

WARHAMMER
FANTASY
ROLE-PLAY

MONUMENTS OF THE REIKLAND



◆ Grim and Perilous Monuments of The Old World ◆

CREDITS

Writing: Simon Wileman

Additional Writing: Pádraig Murphy

Illustration: Sam Manley

Graphic Design & Layout: Rachael Macken

Editors: Christopher Walz, Síne Quinn

Producer: Pádraig Murphy

Publisher: Dominic McDowall

Special thanks: Games Workshop

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

Release: v1.0 June 2020

CONTENTS

Monuments of the Reikland	1
Five Notable Monuments	3
The Statue of Burgomeister Holger Rauck.....	4
Memorial to the Fallen of the Battle of Auerswald	6
Holst Belbmann, Priest of Ranald,	
Captain of the Auerswald Watch	8
Von Plotzkanal's Horological Tower	9
The Hawk of Mackenstein	11
The Paranoth Column	13
Bloodsedge.....	14



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 2020. 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.



MONUMENTS OF THE REIKLAND

◆ FIVE NOTABLE MONUMENTS ◆



Wherever you travel in the Empire, monuments peer down on you. They stand to commemorate figures from history, great events, or just the aesthetic tastes of a wealthy noble. Many a bustling market square, street corner, bridge, or gatehouse features a statue or some work of public art. Even in the remotest places, folk of lesser means erect crude standing stones or carved wooden memorials.

The following monuments all harbour a secret of some sort. They should illustrate how you can use even the most innocuous background feature to inspire an adventure. All have been placed in the Reikland, but there's no reason why you can't use them wherever your party find themselves.



THE STATUE OF BURGOMEISTER HOLGER RAUCK

Only the destitute or desperate walk the streets of southern Grünburg. The cramped, stinking lanes wind between crumbling hovels, their walls heavy with damp and misery. The Rauckplatz is on the northern edge of the district, crowded by high tenements that tenuously loom over the small square and block out most of the light.



At the centre of the Rauckplatz is a tall podium surmounted by a battered, headless statue sculpted with fine robes. Underneath the moss and filth, an inscription names the statue as a tribute to Burgomeister Holger Rauck. He was not a popular figure during life and in death he is still loathed by the locals. Soon after becoming Burgomeister, Rauck amassed a small fortune by manipulating the supply of flour after a bad harvest. Families starved and farmers were ruined while Rauck stacked up his coin and enjoyed a life of luxury.

To celebrate his gains and self-declared accomplishments, Rauck commissioned a statue of himself. He hired the master sculptor Masacelli of Trantio at great expense to carve his likeness in marble — then insulted the poorest locals by placing it in a square he named after himself.

Rauck died in 2495 from a surfeit of swan flesh. Since then the people of southern Grünburg have enjoyed pelting his statue with rocks, rubbish, and worse. A particularly heavy mattock blow took off the statue's head, which was dropped into a local midden and replaced with a rotting turnip. Close inspection reveals that, underneath the damage and stains, the statue is expertly carved from an exquisite, semi-translucent white marble shot through with silver veins.

In recent months there have been strange phenomena in the Rauckplatz. Shadows move of their own accord and twist into swirling shapes. People feel a strong sense of greed or distrust which vanishes as suddenly as it came. The locals believe that Rauck's ghost has returned to further their misery. Those with the *Second Sight* Talent can see that the Winds of Magic are disturbed around the statue, blending in discordant squalls tinged with streaks of *dhar* — dark magic.

The Secret

Rauck's statue was hewn from stone hacked from an elven waystone. These were erected by the Asur many thousands of years ago to direct the Winds of Magic to the Great Vortex in Ulthuan. Any Elf or Dwarf may identify the origins of such a stone with a **Challenging (+0) Intelligence** Test, while anyone may make a **Challenging (+0) Lore (Geology)** or **Average (+20) Lore (Magick)** Test to do so.

When the stone was taken for the statue by Rauck's men, they disrupted its power. The fragment of waystone has disturbed the winds, especially *ulgu* and *chamon*. Now they whip around one another and combine around the statue, twisting shadows and minds. This phenomenon has built slowly over time, but is starting to come to a head. Unless someone deals with the situation, it will gradually worsen — as a GM you can decide how far advanced it is, depending on the scenario you want to play out.

For a few weeks, shadows seem to linger in the corners of the square and around the base of the statue. Coins and metallic objects feel a little heavier and if inspected closely, their

surface is etched with barely-discernible swirling patterns. Any **Language (Magick)** or **Channelling** Test taken in the square is a Critical on the usual double roll *or* any roll of a 1 on either die. For example, a 55, 17, and 71 are all Criticals. Characters standing close to the statue must make a **Challenging (+0) Cool** Test. If they fail, they experience a powerful emotion caused by the corrupted winds affecting their mind. Roll 1d6 and consult the table on the right.

The mood passes after 1d10 minutes or if the affected Character leaves the square.

After another two weeks, things get worse. Every hour there is a 30% chance of a random Spell spontaneously casting in Rauckplatz, uncontrolled and deadly. You can select one from the Lore of Metal, Lore of Shadows, or the Lore of Witchcraft. The Spell targets a random individual or group in the square. The people living in the tenements start behaving cruelly to one another — you may see a woman beating her dog to death or children attacking a beggar and throwing filth at him. Characters must pass a **Hard (-20) Willpower** Test to avoid the emotional effects of the magical winds outlined above.

After four more weeks, if the situation is not resolved, Spells are conjured every 1d10 minutes and now include the Lores of Daemonology and Necromancy. Locals who have been exposed for many weeks assault and torture one another in their homes. At this point, any self-respecting Witch Hunter who happens by will put the entire neighbourhood to the torch.



ADVENTURE HOOKS

The Indignant Asur

The High Elf scholar Isyeni Dawnwind is travelling the Reikland looking for historical remnants of her people. Grünburg is not looking promising and she's keen to leave such a grubby place, but then she happens across the statue of Holger Rauck. She is horrified to see what the primitive Humans have done to the fine elven stone and is half-tempted to leave the locals to their fate. But her better nature prevails and she decides to rectify the situation. Dawnwind does not know whether the stone can be restored to its proper place, but she intends to try. Unfortunately, she lacks the diplomacy to handle the Grünburg authorities, so she needs help. Can the party deal with an arrogant Asur, find where the stone was quarried, remove the statue, and help Isyeni return it to its rightful function before the locals tear themselves apart?

Dealing with the problem is not easy. If the statue is removed, the phenomena follows it to wherever it is taken. Destroying the statue works, but it unleashes a catastrophic explosion and releases 1d10 Spells chosen from the Lores outlined above. The explosion flings pieces of statue and eldritch energy across the square. Each Character within 30 yards of the statue should make a **Difficult (-10) Dodge** Test to leap for cover. Those that fail lose 12 Wounds, modified by Toughness and Armour as normal; you may roll randomly for hit location if required. At your discretion, the Characters might be able to make a **Hard (-20) Lore (Magick)** Test to discern what happens if the statue is destroyed.

Roll (D10)	Emotion
1-2	Confusion: You're not sure what's going on right now. Who are these people? How did you end up here?
3-4	Paranoia: The people around you are whispering secrets to one another — and they're about you. You can't trust any of them.
5-6	Greed: You're seized by the desperate need to acquire more wealth. You think that one of the people in the square should give you what you deserve.
7-8	Egomania: Everyone in the square is practically ignoring you! You're certain they should be paying you more attention.
9-10	Bitterness: Everyone you can see deserves to suffer because of what they've done or what they represent. You can't stand to look at them a moment longer.

Tear Down The Oppressor!

The poor people of Grünburg have had enough. The guilds won't let them earn a decent living, the burghers have imposed a new tax on fireplaces and there's talk of a law banning non-burghers from wearing the colour purple. It's time someone showed that the people won't take it any more — and what better way than to blow up the statue of a hated former Burgomeister? A small group of conspirators are making plans in the *Jolly Goblin* tavern to buy explosives and do the job in the next few days. But once they get into the square, the Winds of Magic start to affect the would-be radicals. The party could be enlisted to help or they may hear about the plan once they've discovered the statue's dangers — or maybe the poor drunk fools set off an explosive much too early in the tavern.

MEMORIAL TO THE FALLEN OF THE BATTLE OF AUERSWALD

In 2422, the goblin Warlord Grom the Paunch rampaged through the Reikland with his WAAAGH!, despoiling everything in its path. Countless greenskin leaders came along for the mayhem, including Big Boss Garnag Stumbar, who brought many Orc mobs from Iron Rock, his stronghold in the Badlands. When Grom ate the tastiest of Stumbar's captive Dwarfs, the Orc chieftain stormed off from the main force and made for the nearest town worth plundering — Auerswald.

As the Orc army approached from the east, Baroness Marta von Wallenstein rode out to protect her town. She had only a battalion of spearmen and crossbows, supported by Dwarf cannons from Karak Azgaraz. The Battle of Auerswald was hard fought. Defeat for the Reiklanders looked inevitable before the Baroness made a suicidal charge with her regiments of halberdiers and tore into Stumbar's Black Orc bodyguard. As she was cut down from her steed, Marta and every last Auerswalder were slaughtered by the Black Orcs. But the sacrifice was not in vain — the Dwarfs had time to load their artillery and soon annihilated the Orc command.

The Memorial to the Fallen stands alongside Auerswald's western gate, reminding townsfolk and visitors of the heroism that saved their town. It features the Baroness atop her warhorse and four anonymous halberdiers from her regiment in attacking stances. Crushed orc helmets and weapons lie at their feet. For

some reason, the soldiers are accompanied by a small sculpted cat holding a large spider under its paw. The whole ensemble is mounted on a large plinth, inscribed with the names of the 108 fallen, including Baroness von Wallenstein herself.

During the day, most people walk past the war memorial without a second thought. At night, it can attract unsavoury characters offering goods of dubious provenance. Last week, a notorious robber was pursued by the Watch to the memorial, but he apparently disappeared without trace.

The Secret

By depressing the letter 'O' in the name of Sergeant Johann Wurfel, the eastern side of the plinth swings open to reveal a dark entrance. Down a series of steps is a subterranean vault housing a Temple of Ranald.

Priests of the god may have heard rumours of the temple through contacts within the cult, but anyone who examines the war memorial closely and has Lore (Theology) may pick up clues, particularly the sculpted cat and spider. Most followers of Ranald will recognise this as a subtle reference to the legend 'Ranald and Mother Spider'. In this tale, Ranald hid a stolen crown in a cellar infested with spiders. By tricking the Mother Spider into protecting his contraband, he kept it safe from discovery. The implication is that something is hidden below.



Another clue is ‘Sergeant Johann Wurfel’. Anyone in the Priest Career devoted to Ranald knows that introducing oneself as the false name ‘Sergeant Wurfel’ is a way to identify your calling to other Ranaldan priests.

The war memorial is 88 years old, but the temple is much more recent. Just two years ago, the priest Holst Belbmann had fallen out of favour with Ranald. He tried to deceive the god by lending money to a friend before prayer and thereby avoid donating a tenth of his coins. He decided to do something audacious in penance — build a temple to the god in the busiest place in town. Inspiration struck when he found that there was a forgotten cellar under the road by the war memorial. A series of clever deceptions later, he tricked a Middenheim stonemason into creating the secret entrance and a Helmgart sculptor into repurposing a severed Orc head into the cat sculpture.

The temple’s interior lacks any decoration or finery. A simple wooden shelf hangs from the wall opposite the stairs, holding a large marble hand with crossed fingers. Any follower of the God of Thieves can pray at the temple, provided they offer coin, and swear never to reveal the memorial’s secret.

There are two small chambers at either side of the temple. On the left is a storeroom containing contraband or any items too ‘hot’ to be kept on the streets. Currently this includes several cases of Bretonnian brandy and a cache of forged paintings supposedly by the famous Nulner artist Zagehel the Younger — even a discerning patron of the arts would find the reproductions impeccable. There is no guard, but followers of Ranald usually know better than to steal from one another.

The other chamber contains two rough bunks, a table, and a bucket of water. Fugitives from the authorities can stay here for a time, provided they leave a few coins for Ranald. The current occupant is Dedrick Frumm, a fence who fled from Nuln after accidentally handling stolen goods belonging to the notorious Oldenhaller family. See **The Great Auerswald Dice Off** below for more on Frumm.

Now back in favour with his god, Holst Belbmann visits occasionally to pray, meet with associates, or gather donations. But most of the time he’s busy in his official capacity as the Captain of the Auerswald Watch. After all he’s leading an investigation into a supposed hidden temple of Ranald somewhere in the town but always seems to come up just short of the perfect lead.



ADVENTURE HOOKS

The Great Auerswald Dice Off

Before fleeing Nuln, Dedrick Frumm acquired something precious — a pair of Wyssan’s Weighted Dice. These legendary dice were made by the gambling wizard Arctovian Wyssan and are capable of bending probability in favour of the owner. Needless to say, they are very much in demand. Rumour has spread throughout the Reikland and beyond that Frumm obtained a pair and now all sorts of unsavoury types are descending on Auerswald where he was last seen. Amongst their number is an agent of the Oldenhallers, a high-ranking priest of Ranald from Marienburg, and the notorious gambling rake Lord Georg Rurig. Any one of them could enlist the Characters to track down the missing fence and his priceless contraband. Alternatively, if the Characters discover Frumm before meeting one of his pursuers, he offers to pay them handsomely for secreting him out of town.

Wyssan’s Weighted Dice

These odd dice were carved in pairs by the fabled Wizard Wyssan, who was known both for his success at gambling and being the first person banned from gambling houses in every one of the Empire’s Great Provinces.

This item grants their owner +1 SL on any Gamble Test which involves dice. Once per session, the owner of Wyssan’s Weighted Dice may reverse the results of the tens and units die of any roll made (so that a 17 becomes a 71, etc.), including rolls made by other players or the GM. Any time this second effect is used, the owner of the dice must make an additional D100 roll — if the result is a double, the dice become inert and lose all magical properties.

The Watch, Watched

Holst Belbmann is on the edge of collapse. After a rash of successful burglaries from the wealthiest merchants in Auerswald, the Watch are under pressure to uncover the Temple of Ranald. Belbmann is struggling to maintain the appearance of respectability and competence as Captain of the Watch, while prevaricating and delaying the investigation. He needs someone to lay a false trail and pose as a den of thieves who can be successfully ‘discovered’ by Belbmann and his men. If the party conspire with him, they could win a powerful ally in the Cult of Ranald and the City Watch alike. He promises to help them escape the town after their ‘arrest’, but can they trust a priest of the trickster god?

Holst Belmann, Priest of Ranald, Captain of the Auerswald Watch

Belmann has put himself in a precarious position. He enjoys the high stakes deception of his dual identity, but the strain is starting to show. He worries that the net is closing in as more and better descriptions of the priest of Ranald are circulating amongst the town authorities. Switching between roles is difficult and he's starting to lose track of who he's supposed to be today.

APPEARANCE

Belmann is a good-looking man in his late 30s, with a heavy jaw and dark wavy hair. In his official capacity he wears the helmet, breastplate, leather armour, and livery of Captain of the Watch. When going about his more secretive business, he wears a convincing false beard and a large, soft-crowned hat.

CHARACTER

Watch Captain Belmann is stiff, humourless, and devoted to his role in maintaining order, but the real Belmann is charming and obsessed with deception. He revels in trickery and the ingenuity required by a well-crafted lie or disguise. He reveres Ranald the Deceiver as a trickster who can con or cheat their way out of any situation. Right now, Belmann is stressed and it's starting to show — he has bags under his eyes and more grey hairs every week.

HOLST BELMANN, PRIEST OF RANALD, CAPTAIN OF THE AUERSWALD WATCH

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
4	35	33	37	34	25	24	37	36	40	30	13

Traits: Armour (Leather Jack) 1, Weapon (Club) +7

Skills: Athletics 34, Climb 43, Consume Alcohol 45, Cool 60, Dodge 34, Endurance 44, Gamble 45, Heal 41, Leadership 40, Lore (Theology) 56, Melee (Basic) 45, Perception 45, Pray 45

Talents: Bless (Ranald), Etiquette (Cult of Ranald), Read/Write

Trappings: Deck of Marked Cards, Hand Weapon (Club), Leather Jack, Watch Uniform, Wyssan's Weighted Dice (see **The Great Auerswald Dice Off**, above), 3D10 Gold Crowns



VON PLOTZKANAL'S HOROLOGICAL TOWER

Imperial Engineer Gerd von Plotzkanal's crowning achievement eventually drove him mad. The countless gears, dials, and counterweights of his elaborate chronoscope curdled his once-brilliant mind. Tragically, insanity overtook him on the day he revealed his clock tower, after years of toil and invention. Plotzkanal's family quietly committed him to the care of the Shallyan sisters at the Great Hospice, where his ravings about 'the machinations of the clockwork consciousness' wouldn't embarrass them in front of visitors.

The result of his labours stands today in Kemperbad, 45 years later. It is a 12-foot-tall clock tower covered in beaten brass, its nine faces studded with doors, clock faces, dials, and automatic hourglasses. Some have obvious functions — telling the hour of the day or the season. Others are more obscure and follow no obvious schedule. A door may pop open twice in one day to

reveal a mechanical bear blowing a trumpet, then remain closed for three years. Some dials turn at erratic speeds or reverse direction. A small carousel opens each Bezahltag morning to reveal a parade of clockwork soldiers crawling on all fours, each a little changed from last time.

The citizens of Kemperbad are rather proud of the Horological Tower, but few pretend to understand it. A small number of scholars believe that von Plotzkanal had special insight into the workings of the universe and that by observing and interpreting the clock's movements, a great wisdom can be uncovered and the future revealed. On some days, one of them may be seen watching the clock tower and taking notes.

The Secret

Von Plotzkanal's madness was more than eccentricity. He had been touched by one of Tzeentch's Lords of Change. The Greater Daemon Sathorael the Ever-Watcher whispered in his dreams and manipulated his deranged plans for the clock.

TOUCHED BY THE MIND OF TZEENTCH

Roll (D100)	Effect
1–9	Inscrutable Wisdom. You gain some insight into the paradoxes of reality. Gain 5 Intelligence and 1 Corruption point.
10–18	Unknowable Visions. You are troubled by fleeting glimpses of the Realm of Tzeentch. Gain 1 Corruption point.
19–27	Whispering the Wind. You acquire the ability to speak to the Winds of Magic. Gain 1 Advance in Language (Magick) and 2 Corruption points.
28–36	Forbidden Insight. You learn two truths. The GM tells you one secret about an NPC important to your campaign. The other is a glimpse of yourself with the mutations you may one day receive, giving you 2 Corruption points and recurring nightmares for the rest of your life.
37–45	Eyes of the Changer. Your eyes become solid orbs of ever-changing colour, swirling from pink to blue to purple. If you do not have it already, you temporarily gain the <i>Second Sight</i> Talent which fades after 1d10 days as your eyes return to normal.
46–63	Mental Contortions. The clock's mechanisms create confusing patterns and waking dreams which permanently alter how you think — you begin to see everything as a cog in a grander machine. Gain 2 Corruption points.
64–72	Blasphemous Scrawl. For the next 9 days, you black out for an hour each day. When you come to, you find that you've written all over the walls, floor, or similar with strange runes. These are the written form of Dark Tongue, but the message is gibberish (you think).
73–81	Chaotic Invigoration. You're invested with a restless sense of elation. Heal all Wounds and diseases, but gain 2 Corruption points.
82–90	Twisted Mind. Tzeentch reorders your brain into something more reflective of his own. Gain 3 Corruption points.
91–99	Mental Corruption. Roll on the Mental Corruption table (page 185 in the WFRP rulebook) and apply the result gradually over the next few days.
00	Possession. A minor Daemon of Tzeentch creeps into your body. Unless you spend a Fate Point, the GM can demand a Challenging (+0) Willpower Test at any time. If you fail, then the GM controls your character for 1d10 hours. This persists until you are exorcised or die.

Eventually, bent by the machinations of Chaos, the engineer manifested a fragment of Tzeentch's unknowable mind through the Horological Tower. Each incomprehensible movement and bafflingly complex interaction of the mechanisms is an infinitesimal speck of the god's consciousness. To seek to understand the working of the device is to try to comprehend the impossible — madness or destruction are the only possible outcomes for the mortal mind.

Anyone who pays attention to the clock tower notices subtle differences each day. In keeping with its nature, the structure itself is constantly changing inside and out. The clock faces and ornamentation alter their appearance gradually and even the relative positions of external features have swapped or shifted

over the decades. These changes are so gradual that very few people notice — especially as the people of Kemperbad have grown used to the tower and pay it little attention. Some who have foolishly studied the tower have noted the differences, however; a terrible fate surely awaits them.

After observing the clock for an hour, there is a 1% chance the mind of Tzeentch briefly touches the observer. For each subsequent hour, the probability increases by 1% — roll again. If the observer stops studying the clock for at least an hour, the chance resets back to 1% and the process begins again.

If you roll under the percentage, the observer must make a **Hard (-20) Intelligence Test**. A failed Test preserves the observer's sanity for now, as they are unable to comprehend the incomprehensibility of the clock. If they pass, roll on the table on the previous page.



ADVENTURE HOOKS

Pawns of the Daemon

When the mechanism started, it began an 81-year clockwork ritual with an unknown climax. The Daemon Sarthorael the Ever-Watcher recently spoke with the Purple Hand's Ordo Terribilis and told them that the clock must be slowed to ensure the ritual is completed at the correct hour. He also contacted the sorcerer cultists of Van Horstmann's Cabal and instructed them that it must be hastened. Agents of both cults are descending on Kemperbad to follow their instructions. Neither know of the others' presence, but each cult grows suspicious when they see the others investigating the clock tower. Only the Changer of Ways knows why he has pitted Tzeentch's cultists against one another. If the Characters can discover what the cultists are doing, they could engineer open conflict — which would set back the schemes of both cults. On the other hand, if the Cabal members succeed, the ritual will complete early...

The Clock Creates a Clock Creates a Clock...

Doktor Rosmarin Kohn is a prominent Kemperbad scholar studying Von Plotzkanal's device. She is an Imperial Engineer who originally tried to discern how the clock works without a winding mechanism or any power source to fuel its apparently perpetual motion. Unfortunately, years of watching the clock have infected her mind. She finally understands how to build a replica of the clock and intends to build more across the Reikland. Each one will inspire another scholar to do the same — slowly creating a network of self-replicating monuments. When they link up, more of Tzeentch's mind will manifest in the material realm.



THE HAWK OF MACKENSTEIN

On the forest road between Oberwald and Mackenstein stands a statue of a stylised hawk, wings open and eyes watchful. It sits perched on a pale sandstone column, leaning slightly to the south. The surface is pitted and weathered by many centuries of rain and it bears no inscriptions, or at least none which have survived since it was first carved.

The hawk marks the historical boundary between the Barony of Macken and the County of Oberwald. This division dates back to the time of Emperor Sigismund the Conqueror, who expanded and carved up the lands of the Empire amongst his favoured liege lords. Everyone assumes that the hawk dates back to that time and the von Mackensens trace their territorial claims back to Sigismund's land grants. They have even incorporated the hawk into their ancestral heraldry and for many years it has been a muster point for the militia when the local branch of the von Mackensen family march to war.

The monument is seen as a token of good luck. Soldiers leaving Oberwald or the Barony of Macken bid it goodbye and petition it to watch for their homecoming. When they return from campaigning, they sing their thanks to the impassive statue. Especially jubilant regiments have been known to put a captured helmet onto the hawk's head. Travellers on the road believe that touching its beak helps them see clearly their journey ahead.

The Secret

The hawk is not a statue. The column extends underground and joins the rest of a massive structure — a dormant Nehekaran Heirotitan, the remnant of an unsuccessful military expedition several thousand years ago.

A Heirotitan is a colossal stone construction, carved in the likeness of a Nehekharan god of death. They were built to guide dead kings to the underworld, each one placed as a gigantic sentinel within the pyramids where that ancient civilisation interred their rulers. In times of war, a Heirotitan can be animated by the sorcerous incantations of the Liche Priests and Necrotects of the undead realm of Nehekhar.

King Rahotep was a ruler in the port city of Zandri many thousands of years ago. Many years after his demise, Nagash's necromantic ritual revived all who had died in Nehekhar. Restless and frustrated by the lands of his birth, Rahotep took his skeletal legions north to explore and conquer the Old World. He eventually penetrated into the area now known as the Reikland. Thousands of undead warriors and walking stone constructs marched through the forests, seeking a worthy opponent for the arrogant king rather than the handful of primitive Humans who called the land their home.

ADVENTURE HOOKS

The Land Grab

Young Matthias von Mackensen is ambitious. He rankles at the ancient boundary between his family's lands and those of the Duchess of Oberwald, especially since farmers just across the border have recently ploughed up a cache of strange bronze weapons which fetched a considerable sum from a Nuln scholar. Mattias paid litigants in Altdorf to investigate the ancient land grants and discovered a loophole. The deeds unequivocally state that the Barony of Macken ends at the Hawk of Mackenstein, by command of the Prince of Reikland. Now Mattias has a plan — nothing in the land grants specify where the statue stands. If he can organise a crew of labourers (or passing adventurers) to excavate and move the hawk some distance into the Duchy of Oberwald, he can invoke the Emperor's support to claim the land.

One of Our Heirotitans is Missing

Far to the south, across the Middle Sea, in a sunless chamber under the city of Zandri, broods Meket the Artful, the Necrotect who originally carved the Devoted of Ualatp for Rahotep. In life he was famed for his statuary, which was deemed most respectful to the gods. But the Hierotitan was his greatest accomplishment and he has seethed with resentment since it was lost on some foolish expedition to the cold lands of the north. After centuries of consideration and with help from the Liche Priest Snefre, he has discovered that his creation still survives, albeit trapped. He intends to make his own journey to the land where Rahotep saw defeat, where he will free the Devoted of Ualatp and wreak vengeance on any living creature he can find. On arriving in the Old World, he and his entourage wear illusory disguises woven by Snefre to give the appearance of life. Now they're headed north to the Reikland. When the Characters meet a strange group of foreign merchants who will pay handsomely for help in locating some historical battle site, will they take their coin?

Caveat Emptor

If Devoted of Ualatp does arise from its millennia long slumber, the average party will have a very difficult time stopping it. It is likely to rampage across the land in a vain attempt to settle ancient slights against the magnificence of Nehekhar. No characteristics are presented here, as the construct is simply unstoppable by ordinary means. The intervention of several powerful wizards, a sizable detachment of Nuln's finest artillery, or the already proven method of collapsing a significant expanse of the earth beneath Devoted of Ualatp will be required to stop it. It is possible that what remains of the mummified priest Adebakh might be bargained with, but in most respects he is as cold and unyielding as the stone behemoth he commands. If the Hierotitan does arise to walk the land, be sure to have a plan for the eventual fate of the thing in the likely event that your Characters are unable or unwilling to put a stop to it.

The Legion of Rahotep eventually met its match with the Dwarfs. The Zandrian King camped in the forest and ordered his slaves to build a great obelisk to proclaim his greatness. While his forces lay idle, engineers from Karak Hirn mined the ground beneath the army and detonated subterranean explosions. Thousands of stone constructs tumbled into the earth, including Devoted of Ualatp, the Heirotitan. It was entombed, with just the hawk on its headdress projecting above the ground.

The Devoted of Ualatp lies crumpled but intact below the surface today. Its huge body is trapped by many tonnes of soil and a thousand years' tree growth, but the mummified priest interred in its chest is conscious and a faint light of witchfire burns in the titan's eyes.

Should it ever escape its imprisonment, the Hierotitan would tower above the trees of the Reikwald, standing 140 feet at the tip of its headdress. It is made from the same sandstone as the hawk, but stained by water and earth which hide the gold and bronze plates covering much of its surface. It has a vulture's head, wears a Nehekharan kilt, and carries a staff in one hand. In the other hand it once carried a set of scales, but these were smashed to pieces when it fell. Within the chest is the mummified priest, Adebakh, who is dimly aware of the Humans who pass on the road above.

Outside Nekehara, only the Dwarfs of Karak Hirn recorded the fate of Rahotep's constructs. In the Hold's great Book of Grudges, the *Grudge of Treacherous Stone* recounts the defeat of the Devoted of Ualatp in particular, along with the specific location where it fell.



THE PARANOTH COLUMN

The Paranoth Column stands atop a hill on the opposite bank of the River Schilder to Eilhart. It's visible from most parts of town — a verdant green obelisk towering over 67 feet into the air. Every inch is covered with plant growth: ivy, grass, climbing brambles and even small trees bursting from the sheer vertical sides. Several cataracts send spouts of rainwater cascading to the ground, where it collects in a shallow pool about the base. The vegetation confuses the outline of the monument, but a viewer can see that underneath the plant life, the column is cylindrical, with a broad base approximately 18 feet across. The top is flat, with an ash tree growing from the edge and a tangle of bloodsedge on the opposite side.

The Paranoth Column is named for the former Supreme Patriarch from the Jade Order, Garvan Paranoth. It was he who first demonstrated that the Lore of Magic could be described as a wheel, to show the relations between the sorcerous winds and the disciplines which draw on their power. Paranoth was Supreme Patriarch in the late 24th century, when the practice of sanctioned magic was still new and many wizards became arrogant with their exalted position in the Empire. Before becoming Supreme Patriarch, Paranoth wandered the known world seeking knowledge of nature and sorcery alike. It was his broad wisdom and inventiveness with spell-crafting which helped him win the position of paramount wizard in the Empire.



The people of Eilhart are unsure who raised the monument to Paranoth, but local rumour has it that it was constructed by the Jade College in memoriam of their leader. Quite why they chose to build the column here is unknown. Educated townsfolk (those from the Academic Class, as well as some Courtiers and Burghers) suggest that the hill sits on one of those 'lines of power' that wizards talk about. Plain folk explain that Paranoth travelled the whole world, but never found a wine he liked better than a glass of Eilhart white.

The Secret

'Paranoth's' Column is actually a wizard's tower, overwhelmed by a spell cast by Paranoth to defeat a great rival, the Astromancer Beltran the Perspicacious. The two wizards hated one another. What started as a difference of magical theory soon escalated into a petty and bitter enmity. Paranoth insisted that wisdom came from walking the land and experiencing life. Beltran explained that contemplation and introspection would foster true knowledge of the world. Fine words were soon replaced by attacks on the other's reputation, which gave way to literal attacks and violent contests of spellcasting.

The two mages were equally matched. Although Paranoth had a greater command of sorcery and the ability to improvise new magicks, Beltran used augury to prepare the appropriate counter-spells. The two fought to a stalemate for years but Paranoth changed his strategy and finally bettered Beltran by working with the Astromancer's rivals within the Celestial College. They instructed him on the blind spots in Beltran's foresight, so that when Paranoth walked from Altdorf to the Astromancer's tower he was able to unleash the most powerful spell of his life without opposition. The ground beneath the tower erupted with vegetation, snaking up the walls, cracking the stones, and smashing through the wooden floors. The Astromancer was killed and Paranoth returned to Altdorf. The Celestial Wizards covered up the incident and claimed that Beltran had left the Empire to seek wisdom from the High Elves. His tower was all but forgotten. *Paranoth's Hastened Sprouting* has not been cast since.

The exterior of Beltran's tower is impenetrable — all windows and doors are sealed with a thick layer of ivy, soil, and roots. If someone climbs to the top (an **Easy (+40) Climb** Test as there are plenty of handholds) they find a circular pool next to the ash tree. If they can avoid the bloodsedge, they can descend into the tower through the water.

The interior is surprisingly intact. On the top floor are the remains of Beltran's observatory, damaged slightly by the collapsed roof, but with many of his instruments relatively unharmed. There is a telescope choked with pondweed and remnants of star charts. The fine brass instruments for measuring the heavens can be salvaged and cleaned. The next floor down was the Astromancer's study. If a Character holds their breath (see page 181 of the WFRP rulebook for information on drowning) and passes a Challenging (+0) Swim Test, they can

swim down the staircase from the observatory and explore the study. Here they find the wizard's skeleton. Small silver fish dart through the bones, which are pierced in multiple places by the sharp branches that grew rapidly through his body as Paranoth's spell tore through the tower. A silver orrery takes pride of place in the room, featuring models of celestial bodies carved from precious stones and metals. A sealed chest floats trapped under a high shelf, the air within making it buoyant. The chest contains several magical tomes of interest, which are detailed on the next page. Swimming lower in the tower is impossible without some

BLOODSEGE

Bloodsedge is a plant which displays many characteristics more common amongst predatory animals. Although Bloodsedge cannot move from where it is rooted, it produces numerous highly mobile and extremely strong branches. Creatures larger than a squirrel that come within 5 yards of a Bloodsedge trigger it to attack — its branches flailing about wildly, wrapping around any nearby flesh they happen to touch. It is a crime to propagate the plant anywhere in the Empire without special permission from the Imperial Society of Adverse Horticulture, and reckless Jade Wizards have occasionally fallen foul of the Society on this account.

Bloodsedge takes many forms, aping the appearance of shrubs or small trees common to the region. A **Challenging (+0) Lore (Plants) Test** is required to successfully identify Bloodsedge before it attacks, as the telltale sticky hairs that coat the plant are quite difficult to spot.

BLOODSEGE

M	WS	BS	S	T	I	Ag	Dex	Int	WP	Fel	W
4	35	33	37	34	25	24	37	36	40	30	13

Traits: Armour 1, Hardy 3, 4 Tentacles (+5)

Special: Any Critical Hit inflicted on a Bloodsedge severs one of its branches, reducing its Tentacles trait by one and removing all *Entangled* Conditions from one of its targets, but has no other effect.

Behaviour: Once activated, the Bloodsedge attacks up to four creatures within 5 yards with a Tentacle as a Free Action. If a Tentacle manages to damage a target, that target gains an *Entangled* Condition. At the start of each turn of the Bloodsedge's turns, any *Entangled* target is dragged 1 yard closer to the centre of the plant. After being dragged 5 yards, the Bloodsedge douses the target in putrid digestive juices which cause it to rot alive. Targets suffer 8 Wounds, modified by Toughness Bonus but not Armour, and all weapons and armour carried by the target suffer 1 damage. This continues each round until the target dies or no longer has any *Entangled* Conditions. If a creature is killed in this way, the Bloodsedge immediately sprouts another Tentacle.

magical or mechanical means to breathe underwater. A staircase leads down from the study to a library (where all the books are ruined). Below this is a living chamber. Beltran's favourite chair now houses a large eel that startles anyone who disturbs it — although it's quite harmless. The ground floor is a kitchen, where the skeleton of Beltran's apprentice lies on the floor, wrapped tightly in the brambles that strangled her. A staircase leads down to the cellar, which is completely blocked by thick root growth.



ADVENTURE HOOKS

Beltran's Revenge

One stormy night, a streak of lightning blasts from the heavens and strikes the tower. The next morning, a shepherd finds Paranoth's Column split open, charred vegetation and rubble cascading down the hill and water still dripping from the shell. The interior of Beltran's Tower is revealed to the world once more, including the dead wizard's skeleton. Within hours, the Celestial College send a mage from Holthusen to investigate and recover anything of value in the shattered tower. Wizard Lord Dorothea Wanfalke needs a party of adventurers to accompany her and bear witness to anything which might shed light on Beltran's demise. A diplomatic incident with the Jade College seems likely.

A Tiny Evil Moon

Beltran's orrery was a masterpiece which proved invaluable in studying the stars. Most interesting was the tiny model of Morrslieb, which was made from real warpstone. While this improved the accuracy of the Astromancer's research, it also corrupted his work and gave him a small mutation — two fingers of his right hand ended in suckers. Although it is only a tiny morsel of warpstone, a desperate band of escaped Skavenslaves have detected its presence. Now they're trying to get into the tower. If the Characters pass near Paranoth's Column, they see a mangy-looking ratman struggling as the bloodsedge on top drains his life away. Will they get involved?

Beltran's Grimoire

The Astromancer's grimoire is written in a mix of Reikspiel and the Language of Magick and secured with two small locks (a **Hard (-20) Pick Lock Test**). Scribed in Beltran's surprisingly childlike handwriting, this book contains notes for potential spells and rituals. It works as a grimoire containing the following Spells from the Lore of Heavens (see page 249 of the **WFRP** rulebook):

- ☠ *Cerulean Shield*
- ☠ *Fate's Fickle Fingers*
- ☠ *The First Portent of Amul*
- ☠ *The Second Portent of Amul*

The Matter of Lokratia by Marek Steglitz

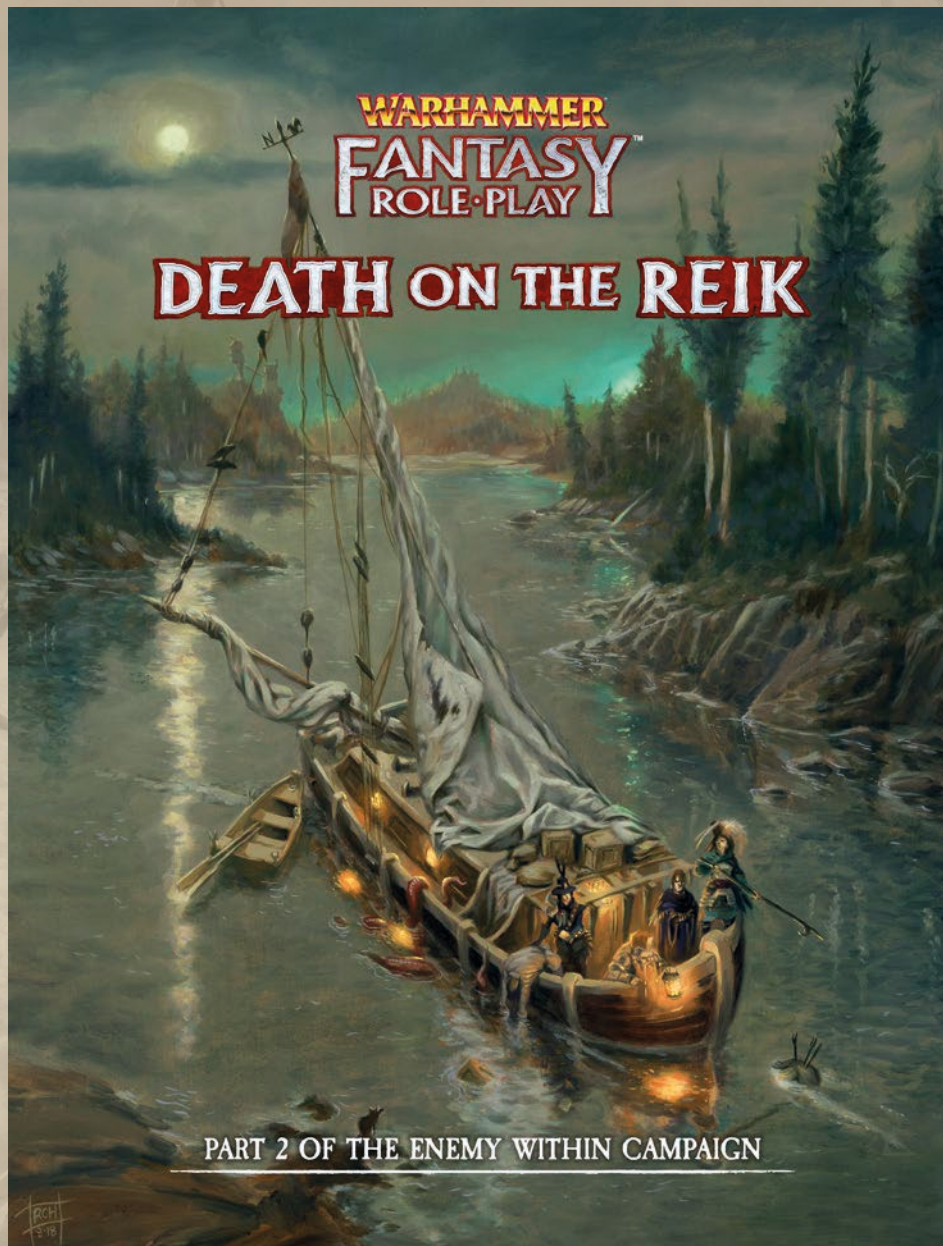
Written in Classical, this often contradictory treatise deals with the planet Lokratia. The author can't seem to decide what the heavenly body represents for astromancy, reframing his arguments every few pages. He excuses himself by explaining that Lokratia is especially unpredictable and mysterious and it is in no way his own ineptitude. The only real conclusion is that once Lokratia comes into alignment with Mannsleib, something dramatic will happen. Reading this long essay provides a single Advance in the Lore (Magick) Skill.

The Celestine Book of Divination by Necrodomo the Insane

Written in Classical, this confusing mess of rambling and prophecy was copied illegally by a scribe in the Celestial College from a blasphemous text seized by the Temple of Sigmar. Fortunately for the reader's sanity, the scribe wasn't particularly faithful to the original. Close study of the text reveals how Necrodomo envisaged the End Times and the coming of a Chaos Warlord known as Archaon, but everything is veiled in allegory to the extent that no real insight into the future is offered.



LET THE EPIC ADVENTURE CONTINUE WITH...



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

www.cubicle7games.com



THE RIVERS OF THE EMPIRE
HOLD MORE SECRETS AND THREATS.
DO NOT MISS THE INDISPENSABLE...



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

www.cubicle7games.com

