

WARHAMMER
FANTASY
ROLE-PLAY I

SHRINES OF SIGMAR



◆ Five Grim and Perilous Shrines to Sigmar ◆

CREDITS

Writing: Simon Wileman

Illustration: JB Casacop, Ralph Horsley, Victor Leza, Sam Manley, Scott Purdy, Pedro Sena

Graphic Design & Layout: Rachael Macken

Editors: Síne Quinn, Christopher Walz

Proofreader: Christopher Walz

WFRP4 Producer: Pádraig Murphy

Publisher: Dominic McDowall

Special thanks to the Games Workshop Team

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

Last Edited: 5th January 2021

CONTENTS

Shrines of Sigmar	1
Five Suspicious Shrines.....	3
The Steinplatz Shrine.....	4
The Shrine of Uathach	6
The Hammer's Stand	9
The Abandoned Shrine of Lowengen.....	11
The Sumpftor Shrine	13



No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise without the prior permission of the publishers.

Warhammer Fantasy Roleplay 4th Edition © Copyright Games Workshop Limited 2021. Warhammer Fantasy Roleplay 4th Edition, the Warhammer Fantasy Roleplay 4th Edition logo, GW, Games Workshop, Warhammer, The Game of Fantasy Battles, the twin-tailed comet logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited. All rights reserved.

SHRINES OF SIGMAR

◆ FIVE SUSPICIOUS SHRINES ◆



The Empire is riddled with shrines to its Warrior-God. They are found on busy street corners, on lonely stretches of road deep in the forest, and in the homes of the devout. A Sigmarite shrine is smaller than a temple and usually has no attendant priest. They can take many forms, from a rough-hewn idol to an elaborate edifice housing devotional art.

In this supplement you'll find five unusual shrines with hidden secrets designed to add colour to your game and provide ideas for adventure. While each one is unusual, they should help inspire more typical examples for your party to visit. They're all in the Reikland as described, but they can be easily moved to anywhere in the Empire that suits your campaign.

WHAT ARE YOU PRAYING AT?

Each of these shrines are presented alongside a table of the possible effects that Sigmar or other interested dieties might offer devout followers who make a suitable offering or particularly laudable prayer. The odds of this are presented as a percentage. For example, a 5% chance indicates that a d100 roll of 01–05, the diety intervenes. Roll once for each Character who prays or makes a suitable offering at the shrine.

If a Character has been particularly devout or recently performed deeds related to the shrine's god, you may skip the roll entirely.





THE STEINPLATZ SHRINE

Steinplatz is a small square in the northern quarter of Delberz, built around an elaborate shrine to Sigmar. This edifice is renowned for its ornamentation. Visitors marvel at the sheer number of flying buttresses, miniature spires, stone pinnacles, and gargoyles crammed onto a sanctuary no bigger than a haycart.

The Steinplatz shrine houses a reliquary containing the severed hand of Grand Theogonist Helmgart. The von Sotturm family obtained the relic and donated it to the town of Delberz, commissioning the construction of a shrine *'which should convey the majesty of Sigmar's power'*. They also stipulated that the main Temple in Delberz may have stewardship over the hand on condition that it remains in the shrine.

Helmgart's hand is completely uncorrupted despite being separated from the rest of his body almost a hundred years ago. Most impressively, the fingernails continue to grow. The Sigmarite priests at the Delberz Temple slightly resent the steady flow of wealthy pilgrims visiting the shrine, but respect the sanctity of the relic's presence. To deter thieves, they have posted a permanent guard in Steinplatz. Pieter Zuverst is a former halberdier with ideas above his station. He tells pilgrims that he is 'High Sentinel of the Holy Hand', although his main job is to stand still with a halberd. He is also charged with trimming the hand's fingernails and returning the clippings to the main temple, a duty he thinks just short of sainthood itself.

THE SECRET

Grand Theogonist Helmgart was known for impassioned tirades against sorcery, including that practised by Imperial Wizards. It was he who stopped the madness of the Night of a Thousand Arcane Duels in 2415, when the Colleges of Magic threatened to raze Altdorf. He grew vehement in his loathing for the Colleges of Magic and lobbied the Emperor to have them outlawed.

Pilgrims who pay homage at the Steinplatz shrine tend to be priests and cultists who abhor magic wielders, including those sanctioned by the Emperor. Over the years, the shrine has become a clandestine meeting point for Sigmarites looking to undermine and ultimately proscribe the use of magic in the Empire. This is not an organised group, but they do exchange information and conspire to ensure that sorcery is presented in a bad light to the cult's senior priests and the Imperial authorities in Altdorf.

The group members recognise one another by wearing a small copper talisman on their collar. This is shaped like a bullet mould with a hammer inside. The badge represents the enchanted bullet that was used to end the Night of a Thousand Arcane Duels, when a Witch Hunter put one through the head of High Luminary Horx of the Light Order. This has become more than just a symbol, as Herr Kliann Gacht has started manufacturing similar bullets. Gacht is an enterprising and devout Imperial Engineer who works in a foundry in the Dampfplatz district of Altdorf. He is quietly making and distributing enchanted bullets to those he sees sporting the copper talisman. This involves some unusual metals and a priest to bless each bullet, but Gacht is resourceful and well connected.



ADVENTURE HOOKS

A Watching Brief

Shadowmancer Jenne Spaugatt is a Grey Guardian, who spies on behalf of the Grey College in Altdorf. Under the blessing of the Supreme Patriarch, she is currently investigating anti-magic sentiment in the Cult of Sigmar. Her intelligence gathering has brought her to Delberz, where she is staying with an old friend, the Wizard Hieronymus Blitzen. She wants to employ a group of innocuous characters to observe the shrine and those who visit. If successful, she'll pay them to infiltrate the anti-wizard Sigmarites to find out their plans.

Lighting the Spark

Opposite the shrine is the Righteous Moon inn, where Witch Hunter Reikhardt Mair is meeting with Sigmarite Priest Vierteck, attendant of the Steinplatz Shrine and a virulent hater of magic in all forms. They intend to engineer a public show of corruption by a prominent Wizard by planting warpstone on the magic users. They're planning to strike during a ceremony at the main Temple of Sigmar in Delberz, but need someone to find the right Wizard and plant the warpstone – but obviously they won't share the whole plan with the hired help. If one of the Characters is a prominent Wizard themselves, they may find themselves targeted by the duo.

For Want of a Nail

Helmgart's hand is definitely holy, but nobody is quite sure what the nail clippings might represent. Rumours abound within the cult of Sigmar that, when ground into a powder, they can repel Daemons. But nobody has tested this yet; the Temple in Delberz does not share their collection of clippings with just anyone.

An inquisitive academic wants to test this theory and she's willing to break a few rules to do it. Doktor von Halle will pay the party to plan and execute a heist, lifting the nail clippings from the shrine's guard Pieter Zurverst – preferably without him realising. Then she needs to find a Daemon...

These bullets don't cause as much damage as regular ammunition, but they interfere with magic. They don't get the +1 extra damage, but ignore all magical armour and impose a –8 SL to casting tests until dug out from the flesh. Removing the bullet requires an **Extended Challenging (+0) Heal** Test from someone with the *Surgery* Talent. The Test requires 8 SL to be successful with each Test representing half an hour of work.

PRAYING AT THE STEINPLATZ SHRINE

Followers of Sigmar who make an offering or pray at the shrine have a 2% chance of receiving a blessing, rising to 5% for those who pass an **Average (+20) Pray** Test. If successful, roll on the following table:

d100	Results
1–10	Cleansing the Taint. The supplicant feels shame at the stain of sorcery on their soul, the legacy of every time they have been exposed to magic. They are unaffected by the beneficial effects of spells for the next 24 hours.
11–40	Hand of Fate. The supplicant feels their right hand lift of its own accord and form the two-fingered sign of Sigmar. They can invoke the <i>Blessing of Courage</i> and the <i>Blessing of Protection</i> (WFRP, page 221) once each, regardless of their Skills or Talents.
41–60	Vision of Vengeance. The supplicant is flooded with an overwhelming sense of hatred towards anything touched by Chaos. For the next three days, they gain the <i>Hatred</i> Psychology when dealing with Mutants, Beastmen, or Chaos cultists.
61–80	Exalted of Sigmar. The supplicant has a vision of the twin-tailed comet emblazoned on their forehead. It remains for five days, visible only to those with the <i>Holy Visions</i> Talent. Sigmar grants them an air of authority around his followers. They receive +30 to Leadership Tests with other Sigmarites and a clear belief that they are on a divine mission. If they do anything counter to Sigmar's strictures (WFRP, page 211), this effect ends.
81–100	Blessing of Nullification. The supplicant channels Helmgart's distrust of Wizards and other practitioners of magic. The next spell cast against them rebounds on its caster as the supplicant experiences a divine presence protecting them. The recipient of this blessing cannot cast a spell until the Chaos moon Morrslieb next appears in the sky, though miracles are unaffected.



THE SHRINE OF UATHACH

In the early centuries of the Empire, the folk of the Bøgen Valley built an octagonal stone shelter on top of an old burial mound. This is a shrine to Sigmar venerated through Uathach, an ancient Unberogen chief who fought for the first Emperor during the Goblin Wars that preceded the founding of the Empire. Even today, the people of nearby Gramdorf tell proud tales of Uathach's valour and loyalty, whom they say is buried beneath their beloved shrine of Sigmar.

The shrine's exterior is rough, crudely worked stone, but the interior is decorated with a primitive fresco carved around the walls. This depicts Uathach pledging fealty to Sigmar, commanding his chariots against the Goblins, and finally his death in battle. In the last panel, Sigmar himself mourns Uathach's passing. A simple stone pedestal stands in the centre of the shrine. This is where travellers and locals can pray and make small offerings to the Warrior-God.

Uathach is an obscure figure, unknown to most Sigmarites beyond the Lower Bøgen Valley. Once a year on the last day of the month of Sigmarzeit, the people of Gramdorf hold a celebration for the Empire's patron and his loyal retainer, Uathach. A procession of villagers walk from the town's Temple of Sigmar to the shrine, at their head a local dignitary dressed in 'tribal' attire to represent Uathach himself. He rides in a cart alongside a priest of Sigmar, who leads the processioners in martial hymns as they walk. On arrival at the shrine, the priest intones *The Blessing of Uathach*, a canticle which recounts the story depicted on the fresco with much lyrical embellishment and declarations of loyalty to the Warrior-God.

Recently, an itinerant priest from the Order of the Silver Hammer took interest in the unorthodox imagery and largely forgotten story of Uathach. Brother Fodren returned to the shrine several times to pray and examine the fresco. One evening he left his lodgings in Gramdorf in an agitated state, despite warnings from a fellow priest of an oncoming storm. The next morning he was found dead, yards from the shrine. His smashed body was drenched from the storm and appeared to have been dropped from a great height.

THE SECRET

Uathach is an obscure figure from Sigmar's early retinue, barely mentioned in his cult's histories or holy books. He has no special place in the god's theology and exists as a footnote in only a handful of historical documents.

The real exploits of Uathach are quite different to the story depicted on the shrine's fresco. During the Goblin Wars, Uathach implored Sigmar to turn on their Dwarf allies and assert dominance over all other Species.

He and his soldiers butchered a Dwarf patrol and presented Sigmar with the head of their thane, intending to force the Empire's founder to take up arms against the Dwarfs. Sigmar was furious and attacked Uathach and his warriors in their chariots. He pointed at the traitor and spoke in a rage:

'Cursed Uathach! It was war you desired and even in death I damn you to ride the skies in search of war. Through all eternity you shall flee, pursued evermore by the lightning bolts of my wrath.'



The flesh fell from the bones of Uathach and his warriors, as they took to the skies in their chariots, fated to ride the storms in undeath forever.

To this day, Uathach and his retainers haunt the skies as restless spirits, pursued by the lightning from Sigmar's curse. They manifest only during nocturnal storms when the Wind of Azyr brings lightning, or when summoned by dark magic. The cursed spirits become horrific armoured skeletons and swoop shrieking from the heavens in their chariots to wreak vengeance on followers of Sigmar.

Deep in the vaults of the Great Library of the Cathedral of Sigmar is a copy of the verse *The Curse of Uathach* written on brittle oxhide. This tells the true story but it was later bowdlerised into *The Blessing of Uathach*. Few Sigmarite scholars have ever uncovered this story and none have made the connection to a small shrine down the River Bögen. There is also a copy of the poem in the Chapel of Morr in Bögenhafen, where the priestess Mother Carlitz has learned the truth of Uathach's legend and remembers the shrine from a recent journey to Altdorf.

Some Sigmarite priests are troubled by a sense of unease when they cross the shrine's threshold. They may experience disturbing dreams after praying there. Candles gutter and die on the pedestal, and food offerings become dry and brittle in hours. The locals are defensive and claim that Sigmar is expressing his wrath at his subjects' impiety.

The burial mound contains no corpse, but rather a hoard of Dwarf silver stolen by Uathach when he killed Thane Stronomir of Karak Hirn. The silver was buried here in fear that it might bear some residue of the curse Sigmar laid upon Uathach, though this is not the case. If this hoard is disturbed, however, Uathach and his Storm Riders sweep down on the shrine and circle, attacking anyone nearby.



STORM RIDERS OF UATHACH

The Storm Riders of Uathach are skeletal charioteers who ride through the storm clouds. They are ethereal when racing through the sky, but coalesce into solid bone when they swoop from the night sky, attacking all living beings in the vicinity. Each chariot has two horses and two soldiers armed with rusty swords or axes.

STORM RIDER

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	45	25	30	30	20	20	25	-	-	-	12

Traits: Armour 2, Construct, Dark Vision, Fear 2, Painless, Undead, Unstable, Weapon +7

SKELETAL HORSE

M	WS	BS	S	T	I	AG	Dex	Int	WP	Fel	W
7	20	-	45	35	10	25	-	-	-	-	20

Traits: Bestial, Dark Vision, Fear 2, Painless, Undead, Unstable, Size (Large), Stride, Weapon +7

When Charging into combat (**WFRP**, page 165), these undead horrors benefit immensely from the size and momentum of their chariots. Whenever a Storm Rider gains an Advantage from Charging, their next attack that round deals an additional 1d10 Damage.

CURSED UATHACH

M	WS	BS	S	T	I	AG	DEX	INT	WP	FEL	W
4	65	25	40	40	30	20	25	-	-	-	16

Traits: Armour 2, Champion, Construct, Dark Vision, Fear 2, Hatred (Dwarfs), Painless, Undead, Unstable, Weapon +9

Though it happens only rarely, if Uathach himself is given cause to ride out, it is certain that blood will be spilled. He is merciless, and harries his foes the length and breadth of the Old World until either he, or they, are slain.



PRAYING AT THE SHRINE OF UATHACH

Characters praying to Sigmar at the Shrine of Uathach have no chance of a blessing — the god has no influence here. But there is a 10% chance that they are cursed or experience a vision, which increases to 40% during a storm. Roll on the following table for the effects and add 15% if the supplicant is a Priest of Sigmar:

d100	Results
1–20	Call of the Rider. Thunder rumbles around the shrine and the supplicant hears a piercing, inhuman shriek. Suffer a –5 penalty to Initiative, Willpower, and Fellowship for 1d10 hours.
21–40	Turbulent Sleep. Every night the supplicant spends within 20 miles of the shrine are troubled by dreams of Uathach and his charioteers, circling the sky above. After the first night, they wake with their hair turned white temporarily. It returns to its true colour in 1d10 days.
41–60	Vision of the Curse. The supplicant falls to the shrine's floor. They relive the moment of Uathach's damnation in his place, as Sigmar points at them and the flesh falls from their bones. Gain 1 Corruption and the <i>Shaky Morale</i> corruption (WFRP, page 185). The supplicant can make a Challenging (+0) Willpower Test to remove the Condition after a good night's sleep.
61–80	Borrowed Pride. The supplicant enters a trance for 1d10 minutes and stands rigid, staring into the middle distance. They have a vision of themselves riding a skeletal chariot through the sky during a storm and an intense feeling of shame and loathing towards everything living. When they recover, they suffer –25 to all Fellowship Tests and –40 with Dwarfs and obvious followers of Sigmar. The effect lasts until the next sunrise.
81–100	Uathach's Revenge. The skies above the shrine turn black and three Storm Riders streak down from the heavens sheathed in lightning. They attack anyone near the shrine.

ADVENTURE HOOKS



Uathach's Money

Brother Fodren spent many years researching Sigmar's relations with the Dwarfs. During an interview with a Loremaster, he heard of the missing thane Stronomir and his Hammerers, who were lost along with a hoard of silver. When Fodren studied the shrine, he began to piece together the truth. Two days before his death, he found a Dwarf 'Silvern' coin buried in the ground near the shrine. When he returned to investigate further, Uathach seized him and dropped him to his death. Fodren left copious notes in his lodgings in Gramdorf, and gave the coin to a young priest at the Temple of Sigmar, who is now a target for the Storm Riders.

Storm the Festival

The Necromancer Myselia Zandok comes from a long line of practitioners of the foul arts. Her family have always been thwarted in their lust for power and she is desperate to turn their luck around. During a failed attempt to acquire one of the Nine Books of Nagash, Myselia instead found a battered grimoire of necromantic rituals, including *The Invocation of the Storm*, which summons the host of Uathach to do the bidding of the Necromancer who called them.

Myselia has come to Gramdorf before festival day. She plans to enact the ritual using blood from the villagers in the procession, picked off one by one during the festivities.



THE HAMMER'S STAND

Deep in the Reikwald Forest, where two dirt tracks meet at a crossroads, a tall wooden pillar soars 25 feet into the air. Jutting from the base is a small niche, its cracked and weathered timber carved with twin-tailed comets and hammers. Mechtilde the Devout sits at the top of the pillar, a Sigmarite fanatic who has chosen to show her dedication as a stylite — living, fasting, and praying high above the earth. She has not touched the ground for seven years. She swears that she will not do so until the Empire is swept clean of its enemies, or the End Times come about — whichever comes first.

The Reikwald is a dangerous place and travellers are grateful to see such a devout figure, seemingly protected by her piety. Mechtilde is a vibrant woman of indeterminate age with streaming red hair and a thick Stirland accent. She wears simple clothing and ragged wraps of cloth to keep out the elements, but she doesn't appear to feel the cold. Mechtilde speaks with anyone who stops at the shrine, offering them cryptic holy wisdom or leading them in a howled prayer.

Many travellers offer her food, but she claims to be sustained by Lord Sigmar himself and refuses it, preferring that they leave a few pennies or shillings in the shrine. Each donation earns a parable. Mechtilde's cryptic allegories are confusing — the tales have no clear narrative. A sceptical listener might think she's just stringing together whatever apocalyptic imagery comes to mind. Others believe Mechtilde is revealing great truths and perhaps she is gifted by Sigmar to speak of the Empire's destiny.

THE SECRET

There are currently five 'Mechtildes' of roughly similar appearance, but given the height of the pillar, nobody has noticed any differences yet. This is a scam, created by the actress Silvia Wittiger. When one Mechtilde has finished her shift on the pillar, she climbs down and enjoys a hearty meal and smoke in the warmth of a nearby cottage in the woods. Meanwhile, one of her partners climbs the pillar and begins her short vigil.

Silvia Wittiger was furious with the decline of her acting career. Twenty years ago she was a celebrated ingénue, a leading actress in the Imperial Tarradasch Players at the Altdorf Theatre. But in time she was replaced by younger actresses and forced to compete for the scarce roles written for older women. Soon she was reduced to playing 'the hag' and worse. She reached the end of her tether after being replaced as 'Second Harpy' by an actress half her age, who would apparently 'bring a bit of glamour' to the part.

Silvia vowed to leave the stage for good. She found other women with similar frustrations and explained her plan for a fairly comfortable retirement in the woods.

Between them, the women created the character of Mechtilde and made contact with a local band of highwaymen.

Halenna Grahl is the notorious Whispering Mask, so-called because she never raises her voice during a robbery, preferring to let her blunderbusses do the shouting. Prior to the arrival of 'Mechtilde', her small gang of bandits were not especially successful — Halenna was more concerned with finding the right gimmick than planning robberies. With a little assistance from Silvia and her troupe, she found both a lucrative alliance and a memorable identity in the Whispering Mask.

The arrangement is simple. When a wealthy traveller passes with few guards, 'Mechtilde' tells them a parable. At some point she deliberately bellows a code phrase to alert Grahl's band. Favourite code phrases include '*ripe fruit of damnation*', '*the multitude of the crawling*', or '*the cat-eyed trumpeter*'. A few hundred yards down the track, the Whispering Mask and her robbers prepare to leap from the trees to ambush the victims.

Nobody has made the connection between the Hammer's Stand shrine and the highwaymen, but road wardens are eager to stop the spate of robberies.





THE WHISPERING MASK

Halenna Grahl won't admit it, but she's rather flattered that a group of actresses from Altdorf have taken her under their wing. She's impressed by their casual references to famous nobility and cultural figures in the Empire's capital. Playing the Whispering Mask, she wants to make them proud of her performance.

Halenna wears a grey theatrical mask with a quizzical, amused expression. She sports a large black tricorn with a grey feather. She carries two large blunderbusses, discarding each after firing it rather than wasting time reloading. When undisguised, she appears surprisingly young (around 25) and wide-eyed.

HALENNA GRAHL – HUMAN OUTLAW (BRASS 3)

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	42	46	39	41	38	41	40	32	32	48	18

Traits: Armour (Body) 1, Ranged (Blunderbuss) +8, Weapon (Hammer) +7

Skills: Athletics 53, Cool 37, Consume Alcohol 46, Dodge 53, Intimidate 45, Melee (Basic) 52, Ranged (Blackpowder) 62, Stealth (Rural) 51

Talents: Hardy

Trappings: Bedroll, Blunderbuss and six shots, Hand Weapon (Hammer), Leather Jerkin, 3d10 silver shillings

THE MASK'S BAND

A selection of six Reikland ne'er-do-wells who adopt similar theatrical masks as Helena, but with different expressions. They stay silent during a robbery, preferring Halenna to do all the whispering. Each is armed with a Pistol and Sword.

THE MASK'S BAND

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	33	36	34	36	30	32	35	28	31	34	12

Traits: Armour (Body) 1, Ranged (Pistol) +8, Weapon (Sword) +7

Skills: Dodge 42, Intimidate 39, Ranged (Blackpowder) 43, Stealth (Rural) 42

Trappings: Hand Weapon (Sword), Leather Jerkin, Pistol and 6 shots

The Good Companions

The Imperial Tarradasch Players have been invited to perform *The Desolate Prisoner of Karak Kadrin* at the Countess' court in Nuln. The whole company are on the road, and the Reikwald resounds with the complaints of actors and the forced bonhomie of group singalongs. When the troupe pass the Hammer's Stand, Johan Trister, the director-manager of the Players, makes an offering and asks Mechtilde to share her wise words. But when he locks eyes with her, there is a moment of mutual recognition between Silvia and Johan. Just as the Characters arrive, Silvia falls from her perch in shock, landing on Johan. Various actors run around shrieking and making a scene – can the Characters help?

PRAYING AT THE HAMMER'S STAND

Characters praying at the Hammer's Stand will be distracted by Mechtilde's ranting and enthusiastic encouragement. But this is a sacred location, and there is a 2% chance that Sigmar answers any sincere prayer in his name, rising to 5% for those who pass a Challenging (+0) Pray Test.

d100	Results
0–5	Curse of the Wayfarer. The supplicant is deemed unworthy and feels the weight of travel on their bones. They gain the <i>Fatigued Condition</i> for 1d10 hours and can't spend Fortune points for half that time.
6–30	Vision of Unity. The supplicant receives a vision of the Empire uniting against its enemies. People from all corners of the realm join together in a great throng and cry defiance against the dark. For the next 24 hours, they receive a +15 bonus to Fellowship Tests with citizens of the Empire, unless the GM knows that person is working against the unity of the Empire – so best to keep these rolls secret.
31–50	Sigmar's Shield. The supplicant feels the warm glow of faith through themselves and their companions. For the next 1d10 days, whenever they are about to be attacked on a road, they have a premonition of danger, negating any chance of being <i>Surprised</i> and granting a +20 to Initiative in the first round for all allies. Their first premonition may well come as they walk towards the Whispering Mask's ambush.
51–70	The Hammer's Blessing. The might of Sigmar's hammer flows through the supplicant. For the next 24 hours, they can temporarily increase their Strength Bonus by 2 when in combat.
71–100	Total Clarity. The supplicant is hit by a sudden insight – they know everything about Mechtilde and the highwaymen, their arrangement, and what brought them here. What they decide to do with that information is up to them.

Sigmar's Bane

As the Characters pass the Hammer's Stand, a band of Mutants emerge from the woods and attack. There are too many to subdue and all looks lost, until a bright light blasts from the shrine and scares off the monsters. The current Mechtilde is Lotte Reiff, who was a nun before taking to the stage. She knows a miracle when she sees one, and her faith comes flooding back to her. She declares that Sigmar has saved them all and recants her sins. She implores the party to come and tell her fellow Mechtildes the good news, giving up her compatriots' ruse.



THE ABANDONED SHRINE OF LOWENGEN

Deep in the Westlaufholz woods are the ruins of Lowengen, a village long abandoned to the forest. Centuries ago the villagers took up arms and marched to join Reikland in the wars against the Vampire Counts — none returned. The forest growth gradually overwhelmed the buildings and now Lowengen consists of broken stone walls and a moss-choked well. At the centre of the old village green is a Sigmarite shrine, the only building still relatively intact. A hawthorn tree has grown right through the structure, its branches spreading through the smashed stone window frames. The walls are still in place, with gaps where stones have fallen out and the tree has grown through.

In the shrine is a stone niche supporting a carved relief of a griffon bearing aloft a hammer. The griffon relief remains, but it is grown over with lichen.

The paths to Lowengen have long been lost to the Westlaufholz, but the village is known to rangers and woodsmen from nearby Holztot. They still occasionally pray to Sigmar here when passing through.

Father Adward is a wandering priest of Sigmar who ministers to the villagers in the region between Haal and Holgau. He occasionally visits the shrine to ensure it has not been despoiled by the more corrupt denizens of the forest and to offer a quiet prayer in the solitude of the abandoned village.

THE SECRET

The hawthorn is more than just a tree, it is the home of a tree spirit who has taken the shrine as its home. It was given the name Crataegra by the Asrai when it dwelled in Athel Loren in the distant past. It eventually wandered from its home to Westlaufholz, where it decided to set down its roots. Now the spirit communes with all the trees and plants in the abandoned village, 'speaking' with them via an extensive root network.

Many tree spirits are belligerent towards Humans, but Crataegra is largely indifferent. It will occasionally manifest itself in shifting humanoid form to deal with any mortal who shows sensitivity towards the greenwood, such as a Priest of Taal or Magister of the Jade College. When it believes that an intruder threatens itself or the other trees in Lowengen, Crataegra attacks with talon and thorn.

Anyone with *Secret Signs (Ranger)* notices markings on the trees around the village warning them that a tree spirit dwells within, but it is not usually hostile. Animal offerings are suggested to placate it.

CRATAEGRA, DRYAD OF LOWENGEN

Crataegra is an ancient spirit of nature, who has wandered far from the Loren Forest where it first grew. Dwelling in its hawthorn form, it stands guard over the ruined village, mostly content to soak up the richness of the soil and the warmth of the Reikland sun.





CRATAEGRA, DRYAD OF LOWENGEN

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
5	58	24	47	49	53	43	40	53	40	60	20

Traits: Arboreal, Armour 2, Cunning, Dark Vision, Die Hard, Fury, Hardy, Territorial, Tough, Weapon (Claws +10)

In addition to these Traits, Crataegra can speak Eltharin, Reikspiel, Bretonnian, and Malla-room-ba-larin (the language of the trees).

Appearance

As a tree, Crataegra is a normal hawthorn, but it can manifest in a humanoid form. Often it chooses to appear as a slender Elf woman in imitation of the Asrai it knew in centuries past. It sometimes prefers the appearance of a bearded man wrapped in leaves. In either form it has a slightly green sheen to its skin and its hair is as white as hawthorn blossom. Should Crataegra become enraged, it shifts into a ferocious figure of thorns and claws, armoured in bark with a face contorted into a cruel mask.

Character

Crataegra sees itself as the guardian and ruler of the woods around Lowengen. For the most part, it allows nature and humanity to go about its business, but should it become displeased — say by cruelty to wildlife or wanton destruction of trees — it retaliates. For a minor slight, Crataegra can be assuaged with flattery or a small offering of blood.

The tree spirit has a patronising affection towards the unknowing Father Adward and a dim respect for the spirit he calls Sigmar, which apparently still dwells in this place with Crataegra. The tree spirit is happy to let this ‘Sigmar’ stay, provided he recognises who rules here.

THE FACE IN THE GREEN

Darvin Jatz has witnessed a miracle! On his way home from Holztot he was paying his respects at the shrine in Lowengen, when he saw the lichen on the wall move of its own accord into the image of a bearded face. He insists that this is the face of Sigmar, but his mates in the Golden Oak tavern in Holztot think it's Taa1. His wife Hilda thinks Darvin had one too many ciders. Father Adward knows that this is no Sigmarite miracle and begs the Characters to help investigate.

In truth, the spirits of the villagers have returned, intent on taking back their village. The face belongs to the deceased flagellant Old Kalz. His spirit strains to escape Morr's realm, driven by his fanatical desire to banish Crataegra and lead the ghostly villagers in revenge against the locals who left Lowengen to ruin.

PRAYING AT THE SHRINE IN LOWENGEN

Although derelict, the shrine in Lowengen still has some connection to Sigmar. Those who pray at the shrine have a 1% chance of receiving a vision and blessing, rising to 5% for those who pass an Average (+20) Pray Test. If successful, roll on the following table.

d100	Results
1–10	I Will Forsake this Place. The supplicant is overwhelmed by a crippling sense of loss as Sigmar chooses this moment to abandon the shrine forever. They suffer a temporary –10 to Intelligence, Willpower, and Fellowship until they have witnessed some sign of Sigmar's divine presence in the world.
11–40	Weak Blessing. The faint presence of Sigmar passes through the shrine as the supplicant prays. Mildly inspired by the divine, they gain +5 to all Psychology Tests for 12 hours.
41–60	Banish the Woodwose. Sigmar sends the supplicant a vision of Crataegra violating his shrine and smashing the walls. Unless the Character works to remove the tree spirit from the shrine, they face the Wrath of Sigmar (–10 to all Skill Tests for the next 1d10 hours). Priests of the god also gain 2 Sin points.
61–80	Allies Against the Dark. Sigmar sends a vision of Crataegra defending the shrine from Forest Goblins and their Giant Spiders. They know that this will happen tonight. If they ally with Crataegra to fight off the Goblins, they gain +20 to Willpower for 1d10 hours and the <i>Immunity (Poison)</i> Trait forever. Use the Goblin statistics found on WFRP page 326, adding the <i>Arboreal</i> , <i>Night Vision</i> , and <i>Venom</i> Traits.
81–100	An Unexpected Offer The supplicant sees the hawthorn move and assume the form of a tall Elf woman. Crataegra is impressed at the supplicant's dedication to this ‘Sigmar’ and offers a blessing of its own. If they accept, they gain the <i>Arboreal</i> Trait. Devout Sigmarites feel a rush of shame and any priest gains 2 Sin points. If they refuse the offer, the slighted spirit rears up to attack. In this case, Sigmar gives them the <i>Blessing of Might</i> and the <i>Blessing of Battle</i> for the combat.

RESTORATION TIME

Sister Anita von Felgravin is a robust abbess on a mission to reclaim the lost holy places of Sigmar. During a visit to Holgau, she hears tell of the forgotten shrine of Lowengen and swears to her god and long-suffering Lector that she will restore it to its proper state. Dragging along the reluctant Father Adward, she treks to the ruins of Lowengen and decides that the first thing to do is remove that hawthorn tree. She would like to hire the party to do the work and promises to sing rousing hymns to spur them on.

THE SUMPFTOR SHRINE

Fielbach's north gate is the busiest in town, leading as it does towards Altdorf on the west bank of the Reik. The metal-clad gates open onto a road that traverses the marshes of the Altdorf Flats, which is why the townsfolk have dubbed it the Marsh Gate or *Sumpftor* in Reikspiel. While most traffic to and from the capital travels by river, many travellers, traders, and merchants arrive and depart the city from here by road.

Like many Reikland towns, there is a small shrine to Sigmar by the town gate, typically used by travellers to thank the god for safe passage. The Sumpftor Shrine is an unremarkable sight, typical of dozens of similar buildings throughout the Reikland. Heavy ironoak doors lead through a stone arch into a small vaulted room with a high ceiling. A large marble statue of Sigmar elevated on a pedestal rules over the room, clad in armour and holding aloft the sacred warhammer Ghal Maraz. The statue is said to be based on a much larger monument in the Temple of Sigmar at Helmgart, and quite who created this copy and when is unknown.

There are niches on the temple walls filled with candles, each one placed here by those who pray to their god. The stonework inside has cracked over the centuries and worshippers have adopted the practice of writing prayers to Sigmar and poking them into the fissures and gaps between stones.

The shrine is in good order, if slightly neglected. There are a few cobwebs which go unnoticed by the Initiate who opens the doors at sunrise and closes the shrine at sundown each evening.

Few locals pay their devotions at the Sumpftor Shrine, preferring instead the main Temple of Sigmar — it's more spectacular, you get a warlike sermon, and everyone can see you doing your religious duty. Most visitors to the shrine are travellers grateful to come through the marshes or petitioning Sigmar for a safe journey ahead. Over the road, drinkers at the *Goat and Baby* tavern often remark on the strange assortment of people who pray at the shrine, but that's easily explained — anyone who chooses to travel over a quiet pint of ale is already a bit odd.

THE SECRET

The Sumpftor shrine is secretly dedicated to one of the most outrageous blasphemies of the Empire — that of 'Sigmar Everchosen', uniter of Chaos, conqueror of the Old World. The devotees of this idea are truly deluded. They believe that when Sigmar defeated Morkar, the first Everchosen of Chaos, he took on the mantle himself and that his subsequent victories were inspired by the Gods of Chaos. They hold that Sigmar's apotheosis was his ascent to Daemonhood, with the end of his journey into the Black Mountains marking the moment when the Ruinous Powers granted him a place alongside them in the Realms of Chaos.

The brethren of Sigmar Everchosen are a small sect drawn mostly from academics and contrarian Sigmarite priests who became corrupted after too many disputes with their fellow clergy. They're not a true cult, in that there is no leader and no prescribed rituals. They pay nocturnal visits to the shrine as individuals, make their devotions, and then dedicate themselves to research and subversion of the cult of Sigmar's beliefs to slowly turn them to recognise the 'truth' of Sigmar's chaotic nature. The sect stay in contact via coded correspondence and the occasional meeting in person.

Although they are completely misguided, followers of Sigmar Everchosen pore over stories of Sigmar's life to find proof of their theory. They look for evidence of Sigmar channelling the rage of Khorne, the cunning and foresight of Tzeentch, the persuasion of Slaanesh, and the vigour of Nurgle. Needless to say, when you're looking to prove a theory, you find plenty to show you're right.

The shrine is devoted to Sigmar Everchosen through devious means. A permanent spell of illusion hides the true appearance of the statue on the altar: a mutated Sigmar wielding a Daemonic weapon. Batlike wings spring from the warlord's powerful shoulders, he has curved horns that curl alongside his thick beard, and a mass of sinuous tentacles emerge from his wide chest. The worshippers of Sigmar Everchosen take great pleasure in knowing that the unenlightened visitors to the shrine are unknowingly praying to the 'true' Sigmar. A simple incantation in Dark Tongue (*'Aksho tseph'*) temporarily removes the illusion.

The shrine has another sinister purpose. Word has spread through the Chaos cults of the Reikland that there is a corrupted Sigmarite shrine in Fielbach. It has become an occasional place for members of different cults to exchange messages as 'prayers' tucked into the walls. They also meet here on occasion to coordinate their activities, resolve disputes, or even conduct minor rituals. Although there is little mutual trust, especially between followers of different Chaos gods, most of these cultists are willing to treat the Sumpftor shrine as neutral ground, protected under the banner of Chaos Undivided. Few take the notion of Sigmar Everchosen seriously, although the Purple Hand really appreciates the duplicity.





PRAYING AT THE SUMPFTOR SHRINE

A prayer at the Sumpftor shrine is an invocation to the Ruinous Powers — made all the better for being unknowing. Anyone who prays here has a reasonably good chance of receiving a twisted vision by the gods of Chaos. A prayer or an offering here has a 10% chance of a 'reward', increased by 2% for each point of Corruption the supplicant has. If successful, roll on the following table.

d100	Results
1–20	Blasphemous Vision. The scales fall from the supplicant's eyes and they see the statue in its true form. The walls seem to turn to flesh and the ceiling becomes a yawning void. Gain 2 Corruption points.
21–30	Rage of Sigmar. The supplicant feels fury coursing through their veins as they witness a vision of Sigmar crushing the Norsii underfoot and sinking their ships as they retreat. For 1d10 days, gain the <i>Unholy Rage</i> corruption (WFRP, page 185). Gain 1 Corruption point.
31–40	Decline of Sigmar. The supplicant experiences a vision of Sigmar's people distraught and weeping as he departs the Empire. Despite this, they are overwhelmed by delirious joy, borne from the knowledge that existence is doomed to end in decay and decline. They gain 1 Corruption point and develop Buboes (WFRP, page 188).
41–60	Cunning of Sigmar. The supplicant sees Sigmar at a tribal council, manipulating the kings and rulers of the other tribes to fight under him. He looks to the supplicant and gives a conspiratorial smile. For 1d10 days, gain the <i>Suspicious Mind</i> corruption (WFRP, page 185). Gain 1 Corruption point.
61–80	Lusts of Sigmar. The supplicant has a vision of Sigmar carousing after the Battle of Blackfire Pass, gorging himself on rich meats and indulging in sensual abandon with his courtiers. For 1d10 days, gain the <i>Awful Cravings</i> corruption (WFRP, page 185) and a strong desire to drink themselves into a stupor (Difficult (-10) Willpower Test to resist). Gain 1 Corruption point.
81–100	Visions of the Chaos. The supplicant's mind is flooded with horror as they see the writhing chaos that underpins the world — and the lies that mankind believes in order to stay sane. Gain 3 Corruption points.

ADVENTURE HOOKS

Fishing for Cultists

On visiting the shrine, one of the Characters accidentally dislodges a prayer scroll from the wall. If they read it, they find a message calling for a rendezvous in two nights' time when the moons are full. If they return, they do not find cultists Aor worshippers of a mutated Sigmar Everchosen. Instead, they are met by Una and Udo Nilstein, a pair of bounty hunters who laid a trap to catch cultists. If they can convince Una and Udo of their innocence, the pair describe how they followed a member of the Red Crown to this location and suspect it has some significance for several cults.

The True History of a God

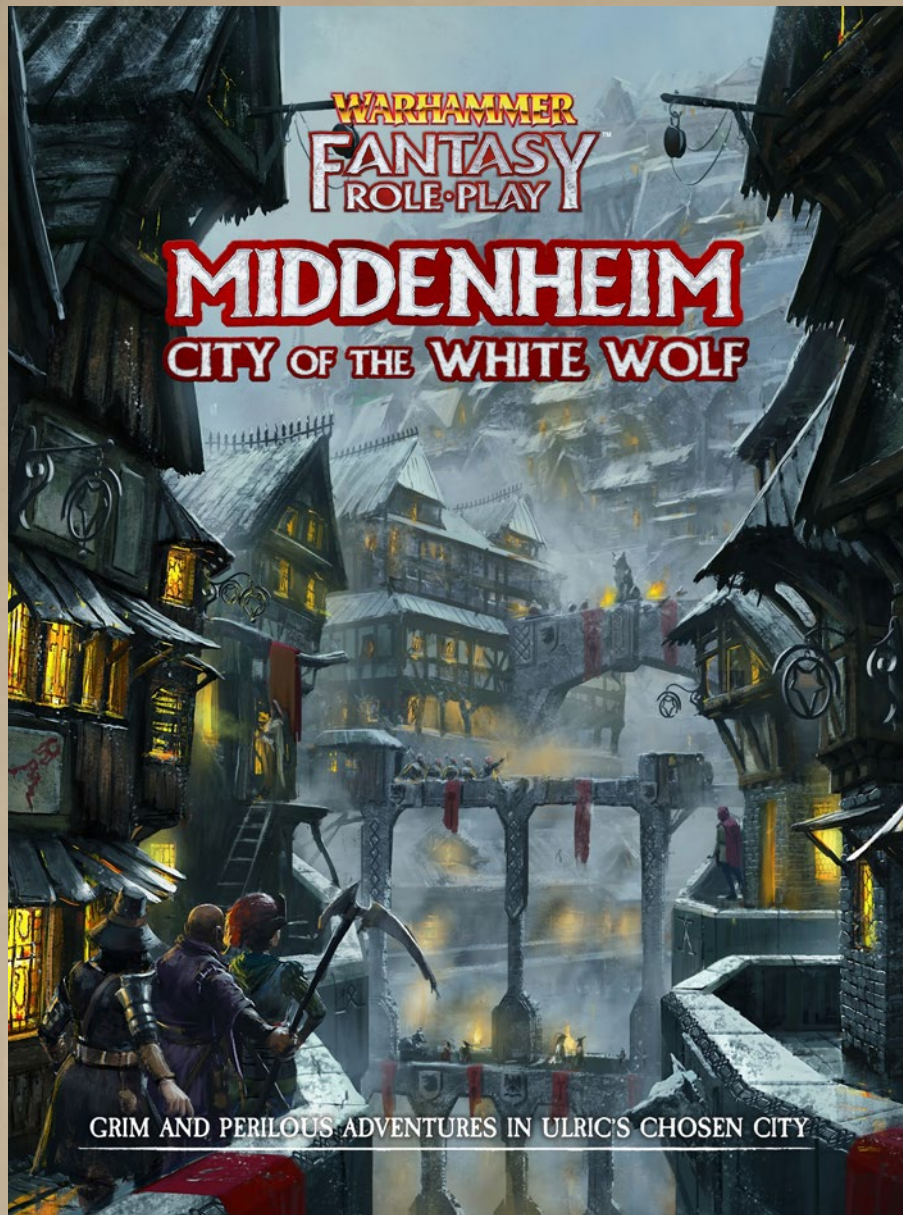
Professor Lena Ickaller is a kindly old academic at the University of Altdorf with a lively interest in the history of Sigmar's life. Her treatise, *The Life of Sigmar*, is celebrated throughout the Empire by academics and the priesthood alike. She's also a raving believer in Sigmar Everchosen who wants proof of her less public theories. This notion of Sigmar's Chaotic nature is a complete fabrication of course, but Ickaller is determined to prove her theories, the truth be damned.

Ickaller is too old to go gallivanting around the Empire, so she wants to hire a group of adventurers to travel the land and investigate various theories she has about Sigmar and the events of his life. She'd like them to start with a shrine apparently dedicated to Sigmar's retainer, Uathach. Then there's a rumour that the Holy Hand of Helmgart might provide hints to the true source of Sigmar's power...

Professor Ickaller's coffers are deep and her connections excellent, so she makes an excellent patron for any party looking for adventure, providing they don't discover the blasphemous mission they've accepted.



EXPLORE ULRIC'S CHOSEN CITY IN MIDDENHEIM: CITY OF THE WHITE WOLF

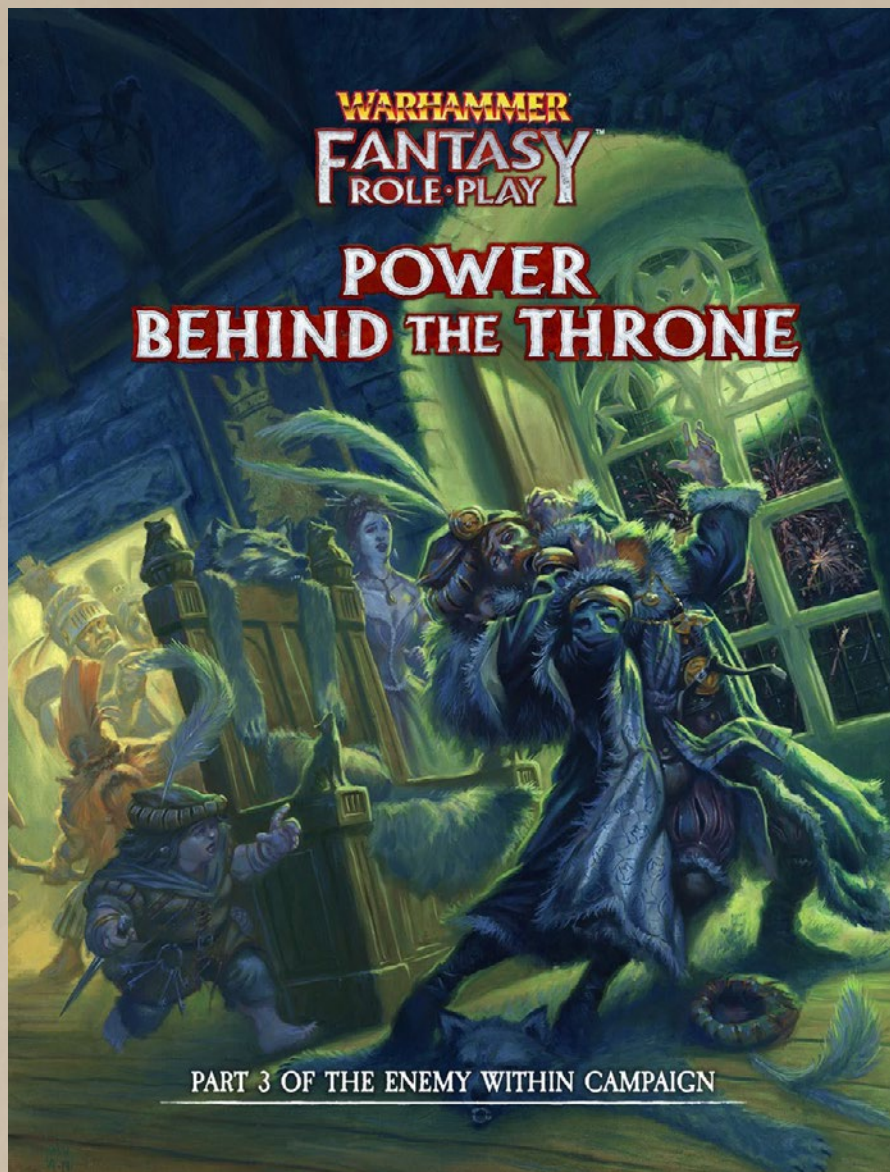


To find out more about Middenheim: City of the White Wolf
as well as a host of other game expansions and resources, visit

www.cubicle7games.com



THE ENEMY WITHIN CONTINUES WITH POWER BEHIND THE THRONE



To find out more about the Enemy Within campaign and its Companions,
as well as a host of other game expansions and resources, visit

www.cubicle7games.com

