

WARHAMMER
FANTASY
ROLE-PLAY I

PATRONS OF THE OLD WORLD II



◆ Four More Potent Patrons for Warhammer Fantasy Roleplay ◆

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Special thanks: Games Workshop

Published by: Cubicle 7 Entertainment Ltd,
Unit 6, Block 3, City North Business Campus,
Co. Meath, Ireland

Last Edited: May 4th 2021

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PATRONS OF THE OLD WORLD II

♦ INTRODUCTION ♦



The Old World is awash with stories of heroism and larger-than-life figures of daring and renown. From the legendary Sigmar Heldenhammer and his companions, to the romantic tales of Geneviève Dieudonné and Detlef Sierck, every man, woman, and child in the Empire can recall the names of countless paragons of legend. But the truth of these people is often far murkier than the tales would have you believe.

Patrons of the Old World II presents four more powerful NPCs for GMs to introduce into their campaigns, as mentors, sources of information and adventure, and perhaps even antagonists if the Characters make a mess of things. Each NPC comes with a full background, statistics to use in play, a unique location where they can be found, and a host of adventure hooks to lead the Characters to them, and for them to lead the Characters towards.

In addition to the adventure hooks, each patron comes with a short stub that can be expanded into a full, multi-session adventure, once the Characters have proven their worth. Completing these Prestige Adventures grants the Characters access to greater resources, knowledge, and allies — a whole campaign could be constructed around them, if you wish.

If you enjoy this PDF, check out **Patrons of the Old World I** for four more powerful benefactors with outsized ambitions.

HOW SHALL I USE THIS?

There are a number of ways to use this book: as a selection of NPCs to interact with your Characters, as sometime patrons and givers of adventure hooks, as informants for the *Consult an Expert* Endeavour (**WFRP**, page 197), or as seeds for entire campaigns. GMs may wish to utilise the rules for Favours (**WFRP**, page 198) as rewards for accomplishing the various tasks the patrons have for the Characters.

ENDEAVOURS

Each of these Characters has a special Endeavour that Characters may take advantage of during the Between Adventures phase of a game. In some cases you must earn the NPC's trust before this option is available, while in others it is enough simply to know how to find the NPC.

SKILLS ABOVE 100

Many of the Characters presented in **Patrons in the Old World** have Skills above 100. To perform Tests with these Skills, please consult the rules on **Warhammer Fantasy Roleplay** page 151.

UBERS... WHERE?

Each patron presented here comes with a signature location where they live and work from, and where your Characters are most likely to interact with them. Whilst these locations are presented in the context of the Old World — in Altdorf, or Nuln, or what have you — they can easily be transplanted to any area of the Old World you need.

Alternatively, you may wish to leave these patrons exactly where they are described, giving your Characters reasons to travel the world to find the NPCs they need to complete their own goals. Journeying to find masters, mentors, and patrons like this is a common trope throughout many epic stories, and it fits very well into Warhammer campaigns.



WILHELM VON VAULK

PROFESSOR OF MAGIC, HISTORY, AND WARFARE

WILHELM VON VAULK HUMAN PROFESSOR (GOLD I)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3†	57	29	39	59	80	51	52	84	79	63	20

Traits: Hatred (Military Officials), Null, Spellcaster (*Ulgu*), Weapons (Sword)

Skills: Channelling (*Ulgu*) 99,† Consume Alcohol 64, Cool 104, Dodge 71, Entertain (Lecture) 83, Entertain (Storytelling) 68, Evaluate 89, Gamble 89, Gossip 71, Haggle 68, Intimidate 59, Intuition 105, Language (Battle 104, Classical 94, Magick 109, Tilean 94), Leadership 68, Lore (History 94, Magic 109, Reikland 89, Warfare 104), Melee (Basic 80, Polearm 62), Perception 85, Research 99, Ride (Horse) 66

Talents: Aethyric Attunement,† Arcane Magic (*Ulgu*)†, Bookish, Combat Aware, *Coolheaded*, Doomed (*Thine Doom approaches with the rise*), Etiquette (Scholars), Fast Hands, Iron Will, Magical Sense,† Master Orator, Menacing, Petty Magic,† Public Speaker, Pure Soul, Read/Write, Savant (Magic), Savant (Warfare), *Savvy*, Second Sight†, Sixth Sense, Speedreader, Super Numerate, Tower of Memories, *Very Resilient*, War Wizard†

Trappings: Shabby Clothes, Sword, Wheelchair

† Whilst seated in his wheelchair.

‡ These Traits, Skills, and Talents cannot be used until Wilhelm's *Null* Creature Trait is removed as detailed below.

Motivation: The Greater Good.

Short-Term Ambition: Find a cohort of capable allies by rigorously testing them.

Long-Term Ambition: Reverse the ritual that turned him into a Null.

Wilhelm's upbringing was rather uneventful. In fact, it was so curiously uneventful, that it was only in the wake of a passing Shadowmancer, that the truth was revealed: the young Wilhelm was a prodigy of *Ulgu*, and his life was anything but ordinary, though shrouded always in illusion. The young noble boy was taken to Altdorf, and inducted into the care of the Grey Order, where he rose meteorically. His keen wit, affable personality, and compassion for the folk of all stations, made him firm friends with everyone. Further, his impressive skill with magic brought him to the attention of the Grey Order's Battle Wizards.

By his mid 30s, Wilhelm was a full-fledged Battle Wizard. He was routinely attached to Reikland State Troop divisions, to aid on the battlefield as well as an advisor to the Marshalls. Often, he shined in unseen ways — uncovering plots beneath the veneer of a conflict. Where others might see an unprovoked attack from the Bretonnians, Wilhelm knew it was Skaven manipulation. Where folk would wonder at the sudden ferocity of a season of Beastmen raids, Wilhelm would uncover the workings of an insidious cult.

However, not always was Wilhelm's wit, charm, and propensity to be appreciated. Under the command of a particularly stubborn-minded officer on campaign in the Border Princes a decade ago, Von Vault identified an ambush site watched over by a cabal of Greenskin Shamans. Wilhelm warned his detachment, but the orders to march through the embattled pass were given, regardless. In the ensuing massacre, Wilhelm was forced to do battle against the Greenskins' combined might and their terrible Waaaagh! magics. Though his talents won through, the sheer devastation of the magic they unleashed left him twisted and broken, and resulted in the spark of magic being burned from his soul.

Now, years later, jaded, defeated, and increasingly frustrated with his students' arrogance, Wilhelm teaches in the school of magic at the University of Altdorf. He teaches the theoretical understanding of magic, as well as military tactics and history, to classrooms full of young, bored students. But Wilhelm's mind hasn't been left idle, and his enquiring eyes are still busy identifying threats to the Empire. He just needs someone else to wield the sword.

Wilhelm is balding, and wrinkled well beyond his years. What little hair he has left is far outmatched by his massive scraggly beard. He wears worn, loose shirts and trousers over his once-youthful frame that has turned to fat in his current state. As a result of his encounter with wild Orcish magic he is paralysed from the waist down. He requires the use of a wheelchair to move around, which has left him with brawny arms, and legs that are wasting away.

NEW CREATURE TRAIT: NULL

Like a blackhole in the Aethyr, the Winds of Magic are made void by this creature's presence. This creature may not cast Spells under any circumstances, and may not be the target of any Spell. Spells within 30 ft of this creature have their CN doubled or increased to 4, whichever is worse.

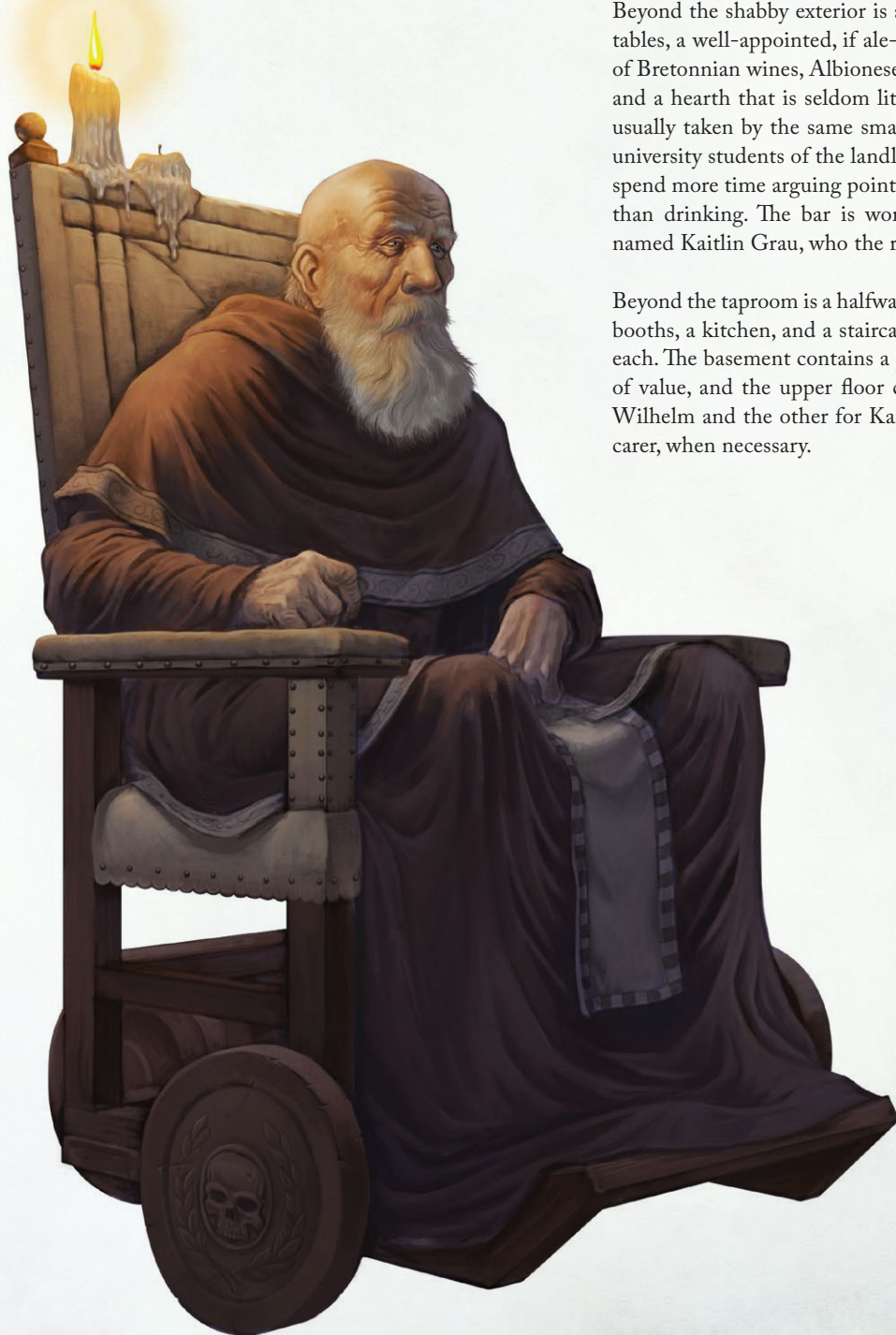


THE FIFTH ANGLE

The Fifth Angle is a seedy drinking hole, tucked into a back alley between a pawnbroker and a broker of 'indecent portraiture,' a handful of streets away from the University of Altdorf. The front is nondescript, looking no different from any of the slightly-dilapidated buildings in the area, except for the clock face daubed on the door in a fine grey paint (though whoever painted it has done a poor job, for the hour hand faces to the floor and the number 'V' instead of 'VI').

Beyond the shabby exterior is a small taproom of a half-dozen tables, a well-appointed, if ale-stained bar with a fine selection of Bretonnian wines, Albionese whiskeys, and Kislevite vodkas, and a hearth that is seldom lit against the cold. The tables are usually taken by the same small handful of regulars — mostly university students of the landlord, Wilhelm von Vaulk — who spend more time arguing points of discussion from their classes than drinking. The bar is worked by a pretty young woman named Kaitlin Grau, who the regulars call 'Mein Gräulein'.

Beyond the taproom is a halfway leading to two private drinking booths, a kitchen, and a staircase going up and down one floor each. The basement contains a privy and a cellar, with little else of value, and the upper floor contains two bedrooms, one for Wilhelm and the other for Kaitlin, who also acts as Wilhelm's carer, when necessary.





A WELL-CONNECTED LOHNER

Franz Lohner is a well-connected figure in Ubersreik, and at the centre of a number of plots already detailed in *A Guide to Ubersreik* (page 28) and *The Adventure Book* (page 34). Any of the adventure hooks provided across those books will work well for what Franz needs, or alternately, any other issue in the city of Ubersreik could suffice with a little tweaking. Lohner presents a good opportunity for a lower-level patron, in addition to Wilhelm von Vault, for GMs who want to create a whole campaign surrounding these patrons.

THE CABAL

The Cabal are an insidious cult, working inside the Colleges of Magic, attempting to go beyond the strictures laid down by Teclis at their founding. Though most of the Cabalites were forced to flee when their leader, Egrimm van Horstmann, was discovered, some sleeper agents remain as a terrible thorn in the side of the Empire. More on the Cabal and their machinations can be found in *Ubersreik Adventures: Heart of Glass*.

WILHELM'S WANTS

A FRANZ IN NEED

An old contact of Wilhelm's is in trouble, and has requested help. Franz Lohner, proprietor of The Red Moon Inn in Ubersreik, wasn't particularly forthcoming with the details, but is adamant that Wilhelm sends assistance immediately. Von Vault trusts Lohner, and trusts that if he's being vague and urgent in his letters, that something is seriously wrong... But what's more, Wilhelm believes Franz may have a lead on his quarry in the Border Princes.

BETTER OFF READ

Book burnings aren't too common in Altdorf, but they do occur, usually at the hands of zealous witch hunters, or fiery-tempered Sigmarites. Priests at the Temple-Library of Verena frown on the acts, hating the destruction of knowledge — even if profane — that the firebrands bring. But some, including Wilhelm, go a step further... Von Vault gets word through his back channels that a copy of *The Loathsome Ratmen and All Their Vile Kin* by Wilhelm Leiber has been discovered, its owner burned, and the tome soon to follow. Von Vault wants it swapped with another common book — right under the noses of the witch hunters.

AN ANTIQUES OLD SHOW

After warming to the Characters somewhat, Wilhelm makes a strange request: he asks them all to accompany him to a travelling antiques fair just outside the walls of Altdorf. He asks the Characters to carry his many purchases, help him push his chair across the uneven ground, and stand in for him during the many auctions. He also uses the opportunity to have the Characters cause distractions, and purloin some of the rarer items themselves... and when ancient things are woken from ancient treasures, the Characters will be forced to lend their fighting prowess, as well.

AND THEN THEY CAME FOR ME

Wilhelm recounts how, many years ago, he was threatened by a small band of fellow Journeyman Wizards that, if he didn't join them in reaching his 'full potential', they would strip him of the 'privilege of magick'. At the time, he thought little of it, but in the years since, and the unpleasantness with the Cabalites, Wilhelm believes his current affliction is tied in some way to that terrible cancer at the heart of the Colleges of Magic. Most of those who once threatened him fled when the strife began... but one remains — a Wizard Lord of the Gold Order, Ephemeretta Ruse — and Wilhelm would like a word with her.

FORK ON THE LEFT, FUNGUS ON THE RIGHT

Kaiserplates, one of the finest eateries in all of Altdorf, and modelled to look like the grand Kaiserplatz, is playing host to a rather important birthday celebration: Verspasian Kant, Magister Patriarch of the Order of Light. Wilhelm, an old friend of the Patriarch, has an invitation, and has decided to bring the Characters along as his aides... or so he tells the door staff. In truth, the Characters are there to investigate a lead Von Vault has uncovered. Someone has smuggled Snotlings into the city, and is using *Kaiserplates* to hold them. Wilhelm wants to know why and how, but most importantly, if they have anything to do with his time in the Border Princes.



PRESTIGE ADVENTURE ONE GRUDGE SETTLES ANOTHER

Through contacts and friends, Wilhelm has located the shaman who he believes holds the secret to returning his magical spark: Knasher Broken-Tooth, an Orc fanatic in the service of Gorfang Rotgut, Warlord of the Black Crag. Wilhelm knows an assault, even an infiltration, of the Black Crag will be impossible without allies. He has used his cunning to convince King Kazador Thunderhorn, the disgraced ruler of Karak Azul – the hold now known as the Black Crag – to send an expedition, with the Characters and himself attached. But Wilhelm knows, once inside, they are to abandon their Dwarf allies and hunt down the shaman, all whilst navigating Wilhelm's wheelchair through the despoiled Dwarfhold.

AFTERMATH

Successfully restoring Wilhelm's magical abilities will grant the Characters an incredibly powerful Grey Wizard Lord ally, but will also result in some political issues, for technically Wilhelm had his license revoked when he became a Null. This could lead to additional adventures and political turmoil for the Characters, as they are now affiliated with a rogue magic user. Additionally, Wilhelm's broken oath to King Kazador could land the Characters in the middle of a very dangerous situation.

If the Characters also help King Kazador, and aid him in liberating Karak Azul, it would dramatically change the political situation in the Border Princes. The Characters would likely be named 'Dwarf Friends', and find themselves with a very wealthy and powerful patron.

NEW ENDEAVOUR: THE NULL HYPOTHESIS

Wilhelm's allies may wish to make use of his expert learning and tutelage, while he has grown to detest the blank faces that attend his lectures, the old mage is only too happy to indulge a genuinely interested student.

During the Between Adventures phase, a Character who has earned Wilhelm's favour may take the **Consult an Expert Endeavour** (WFRP, page 197) and glean the benefit of Wilhelm's insight into any of the topics in which he is an expert. Resolve this Endeavour as normal.

However, as long as Wilhelm has the Null trait, spending an extended period of time in his presence poses the risk of acquiring a weaker version of this Trait. At the end Endeavour spent consulting with Wilhelm, Character's should make an **Easy (+40) Endurance Test**. Success indicates that all is well – failure indicates that some of Wilhelm's Null Trait has rubbed off on your Character. During your next adventure, the first spell to target you fails, and all spells cast within 30 ft of you require 1 additional SL to cast.

Each time you take an Endeavour consulting with Wilhelm, the difficulty of the roll to avoid acquiring this effect increases by one step (so the second time it becomes an **Average (+20) Endurance Test**, and so on.) If you fail this roll three times, you gain the Null Creature Trait permanently.



ANGELA HEDAMME

HEDGEWISE



ANGELA HEDAMME
HUMAN HEDGEWISE (BRASS 5)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	27	29	32	46	77	52	73	83	85	76	21

Traits: Spellcaster (*Hedgecraft*), Animal Friend, Bearings, Drain, Gust, Open Lock, Protection from Rain, Purify Water, Rot, Sleep, Spring, Sly Hands; Chain Attack, Dark Vision, Dome, Entangle, Fearsome, Teleport, Ward), Weapon (Staff) +7

Skills: Bribery 81, Channelling 105, Charm 86, Cool 103, Drive 78, Endurance 56, Gossip 86, Heal 103, Intimidate 52, Intuition 82, Language (Magick) 103, Lore (Anatomy) 103, Lore (Folklore) 103, Lore (Genealogy) 103, Lore (Herbs) 98, Lore (Local) 93, Lore (Magic) 103, Lore (Medicine) 103, Lore (Noble) 103, Lore (Spirits) 103, Outdoor Survival 95, Perception 102, Pray 105, Research 98, Sleight of Hand 93, Trade (Charms) 93, Trade (Herbalist) 83

Talents: Aethyric Attunement, Animal Affinity, Arcane Magic (*Hedgecraft*), *Coolheaded*, Craftsman (Herbalist), Etiquette (Nobles), Fast Hands, Field Dressing, Magical Sense, Master Craftsman (Herbalist), Night Vision, *Nimble Fingered*, Petty Magic, Read/Write, Resistance (Disease), Rover, Savant (Medicine), *Savvy*, Sixth Sense, Strider (Woodlands), Strong-minded, Surgery

Trappings: Bandages, Healing Draughts and Poulitices, Trade Tools (Medicine), Ceremonial Cloak, Staff

Motivation: Self-Preservation.

Short-Term Ambition: Find dispensable agents to act as her puppets.

Long-Term Ambition: To place Emmanuelle von Leibwitz on the Imperial Throne.

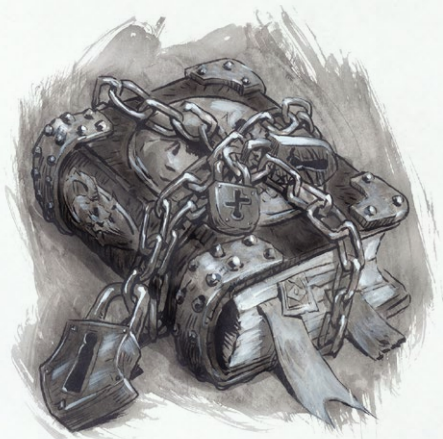
Those who encounter her these days find it hard to put an age to the old leathery woman who was once known as Frau Hedamme, the Imperial midwife. The last time she was seen in her official position was while delivering the newborn Emmanuelle von Liebwitz, then heir to the throne of Wissenland. Thereafter, Hedamme disappeared without a trace. Rumours ran rife. It was speculated that she had run away and joined the Grand Carnival, or that an elaborate kidnapping had been conducted and demands for ransom would soon appear. Some claimed she had been quietly executed for sedition, while more imaginative sorts mused that she had been whisked away to teach the secrets of Imperial midwifery to the elves. Eventually, most accepted that she would never return, and Hedamme was officially proclaimed dead. Nobles struggled to outdo each other in heaping praise on the departed, and the Empire's most respected midwife was mourned in a vast, overly flashy display of patriotism throughout the southern Empire's cities and towns.

Angela Hedamme had been, for generations, the southern Empire's truest confidante. Travelling between Nuln, Altdorf, and Averheim, she acted as the doktor and midwife to the royal families and the most powerful people in the Provinces. The nobles trusted her with all manner of issues, upsets, and grudges. She was an unflappable and calming presence, as she guided new life into the world, ensuring the safe delivery and continuation of noble blood. Not one for politics, but certainly concerned with the wellbeing of her charges and the Empire at large, Angela used her access to whisper calming words: *Maybe she doesn't understand the insult she has caused. Invite her around for some of that Cathayan tea, and I'm sure with a short discussion you can solve this matter.* More lives were saved by her crackly voice than the Imperial State Troops for decades.

FOLLOWING THE BAIT

If the Characters have played through *Ubersreik Adventures: Bait and Witch*, and they made a contact of Alexander Grün, he can direct them to his former teacher – Frau Hedamme. Additionally, Angela Hedamme features in the adventure hook *The Ties that Bind in Adventure Afoot in the Reikland*, so Characters may hear of her through rumours when travelling around Grissenwald.

And then Angela disappeared. Search parties scoured the region, searching every hill and hamlet. Investigators at a loss even hired psychics, who most believed were charlatans, but even they came to a dead end and omitted defeat. Some conspiracy theorists believed it was all a ruse, and that no one *could* seek to look for her... Except those she wanted to find her trail.



During her long decades as a physician and midwife, Hedamme hid a great secret: that she was one of the Hedgewise — keepers of the old knowledge from before the Empire — and that she was gifted with prophecy and arcane insight. She often used her talents to foretell the futures of the babies she delivered, and thus better guide them. One child, she would predict would become a warmonger, so she counselled them closely with patience. Another, she would predict would rise with a temper, so she would counsel restraint. And then she delivered Karl-Franz Holswig Schliestein — and she saw the End Times.

Her prophecy set in motion a search for something, anything, to save the Empire and the Old World at large. It inspired her to consider the unthinkable: to bring death to one of the infants she had so carefully brought into the world. The boy was growing strong, it was said, but still she secretly, shamefully prayed that some disease would take him, or some accident befall the lad.

Perhaps it was her desperation that drove her to find another prophecy that foresaw a solution to the End Times, or perhaps it was true vision. Regardless, it was when delivering the heir to the throne of Wissenland that Hedamme foresaw a path for the Empire that would subvert the end of all things. She held in her arms the infant Emmanuelle von Leibwitz, and knew that were she to take the throne, all would be well — for another generation at least.

Now, hiding in the shadows, and orchestrating her plots through unknowable means, the ageing Hedgewise is looking for agents who can move about in the open... and she has all manner of skills at her disposal to entice folk to her. Her grasp of old magics and modern healing leave her well placed to save the life of a wounded Character, the debt for which would be paid in

services rendered rather than base gold. She also maintains some influence on the Empire's authorities, mostly in the form of a wealth of blackmail material, and is more than willing to use it to pardon convicts, press-gang unwitting citizens, or otherwise strongarm or manipulate others into serving her ends.

THE HIGH CIRCLE OF GRISSENWALD

Deep in the bowels of Grissenwald stand a ring of monoliths — menhirs of dark black stone laced with veins of amethyst, jade, gold, and every colour of the Winds of Magic. The stones stand little more than 6-ft high, and the ring is less than 20-yd across, but it commands a feeling of wonder and awe from those who look upon it.

For countless generations, the High Circle of Grissenwald has been a meeting place between the ancient Belthani tribe of humans and the creatures of the forest — a moot of sorts — where ritualised combats, diplomacy, rites, and even feasts were shared. Though the Belthani are long gone, and the Beastmen's supremacy in the shadow of the forest is paramount, some few of the Hedgefolk still maintain the old pacts, though fewer still are the Beastmen who honour them in kind.

Once such observance is the bond between Angela Hedamme and Pt-Rakh'ha Hornrend, Brayshaman of the Bloodbark Warherd. It is a rare occurrence that one is in attendance at the High Circle, and the other is not. And despite their undying enmity, they have orchestrated a tenuous agreement that has prevented all-out carnage from razing Reikland and Wissenland, and the Warherd between.

Beyond the Circle is a ramshackle warren of old campsites, many almost completely reclaimed by the wilds, but still peeking through the forest growth. Everywhere, signs of Beastmen can be seen — broken human-skin drums, animal skulls, trees daubed with obscure markings — though there is a level of reverence to the waste.





ANGELA'S AGENDA



THE FOUNDLING

Angela wakes from a nightmare where she sees a small figure crawling alone in the woods, who turns into a wolf that devours the Chaos Moon. She instructs the Characters to head to the Drakwald and scout a series of pathways, looking for 'An innocent abomination.' The Characters must interpret this riddle, and return with the once-human creature they find there—likely a juvenile Beastman, Mutant or worse.

DISHONOURABLE CONDUCT

Frau Hedamme has mustered a moot of Hedgefolk and Beastmen to decide the fate of an Imperial village recently founded in the Beastmen's territory. Angela calls for honour among the gathered, but instructs the Characters to manufacture portents and signs favouring her pronouncement — that the village should remain where it is — despite this breaking the covenant of the Great Circle. If they are discovered, blood will most certainly flow. The Characters may find an unexpected ally among the Beastmen — Pt-Rakh'ha Hornrend. Pt-Rakh'ha has foreseen that the next baby born in the village will grow up to become a powerful Beastman leader who will gather the tribes to ravage the entire Reikland.

BUBBLE, BUBBLE

Hedamme has received word of a disturbance in the waters of the Reik, not far south of Altdorf, and believes it may hint at an answer to an ancient riddle of hers. She requires the Characters to find a fishing boat, row out to the middle of the waters, and wait. Luckily, she was right: the disturbance is linked to her prophesied return of the Fimir (WFRP page 320) in force. Unluckily, the return seems to begin in earnest when the Characters arrive...

WOULD YOU BE A DEER?

Shamans of the Amber Order have been hunting Angela for decades now, as she is a rogue wizard of not inconsiderable power, and many of the forest creatures pay her a degree of respect the wizards find unnerving. Recently, they have been closing in by masquerading as simple forest animals, strolling the woods for weeks or even months for a single spore. Angela is growing paranoid, and curses the Characters for failing to mention that they were followed to her camp by a stag. Will the Characters understand her urgency when they are suddenly attacked by a deer who turns into a savage magician?

PRESTIGE ADVENTURE HICKORY, OAK, PINE AND WEED

Angela is dying. In truth, she has been for generations... But now, it is inescapable. Her job is not yet complete however, and she needs a few ingredients to finish one last ritual to set everything on the right course. She instructs the Characters to gather rare herbs and artefacts, as well as the binding magic of Shyish, Ghur, and Ghyran wizards, and bring them all to the High Circle on the night of the Witching Moon.

But Angela has not finished her tricks, and in truth, seeks to reincarnate her spirit into one of the Characters. If she trusts the Character enough, she may even be up front about this... But how will the host react to this desire?

AFTERMATH

The ingredients needed to facilitate the body swap are intentionally left up to you to decide, so all manner of fall out could follow their acquisition. But the outcome with the greatest impact on the party is if one of the Characters replaces Angela Hedamme. Will they become an NPC, played by you as the GM? Or will they gain incredible power, and continue pursuing her quest to place Emmanuelle von Liebwitz upon the Imperial Throne?

Angela's plans to place Emmanuelle von Liebwitz on the Imperial Throne are intricate, and may make for an interesting campaign. Broadly, she is aware that great forces are at play in the Empire, and that the machinations of a cult known as the Purple Hand are key to the future of the Empire. Should the cult succeed in their plans to somehow influence the Empire, she is certain they will bring about the End Times all the sooner. However, Angela hopes that by subverting the Purple Hand's plans she can use their influence to set Emmanuelle on the throne, and thus nullify whatever abominable plans the cult has in mind.

Angela will attempt to convince the surviving Characters to support her plan. As they have served her well, she feels that they might continue to do so. If not, she is happy to let them on their way as payment for services rendered — though if they cross paths again she may not be so lenient.

If the Characters put a stop to Angela's plan to steal one of their bodies and deny her a host, she will quickly die. With her dying breath, she will utter the last words of the spell that was meant to reincarnate her spirit in her intended victim (see the ritual above in Hickory, Oak, Pine and Weed). As the ritual was unfinished she will gain no power over their body, but for the following year she will appear to the Character at the most inopportune moments to badger them to continue with her plan — despite her death.



NEW ENDEAVOUR: HEDGE SCHOOL

Angela's Allies may benefit from spending one of their Endeavours during the Between Adventures phase under her tutelage. While she is occupied with other business, having a student to hand who is willing to fetch water, run errands, and prepare simple treatments is an appealing prospect for the ageing woman.

If Angela trusts you at least a little, you may spend a *Training* Endeavour learning under her (WFRP, page 199). Angela can instruct you in the following Lore Skills: Anatomy, Folklore, Genealogy, Herbs, Local, Magic, Medicine, or Nobles. She will not charge for this — or at least, no payment in coin will be asked for.

If you have given Angela reason to trust you more fully, for example, if you have already served her in some way, she may also provide the *Unusual Learning* Endeavour (WFRP, page 199), and can instruct you in the Arcane Magic (*Hedgecraft*) or Petty Magic Talents, and will also be willing to offer *Training* in Language (Magick) Skill. Again, no payment in mere coin will be asked, but she will expect a favour from you in the near future.

If your Character spends an Endeavour learning from Angela, you should additionally make roll a d100. If the result is equal to or less than the number of Fate points you have left, then she has seen a vision of your future. Make a **Challenging (+0)** Cool Test. If the result is a failure, you learn a horrific detail of your ultimate role in bringing about the End Times, and you may never train with her again. If it is a success, Angela instead tells you of a singular display of true heroism that you have yet to achieve. In either case, the Gods have marked you, and you gain a Fate point.



BRYANNAH 'DER BRIEKÄSE' ROSENDORN

ANARCHIST RIVER ELDER



Motivation: Justice.

Short-Term Ambition: To find agents who can plant themselves in the court of Grand Duchess Elise IX Krieglitz-Unterlic.

Long-Term Ambition: To dissolve the aristocracy of the Old World.

The great rivers of the Talabec are known for many things — traders to and from Talabheim, monsters languishing in the slower moving waters compared to the Reik, and a rather active Strigany population who sell their wares up and down the waterways. But, the river's best kept open secret is, most definitely, Bryannah Rosendorn, known affectionately as 'der Briekäse' (though none know why).

Ostensibly an elder of the waterways, Rosendorn is actually in her late 20s, but commands far greater respect due to her wealth of knowledge and gift for prophecy. Additionally, Rosendorn is seen as a rare sort of fortuneteller: not only does she forecast doom, she actively works to unpick it, and visit it upon those she deems unjust.

This *can-do* attitude, and literal understanding of justice, has made her the enemy of every authority figure she has come across, and the beloved hero of countless villages and towns. Rare is it to find a village along the Talabec who won't sing her praises, whilst also claiming to have never met her, no sir, never in my life...

Rosendorn's past is, as she would put it, rather unimportant and uninteresting. She grew up in Talabheim, under the care of her half-Strigany grandmother, where she gained a modest education. She then spent some time rearing cattle in Averland, fighting followers of Gunned, singing opera songs on a gondola in Miragliano, and worked for a time as a nurse in the Great Hospice of Shallya, before returning to the Talabec. As she says, '*nothing out of the ordinary*'.

BRYANNAH 'DER BRIEKÄSE' ROSENDORN HUMAN RIVER ELDER (SILVER 2)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	52	35	35	50	82	69	67	62	48	76	17

Traits: Afraid (Chaos), Animosity (Aristocrats), Spellcaster (*Azyr*, Bearings, Careful Step, Eavesdrop, Protection from Rain, Sleep, Warning), Ward 9+, Weapon (Quarter Staff) +7

Skills: Animal Care 67, Athletics 74, Channelling (*Azyr*) 68, Charm 106, Charm Animal 68, Consume Alcohol 55, Cool 64, Dodge 79, Endurance 55, Entertain (Fortune Telling) 96, Entertain (Prophecy) 96, Entertain (Singing) 111, Gossip 96, Haggle 84, Intimidate 45, Intuition 122, Language (Magick) 77, Leadership 79, Lore (Astrology) 82, Lore (Folklore) 82, Lore (Talabec River Valley) 77, Lore (Prophecy) 82, Lore (Riverways) 82, Melee (Polearm) 72, Outdoor Survival 72, Perception 122, Ranged (Entangling) 45, Ranged (Throwing) 55, Row 50, Set Trap 77, Sleight of Hand 72, Swim 45

Talents: Arcane Magic (*Azyr*), Detect Artefact, Doomed (*That not seen shall stand before thee*), Etiquette (Criminals 4, Revolutionaries 5), Fisherman, Gregarious, Holy Visions, Luck, Magical Sense, Menacing, Mimic, Night Vision, Nose for Trouble, Orientation, Petty Magic, Public Speaker, Rover, Savant (Riverways), *Savvy*, Second Sight, *Sharp*, Sixth Sense, Stout-hearted, Strider (Marshes), Strong-minded, *Suave*, Tenacious, Waterman, Witch!

Trappings: Practical Clothing, Deck of Cards, Trade Tools (Astrology), Riverboat, Quarter Staff, countless Amulets and Charms, concealed Incendiaries and Explosives

However, once she returned, even she must admit, things began to change. What Rosendorn originally mistook for childhood fantasies of *'whispering waters'* revealed themselves to be, in truth, a honed gift for prophecy. It appeared that, whenever she slept upon the waters of the Talabec, her dreams would carry her to all corners of the Old World — past, present, and future — and she would have visions of great injustices, and the heroes who would right them (with a degree of nudging from her capable hands, of course). In short order, she had purchased a small boat, *Sibyl*, set her oars into the river, and began a life of rowing up and down the Talabec, interspersed with an not insignificant amount of seditious crime. Now, she is a favoured contact for anarchists, revolutionaries, and other ne'er-do-wells-who-mean-well who wish to have their fortunes told and their 'goods' transported.

Der Brickäse stands just shy of 5'5", with long auburn-brown hair, tanned skin, and eyes which cannot decide if they're russet-brown, seafoam blue, or as green as the Great Forest. She wears practical clothing — either simple dresses in autumnal colours, or a loose linen shirt and trousers. She is often heard humming around a bend (a little off key) before she is seen. Those who meet her describe her as self-effacing, frank, kind, but also argumentative, opinionated, and not in the least bit crude and lusty... though her charm is never forgotten.

THE RIVER TALABEC

The River Talabec is sacred to Taal, who gives it its name. The river is a huge stretch of water in the Old World, rivalled only in size by the River Reik. It's banks are shrouded, almost everywhere, by looming pine forests that cast a dark shadow over its almost crystal clear waters. The river stretches from the Reik at Altdorf, passes Talabheim, and goes all the way to Bechafen on the Kislev border, where it splits into the Upper and Lower Talabec. Though the banks of the river are considered to be monster-infested, and the water itself is known to be home to all manner of dangerous creatures, the river is considered sacred. All throughout its history, wondrous claims have been made of the river's waters, including rejuvenative powers, gifting prophecy, and washing away the stigmata of Chaos. The truth of these benefits is left up to the arguments of individual theologians.

Rosendorn can be found anywhere along the course of the Talabec, or its countless tributaries, though it is said that one cannot find her unless she wishes to be found, given her gift for foresight. Therefore, it's less important to know where she is, and more useful to know where she likes to be. Rosendorn favours small villages and communities, specifically those under the thumbs of oppressive aristocrats, who can use her gifts to better themselves. Sadly, this describes almost every village along the Talabec's banks, and Rosendorn is ever busy, travelling back and forth.

ROSENDORN'S REQUIREMENTS



FREE THINKER'S FRAUD

Rosendorn has a package she needs delivered to Talabheim. She wants no questions to be asked, and no one to open it. She needs it delivered to a specific address, at a specific time, after being shaken in a specific way. She says she will know if any of these steps haven't been taken. In truth, this is a test of hers — she wants free-thinking agents, not foolish patsies — and will respect the Characters more if they break her rules, rather than follow them blindly.

'DEATH SHALL COME ON LOVER'S LIPS'

Rosendorn has discovered the Dooming of a particularly nasty noble in the court of the Grand Duchess — Milo von Breitblatt — and needs the Characters to get close to him. Von Breitblatt, despite being a terrible philanderer, is said to be deathly afraid of commitment, which given Rosendorn's revelation, is understandable. As such, she requires one of the Characters to seduce von Breitblatt, get him drunk, and get him to agree to marriage. Once that is done, Rosendorn intends to extort and blackmail the young rake.

THE ROOK'S GAMBIT

Though Rosendorn has a deep respect for the performing arts, and carnival types, she is well aware of the access that they have to the upper classes, and the propensity for their numbers to hide agents of Chaos. To that end, she has devised a simple plan to kill two birds with one stone: have the Characters track down Wolfgang Hollseher's Pandemonium Carnival, and replace his fortune telling cards with a deck laced with poison. It's a victimless crime, from a certain perspective...

BLACKPOWDER & BLOODLINES

Rosendorn has foreseen a terrible series of events, that all stem from a drunken ship captain currently residing on the floor of a dusty tavern, The Rusty Musket, in Talabheim. According to her prophecy, in a matter of years Captain Jakob Köch will win himself a ship, Ms Fortune, crew it with drunkards and worse, and accidentally sail it to the misty isle of Albion, upsetting a terribly delicate and vital magical lattice around the island. This cannot be allowed to occur, and Köch must be stopped at all costs. The problem is, agents of half a dozen Chaos cults also know this prophecy, and have been acting in the shadows for years to protect Köch. He will be incredibly difficult to get to, but his future must be averted.



THE PANDEMONIUM CARNIVAL

Wolfgang Hollseher's Pandemonium Carnival is a famous troupe of performers and 'oddities' that parades around the Empire. The Carnival has attracted the attention of nearly everyone who has heard its name or seen one of its shows for one simple reason: it houses Beastmen and mutants on full display. For some, the Carnival is a chance to see and study these ancestral enemies of humanity up close. For others, it is a chance to gawk at what would otherwise be terrifying beasts from the woods. For Rosendorn, the carnival is pure evil. Despite being 'enemies of civilisation', to her, not even the Beastmen deserve captivity and slavery, such as this.

For more information on The Pandemonium Carnival, see *The Enemy Within: Enemy in Shadows Companion*, Chapter 12.

PRESTIGE ADVENTURE A NEEDLE IN A PINE FOREST

It is said that Grand Duchess Elise IX, being the Luddataal – the Chosen of Taal – is immune to all poisons whilst she sits upon her wooden throne. Whether this is true or not, Bryannah Rosendorn has foreseen the Grand Duchess dying from poison, seated in that very same throne room... And she sees the hand of the Characters delivering it to her, through an enchanted pine needle, under her seat.

Rosendorn, however, knows not the poison, nor the steps which lead to the Characters carrying out the deed. All she knows is it must be done, and quickly, lest Talabheim take the wrong side in the coming darkness she predicts. The Characters must scour the Great Forest for leads if they are to complete this vital task.



AFTERMATH

If the Characters successfully find the poison and administer it to the Grand Duchess, it would lead to massive upheaval of the political situation in Talabheim, and the wider Empire. Furthermore, the Luddataal dying from poison on the Throne of Taal would be a terrible blow to the Cult of Taal & Rhya, resulting in far-reaching changes, and potentially even religious schisms that could rival the turmoil detailed in *The Enemy Within*!

For her part, Rosendorn will see this turmoil as a price worth paying to eventually reforge the power structures of the Empire. The Characters may not see things the same way however, especially once blood begins to flow. How the Characters resolve this tension is up to them. If they remain faithful to the vision espoused by Rosendorn, she will continue to involve them in plots to overthrow various nobles throughout the Empire. Some of these are obviously devious and cruel individuals, but many are not, and you should continue to test the Character's faith in Rosendorn and their willingness to wash their hands in blood for an end goal that remains beyond sight to any but the seer herself.

Alternatively, you might find that your Characters turn on Rosendorn, unable to accept the cost of what they have done and wishing to stop their patron from spilling more blood with her schemes. In this case, Rosendorn will of course have seen their betrayal coming. Indeed, she may be counting on it. The Characters will arrive at Rosendorn's boat only to find her gone and a short note reading 'Sorry it had to end this way. For what it's worth, it has all been for the best.' When they finish searching the boat, they will discover that The Dogfaces, Talabheim's watch, have surrounded the pier. Rosendorn provided them with the Character description and ample other evidence that they are responsible for the poisoning — an easy feat, given that of course, they were. How this ends will depend on the Characters wits, and in all likelihood their skill with a blade.

Ultimately, whether the Characters assist or oppose her, you must decide the providence and accuracy of Rosendorn's visions and what the outcome of her actions will be. Perhaps her plan to overthrow the nobility will lead to a better Empire, but one less able to withstand the depredations of Chaos which are sure to fall upon it in the coming years. Perhaps the nobility will not be overthrown, but will learn a new respect for the common folk that seem more able to strike at them than they had thought. Or perhaps Rosendorn's visions come from the Ruinous Powers themselves, and will do little but spread chaos and, ultimately, Chaos throughout the Empire.



NEW ENDEAVOUR: NO USE FOR VISIONARIES

Rosendorn's allies will find her to be, at all times, a woman in search of a cause. She is transfixed on overthrowing the aristocracy, she is quick to lend her support to any cause which seems to dovetail with this ultimate goal. If you have earned her trust, you may choose to enlist her aid when taking a *Foment Dissent* Endeavour (WFRP, page 200) during the between adventures phase of a game.

If you do so, the target should be someone accessible from the Talabec, as Rosendorn is loath to leave the waters which so unerringly guide her. Additionally, the target should be someone, or some institution, which Rosendorn would be willing to throw in her lot against – most nobility match this description, though the final decision is up to you.

Resolve the Endeavour as normal, but Rosendorn's sage advice reduces the difficulty of any Gossip or Charm tests you are required to make by one step.

Once the Endeavour has been resolved, make a **Hard (-20) Entertain (Prophecy)** Test for Rosendorn. If the result is a success, she catches a glimpse of your immediate future, and immediately instructs you to acquire some apparently random item – a brass pin, a sock full of rocks, or the feather of a Fishrook. If you do so, that item will inevitably prove useful in the near future, and you may claim a +5 SL bonus to any one Test where the item could conceivably prove useful.

If Rosendorn fails this Test, there is no further effect. However, if she should **Fumble** the Test, she is instead struck by a terrible revelation about you which she absolutely refuses to share with you. This unsettling behaviour nags at you constantly, and you suffer -10 to all Cool Tests during your next adventure.



DIEL ULRICSSON

BLESSED OF SIGMAR



Motivation: Vengeance.

Short-Term Ambition: To inspire others to fanaticism.

Long-Term Ambition: To burn the beastmen out of the Drakwald.

Ulricsson's story is a rather common one, throughout much of the Empire, though with a particularly *uncommon* note to it: specifically that Ulricsson is the real deal — Blessed of Sigmar. Few know the truth of his beginnings, for Ulricsson cares not to tell it, and it's rather dull anyway, so those few who do know tend to embellish it.

Ulricsson grew up an unimpressive young man in an unimportant hamlet deep in the Drakwald in Middenheim. His village, inaccessible for much of the year due to snow or storm or Beastman raiding season, was often forgotten and seldom taxed or remarked upon. The Coaching Houses sent them no coaches, and if a Graf claimed their ownership, they did so on no records kept in Middenheim. Not even the Cults took notice, despite the rather archaic and unorthodox teachings about Sigmar that prevailed there.

That is until the young Diel stumbled out of the forest, coated head-to-foot in Beastmen blood, with eyes like golden embers. Witch hunters, theologians, and other ecclesiastical scholars attempted to interrogate the young man to discern what had

happened. But they only learned that beastmen attacked his village, burned through the population, but were stopped when holy fire leapt from his fingertips. Few were more surprised by this than Diel himself, but opinions formed quickly. Most cult officials wished to see him hanged as a false saint, whilst others took his strange babblings as word from Sigmar's lips. Schism was threatened, and the authorities saw no choice but to stop the 'heresies' in their tracks... But somehow, Ulricsson escaped.

Since, Ulricsson has been seen countless times, wandering the Drakwald, drifting in and out of communities. Sometimes, he appears with a question or two — usually about the manner of venerating Sigmar in a particular community. Other times, he shows up just to save a community from a Beastmen attack. Yet more times, he comes with fire, and a righteous fury, that forces dishonest folk to reveal their sins...

Whatever the truth of Ulricsson's rampage, it is a certainty that he carries the fire of Sigmar Himself, and that is either truly inspiring, or deeply worrying, for other members of the faithful.

DIEL ULRICSSON HUMAN PRIEST CAPTAIN (SILVER 4)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	60	31	45	72	79	48	36	61	84	81	26

Traits: Armour (Heavy) 5, Hatred (Beastmen), Mutation (Lonely Spirit), Weapon (Censer-Flail) +9, Weapon (Hammer) +8

Skills: Art (Writing) 51, Athletics 53, Charm 84, Cool 114, Dodge 68, Endurance 82, Entertain (Speeches) 96, Heal 76, Intimidate 85, Intuition 99, Language (Battle) 71, Language (Bretonnian) 64, Language (Wastelander) 64, Leadership 106, Lore (Politics) 81, Lore (Theology) 86, Lore (Warfare) 81, Melee (Basic) 105, Melee (Flail) 80, Perception 104, Pray 124, Research 81

Talents: Acute Sense (Sight), Bless (*Sigmar*), Bookish, Combat Aware, *Coolheaded*, Doomed (*A hammer held aloft is a heavy thing*), Dual Wielder, Fearless (Beastmen), Furious Assault, Hatred (Beastmen), Holy Hatred, Holy Visions, Impassioned Zeal, Inspiring, Invoke (*Sigmar*), Read/Write, Resistance (Chaos), Resistance (Disease), Savant (Theology), *Savvy*, Seasoned Traveller, Stouthearted, Strong-minded, Sturdy, *Suave*, Warleader

Trappings: Full Plate Armour, Censer-Flail, Hammer, Book of Sigmarite Prayers, Quality Robes, Religious Symbol of Sigmar, A Ragged Band of Flagellant Followers



THE WYRM AND THE BUCKET

The Wurm and the Bucket is, by any outward glance, a dull looking tavern in an easily ignorable region of the Empire — sandwiched along a tributary of the Delb in the Draken Hills. The clientele, what little there is, is nothing but poor pig farmers and charcoal burners. Its menu consists of watered down beer that tastes of swamp, and poorly roasted turnips... However, there *are* two things that make the tavern interesting.

The first is the gigantic dragon's skeleton that makes up much of the walls and eaves. Fished from the nearby Delb by Hannah Schluss over a hundred years ago — *apparently*. Frau Schluss was proprietor, Herman Schluss's very drunk and very terrifying great, great grandmother. The colossal bones became a permanent attraction of the village Kralle.

Folk came to stare at its mouldering majesty, and they would often bring drinks and food with them. Frau Schluss had the enterprising idea to drape a tarpaulin over the skeleton, and charge a small fee to come inside, and from there, serving her own drinks and cooking turnips was a logical next step.

The second point of interest is that the tavern has recently become the haunt of the Blessed Diel Ulricsson, and his growing band of fanatics. These flagellants have taken over much of the second storey, and the cellar underneath the tavern, where they hold meetings. Diel has forbidden the drinking of alcohol, but not all the flagellants are as strict in their vows, so drunken fighting breaks out from time to time, despite the watered down beer.

NEW WEAPON: CENSER-FLAIL

Censer-Flail. A censer-flail is a military flail with a hollowed-out head filled with burning coals and incense, used by many religious fanatics along the northern borders of the Empire. The flails are frowned upon by many within the Cult of Sigmar for their propensity to hurt their wielders, and cause unintended fires, but they remain in use because of the terror they cause on the battlefield. A censer-flail gives a struck target +SL *Ablaze* Conditions.

Weapon	Price	Enc	Availability	Reach	Damage	Qualities and Flaws
FLAIL						
^(2H) Censer-Flail	3 GC	2	Exotic	Long	+SB+5	Distract, Impact, Tiring, Wrap

DIEL'S DEALS



NO FIREBRANDS, HERE!

The chapels of Carroburg have been targeted by arsonists, and the authorities are desperate to find the culprit. However, members of the town's religious cults are calling for restraint, and attempting to pacify the populace, and quell any investigations. Ulricsson, smelling a cover up, asks the Characters to investigate. If they uncover the cause — a band of zealots from a rival cult — will the Characters be able to prevent all out religious war? And what if that's exactly what Ulricsson wants?

GRAVEN GRANITE IDOLS

A series of strange stone idols have come to Ulricsson's attention, after a number of rural temples and shrines are looted by Beastmen. The idols bear the markings of Artho the Unmoving, an ancient traditional Middenland deity, but also show signs of Beastmen tampering. Some of the interferences are new, but others seem very old indeed. Ulricsson asks the Characters to travel to Middenheim to speak to a scholar on antiquated religious practices... only for them to discover the scholar has been murdered.

COME DOWN TO KAMMENDUN TOWN

The villagers of Kammendun have captured Diel Ulricsson, and are holding him for the Witch Hunters who are en route to put him to the torch. The Blessed was in town rooting out a dark cult who were sacrificing young men to the swamp under the guise of appeasing 'Dark Helgis', another regional ancient deity. The Characters must free Ulricsson before the Witch Hunter arrives, as he will surely be put to the pyre! But when they arrive, they find that Ulricsson himself appears quite content to wait...

THROW THE MAN AWAY

A recent series of missing persons in the village of Frickheim, deep in the Drakwald, catches Ulricsson's attention, as they bear similarities to ancient heretical traditions of the area. Upon investigation, the Characters turn up 'bog mummies' of the victims that look millennia old, despite the people having been seen alive mere months before. Has someone taken up ancient embalming practices, or are the victims the reincarnated spirits of the long dead mummies? What if one of the bog mummies happens to look just like one of the Characters...

NEW CREATURE: BOG MUMMY

Bog mummies are a common sight throughout ancient Human ruins in the Old World. Ancient cultures often, instead of interring their dead in the earth, would instead bury them in the soft peaty marshes that surround their settlements, where they would be sucked down into the embrace of death. However, many of these dead, as with gravesites, don't always stay dead...

BOG MUMMY

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	-	25	50	5	10	15	-	-	-	14

Traits: Breath 1 (Poison), Construct, Corruption (Minor), Dark Vision, Fear 3, Infected, Infestation, Painless, Swap-strider, Territorial, Undead, Unstable, Weapon+6

Skills: Melee (Basic) 55

AFTERMATH

Exactly who is implicated in this heresy is left up to you to decide, but this adventure hook could easily be tied into the events of *The Enemy Within*, especially after the events involving Ar-Ulric in *Power Behind the Throne*. As such, this revelation could divide the Empire into civil war, or cause a fracturing of many of the Old World's primary cults.

If the Characters are instrumental in exposing the corrupted figures in prominent cults, they may be hailed as heroes in some quarters, while others will assume that the Characters conspired to frame innocent clergy who opposed 'The Blessed Diel Ulricsson.' These faithful will track the Characters to the ends of the Old World for what they have done, perhaps wielding genuine Miracles and Blessings of their gods against these perceived heretics.

For his part, Ulricsson will continue his somewhat humble preachings, apparently insensate to the state of the more organised cults that he has thrown into rancor. He is of the opinion that humility is the antidote to corruption and, while this might preserve the purity of his and his followers faith, it does leave him with little influence despite his obvious divine favour. He will continue to rely on the Characters for help, ultimately preparing them to stand by his side when The End Times come to the Old World. If, in those times, unwavering faith is of use, Diel Ulricsson will not be found wanting.

PRESTIGE ADVENTURE OUT WITH THE OLD

The Blessed Diel Ulricsson has pieced together an uncomfortable truth: Drakwald's cults are infested with heretics, worshipping the Chaos Gods underneath the guise of ancient traditions. Whilst it is well-known that Chaos works through such methods, the extent of this conspiracy reaches up to some of the most powerful individuals across the Reikland and Middenland, and such a revelation – if not proven, unequivocally, to be true – would be disastrous. Indeed, Ulricsson believes the only way to reveal this information and not be immediately struck down, is to convince a figure like Ar-Ulric himself of its veracity... Supposing one could find the wandering hermit. And supposing he himself doesn't cut the Characters down, first.

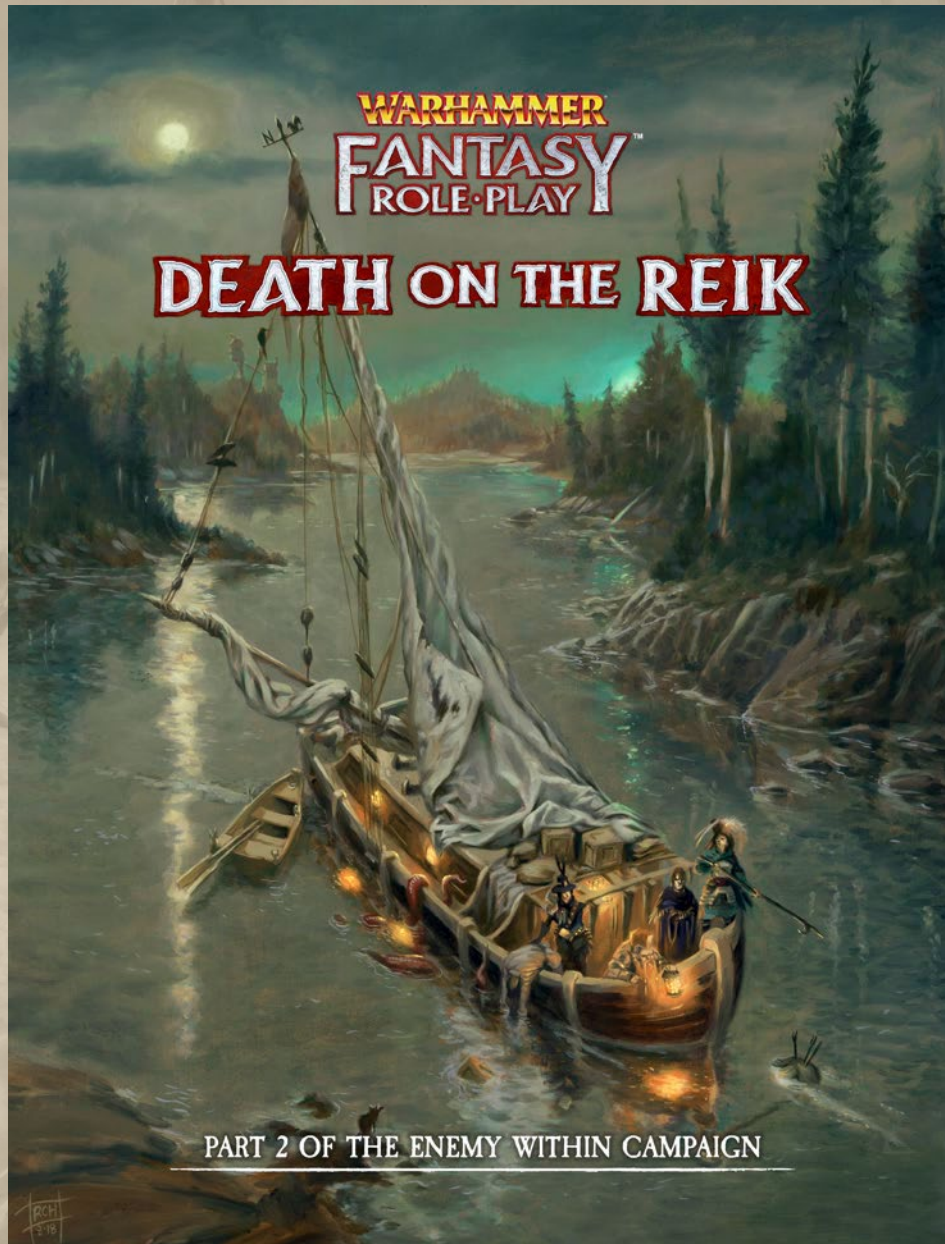
NEW ENDEAVOUR: BEAR WITNESS

Any who sit at the feet of Ulricsson can listen to his speeches. Indeed, it is few who are not moved by his words, as he is a natural orator. Regardless of your class, you may take a *Research Lore Endeavour* (WFRP, page 201) to study Lore (Theology) or Lore (Sigmar) by following in Ulricsson's footsteps, and listening to several of his regular sermons on Sigmar. Literacy is no barrier to understanding the simple, honest faith the man espouses, and even those lacking the appropriate Lore Skill and who cannot read or write may make a **Difficult (-10) Intelligence Test**.

If you succeed, you learn an unusual fact about Sigmar's life, as is usual. However, given Ulricsson's unusual beliefs, this does not necessarily agree with the truth taught by the Temple of Sigmar proper. The GM should roll a d10 – on a result of 1–3, the item of Lore you learn of is considered blasphemy by less free-thinking followers of Sigmar, and relating it to them, regardless of the fact that it may well be true, will result in accusations of heresy.

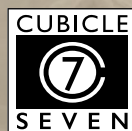
In addition to the above, the GM should roll a d100 at the end of this Endeavour. If the result is less than or equal to the number of remaining Fate points your Character possesses, then Ulricsson recognises in you some greater part to play in Sigmar's design for the Empire, and blesses you accordingly. From now on, so long as you obey the structures of Sigmar (WFRP, page 211), any hammer you wield counts as Magical.

LET THE EPIC ADVENTURE CONTINUE WITH...



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