES OF CAMPAIGN STRUCTURE

A DEAL WITH THE DEVIL

In this scenario the characters are recruited by a wealthy patron to help him get rid of a haunting.

While the party deals with the Black Dog, they learn

about a daemon their patron made a deal with. They realize it could send more minions to gather their patron's soul, so the party must embark on a journey to vanquish the being.

Finding the location where the deal was struck, a certain crossroads, is not an easy task and the characters will get lost on the way. In a forgotten hamlet plagued by toads, they learn that the daemon they are after is waiting for them.

This kind of campaign should be about finding the weaknesses of the Teufelkreuz daemon before encountering it. One possible way to learn about it could be promising the Lord of Toads its freedom in exchange for knowledge.

Characters should also be made to consider striking a deal with the devil themselves.

Conclusion: Getting rid of the Crossroads Daemon will actually free the party's patron of the deal he has made, both for good and for bad. The patron will lose the leverage he has gained through it and, in a worst case scenario, he could be exposed as a Chaos worshipper. As a final act of purification, he will make sacrifices to the gods and donate his possessions to the cult of Sigmar before joining a group of flagellants.

THE DAEMONIC NEMESIS

The characters encounter the Crossroads Daemon and, by pure chance, manage to repel it. Or perhaps they just escape from its grasp only to find out about it from a merry minstrel.

Later, they are employed by a wealthy patron who then begins to hear the bark of a ghostly dog. The daemon has send his hound (or comes personally, in the form of the Black Dog) to avenge the previous encounter.

Once again, the characters fight the daemon off, but this time they should know it will return. Following the rumors, the characters will finally come into a



small hamlet of degenerates worshipping the daemon as a god.

THE BLACK DOG

Conclusion: The characters have fought successfully against the forces of Chaos and will surely be recognized by their deeds. At the very least, their patron is influential enough to recommend them to witch hunters or to a knightly order as professional problem solvers.

Of course, the forces of darkness should also be familiar with them by now and could very well try to kill the characters either to gain more power for themselves or simply because they are out for revenge.

LINKS TO OTHER ONE-SHEETS

The most obvious linkage to published material is the Wealthy Patron of *The Black Dog* adventure. He or she could very well be a member of one of the families presented in *Edge of Night*, some resident of Stromdorf or even Lord Aschaffenberg!

As the campaign supposes that the party has to travel, it could very well be made a part of the party's travels to Faulgimere. These deeds could very well convince Father Anders in *The Witch's Song*.

It could even be that, after successfully uncovering the Cult of the Broken Wheel in Altdorf, they are sent as agents of the college to study one of the phenomena presented in these one-sheets.



Overview: The Characters are recruited by a fearful noble to solve the mystery of a horrible howling, only to realize that their patron has made a deal with the forces of Chaos.

ACT 1: A PATRON CURSED

A wealthy patron contacts the characters discretely. He needs unofficial help to solve the mystery that has cornered him. A strange barking and howling has been heard outside his manor at nights, without ever seeing anything.

The patron will invite characters into his countryside manor and will explain to them that he has tried to move between several houses he owns, but the strange sounds always find him. Now the only option left to him is to stay at his family's mansion while praying that the evil presence will not get to him.

THE BLACK DOG OF WASTELAND

"Kludde! He's like a black dog, following people around and harassing 'em. Some say he's big and other claim small but always he has a rattling chain around his left leg. They say that when it starts following someone, the poor bugger always ends up dead..."

- Niss, Marienburger

ACT 2: THE HOWLING

While searching for the source of the ghostly sounds, the characters will find no tracks or any other marks of a dog or another beast neither outside nor inside the manor. Should they stay up at night in guard, however, they will hear the howling.





It is possible to investigate the grounds around the manor and to find traces of several different winds of magic where the Black Dog has been. The place also carries the smell of ozone and brimstone, which is actually the most likely clue toward establishing what is going on.

While the characters are trying to uncover the secret of the haunting, the Black Dog will try to terrorize their host by scratching on the main door or howling under his windows.



This and quite possibly the inquiries of the characters themselves finally break down their patron. He relents and tells them that he suspects that the dog has come for his soul.

The patron explains that, ten years ago, he performed a ritual in a remote crossroads to gain something he desired. He will also explain that he is a devout person and that he was misguided to believe the ritual to be of old faith. Now he knows better...

ACT 3: THE THING ON THE DOORSTEP

When the characters realize that their patron has struck some kind of a deal that has now ended or if they are in complete puzzlement as to what is going on, the Black Dog makes an appearance.

As an ethereal creature, the Black Dog has no trouble

getting around without being noticed. However, it feeds from the fear of its subjects and is drawn to the patron by the mystical bargain they made. It will track him down until either their patron is no more or the Black Dog itself is vanquished.

The Black Dog is a daemon on a mission and will not consider any living beings to be of any importance unless provoked. It has a cunning and malevolent intelligence but it still is only a tool for some other, darker force.

Defeating the Black Dog should require some knowledge about its folklore and most likely a better plan than simply attacking it.

POSSIBLE COMPLICATIONS

If the party is well established and has gone through some adventuring already, the Black Dog could be tailored to create a bigger challenge. Maybe it comes with a pack of hounds or it is more daemonic than it would appear at first sight.

ALTERNATIVE USES

There is no actual need for the Black Dog to be a dog. The being that the patron struck a deal with, can take any shape that fits your fancy, be it a devil or a crime lord.





THE DAEMON OF TEUFELKREUTZ

Overview: The road has taken the characters to an infamous crossroads called Teufelkreuz in local folklore. There they will meet a daemon who will make them an offer that is hard to pass by.

ACT 1: THE MERRY MINSTREL

Late at night, the party is seeking refuge at a roadside inn. Though not full, it still has a large number of customers and radiates a sense of cozy shelter for this part of the Empire.

The characters are met by the landlord Otto Stellwärter, an able-bodied man who tells them that he also acts as a roadwarden in these parts when needed. He excuses himself when a well-dressed man takes the “stage” by stepping on a table with a lute.

This merry minstrel is most likely the best lute player the characters have ever heard. He plays a few songs while the customers cheer and then steps down to enjoy free drinks.

As the rumor goes, this minstrel was not much of a player back in the day. They say that, some time ago, he went out one night after talking to a wealthy looking customer and, years later, returned with new skills. Some envy, some fear him, but most just enjoy his joyful play. It is a known fact, however, that the minstrel used to play at the courts of the nobleman before returning to this place.

ACT 2: CONFESSIONS

Should the minstrel end up drunk enough or made to talk (this will take some effort), he will confess that his skills with the flute are not of his own.

According to the minstrel, he met a wealthy man some time ago and that man advised him to strike a deal for

better skills on the spot. The minstrel was keen to learn how this could be achieved and did not complain when he learned the skills would require a long forgotten ritual of old faith.

He is aware that the deal he struck is almost finished and plans to entertain the patrons of the tavern with the time he still has. He has no idea however, to whom the ritual was dedicated.

If the characters ask where and how he made the deal, he will share the details with them, but not without some hesitation. They are to go to Teufelkreuz crossroads.

ACT 3: THE CROSSROADS DAEMON

The crossroads could easily be overlooked without someone pointing it out. The sky seems darker and wind blows colder near it. No sounds of any creatures can be heard and the roadsigns have long ago lost any trace of writing that may have decorated them.

Summoning the daemon of the crossroads will require some knowledge of the lore surrounding it but no magical abilities are needed, as it haunts the place permanently.

When summoned, the daemon will try to make a deal with anyone currently at the crossroads. He is not hostile unless provoked. He has powers that most mortals could not even dream of, but the price for obtaining them, is inevitably corruption of the soul and certain death by the jaws of the daemons hounds when the deal is off.

Exorcising or trapping the daemon should be the first choice as it is quite a powerful being. Killing it without magical or blessed weapons only hinder it as it will re-appear when it has gathered enough power. No matter how powerful this daemon is however, he remains bound to Teufelkreuz.

POSSIBLE COMPLICATIONS

The minstrel’s deal might have just ended, which



means that a daemon (or maybe a group of daemons) could come for him as the characters are talking to him.

Though Otto Stellwarter is a battle-hardened veteran and certainly appears to be a Sigmarite, this might only be a cover for a sinister secret – a cultist helping people to reach Teufelkreuz so as to extend the time limit of his own deal with the daemon.

The daemon could summon a pack of daemon hounds, imps or other minor creatures of Chaos as backup if the characters decide to use brute force.

Overview: While traveling in the deep dark woods of the Old World, the characters encounter a peasant possessed by a malevolent daemon who seems to know an awful lot about them.



The crone is an ancient-looking, half-blind woman who greets the visitors with a surprisingly pleasant voice. She welcomes the travelers to her village but advises them to leave all icons and marks of any gods behind, explaining that theirs is the village which all gods forgot.

ACT 2: THE VILLAGE THE GODS FORGOT

Once the characters enter the “village”, they are greeted by peasants of all ages and occupations. There are quite a lot of them, though the sheer number of children that look like they could be related is somewhat disturbing.

At the center of the community, an old monolith rises from the ground. It has no visible magical qualities to those with magical sight. There are several beastmen heads at the base of the monolith. People passing by the monolith regularly spit on them. The characters might spot a few toads hiding in the skull piles too.

Once the party has had the time to become weirded out by their surroundings, the crone leads them to one of the buildings near the center. Inside they encounter a young man that has been restrained with ropes, roots and a bit of chain. As they enter, the young man greets each of the party members by their full name.

The peasant has been possessed by a daemon that has uncanny knowledge of the party’s latest undertakings. It will mock them for their effortless battle against Chaos and claim that only his lord could succeed where the old gods did not.

The villagers are clearly worshiping the daemonhost as some sort of divine messenger. They summoned the daemon into a willing host, but now do not know how to keep it from dying or fleeing. They have decided to find a stronger, more able host, and one of the party members is exactly what they have been looking for.

ACT 3: FATHER OF TOADS

While talking to the daemonhost, the characters will notice that the host’s body has been rotting away for

THE LORD OF TOADS

ACT 1: THE CROAKING FOREST

The dirt road that the party is traveling takes them through a swampy forest where shadows seem to take life. It is clear that this kind of forest lures all kinds of beasts and monsters. But what makes the whole place even more eerie is seeing nothing but toads. The constant croaking does not help either.

When the party finally arrives at a small clearing, they see about a dozen hovels cluttered together in a vain effort to keep back the horrors of the woods. The village looks completely abandoned. That is, until an old crone limps towards the characters.





a while. They might also notice that the daemon is actually trying to move from this body to one of the characters!

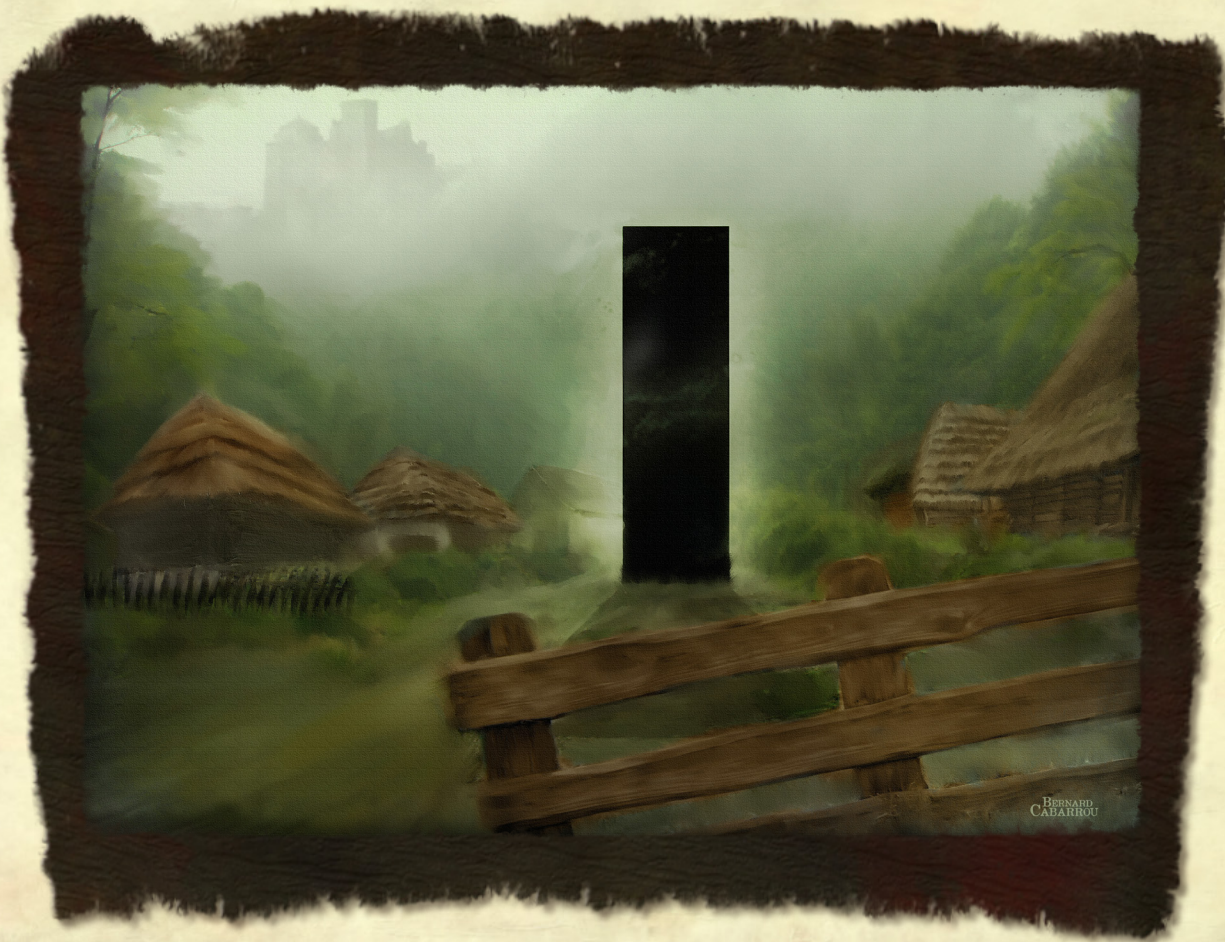
After the battle of wills that ensues, the daemon is either in the possession of one of the characters or has been forced to stay in the rotting corpse. Either way, he will summon a swarm of toads to suffocate the party while trying to flee the village.

POSSIBLE COMPLICATIONS

The villagers could be turnskins who mutate to beastmen at night or a radical cult that follows the Law rather than Chaos.

Or perhaps the monolith actually still has some of the power old gods bestowed upon it in the first place.

Some villagers have mixed feeling about their "messenger". They might consider the party their saviors should they get rid of the daemon. Others may





...AND OTHER SHORT STORIES

By Joeri Winkeler

SNIPS & SNAILS & SKAVEN TAILS

Overview: While approaching a settlement, the PCs encounter a gargantuan snail. The beast is heading straight for the settlement and will certainly destroy it. The PC's are the only ones able to stop it.

Unknown to them, the giant snail is a failed experiment of Clan Moulder. Are the heroes just in time to stop the evil plans?

ACT 1: A LOOSE CANNON.

The PC's are nearing a settlement when they hear a loud rumbling coming their way, accompanied by the crashing sound of snapping trees and a low tremor building to a crescendo as the colossal monstrosity creeps closer.

The snail will clearly destroy a large part of the settlement and who knows what else if left unchecked. The settlement in question is unaware of its impending doom as the inhabitants are unable to see the approaching danger (or they are too scared to do anything). Clearly, the PC's are the only ones able to stop the beast in time.

Smart players will try to divert the thing from its course, but failure to do so will result in the destruction of a large part of the settlement & the PC's will be blamed for bringing the beast there. The easiest way to divert the snail is to attack one of its eye stalks. This will involve some climbing and a difficult attack roll.

In any case the act closes with the snail dead, lying close by or inside the settlement, killed by the heroes or by the townsfolk.

ACT 2: DRASTIC TIMES, DRASTIC MEASURES.

If all goes well, there is a celebration and the heroes get some discounts in town. Sometime during the night, an alarm cry is heard from where the snail lies dead. Townsfolk were building a bonfire around it when some of them were attacked by "Large werewolves with snakes for tails". Remember that Skaven do not exist, and simple townsfolk would not therefore recognize them. One witness describes a beastman with green, luminous eyes cutting some kind of glowing shards or snippets out of the snail and disappearing into the night.

Investigating the corpse of the giant will certainly cause some stress and tension, maybe even disease and corruption, but doing so will reveal that the things were not Beastmen or Werewolves but something else. If they have encountered Skaven before, they will certainly recognize the modus operandi, tracks and... Warpstone. Several shards are embedded deep inside the snail. The Skaven have been using it to create the snail but it broke free. Being such a rare and valuable commodity, and since the experiment already failed, this Moulder family will not expect any more soon, the Warpstone must return to the Underempire. After following the clues, the PC's will find the entrance to the tunnel.

ACT 3: TO PULL THE PLUG.

This last part is pretty straightforward; after a dungeon crawl, the PC's will find the snail breeding pits where they will be able to stop the plot.





The best way to do this is to set loose the snails in their various stages of growth and to kill Shreek, the Master Mutator. This part can be as short, dangerous, elaborate or complicated as you want.

POSSIBLE COMPLICATIONS

Instead of having the gargantuan snail escape, you can have it attack the Settlement as part of the Moulder plot, in this case; add dozens of skaven and Moulder

creations or even more than one humongous snail as part of the invasion plan.

Other complications can involve human skaven agents sabotaging the PC efforts and elaborate traps and dangerous encounters in the tunnels in act 3.

Adding diseases and mutations to the snail will also crank up the difficulty.

ALTERNATE USES

While this event in itself will probably be quite memorable, you can add to the suspense by having the PC's encounter a squadron of soldiers beforehand and/or having them join the fight. Riflemen whose bullets bounce off the snail shell and cavalry charging the thing to no avail will give your PC's extra suspense and added gratification when they finally stop it.

Another alternate use is to replace the snail with a herd of lumbering Tuskgor or Razorgor and the skaven with beastmen.





THE ORACLE

Overview: a large group of religious zealots is amassing along one of the riverbanks of the river Reik. They are holding up trade and troop transport and generally causing all kinds of nuisances.

The fanatics are flocking around a so called "Prophet" or "Oracle". The PCs will be rewarded if they manage to take this Prophet to their patron.

If the heroes do not have a patron this will be an ideal adventure to create one for them

ACT 1: SMOKE ON THE WATER.

When the PC's arrive in the area where the Prophet is reported, they see rolling clouds of smoke coming from one of the river barges that is held up by the congregation. Apparently, one of the riverboats got fed up with the hold up and tried running the blockade, upon which the zealots set it on fire, thinking it to be an attack on their beloved holy man. If the PCs are quick, they can save some of the people stuck onboard or even some cargo, which will give them the gratitude of the merchants.

Asking around for information about the Oracle will yield a myriad of wild stories, some of them true. The Prophet is a young, blind, local lad who exhibits amazing powers normally associated with wizards and priests. This combination is unheard of and supposedly impossible.

ACT 2: DIVINE INFLUENCE.

The PCs will likely want an audience with the Oracle. To get one they will have to prove their worth by performing various tests and convince the Prophet's inner circle of their piety, need and sincerity. Furthermore, they will have to defeat the competition of the merchants who want to speak to him as soon as possible. This will be an excellent opportunity to use the social conflict rules as some of the Oracle's cohorts are downright paranoid and crazy.

Once the PCs succeed they will meet the Prophet, who is a child with amazing charisma and supernatural powers beyond comprehension.

ACT 3: YOU'RE COMING WITH US.

Once the PCs have their audience at last, they will have to convince the child to come back with them to their patron. This is no easy feat. The child has uncanny powers of foresight but he is unable to see his own future and thus afraid to leave his large band of followers. Taking the entire group of religious fanatics with them is not an option. So, once the PCs convince the Oracle and his followers they will be able to leave.

On their way back to their patron, the group will be ambushed. Other groups will have heard about the Oracle and would like to use him for their own gain. These can be Chaos Cultists, Orcs, Skaven, Bandits or any other group the GM feels would be appropriate.

The adventure concludes when the heroes defeat the villains and return to their patron. Whether the Prophet is genuine or some chaos freak of nature is left up to the GM, but in any case, he is an excellent tool to foreshadow coming events for your players.

POSSIBLE COMPLICATIONS

In act 1, tempers between the pilgrims and the merchants can become quite heated and violent.

Another complication can be to have the PCs patron be a Witch Hunter, in which case the heroes will have to come up with a good story to convince the Prophet.

But probably the most entertaining complication can be to have the heroes become enthralled by the Oracle and become part of the religious assemblage.

ALTERNATE USES

Instead of returning with the Oracle, the PCs can be hired by one of the Colleges of Magic, Churches, Knightly Orders or Witch hunters to kill the "false prophet". In this case, Act 3 will have to be replaced by infiltration, assassination and escape.



TARTS & TROLLS

Overview: A normally small band of orcs and goblins is growing in numbers ever since they recieved the aid of a Troll tribe. Their secret? A kidnapped halfling cook who makes delicious tarts. The Trolls have become addicted to them. The PC's are asked to find the missing cook.

ACT 1: A MISSING COOK.

Gundo Zwiebelkuchen is the only son of the family and a renown cook, known for his exquisite and elaborate wedding pies. During the last wedding he was kidnapped by a group of hooded figures.

The heroes are approached by his distressed, wealthy mother who begs them to return her son. An investigation reveals that the hooded figures were goblins who have taken the cook into the nearby forest.

Following the trail the heroes stumble upon a group of slain Wood Elves, a single survivor warns them of the Greenskin warband and the Trolls that aid them. However, at that point a pack of Goblin Wolfriders attack. The attack changes to a pursuit as the heroes try to stop the surviving Goblins from reaching the camp.

ACT 2: THE BELLY RULES THE MIND

Once the heroes arrive at the Greenskin camp they notice a peculiar scene: A miserable looking halfling is led by nervous goblins on a chain around his neck and pulling a large cart stacked with tarts. Every now and then they halt to leave a tart on the ground and then hurry on.

A moment later a gaint, ugly Troll comes to scoop up the delicacy. In this manner the Troll acts as a perimeter guard to defend the camp. The Greenskins are very happy with this ploy as it allows them to ignore their duties, run amok and drink large quantities of fungus brew. This makes it quite easy for our heroes to rescue Gundo.

In doing so the PC's learn that the clever cook has used a secret ingredient that makes the eater of his pastry addicted and docile.

Act 3: All your tart belong to us

Regrettably, the nearby tribe of trolls is not happy about the goblins exploitation of their brothers and they decide on some payback.

When the heroes are returning to the village of Gundo, they are suddenly surrounded by these trolls. The idea here is to make a fight impossible to win.

The trolls force Gundo to create potions of his drug and demand that the heroes lace the Greenskins fungus brew with it.

This will render the Greenskins helpless and ready to be mopped up by the Trolls.

If the heroes refuse, they will threaten to kill the halfling and attack the nearby village.

POSSIBLE COMPLICATIONS

Several options are available to up the stakes. An obvious one would be to have the cook be a reluctant victim, meaning that he is quite happy tailoring to the Greenskins and unwilling to be saved.

You can also blow up the Greenskin camp to a full fledged 'Waaagh!' by adding a Warboss and lots of specialized troops, in fact, the composition of the camp can add all kinds of adventure. Sneaking past Giant Spiders and Squigs for instance.

Another thing to meddle with is the secret ingredient. By having it become highly unstable or unpredictable under some conditions you can add all sorts of suspense and humor.

ALTERNATE USES

If you want to remove the humoristic element you can substitute Gundo Zwiebelkuchen for a powerful druid or alchemist and perhaps the Greenskins for a more serious enemy, like Beastmen or human outlaws.





CHEAP TICKETS

"Or 'what to do when you wake up the morning after on a coach to nowhere with absolutely no idea how you got there'"

By Andy Jones

INTRODUCTION

This Warhammer Fantasy Roleplay 3rd edition scenario was designed as an introduction to WFRP, and uses the additional party card 'Drunken Bums' designed by yours truly as a starting point. It can be easily adapted for a group of characters in their 1st or 2nd careers; by temporarily replacing the current party card with 'Drunken Bums', the adventurers can enjoy all the pleasures of an incredibly hung over interlude, and return to their original status once they've sobered up. (If they survive, that is).

USING THIS SCENARIO

Remember all those scenarios that used to start in the local tavern, and forced you to endure an obviously constructed encounter to get the adventure started? Well, this scenario bypasses all of that; yes, the characters were in the local tavern quaffing ale, but they became so drunk they can't remember the back story to save their lives, and to be honest they are having trouble remembering their names, as well as the amount of alcohol they consumed



PLAYER'S INTRODUCTION

You wake up feeling as though a large buffalo has urinated in your mouth, and possibly then walked all over you as an encore. There is a pounding in your ears, and as you crack open one eyelid, a blinding light sends a needle of pain through your head. You open the other eye and try to sit up, making the world spin and shake around you. My God, what did you drink last night?*

* insert favoured deity

This is the hangover to end all hangovers, the black beast of legend and madness; and still the world keeps rocking and shaking, still the pounding is in your ears. Gradually you realize that the world really is rocking and shaking, and that the pounding you can hear really does sound like the pounding of hooves. You turn your head to the sound of dry retching, and see another figure next to you, looking, you think, even worse than you feel. Vaguely you remember him, one of a couple of chance drinking buddies from last night. You sat and drank wildly with a couple of the local coachmen, spinning a tale of your bravery, and much impressed, they'd sold you all cheap tickets for the stagecoach.

You sit up suddenly. You are lying amidst a pile of luggage, on top of a moving carriage, traveling at breakneck speed through the forest. A convulsive grab at a handrail. Two other figures are stirring next to you, one groaning and muttering in a foreign language, the other sobbing a little and clutching at their head. Discarded next to you you see your purse, turned inside out and obviously empty. Groan. A wine bottle rolls past you, spilling the last of its contents as it skitters by. A gentle sob. It starts to rain lightly. You sigh, and rolling onto your back, look to the heavens. Could this day be any worse?

As if by magic, an arrow appears in the carriage roof next to your head, vibrating slightly. If only ...



ADVENTURE BACKGROUND

The merchant, Josef Karlberg of Lachenbad, is selling arms to a tribe of goblins (the yellow water gang), by the simple expedient of loading the weapons onto his wagons and informing them of the leaving date and route; his only proviso is that they don't kill too many of his employees (good help is hard to find). He is also selling the departure dates and routes of the wagons of his fellow traders to throw off suspicion (and make a few extra crowns). Being clever, all his contacts with the greenskins have been via an intermediary, Conrad Balck, a Roadwarden, who also supplies details of local patrols. Cleverer still, he is looking for non-too-bright adventuring types to investigate and hopefully slaughter or be slaughtered by the goblins.

Meanwhile, Josef's wife, Carla, is having a torrid affair with the local coachman, Benny Bengtson. Hearing of the relationship, Josef informs the goblins that Benny is a secret courier carrying a fabulous trinket in his wallet, which he is sworn to defend with his life. Unfortunately, unbeknownst to Josef, Benny really is a courier, and an imperial one at that, carrying secret dispatches.

Hearing of the trouble at Lachenbad, Benny has arranged for a few brave looking chaps to travel with him, by the simple expedient of getting them



drunk then drugging them into unconsciousness, before loading them onto the top of the coach.

Finally, the goblins. The yellow water tribe arrived in the depths of the mine workings after a cave-in opened up a long-abandoned minor passage of the dwarven underway to Karak Azgaraz. The goblins, fleeing after a successful raid on the hold, found the tunnel, and have holed up in the abandoned mine. They are planning a raid on the town, once they get enough good quality arms to assault the town.

SCENARIO - CHEAP TICKETS

The coach is being pursued by 15 goblin wolf riders, five armed with short bows, the others with hand weapons. They start at medium range, raining arrows on the coach for a couple of rounds (approaching by one range increment per round). They then attempt to stop the coach by climbing aboard or grabbing the horses. Note that none of the goblins are henchmen - if the coach is stopped it may well go very hard with the players. However, as the goblins are only interested in Benny, simply legging it will remove them from danger, barring an arrow or two.



To begin the scenario, read out the **PLAYER'S INTRODUCTION** -text (on the first page, in *Italics*). After this, you should read aloud the following description:

Almost as soon as the PCs awake, the coach guard, Little Sammy, yells "heads down!" then stands and discharges his blunderbuss wildly, missing everyone - give everybody a stress counter for the noise. The recoil knocks Sammy off the driving seat and there is a bump as the wagon runs him over. Poor Sammy.

This is to press home the difficulties of fighting from the top of the coach without holding on or being secured.

Make two trackers, one six spaces long for coach damage, and the other ten spaces long to represent the goblins morale. Once the damage counter reaches six the coach overturns, making everyone in or on the wagon suffer a falling off test. Once the indicator reaches ten on the morale counter the goblins will flee.

THE ARROW STORM

Five of the goblins have short bows, and receive an extra difficulty dice for firing whilst moving. Targeting should be allocated randomly amongst the PCs and Benny - note that whilst the PCs can hide behind the trunks and boxes on the coach top (+1 difficulty dice), Benny cannot, and, having his back to the raiders, cannot dodge. Benny's death is a possibility that should be striven for, as it raises great roleplaying possibilities later (see the secret message and the grieving widow). As he is the driver all kinds of catastrophes can occur if this happens.

COUNTERFIRE

Being jostled on top of a coach makes any kind of shooting difficult, and unless one handed, liable to make you fall off. The coach, however, has a plethora

of ready made missiles, in the form of the passengers' luggage, readily at hand. Range is only close, but any hits will cause a goblin to fall off (not the leaders, however), and his wolf mount to head for the hills. Reward imaginative play - throwing a case full of clothing could affect multiple targets, for example. Snuff and large musical instruments are another favourite.

BOARDING ACTION

Up to three goblins can attempt to climb aboard the coach from the back or sides or jump onto the horses (three in each area). Whilst climbing they cannot fight or dodge - effectively giving the PCs and passengers a free strike at the goblins. Again, any hit on a goblin will knock them off, though not on a leader type). Once aboard fight as normal - remember to test for falling off if using two hands to fight. It takes a group a whole round to get past the coach to get at the horses - once the goblins spend a whole round with them the coach is effectively stopped. For each goblin henchman killed or KO'd advance the morale counter by one. For every goblin NPC killed advance it by two. Don't be too hard and fast with the numbers; if the characters look to be overwhelmed, narrow the road to stop boarders. Hopefully they will be so overexcited by being pitched directly into the fighting they won't notice any fudging.

DRIVING

Driving the coach needs a test every turn; anyone with the **Ride** skill can drive the coach at speed as an **Easy (1d) check**, whilst those without the skill face an average challenge. All driving failures advance the coach damage tracker by one. Any "fancy" manoeuvres such as forcing the goblin riders off the road at one side, attracts an extra die, as does each hit on the driver. Slowing the wagon to a trot reduces difficulty by one dice, but means the goblins can attack the horses immediately. A chaos star on a drive test means the coach has hit a pothole - an immediate test for falling off is needed by everyone on the coach (see below for details), with modifiers for holding on with one hand etc.



have been run over by the coach - add an extra critical. Two chaos stars indicate that you have met both wheels and gain two extra criticals. Once off the coach the goblins will ignore you, and you can hide in the bushes waiting for more travellers (if you are able).

The passengers - Rolf Smith, a merchant. Use the merchant from "a shilling late ...". Standard NPC, he will attempt to stab any goblins entering the coach with a dagger and will cause a huge fuss about any of his belongings lost from the roof.

- *Maria Helcke*, sister of Shallya. Pretty useless in the fight she can provide first aid to the party.
- *Trevor Bartldt*, traveller. Basic NPC profile. Will fight using a sword.
- *Isabel Durnoch*, spinster. She screams a lot. Will cause a ruckus if her clothing has been thrown ("My dowry!")
- *The Roadwardens* - A band of 10 roadwardens will appear after 10 rounds (or sooner if needed) and drive off the goblins. They will listen to any complaints by the passengers, nod reassuringly and dismiss them; they have all had to deal with whinging travellers, and their sympathy is with the players. One (Conrad Balck) may even remark that the merchant, Josef Karlsberg, is looking for adventurers to deal with these same goblins. When they realize that the adventurers are broke, the Roadwardens will provide them with a docket for a free stay at the Green Bottle Inn, Lachenbad.
- *Benny Bengtson* - Benny is an agent of the crown, carrying secret dispatches. If he is dead or dying, play it for all its worth, coughing blood, trying to write in his own blood, whispering "in my pocket ... make sure ... uhh" - or something like that.
- *Little Sammy* - if he survives, Sammy will be severely wounded. He helped Benny load the heroes onto the stage, but also emptied their pockets - Benny was unaware of this.



FALLING OFF

Fighting with two hands whilst on top of the coach attracts an **Average (2d) Coordination check** - none is needed if inside the coach. Being hit (whether holding on or not) means you need to test for falling. Falling is a hard challenge to prevent a randomly drawn critical (remember the benefits from the *Drunken Bums* -party sheet); otherwise just one wound. A chaos star dice result on falling means you

AN THEN HE FELL...

If a PC falls off the coach, he or she will need to make a **Hard (3d) Resilience check** to prevent a randomly drawn criticalwound. Dice results for this test gain:

- ☼ You're run over by the coach - your suffer an extra critical wound.
- ☼☼ You're run over by two of the coach's wheels - your suffer two extra critical wounds.



THE SECRET MESSAGE

If Benny dies or is otherwise incapacitated, and the PCs search the body, they will find a message addressed to *The Graf*.

This missive is sealed with the imperial seal - perhaps suggesting the adventurers should not interfere with it. If they do, they will find a coded message (of course!), totally undecipherable by them.

Delivering this message untouched will lead to reward and further intrigue; delivering it opened will lead to some hard questions and possible imprisonment. Doing nothing with the letter may well result in them being tracked down by investigators.

In the event Benny dies and the message is not recovered by the players, it is retrieved by someone else, and a number of imperial agents will be dispatched to find it. The players will have to convince the operatives of their innocence.

Benny bought lots of the drinks last night.

Sammy the guard didn't buy a drink all night, the cheapskate!

The wine tasted funny.

Benny disappeared with a tall blonde woman halfway through the night didn't the guard say we could ride for free?

How come the dog didn't bark when we were robbed?

It is likely they will not try to put together their memories until after the action on the stagecoach is over.

WHAT NEXT?

Hopefully, the players will survive, perhaps a little the worse for wear. They will be broke (Sammy stole all their money whilst they were unconscious), battered, and in possession of a few memories of the night before. Either they can push on to another prepared adventure set in the Reikland area, or they can continue with parts 2 and 3 of this adventure, published elsewhere. If they go onto another adventure, the GM can easily tie up the loose ends of the recovered memories by letting them see the wife of Josef Karlsbeg, Carla throwing herself weeping onto Benny's grave, or if he survives, embracing him in relief. If confronted, Sammy will beg forgiveness for his theft and return their money, possibly with interest (or at least a free coach trip).

THE GOBLINS

There are 15 goblin wolf riders pursuing the coach, five with shortbows, and ten with hand weapons. There are three leader types with the group; they are slightly better than the others, and should be in the second wave of attackers (they're not stupid!). Here are these more notable opponents:

Razur the black: chain mail and sword and buckler.

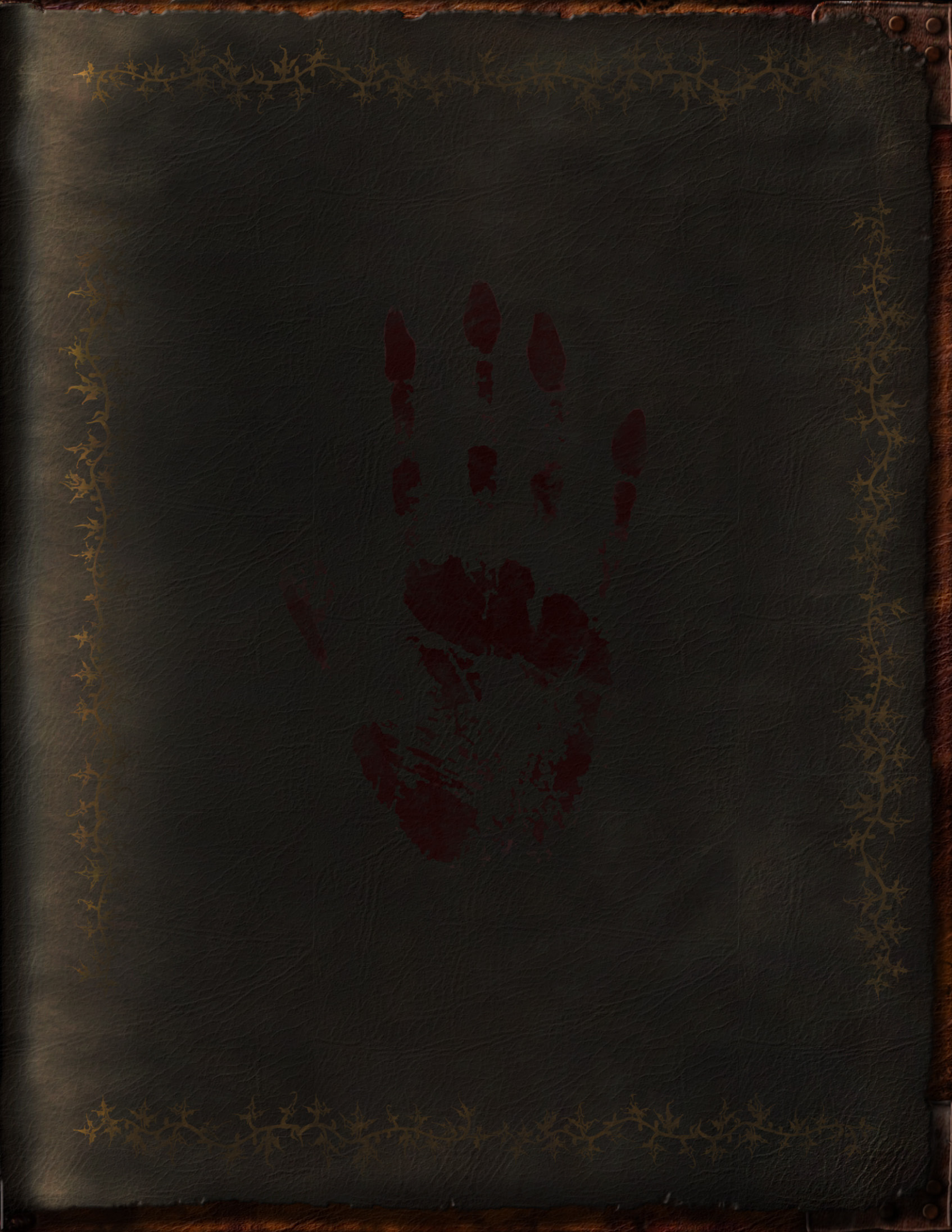
Big: two-handed weapon, very strong (+1 strength). Remember to test for falling off due to the two-handed weapon.

Glililicket: chain mail, shortbow, hand weapon. During the encounter, Glililicket prefers to stay with the archers

RECOVERED MEMORIES

At various points of high drama, players will recall happenings of the night before - randomly reveal them one of the following flashbacks (handouts for these are provided in the pullout section of this volume):








HAND OF GLORY

OR, PART II OF THE MASTER OF SHADOWS CAMPAIGN

By Lauri Maijala

Information about Weissbruck, Delfgruber and Bögenhafen written by Ralph Seller



CHAPTER I: INTRODUCTION AND BACKGROUND

This chapter introduces the background info that the GM needs to run and understand the scenario. The actual adventure begins in Chapter Two.

USING THIS SCENARIO

Hand of Glory is the second part of **The Master of Shadows**-campaign. It is intended to be run as a sequel to the *Wanted*-scenario in *Liber Fanatica VIII*, but with some modification it could be used as an independent adventure.

It is possible to run this scenario with only the Core Box (or Player's Guide) but it is recommended that GM has access at least to *Liber Fanatica 7* (for *Revenant*-scenario) and *Liber Fanatica 8* (of which almost everything is relevant for this scenario).

GMs desiring more information on Reikland, Bögenhafen and other places of interest can find it from WFRP2 supplement *Sigmar's Heirs*. In addition, the *Night's Dark Masters – a Guide to Vampires*, a WFRP 2nd edition supplement, and the *Vampire Counts* (2008, 7th ed.) army book for Warhammer Fantasy Battle could also prove useful.

A range of necessary cards, maps and handouts are provided in the separate Pullout Section of this volume, but the GM is expected to come up with descriptions and suitable location cards for a number of locations and NPCs as needed.

Hand of Glory is deliberately a very difficult and open scenario and, as such, it is recommended for groups with experience in role playing games. Some parts of the adventure are left open for the GM's interpretation. It is advised that the GM changes any parts of the adventure as seen fit to better suit the group's needs and play style.

The story arc starts quite constrained, but quickly opens up to allow a broad range of options considering the paths the players might take (check the *synopsis* for the most straight-forward path this scenario can follow).

REPLACEMENT CHARACTERS

As with the first part of the campaign, this scenario presents a story tightly bound to the characters used in the first part of the campaign (check *Wanted*-scenario in *Liber Fanatica 8*). It is recommended that the GM introduces possible replacement characters early on.

Any replacement characters should have a personal hook into the story (Perhaps they also were on the List of people Facilius was meant to assassinate). They could have a personal vendetta with the Index Finger (check the Index Finger p.63), or maybe they simply want to experience the thrill of high adventure.



THE STATE OF THE MASTER OF SHADOWS-CAMPAIGN

PREVIOUSLY - WANTED

In the first part of the campaign (adventure *Wanted* in *Liber Fanatica VIII*) the characters were targeted by a vicious assassin, Facilius, who had been sent to eliminate a group of people on a special list. After confronting him, the characters did not learn much about his motives but one the characters assumed his identity and worked for a short time for the crime syndicate in Ubersreik. They infiltrated the slave mines under the city and ended up with a letter pointing to Bögenhafen.

CURRENT STATE

THE MURDER GAMES

The Shadow's Hand consists of five of his trusted lieutenants. They are the main tools of the Master of

STARTING HERE

If the GM has not run the *Wanted*-scenario (1st part of the Master of the Shadows campaign) from *Liber Fanatica VIII*, he will still need to read it through to grasp the ideas and events of the scenario. Most obvious way to start here is to run the first part of the adventure so that the party is targeted by the assassin, Facilius.

Another option is to introduce a survivor from an encounter with Facilius. This way the party is approached by a relative or a common friend that managed to confront Facilius, and maybe even killed him. In any case this NPC should provide the party with information about the seemingly random assassinations as well as Facilius's code ring (see *Liber Fanatica VIII* for more information).

The scenario assumes that the group has played through the *Wanted*-scenario. It will not discuss alternative ways to use this scenario as a starting point. A GM wishing to run the Hand of Glory as an independent scenario will need to work out the details by himself.

Shadows in his lust for power. Each finger has its own function, so does each of the five members of the Hand. To become a Finger one needs to remove an old one and this was always Facilius' goal.

OTHER FINGERS?

This adventure only deals with the Index Finger of the Shadow's Hand. Other members of this inner circle will be dealt with more detail in the final chapter of this campaign.

To be a Finger of the Shadow's Hand is both rewarding and dangerous. Even though the true identities of the Fingers are known to none but the Master of Shadow their status is highly desired by many. As the Master of Shadow is only interested in the most competent servants, he encourages his followers to reach these positions by any means necessary.

The position of Index Finger in the Inner Circle of Master of Shadow's criminal empire is always a position for an assassin. For decades, the position has been opened every few years as a decadent competition of murders.

A few men and women are sent out to kill a number of seemingly random people. On their lists they have the names of those that they need to find and kill as well as the names of the other competitors.

While waiting for his chance in Ubersreik, Facilius was employed by the criminal underworld for various criminal actions. At the same time he also worked as middle-man between Master of Shadows of Marienburg and the Family of Ubersreik. But a while back Facilius was sent out to kill a group of people that, unluckily for him, turned out to be the adventurers.

Most of the other competitors have already perished either by the hand of Sigmar's glorious justice or in the hands of the Index Finger. None of them, save for the Index Finger, have any idea why the Master of Shadows demands such a cruel game, but they are not too concerned about it either.



It is not only death of random people that the Lord of Shadow craves. Some of his competitors are on the list, as well as servants of other dark powers, possible threats and various others that might be hinted in arcane prophecies the Master of Shadows keenly studies.

THE HAND OF GLORY

The orders of the Index Finger are to simply kill all the other competitors and gather their left hands (as well as any other murderers he or she might encounter).

These hands are to be used in bizarre and horrible ritual the Master is preparing. The ritual will be the key element of the finale of the Master of Shadows-campaign.

Traditionally a severed hand is often linked to dread lord Nagash in Old World folk lore and especially to an arcane item called The Claw of Nagash. The many properties of this ancient artifact are usually exaggerated but they are also given to other severed hands.

It is said that if preserved correctly and imbued with certain dark rituals, these hands could have a life of their own. Other tales tell that the hands can be cast into candles which could have a wide range of magical qualities.

The only certain thing considering this adventure is that the Index Finger gathers the hands, preserves them and is preparing to take them to Marienburg. They have not been enchanted yet so the hands could be seen only as hideous trophies taken by the assassin.



THE INDEX FINGER

Beatrijs is a woman in her early thirties. At least she looks that way.

Once upon a time, she was a humble thief at the docks of Marienburg and skilled in the use of knives. She would have preferred to slit throats rather than purse ropes. But she was caught immediately after she made her first kill.

The Master of Shadows however had his eye on her for some time however. He was intrigued by the way she held onto beautiful things she had stolen even though she was clearly starving. The ease she killed with was also something the Master desired. And so, he bought the woman from the judge that was to send her to the gallows.

Beatrijs won the murder game she was sent on and killed the previous Index Finger—thus gaining his position. The Master of Shadows awarded her with a dagger of ancient origin and a sip of his own blood—not enough to turn her but just enough to create a lasting bond between them.

After that, the new Index Finger abandoned her previous life and worked as an assassin in Marienburg until her face became too easily recognized and the Master of Shadows was forced to send her away.

It did not take long for the Index Finger to find a traveling judge called Leonhart Conciliatore. She charmed the pious man and wed him. She had no intention to let any man touch her however, so she convinced the judge to have more wives to sleep with.

Since then, she has been traveling with her husband for years and even Leonhart has begun to wonder why his first wife does not seem to age. Beatrijs knows this murder game is to be her last with the judge's retinue and is already planning to return to Marienburg for a while



SYNOPSIS

The characters will travel to Bögenhafen to meet the mysterious “Benefactor” of Facilius. There they will learn about the dark games played with the lives of men and will have to concentrate their efforts on finding the assassin called “the Index Finger.” Searching for clues about the assassin’s whereabouts, the party will track her down and confront Beatrijs in front of an imperial judge who happens to consider her his wife.

EXPECTED ADVENTURE COURSE OF PLAY

- The party will search for a way to travel from Ubersreik to Bögenhafen.
- In the town of Geissbach they will meet the traveling judge and his retinue, possibly encountering their Nemesis for the first time without even noticing her.
- Following the letter delivered to Facilius’s town house in Ubersreik they will come to Bögenhafen to meet with the sender of the letter.
- In the meeting the party will learn about a mysterious assassin known only as “The Index Finger”
- Uncovering the identity of the assassin will most likely take the party to Weissbruck and locations around the city.
- After learning that the assassin is traveling with the Imperial Judge they met earlier, the party must find the judge and his retinue.
- Confronting the assassin turns into a hostage situation as she threatens the life of the judge. This escalates into a combat in which the assassin will most likely lose her life.

DRAMATIS PERSONAE

The number of key-NPCs in this adventure is large and as it is quite possible that the characters encounter them in several different locations. The GM should be familiar with each of them to avoid causing any slowdowns throughout the course of play.

These NPCs are presented here in small detail. Some of them have the Nemesis special rule so they use Stance Meter and suffer Stress and Fatigue as PCs. If this causes problems in the game most of these characters can lose their Nemesis status with the exception of Index Finger who is The Nemesis of this adventure.

LEONHART CONCILIATORE, THE TRAVELLING JUDGE

(Chapters 2 and 4)

Leonhart is a man in his forties and looks well for his age. He has most of his teeth left (a fact that he is immensely proud of) and an eagle-like nose that betrays his Tilean heritage. Leonhart never goes anywhere without his trusty pistol that he sometimes uses as a judge’s gavel.



LUCAS, THE EXECUTIONER

(Chapters 2 and 4)

The executioner of Leonhart is a convicted felon himself. Judge Leonhart sentenced him to death over some matter that has already been forgotten but offered Lucas the chance to become the life-taker of his retinue. Lucas gladly accepted this turn of events as he is evil down to his soul.

BEATRIJS, THE INDEX FINGER

(Chapters 2 and 4)

The Assassin of the Hand of Shadows is a modest-looking peasant wife who travels with Leonhart posing as one of his concubines. There is nothing evil looking in her or anything that might make you look at her twice. She hides her agile and strong body in layers of clothes that make her look much fatter but can be torn off to ease moving in a second.



KONRAD HOFMANN, THE BENEFACTOR

(Chapter 2, Episode 3)

Konrad is a nervous looking middle-aged man with a small tattoo of a griffin on his throat. He is dressed in out of fashion, worn, but good, clothes and is met coveting a goblet of wine in his left hand that is missing the little finger.

RUMOURS

While visiting the villages and inns of Reikland the party has a good chance of catching up with what is going on around them by listening to some rumors. GMs are advised to either role play these out or make the players roll for them (or both). In any case these rumors could be enhanced as the GM sees fit. These rumors are not meant to be absolute facts. People may have heard them in different locations altering the details in them and some of them might prove out to be outright lies.

THE SNAIL THAT ATE THE TOWN

"I've heard that there was a giant snail, bigger than those boats they use to sail the seas my cousin says. It did not only eat the cabbages of the farmers but them poor farmers too! I'll tell you that a snail of that size can only portend a storm of similar magnitude!"

CHANGE IN OWNERSHIP

"Yes, yes. It was those Wastelander bastards! They bought the whole Ratchett Lines. If you ask me they made the worst mistake ever as the Lines is about as crooked as a ... well something that is really crooked."

THE CARNIVAL CAME TO TOWN

"You ever visited a carnival? It was insane I say. Striganies and tramps and thieves—the whole lot of them! If you see them, be sure to make a run for it."

CITY OF PLAGUE

"You heard about Ubersreik already? They say that there's another plague killing people like they were

A DIFFERENT START

If this adventure is started with new characters and/or Wanted has not been played this first episode is easy enough to substitute with Cheap Tickets. To use this cameo you only need to consider what has happened in Ubersreik and give those facts to players as flashbacks. The journey would have naturally thus started from some tavern in Ubersreik or in a road-side inn along the way.

lice. I'm heading north to escape it and I'd advise you to do the same."

THE MONSTER OF BÖGENHAFEN

"My sister's cousin-in-law told me that there's a wicked monster on the loose in Bögenhafen. It comes out only at night to hunt men!"

THE BEAST OF BÖGEN

"What do you mean you haven't heard of the Beast of Bögen? No, no, no. I don't mean some silly little thing that bumps in the night but a horrific mass of purple tentacles, ready to drag you into Bögen at sunset."

Read more about the Beast of Bögen in Liber Fanatica 10!

THE BALLOON

If the characters are still in possession of the Facilius's Balloon they are likely to try and use it to reach Bögenhafen in time. In this case, most of the encounters in Episode 1 will be unnecessary.

Episode 2, however, introduces a great deal of important parts of the adventure so it is advised that the Party faces some troubles with the balloon that force them to visit Geissbach anyway.



CHAPTER 2: FOLLOWING THE LETTER

This chapter assumes that the party will take the road from Ubersreik along the Grey Mountains to reach Bögenhafen. They might try to get a boat ride to travel the rivers and canals but this should only cause a minor hindrance to GMs as episodes should be easy enough to move to any location the characters might travel through.

EPISODE I – THE AFTERMATH OF THE UNDERBELLY

ACT I – THE LETTER FROM MARIENBURG

When the characters return to Facilius's home from the Underbelly they will notice a small envelope pushed under the door to the hallway. It bears no signet or other markings and the message seems to be utter nonsense (provide the players with Handout 1 – The Letter from Marienburg). The letter has been sent by Facilius's trusted ally Konrad Hofmann who the party will meet in Bögenhafen.

Using the Code Ring of Facilius will reveal that it is a letter from his "Benefactor" congratulating the assassin from a job well done. In whole the actual message reads:

Exposed come to ferry in Bögenhafen at dusk I wait three nights

This does not mean anything to the characters, but it is still their most solid clue about whoever wanted them dead.

ACT 2 – GETTING A RIDE

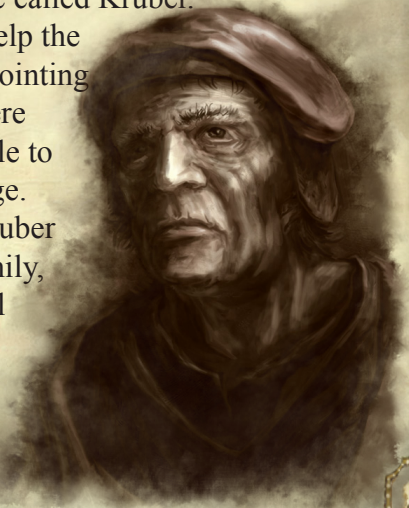
Getting to Bögenhafen in three days from Ubersreik is nearly impossible. The distance is over 70 miles

through the woods but it can be done with fast horses or coaches. The Benefactor who sent the letter clearly still assumes that Facilius has his hot air balloon to use...

THE WHAT IFs?

Should the characters not figure out to use the encryption ring that they gained from Facilius in Wanted (or worse if they did not get the ring at all) breaking the code is almost impossible. Should this be the case closely examining the letter might expose that some of the words have been written first and other words just "fill in the blanks".

If none of the characters can even read it, the whole letter could become a source of a new adventure as they try to figure out what it says. Simply showing it to someone will not help but with a successful **Hard (3d) Charm check** they will learn of a scribe called Kruber. He will be able to help the characters and by pointing out which words were written first he is able to tell them the message. Unfortunately as Kruber is in debt to the Family, this information will drift to the ears of Tavaris as well...



Some characters may try to acquire a river boat ride to Bögenhafen as the rivers are the fastest route in the Empire but as the Hagercryb canal leads only to Geissbach from where the river work would force the party to detour via Weissbruck it would not let them reach Bögenhafen in time.

A river boat could actually take them to Geissbach from where the characters should be able to get a coach to Bögenhafen which could be a slightly faster way to reach the destination in time.



COACHMAN STRIKE!

As the party goes searches for a suitable means of transport it quickly becomes apparent that all vehicles leaving Ubersreik are not due to leave for some time. This is due to some kind of strike amidst the coachmen.

Apparently they are concerned about their safety on roads the wilderness near Ubersreik as bandits and greenskins have become more and more bold. Because Ubersreik lacks a strict leadership (*or is in the middle of organizing a new one if the party has played through Edge of Night-adventure*) they have little to fear in terms of retribution.

If the characters' standing with the Family is still on good terms, they will have it a lot easier.

OPTIONAL ENCOUNTER: POX-MARKED MAN AGAIN

This optional encounter can only happen if the Party has not made too many problems with the Family.

While the characters are in a hurry to find a suitable way of transport out of Ubersreik they meet with a certain pox marked man again. **Odo** (see p. 82 in *Liber Fanatica* 8) approaches "Facilius" with a sly smile. He signs to tell that his master is pleased and then inquires why "Facilius" is trying to leave so soon.

If the characters tell Odo that they are in a hurry to reach Bögenhafen, he will gladly tell them to wait

GODRIC THE BITTER COACHMAN

Should the players inquire about the coach the Family provides for them, it belongs to the Ratchett Lines. The coachman is an angry and bitter old former roadwardn with a noticeable limp that has forced him to retire.

Godric complains constantly. About his leg, weather, goblins, bandits, taxes, bad wine and of course about the new managers of the Ratchett Lines (check Rumours).

at the northern gate for an hour as he goes to get the party the fastest coach possible. He says it is the least he could do for one who is Family, but if the characters accept his offer he reminds them to return to Ubersreik hastily.

"For the Family has no patience for prodigal sons", Odo explains.

ACT 3 – LEAVING UBERSREIK

Whether the party leaves Ubersreik by the coaches provided by the Family, by a river boat, another coach or by any means, they will be warned at the northern gate.

A guard halts them and tells them to keep a sharp eye as there have been numerous goblin sightings on the road that travels through the foothills of the Grey Mountains.

"They says that the greenskins are up to no good, yes", the guard chats while nodding towards the mountains. The mountains do look menacing as a storm seems to be brewing on the slopes.

Getting to Geissbach should be as uneventful as possible, while making sure that the players are positively paranoid about a goblin ambush.

When the party gets nearer to Geissbach, they will notice a storm brewing on the horizon. If they are also keeping an eye on the road and the forest, they are likely to spot tracks of wolves in the dirt and large grayish shapes lurking in the shadows.

THE REVENGE OF THE ASSASSIN!

If Facilius got away from the characters during *Wanted* he has been in some distant hideout healing his scars and plotting his revenge. When the characters are ready to leave Ubersreik he is done hiding and tries to get rid of the party once and for all.

This time he will fight to the death as he sees it as the only way to get revenge for the humiliation he suffered.

EPISODE 2 — GEISSBACH

THE JUDGE'S RETINUE

Leonhart Conciliatore, the Travelling Judge

Leonhart is in his forties and looks well for his age. He has most of his teeth left (a fact he is immensely proud of) and an eagle-like nose that betrays his Tilean heritage. Leonhart never goes anywhere without his trusty pistol that he sometimes uses as a judge's gavel.

Though he is supposed to act as an example of Imperial Law, even Leonhart has something to hide. His retinue consists of several women: candle makers, sword sharpeners, seamstresses and other artisans. But in a fact most of them are concubines of His Excellency that share his tent in a strictly laid schedule.

Lucas, the Executioner

The executioner of Leonhart is a convicted felon himself. Judge Leonhart sentenced him to death over some matter that has been forgotten since, but offered Lucas the chance to become the life-taker of his retinue. Lucas gladly accepted this turn of events as he is evil down to his soul.

This executioner dresses in brightly colored clothes to better hide the blood spatters that are a constant in his line of duty. He is getting more and more excited about performing death sentences and commonly advises Leonhart to pass this harsh judgment.

The Index Finger alias Beatrijs, the Assassin of the Hand of Shadow

The Assassin of the Shadow's Hand is a mediocre looking peasant wife who travels with Leonhart, posing as one of his concubines.

The Dagger of Asaph

Nehekheran superior quality dagger with bronze hilt shaped like an asp. The dagger is sleek

and sharp and easily concealed. It is an ancient heirloom and the only thing that contradicts her disguise as a simple peasant. Beatrijs is enamored with the dagger as she is quite drawn to items of superior quality – a lust that could easily be turned against her should it be known.

The Dagger is a gift from the Master of Shadows.

It was a constant reminder of his weaknesses and therefore he wanted to get rid of it. Losing such a relic was not an option to him so he chose to give it to his minion instead.



The Casket of Hands

This large casket is quite like its owner. It looks like any other casket, but holds a terrible secret. Inside this locked trunk are severed hands of murderers that the Index Finger is taking to her master. Most of them are left hands and all of them are pickled in durable glass jars.

It should not be apparent what the hands are for if discovered, but only enhance the feeling of sick and morbid mindset of their owner.

The hands will be used by the Master of Shadows as Scuttling Hands, but as they are not yet enchanted, they are still inanimate.

ACT I — THE GATHERING

When the party arrives at Geissbach they will see that there is a large gathering at the edge of the village. The villagers have gathered on the Field of Verena around a sturdy old oak tree to watch a man being accused murder.

Should the characters approach the gathering, they will most likely notice the mean looking executioner



(Lucas, see Important NPCs) standing next to the judge. He seems very anxious for a sentence.

Lob, the accused, was captured a couple of nights ago after strangling a man over a purse of coins. He was held in the basement of Geissbach's burgomeister until the traveling judge Leonhart Conciliatore came to town.

A quick glance, reveals that there are quite a lot of people that are clearly not locals. Evidently a group of people (mostly women) follow the judge where ever he goes.

Some of the women will approach the party and offer to fix their armor, sell candles, mend their socks etc. They are however all polite and not overly pushy. They just want to earn an income while their husband is working. Notice however that they do not refer to the judge as their husband. Only as "His Excellency" or a similar title.

One of the women offers the characters soup. She has been cooking on a big iron pot in the judge's camp near the field. This woman is actually the Index Finger, the assassin of the Master of Shadows. She has no interest in the characters at this stage and is only doing her job as are the other wives.

ACT 2 – THE CONVICTION

There are several people accusing Lob of the murder, some vowing they saw him killing the man. Leonhart does not make a swift judgment, but if there is no evidence presented in favor of Lob, he will judge the man to be hanged from the oak tree.

The sentence is carried out by Leonhart's executioner Lucas, who readies the noose and hangs the man on the spot.

Leonhart commands that the body be left there for three days as a warning sign for all and demands two volunteers to guard the body night and day. If the characters do not take the post, the judge orders

two villagers to it.

ACT 3 – THE STRANGE NIGHT

As night falls, a huge storm picks up. People of Geissbach close their windows and barricade their doors as they are afraid that the spirit of the murderer will come to haunt them.

Howling wolves can be heard in the distance. This will effectively wake up most of the village and their shouts will do the same to the characters, should they not be awake already.

A mob of peasants lead by a few hunters goes out to chase the wolves from the village. Armed with pitchforks, axes and torches the mob quickly moves to the fields where a pack of wolves are sneaking towards the sheep yard.

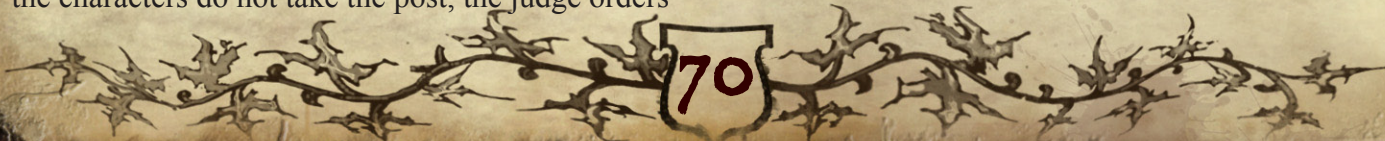
The beasts are hungry, but not very brave. They will fight for a couple of rounds before escaping back to the forest. Use the normal profile from ToA for the wolves that attack the characters (one per each). There are more wolves for the mob as well, but tracking their combat is not necessary.

After the wolves have been driven off, the characters can make a **Routine (2d) Observation check** to find the carcass of a sheep from the field. Though it has been torn up by the wolves, it is still clear that it was killed with a knife. A **Routine (2d) Intuition check** should tell the party that this was left to lure the wolves from the woods.



THE TAKER OF HANDS

The sheep's carcass was left on the field by the Index Finger. She needed a feint to lure away the





guards posted on the gallows and decided to sacrifice a sheep (and quite possibly some villagers) to this effort.


Amidst the howling winds and beating rain, the Index Finger sneaks to the gallows. After the guards have ran to help their fellow villagers (or to investigate the noise if the characters stayed to guard the body), she rips off the left hand of the murderer. As she has done this before, it requires as **Hard (3d) Medicine** or a **Daunting (4d) First Aid check** to notice that the hand was not removed by some beast.

When the guards return to the gallows they will be horrified to discover this obvious mutilation. No tracks can be found on the ground, though wolves are the likely suspects. If the guards are villagers, it could very well be that they are afraid of Judge Leonhart and make a run for it instead of making a report.

It Is Not My Time Yet

If it seems that he Index Finger has a chance to be interrupted or captured (by the PCs) she does not take the hand. In no event should the Index Finger be found out to be an evil person at this stage of the adventure or the ending will have to be extensively reconsidered.

EPISODE 3 — ARRIVING TO BÖGENHAFEN



Bögenhafen is a prosperous market town with a population of roughly 5,000. It sits across the River Bögen, at the highest point where the river is still navigable by river barge. Goods from Altdorf, Marienburg, and Nuln come to Bögenhafen by river and are traded for local grain, wine, timber, and lead and silver brought down

from the Grey Mountains. Though it technically falls within the Barony of Saponatheim, Bögenhafen is largely left to run itself, as long as Baron Wilhelm receives his taxes on time. The Baron lives in Castle Grauenburg, some twenty-five miles north of Bögenhafen, and rarely visits the town. His tax collectors look after his interests, while the town council runs Bögenhafen.

Since Bögenhafen's interests have always been commercial, the mercantile elite control the town council. For many generations the Merchants' Guild, and therefore the town, has been dominated by four families: Haagen, Ruggbroder, Steinhager and Teugen. They have been able to control the town council, resulting in Bögenhafens politics being completely favourable to the Merchants' Guild (and their families in particular). There are fifteen council members, one each for the four great merchant families, four more from the Merchants Guild itself, one for the Temple of Sigmar and five seats for the major guilds: Mourners, Physicians, Stevedores, Tailors and Weavers, and Teamsters, and one seat to represent the other guilds.

In 2510 things changed slightly when the Teugen family was shown to be chaos worshippers. Witch hunters carted the family off to Sigmar knows what fate, the family businesses were sold off by the Emperor, largely to the other three major merchant families. The Teugen seat on the council was handed to the Merchant Guild, giving them five seats in total. In theory, the council votes on every important issue, a simple majority being all that is required for a motion to pass. Usually however, votes are a mere formality because if the major merchant families vote along with the Merchants' Guild, they can muster eight votes and win any motion.

The Haagen family dominates trade with Marienburg, while the Ruggbroders have a virtual monopoly on trade with Bretonnia and also dominate the local grain trade. The Steinhagers dominate the trade in metals with the Grey Mountains, sending most of the lead to Nuln to be used as ammunition.



Even with these advantages, the merchants of Bögenhafen look at the wealth of the Freistadts of Kemperbad and Ubersreik, and grumble that Bögenhafen could be as rich as them, if it didn't have to pay all those taxes to the Saponatheims.

THE CITY BLUES

The city of Bögenhafen is quite known for the luxurious color Bögenhafen Blue that is sold around the Empire and Bretonnia to all that can afford its high price. Numerous merchants from all around the world come to Bögenhafen just for the Bögenhafen Blue.

The bustling streets of the city provide the locals cut-purses with countless opportunities to help travelers with their heavy purses and the same can be said for numerous street vendors, beggars, merchants and tradesmen.

THE GATE TAX

To enter the city everyone has to pay a toll that is collected on all gates. The rate is 1 brass penny per leg or wheel of carts. Boats pay wharf space, they take usually around a couple of brass pennies per pace (most of the time measured by halflings). All taxes are spent on city upkeep.

Entering the city is by itself free – if the guards on the gates are not in desperate need of some pocket money.

SIDE BOX – BÖGENHAFEN AFTER DARK

After sunset, the busy streets of Bögenhafen grow quiet and empty relatively fast. City guards begin their routine patrols and around midnight tendrils of mist creep in from the River Bögen to fill the cobbled streets.

Moving outside after sunset is not forbidden as such, but the patrols will be very interested in anyone on the streets after dark.

If they do decide to sneak through the narrow streets,

the party will notice the patrols moving around. They should have no trouble avoiding them if they stay quiet and mobile. They might also notice some illegal activity taking place in more remote locations, as well as possibly spotting something that is quite unlike any human shape, escaping their sight into the city sewers at a distance.

To increase the feeling of going into a secret meeting, a progress tracker with some event spaces could be built and a couple of trackers moved around after each dice roll or event. This does not have to actually lead into anything as sometimes it is better just to keep the players on the edge.

ACT I – A LONE FIGURE IN THE DARK

Konrad Hofmann

Konrad is a nervous-looking, middle-aged man with a small tattoo on his throat. Dressed in good but worn clothes of late fashion, he is first met holding a goblet of wine in his left hand. Those with keen eyes will notice the hand is missing the little finger.

While waiting on Facilius to arrive, Konrad is sipping wine from the goblet, trying to distract himself.



The Ferry that takes people across the River Bögen can be found from the western part of the city. It is well maintained and operates most of the time if the ferryman or his apprentices can be woken up. During this night, Konrad Hoffman has bribed him to stay out and is waiting to meet with Facilius on the ferry.

In “Wanted” no-one had actually seen Facilius and the characters did not face any trouble while pretending to be him. This time is different, as





Konrad is one of the few people who have dealt with Facilius in person.

If the characters take any precautions to disguise as Facilius before going to meet Konrad, he might be fooled for a moment. Thinking he sees Facilius coming, Konrad will hail to him and whisper to accompany him to the raft. But as Konrad is nervous and only waiting for the assassin of the Hand of Shadow to meet up with him, he will notice that something is amiss sooner or later.

ACT 2 – EXPOSED!

ENCOUNTER 1 – CATCH HIM!

It is only the matter of time before Konrad realizes that none of the characters is Facilius. If only the False-Facilius is on the raft with him, Konrad will try to attack. He could also try to escape by using the raft but as it moves quite slowly, the party can easily capture him. Konrad is in no hurry to lose his life. If things turn too threatening and he can be assured that the party is not there to assassinate him, he will yield.

This is where the action can go off into two different directions, depending of whether the characters kill Konrad or spare his life. If captured, the adventure continues in *Encounter 2a -Question him*, if they kill him the next encounter is *Encounter 2b – Loot him*.

ENCOUNTER 2 – QUESTION HIM

To preserve his life Konrad is willing to tell the characters much what he knows, even though that seems pretty thin. He tells them that he is acting as a middle man between an organization called The Hand of Shadow and several independent entrepreneurs. He has no idea about who or what The Hand is, but he is quite certain they are a powerful criminal empire ruling the Reik (Konrad is actually somewhat wrong on this).

Konrad admits that he has sent homing pigeons to a handful of skilled assassins. He has done this a few

times before, and notes that it seems like a game to The Hand. They send half a dozen men to hunt for people on certain lists – lists that include the names of the hunters themselves as well! Konrad is sure that the only living participants of this hunt are Facilius and a fellow called the Index Finger, who Konrad assumes is the real assassin of the Hand.

When the new lists came this time, Konrad had befriended Facilius through some obscure chance and wanted him to “win the competition”, thinking that knowledge of who the assassin really is, might be a valuable piece of information. So he became Facilius’ Benefactor.

Why the names of the characters are on the list, Konrad cannot say. He is quite certain though that if the Index Finger is actually a member of the Hand of Shadow (which would seem quite obvious), then the Index Finger would have at least some kind of idea. The messages Konrad distributes, are sent out by a homing pigeon that is trained to carry the message to Ratchett Lines headquarters.

RATCHETT LINES

Ratchett Lines is a rundown coaching company that has been on the decline for more than a decade. It was based in Altdorf, but when the Four Seasons Company started to service the same routes with better equipment, they quickly lost customers and money. After that, headquarters where moved to Weissbruck.

Now the company just tries to get by with old coaches (most of which have been painted numerous times to hide that they are quite worm-eaten) and drunken coachmen. There have been rumors that some of the coachmen have actually been leading the coaches into an ambush of bandits for profit, though this has never been confirmed.

The routes of Ratchett Lines currently run in the western part of Reikland, where they travel from one backwater town to another.





Konrad receives his orders by homing pigeon as well at the local town square. The pigeon arrives with a message addressed to him, which he distributes as instructed.

LOOT HIM

If Konrad is not captured alive, the characters will be missing a lot of important clues about who they are up against. Searching Konrad's body they will however find a list of six names with set locations. One of them reads "Facilius – Ubersreik via Dieter Schmitt". Four other names have been crossed out but the sixth name reads "The Index Finger – via Ratchett Lines". Konrad also has a key to his town house, and other personal possessions, but nothing relevant to the story.

The pigeons are actually collected by entrepreneurs who have a boring job of traveling from Marienburg all along the Reik. Most of the time there are at least three such barges on the river at the same time, filled with the cooing birds, along with all they leave behind.

THIS SMELLS LIKE A RAILROAD!

Forcing players to do something is never actually a good thing, but sometimes a little railroad is needed to keep things moving. Should the party decide not to pursue the assassin, there is always the possibility that more assassins come after "Facilius".



INTERLUDE – WHAT ARE WE UP AGAINST?

The characters by now should have learned that their assassination was planned by a secretive criminal empire – much larger than the Family in Ubersreik. And it seems that while there might be a deeper meaning to why they were on the original list, the party is still a target in a sinister game of assassinations.

This could be a time when normal people might try to disappear, but the adventurers are a different sort. Theirs is the way of hunting down those who have wronged them and quite possibly countless others!

As the party is under no specific time pressure after meeting with Konrad, they finally have some time to sit down and go through what has been happening since this all started. This could be the time to go through the clues they have gathered, deciding the next step on their adventure.

The next part of this adventure will include some travel around Reikland and is really free-form compared to what has happened until now.



SEE THE REIKLAND, THEY SAID

The characters will need a convenient way of getting around. GMs may want to enlist them on the service of a coaching company, "give" them horses or even a river boat or a coach. Maybe they befriended Godric and he wants to help them out.

The actual way of transportation is not as important as much as how it is given to the group. They should feel that they have earned it and consider it property of their party.

For example, the article *L'entraîneur de Nombreux Tiroirs* is written especially for this adventure (find it on page 84 in this volume).



CHAPTER 3: THE PERILS OF REIKLAND



ABOUT THE CHAPTER STRUCTURE

Even though this Chapter is highly open it can still be three different parts depending on the stage of the PCs investigation. These episodes could easily take even more than a regular gaming session to play through if a grander search is wanted all could be played through quite quickly. Again depending on the particular gaming groups interests.

FINDING THE INDEX FINGER

The location and the actual identity are still mysteries for the characters at this point. It should be apparent that they need to investigate further to find out who their Nemesis actually is.

The Investigation Sheet provided with the adventure gives a tool of tracking this but it should only be used as an aid for the flow of the adventure. It should never hinder the progress or prevent the characters from uncovering facts. Using the sheet is entirely optional as it only presents a tool to track the process but offers no actual effect in the game play.

After dealing with Konrad, and resolving the Interlude between Chapters 2 and 3, GMs may choose to reveal the Investigation Sheet to players or keep it hidden – which ever suits the game style of the group.

The progress of the Investigation Tracker is indicated in this Chapter. The Tracker is meant as a purely mechanical tool. GMs may want to further or hinder the tracker with additional conditions to heighten the suspension of the investigation.

When the token reaches Space 6 the PCs should find out that the Index Finger is actually a woman traveling with **Leonhart Conciliatore, the Travelling Judge**. After this the investigation changes from find out about the Index Finger

to finding her. As the token reaches Space 9 the characters should discover the current location of the retinue and be able to catch up with them.

THE FLOW OF TIME

Before this point in the campaign the flow of time should have been quite strict.

In *Wanted* the party was under close inspection of the Family and while trying to get to Bögenhafen they had to hurry. But after Hofmann's death, there are none who know about the true identity of Facilius (save for the Master of Shadows quite possibly) and there are no imminent threats that could hinder their travel in Reikland.

This “free time” allows GM to maybe include smaller cameos and side quest to enhance the feeling

THE TRIAL OF AN ASSASSIN

It is quite possible that the characters could encounter the keepers of justice who have been hunting for Facilius for his crimes. This kind trial could prove to be an interesting side track to the main adventure as the characters would learn about the man sent to kill them while being accused of being him!



The main reason this adventure does not provide the tools or further instructions of how to run such an encounter is that it would force the players to take an outside role in the events (as most likely the only character directly involved with the case would be “Facilius”).

Should GMs want to run such an adventure nonetheless, there are excellent articles to do so in *Liber Fanatica VIII*. The trial from *WFRP2* supplements *Spire of Altdorf* or *The WFRP Companion* could also be used as a source of inspiration.



of a larger campaign. It also allows an opportunity for characters to change careers and possibly spent some time “off adventuring”.

This issue of *Liber Fanatica* has numerous ideas as well as a fully written adventure to use as a diversion from this one. Should the GM choose, the *Carnival of Darkness* campaign would suit this adventure as it could also provide a great way to introduce *L'entraîneur de Nombreux Tiroirs* mentioned earlier.

It is however the GM's call to decide which kind of flow he wants for his campaign.

WEISSBRUCK

Weissbruck is a small town of less than three hundred inhabitants situated at the junction of the River Bögen and the Weissbruck Canal. The Weissbruck Canal links the River Bögen with the River Reik at Altdorf, forty eight miles away, in more or less a straight line. The canal was built by the Gruber family in 2462 to link their coal and iron mine in Delfgruber, in the nearby Skaag hills, directly to Altdorf. Two of the biggest river barges can pass each other with room to spare, and there are frequent berthing places along its length, while five large locks deal with the height difference at the two ends of the canal.

The Grubers charge a single toll for each journey of 5 sp when entering the canal at the locks at either end. The canal has cut at least a hundred miles off the journey from Bögenhafen to Altdorf, nearly half a week each way by barge.

Weissbruck itself is nominally held by the Emperor, but the Gruber family owns it in reality. Originally just a small village, once the canal was built, it rapidly expanded to its present size. Now the town is largely a transit point, for iron and coal from the Delfgruber mine, for metals, timber and wine from Bögenhafen, and for goods from Altdorf and Nuln going in the opposite direction.

Consequently the town seems to be made up largely of warehouses for goods passing through. Inns are found all around to service the boat crews and other travelers as they make their way through and it always seems to be busy.

The permanent population, either works for the Grubers directly, or work in one of the warehouses or taverns.

Inns like the **Trumpet** or the **Black Gold**, provide travelers with serviceable accommodation and a welcome pint after the cramped conditions of a river barge. Locals grumble however that one way or another, most of their money ends up in the pockets of the Grubers, in the form of taxes, tolls or rents.

OPTIONAL ENCOUNTER - CERTAIN BOX IN WEISSBRUCK

If the characters found the hidden note (see Wanted-scenario, p. 82 in *Liber Fanatica VIII*) written on a plaque in Facilius's town house they will most likely try to find out what has been hidden in the safe box in Weissbruck.

As Weissbruck is only a minor trading town, there are no major guild houses there that could hide the safe-box. If asked around it quickly becomes apparent that the only boxes with any kind of numbers are at the Lock House on Altdorf Canal. It also doubles as a chapter house for river patrol and roadwardens.

The Lock House is an ordinary place used to elevate the river boats in the canal. There are four buildings that belong to it. The largest one contains a common room for travelers to sleep in. No food is offered and the sleeping space is covered in the cost of the gate. It also includes a separated room with forty, sturdy reinforced safe-boxes.

Box number 32, indicated by the hidden message in Facilius's town house in Ubersreik, is in no way distinct from other boxes. It is locked with a heavy iron



lock and the number XXXII has been inscribed into a brass plaque. The lock is of superior quality, and can be opened with the Skeleton Key of Ubersreik from *Wanted* (p.80).

Inside the box is a good set of new clothes and some minor knick-knacks to go with it. There is also a masking kit, superior quality knife, a large purse containing combined amount of twenty gold crowns in various different coins, and a few precious stones. The most notable thing in the box is a brooch bearing the family crest of the von Haagen family, one of the most influential families of Marienburg and a well-known trading house.

The GM should make it clear to the players that the contents of this box was to be used as a new identity should Facilius ever need one.

EPISODE I — WHO IS THE INDEX FINGER?

This Episode might take a long time to resolve as the characters need to travel to various different locations to learn the identity of the assassin of the Shadow's Hand. It should be played through without haste but with a rising suspicion.

When the characters have uncovered the identity of the assassin, they need to find her. Only she can shed any light on why the names of the characters appear on the list of the Master of Shadow.

FINDING THE CLUES

To find the clues, the characters must travel around the Reikland to several locations. This can be done in several ways as most the locations they need to visit are not fixed. Each of the following examples will advance the Investigation tracker when uncov-

AN ADDITIONAL CLUE

If the characters are struggling in their investigations, Facilius also left a small notebook here. It seems to be meant as an inside info about the inner circle of a criminal organization though there is only little solid information. The book tells that the "Shadow's Hand" is a five-member organization and that the assassin referred only as "Index Finger" is actually a woman.

ered.

The Coaching House

The party visits coaching houses or road-side inns where Ratchett Lines has influence (essentially the whole western Reikland).

In most of these locations there is at least one employee of the Ratchett Lines who is able to tell the PCs that sometimes they receive a message from a courier

coming from Weissbruck to be handed out to anyone who uses the code word: "Index Finger".

Some of these employees might note that the person who collects the letter is a woman and others might reveal that she actually goes by the name of Index Finger. (*This event could happen more than once.*)

If this is the final clue that advances the Investigation Tracker to space 6, somebody actually saw when the letter was picked up. A woman came to pick it up and told the worker that "I was sent here to see if there was a letter for the Index Finger." The same person remembers this because "it was the day when that traveling judge visited our village. They left to Delfgruber I think".

Ratchett Lines Headquarters, Weissbruck

When the PCs visit the Ratchett Lines headquarters in Weissbruck, the clerk working there is willing to admit (through bribery) that sometimes they receive a message brought in by a pigeon. They are to copy these messages and send them all around their standard routes. They are handsomely rewarded by a bag of coins left at the location where the message is picked up.

If this is the final clue that advances the Investigation Tracker to space 6, the clerk will be able to produce a copy of the last note send but yesterday telling "the finger to reach the city of stairs for extraction- whatever that means."



The Murder of a Priest

While visiting a small hamlet the characters learn that not long ago there was a gruesome murder where a priest of Morr was found with his throat and tongue swollen.



If this is the final clue that advances the Investigation Tracker to space 6, someone remembers that the traveling judge was in the town at the same day and that one of the women following him was seen talking to the priest after bringing him a hot soup.

EPISODE 2 — WE NEED TO FIND A JUDGE

Characters may well have spoken with Leonhart when they first encountered him in Geissbach. They might have a clear idea where he was heading, but depending on the time they have spent while searching for the clues, Leonhart should have either already passed that location or have changed his course.

Tracking the judge should not be too hard. After all most Reiklanders will remember the judge that passed through their village bringing the justice of the Emperor.

If the PCs have not heard about the judge after Geissbach, the most logical location to start the

investigation should definitely be there.

CARROBURG, THE CITY OF THE STAIRS

With a simple subterfuge, the Index Finger is directing the judge's retinue towards Carroburg, the City of the Stairs. She is now aware that the little game of mouse and cat has ended and she is needed back in Marienburg.

While considering the travel route of the judge GM should consider this destination.

THEY ARE TRYING TO KILL THE JUDGE!

While trying to find the judge, the PCs need to have some kind of plan of why they are asking about the judge or somebody might get suspicious and alert the authorities. Most likely these would be roadwardens that would stop the characters for questioning and hinder their progress. When the party manages to proven their innocence to the roadwardens they might provide the PCs with an information about the judges current location.

There is always also the possibility of the Index Finger learning about the investigations. Should the party make too much noise about their actual target the Finger will be ready and waiting as the characters finally catch up with her.

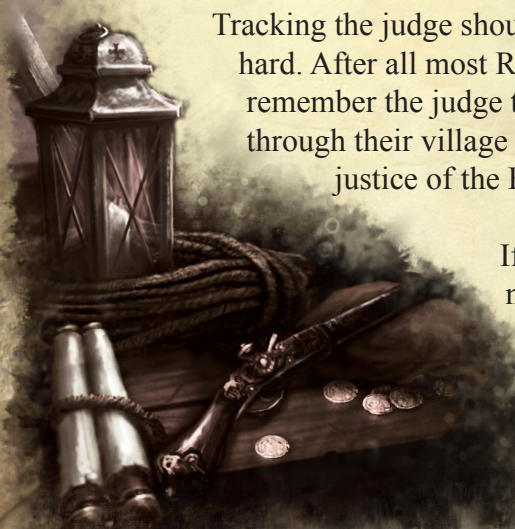
EPISODE 3 — THE SKAAG HILLS

When the characters reach the event space 9 on the Investigation Sheet, somebody is able to pinpoint the judge's destination as Delfgruber in the Skaag Hills. This is given as a solid fact as the judge traveled through the current location of PCs only a few nights ago.

Should the characters try to ask rumors about Delfgruber they will hear the following:

The Bailiff of Delfgruber Murdered!

"It's a sick world we are living in. Did you heard that the bailiff of Delfgruber was murdered! They



found him with his throat slit inna gutters. A sad faith. Even fer such a bastard. It's lucky that a traveling judge was visiting the town then. They hanged the culprit right away. Sick thing. They even say he took the bailiff's hands...

ALBERN FENSTERMACHER

The bailiff was not liked and many suspected that he too was actually a murderer. But nevertheless he held up the law in a lawless mining community. He was appointed to his position by the Gruber family and it is a commonly accepted fact that he collected taxes rather than the Emperor.

Albern was killed by the Index Finger during the night the judge visited the town. Leonhart was concerned about the fact that some of the villagers were telling him that the bailiff had taken a life of a thief without a trial. The assassin found Albern in the stinking tavern called Lily of the Vale, and after the drunken bailiff stumbled out, she slit her throat and took his left hand.

The body was not found until the evening of the next day when the judge had already continued his journey.

Do Not Follow Us

If the characters have raised the suspects of the Finger in Chapter 2, this is when her henchmen will try to get rid of the characters. As they leave the village they will be attacked by local hunters, woodsmen and outlaws rewarded handsomely of trying to protect the Imperial Judge. Use Townsfolk profile from Tome of Adventures.

DELFGRUBER

Delfgruber is a small mining town in Skaag Hills near the tomb of Karad von Carron. The town grew out of supporting the mine, and is now over twice the size of Weissbruck. It is important enough to

QUEST HOOK: THE DISTURBED TOMB

The famed Karad von Carron was the prince of Carroburg when greenskins attacked the city. He lead his Greatswords to victory over the invaders, and is still celebrated in the city for his actions. The party hears rumors that ghosts have been sighted at the tomb. Is there a foul necromancy in play or have the greenskins desecrated the tomb of an ancient champion?



have walls around it and a garrison of 250 soldiers. Not particularly good soldiers but still soldiers.

The Gruber family that also rules Weissbruck has made a fortune by establishing several successful mines in the region, as there are affluent coal and iron sources around the hills.

VISITING DELFGRUBER

If the party is not aware of the murder of Delfgruber's bailiff, Albern Fenstermacher, they will soon notice the lack of supervision around the town. The miners are taking their time around the city and it is at the brink of total anarchy.

Asking around reveals that an Imperial Judge was visiting the village the day Albern was killed. With suitable bribes most anyone is willing to point out where the retinue left from Delfgruber.

CHAPTER 4: REMOVING THE FINGER

Tracking the Finger has not been easy, but by some serious investigation, the party has been able to follow this malicious figure and is now closing in.

The actual location where the characters reach the Traveling Judge's group is left up to GM intentionally, as there is no actual need for a set location. Most likely it will be in the wilderness where the retinue has set up camp to fix a broken wheel from one of their wagons.

Looking through different Location Cards could give GMs interesting ideas about where the action takes place, and combining several of those cards should create a memorable stage for the action that takes place in this chapter.

As the judge is traveling to Carroburg from Delfgruber, it makes sense he would either return to River Bögen (quite possibly trying to get a river boat from Weissbruck), or simply walk the paths through the Skaag Hills (as Index Finger might suggest if she suspects someone is trying to find her).

EPISODE I — TO FIND THE MURDERER

When the characters finally reach Judge Leonhart's Company, his whole party is spread around the camp site. It seems there are even more people with him than when PCs met him at Geissbach. This is quite true; as wherever the judge goes people tend to join his company to travel under his protection.

The company will welcome the characters even though it is unlikely that anyone will remember them. After all it has been quite some time since they previously met and the followers of an Imperial Judge are accustomed to meeting different people.

Depending on the way the characters try to find the

SEARCHING FOR THE HANDS

Should the characters try to find the assassin covertly, they should have a good chance to find the assassin's Casket of Hands (As she is trying to travel unnoticed with the other retinue she is forced to hide the chest in plain sight).

The rotting hands would definitely emit horrible odor, but as they are pickled it is quite easy to hide a locked chest amidst the other food supplies. Especially since the Index Finger is one of the wives responsible for the cooking.

If the characters find the casket, someone is sure to know to whom it belongs.

If the party does not try to find the hands, investigating about the assassin's identity is much harder. They could easily accuse a wrong wife of being an assassin, and get into serious trouble with the judge.

It is most likely that the Index Finger would get frustrated about some nosy adventurers trying to expose her. In this case she could easily expose herself by trying to slip an overdose of *schlaff* into the character's meal etc.

Index Finger, they are either greeted mannerly (if they try to find her in secrecy), or with agitation (if they are demanding the company to hand out one of them).

The Index Finger is not only master of poisons and silent deaths, but also whispered words. And when she learns that the PCs have come after her she will try to turn her company against them. Most likely this will mean verbal accusation and denying of the entrance to their current location.

However, if the characters act openly hostile, the Judge's Company is well-versed to deal with them accordingly. After all, the judge always travels with at least with six armed guards. *Use Soldier profile from the Tome of Adventures.*

AN EXAMPLE OF THE FINAL LOCATION

The judge's retinue has stopped on edge of a small pond on the Skaag Hills. It is a naturally beautiful and calm place, and some of the judge's followers have taken the opportunity to fish on the pond while the broken wheel of the judge's personal coach is being repaired.

It is an open place along an old dirt road with only a few bushes, boulders and trees. So taking cover or approaching the camp without being noticed is quite hard-at least during the day.

In either case, it will not take long before the party has either found the Index Finger or caused enough havoc for the Judge. At that point, Leonhart will come forward (from his tent, room, coach or wherever) to investigate the situation.

This is when the Index Finger strikes and the **Episode 2 begins**.

EPISODE 2 – HOSTAGE SITUATION

Feeling that her personal well being is threatened and her cover is blown, the Index Finger suddenly leaps out from the crowd and draws a knife on the Judge's throat. She will hold him hostage to get away, and will not easily fall for any tricks.

This episode will be solved with the use of H-tracker presented in Liber Fanatica VIII article *Honour or Contempt* (p. 21-3). On the following page, there is an image of the H-tracker that also includes different outcomes for this particular situation.

EPISODE 3 – TRAITOR UNCOVERED

When the assassin attacks the party, she knows that she is badly outnumbered. Still she is the assassin of the Hand of Shadow and very lethal in combat.

The company of the Judge will be too confused

about the events that to take any part in the combat. In fact, some of them will most likely flee when the weapons are drawn. If there are any bystanders at the site, they too will be baffled and will just follow the events as they occur.

There are some members in the judge's retinue who are actually on the pay-list of the Index Finger. These men and women are equal in number to PCs and will attack the characters once the Finger initiates combat. All of these ruffians use Soldier-profile from the *Tome of Adventures*.

WHAT ABOUT LUCAS?

As an executioner, Lucas is a formidable fighter who actually enjoys killing. If it seems that the fight would be too easy for the characters, Lucas finally gives in to his lust for blood and joins the battle, slaying anyone who opposes him.

After this, he has lost his soul to Khaine, the Prince of Murder, and will not be taken alive. Lucas uses the profile for Chaos Warrior from *Tome of Adventures* though he does not have any armor.

It is possible the Beatrijs has been luring Lucas to her side. She could have charmed the executioner to be her lover and protector. In any case the Index Finger does not have any feelings for Lucas as she has only been using him.

THE DEBRIEF

After the Index Finger is killed, Judge Leonhart will be devastated to learn of her treachery. He will explain that Beatrijs joined him in Marienburg and was clearly a native to that coastal city. The judge never had any clue about the true identity of the first of his concubines and sees this as a sign from the gods.

He will come clean on having a number of wives but insists he has treated them equally – though now that he thinks of it, Leonhart realizes that the Finger had a horrible amount of power over him.



As a last act as a judge, Leonhart is willing to write pardon for the PCs should they have killed someone unnecessarily in his sight. He will also write an open letter of recommendation to all Imperial Judges about the characteristics of the PCs.

After this, he will announce that his time as an Imperial Judge is over and that he will begin a

pilgrimage in honor of Verena to absolve himself of his sins.

Most of the people in his company are unsure what to do next, so they will likely join the judge on his journey rather than face the horrors of the Old World by themselves.



THE FINGER FLEES

The Index Finger cannot be swayed. While talking, she will lead the judge so that she will be able to jump on one of the horses. She will make an escape but the PCs can still catch up with her.



THE MIDDLE GROUND

progress across the yellow centre piece can also be used for tracking: the GM could decide that the crowd only has patience for three 'crossings' over the yellow piece – after this, the crowd will no longer care to listen to the exchange and begin to behave according to the total number of accumulated Chaos Stars or Sigmar's Comets.

GET HER!

As above, but one of the Judge's followers is strikes the assassin as Beatrijs attacks the PCs. The Index Finger begins the combat with a random Critical Wound drawn normally from the Wounds deck.



THE DEATH OF THE JUDGE

As above but as a final act the Index Finger slices the judge's throat open before she escapes. With this outcome it is even possible that she flees to be encountered in the final adventure of the Master of Shadows-campaign.



TUG-OF-WAR

There are various means by which the tracker can be moved towards either of the sides.

Here are some examples:

- Success in a suitable social action
- Failure in a suitable social action
- Applying an unsuitable action
- Opposed or competitive checks
- An interruption by a third party or by an event such as weather or some omen that triggers the superstitious instincts of the audience



I SURRENDER...

The Index Finger lowers her weapon and lets the judge go. She appears to come in without a fight but when approached will suddenly slash out.



CHAPTER 5: WRAPPING UP

Having killed the Index Finger, the characters have unknowingly made their presence known to the Master of Shadows. He felt her death in his veins, but he does not know who managed to kill her. The Master of Shadows suspects that one of the contestants in his morbid game finally managed to beat the former assassin, and as he has had news of

other possible candidates, he is quite sure the killer was Facilius.

The party is naturally unaware of these events and only knows that whoever set the death penalty on their head is a sinister mastermind lurking in the shadows of the greatest port of the Old World. They should also be quite positive about the fact that the death of the assassin will not go unnoticed and most likely the organization they are up against is not





APPENDICES

I-II

By Lauri Maijala

I - L'ENTRAÎNEUR DE NOMBREUX TIROIRSA

JEAN-RENÉ L'ESCROC, THE CURRENT OWNER

The Empire is filled with traveling peddlers and con-artists selling quack medicine that either works or turns your hair green and your nails blue. Doctor Jean-René Phillipe Jacén du Doxey l'Escroc is one of the most successful of these men and women, a fact mainly due to his wondrous coach.

L'Escroc is a world-wise charlatan, born and raised in small hamlet in Ostland by the name of Eugen Buckermann. Never content with the lowly position of his family, he ran away as a young boy, following the wondrous-looking coach that an older medicine seller had lead through his village. The man took him on as an apprentice after noticing his keen eye and sharp wits and trained L'Escroc to be his successor, just as the previous owner of the coach had trained him.

Together with his teacher, Eugen journeyed around the Empire and on one trip to borders of Bretonnia he fell in love with the posture the Bretonnians presented themselves with. He decided to copy it for his "stage character".

After the death of his tutor, he inherited the coach and continued to travel along the border towns selling quack medicine and hustling for every penny he could gather. He never really cared about the money however; it only represented a way to him to calculate whether he was a better swindler than his mentor.

When selling his medicine, L'Escroc has a tall posture and as he is quite handsome he makes every use of his looks – in particular his incredibly long, waxed moustache. He wears fancy and brightly colored Bretonnian clothing and almost always uses a perfume he accidentally created while mixing his "medicine". These perfumes have kept him mostly lice-free, but have also created spots of annoying rash that force him to keep his performances short, in order to avoid showing such "common manners as scratching one's bum".

THE COACH

The coach is a true antique, older than anybody could ever guess. It was originally made by Striganies ages ago, but has since then been updated, re-worked, expanded and repaired by so many hands that it currently looks more like a small village than an actual coach.

The coach has served many masters in its long existence, but none of them have found all of the drawers that are hidden in its structure. One could assume that it was once created to smuggle something as it is clearly impossible for even the most determined customs officer to find all of the partitions –one or two are big enough to hide even a small person!

Though it might seem shambling and run down, the coach is in excellent condition. It has been taken care of by people who loved its quirky ways, such as hiding things when they are needed and breaking wheels at the worst possible moment. Some might say the coach is in fact cursed, causing luck of its owner to be lost in one of its many drawers but others say they have found lost fortune from it as well.





The coach consists of an odd number of spaces that might have once been a couple of small rooms. There are sleeping spaces for at least five people inside the coach as well as a “look-out tower”, toilet, cooking space (mostly used to create the medicines) and a wide range of different cabinets, drawers, lockers and shelves.

While the coach seems to be too heavy to easily be moved anywhere, a mere two draft horses can do the trick, due superior workmanship such as has not been seen anywhere else. There is even some kind of small steam engine hidden in the coach that could quite possibly move the coach without any horses at all, provided someone can figure out how it works.



II - HENGSTFOHLEN

HISTORY

At the beginning of 23th century the first Imperial foundry and gunnery school was founded with the help of dwarven engineers. Though they were strictly forbidden to share the secret of runes with men, old tales tell that some of the Empire’s engineers (or quite possibly disguised wizards) managed to steal a few secrets.

In those dark times men did not even consider the possibility of an invasion by the hordes of Chaos. But as the story goes one man did dream of exactly such an event.

A young student in the Altdorf’s Imperial College of Engineers was sent to a newly founded Imperial Foundry and Gunnery school as a teacher’s assistant. Little did anyone know that he had studied old notebooks of the fabled Leonardo of Miragliano and

was fascinated by the ideas therein.

Then one night when storms were terrible and the sign of Sigmar was seen in the sky (or so it is told), the student awoke from a terrible dream of coming wars and impossible daemons of Chaos conquering the world.

Guided by a divine inspiration, he feverishly gathered the various bits he had been tinkering with and during that fateful night a gun was made. A very special kind of black-powder gun, for a hero of the Empire. For that gun, he made fifteen bullets that were inscribed with runes stolen from the dwarfs.

When the Great War Against Chaos began, the student was long forgotten but somehow his pistol had ended in the hands of a roadwarden. The roadwarden used it in the terrible war and with a single shot killed a greater daemon. Ever since, the gun has been used a handful of times and it is said that only a half a dozen things in the whole world can withstand a shot from this gun.

APPEARANCE

The repeater pistol is clearly unique and a gunsmith’s masterpiece. It is decorated with the symbols of Deus Sigmar – the Imperial Cross, twin-tailed comet and the Hammer of Sigmar are all clearly visible. The inscription carved into the body of the gun is written in Classical “Non timebo mala” and means “I fear no evil”.

KNOWN ABILITIES

The Bringer of True Death – It is unknown whether the power of the gun to kill anything has a divine source, or arcane magic. It might even derive directly from the dwarven runes, or have a pure chaotic origin. But as the legend goes the gun can kill almost anything with a single shot, but only when one of the original bullets is used. If another kind of ammunition is used instead, this power does not take effect.





Your Bullets Are Numbered – There six bullets left for the gun. Each of them looks a bit different. Every time the gun is held, its user feels the importance of the weapon and he realizes that every shot must count. Characters wielding Hengstfohlen cannot convert characteristic dice into reckless dice.

An Icon of Holiness – Hengstfohlen is created to be a bane of chaos and spirits. As such it bears a number of holy symbols that cause pain to or even banish these beings. It can also be used as an attuned item to Sigmar in the hands of his priests.

True Masterpiece – The gun is so finely crafted that using it grants an Expertise Die to all Ballistic Skill rolls made with it.

The Peacemaker – When used against the servants of Chaos, undead or greenskins, the gun grants the Inspired Condition in addition to any other effect whenever COMET SYMBOL is rolled.

THE AUTHOR'S WARNING

Hengstfohlen is an incredibly powerful item. It has been used only a handful of times in over two centuries. The decision of giving it to the characters should be made after serious consideration as it has the power to ruin a whole campaign. The gun is constantly searched for by the servants of chaos and it changes hands frequently. It should not be a “neat gun” to use in some trivial manner but treated as the weapon of the gods that it very well might be.



**THE END OF PART I
OF LIBER FANATICA VOLUME IX**





LXI

