

LEGION

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Editorial

Welcome to the latest issue of Legion. The issue is a companion to *Warpstone* 29. It contains various pieces cut from articles in that issue: another creature from *Womb of the Gods*, cameos from *The Collapsing Empire* and a ghost from *Ghost Stories*. *A Heavy Soul* is a companion piece to *Womb of the Gods*, although one never fully developed. In addition to all this we have the article *Guns!*, a firearm-related pick 'n'mix.

JFF

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Editors: The usual suspects.

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Mind Maggots

From *Womb of the Gods* - Another creature from the Warp by Robin Low

PSYCHNEUEIN

(commonly called Brain Wasps, Layers of Nightmares, Mind Maggots)

Like the Enslavers, Psychneuein are physical beings capable of existing in both warp space and real space. They are vicious and unpleasant hunters, but can definitely be classed as animals. They are best described as giant hornets, with something of the spider about them. They are up to two and half yards long; the grubs reach about half a yard before they pupate.

Like many other creatures living in warp space, Psychneuein can detect the warp space trails left by those using magic in real space. To take advantage of a magic-using individual, most warp creatures must travel to a point in warp space corresponding to that individual's real space location. Female Psychneuein, however, can cause problems from much further away, directly using warp space trails as conduits to materialise her eggs directly into the brain of the target. The eggs are tiny and cause no immediate problem, but as they hatch and the grubs begin to feed on the host brain, the host begins to suffer. Mild headaches and bad dreams gradually turn to incredible pain and nightmare visions over the course of a couple of weeks. In time, the grubs become so big they consume the brain entirely and force their way out though the host's skull and eat the rest of the body. From here they seek to find somewhere safe, sheltered and dark to continue feeding (on whatever they find or physically overcome) until they are large enough to pupate (pupation takes as long as a GM needs, but should be at least a day). After the adult forms emerge, they feed for about six days, mate and seek new hosts – the latter is not so easy, as real space lacks the trails that magic leaves in warp space, so the adult females have to roam widely seeking suitable hosts and have to get close to materialise their eggs. Typically, six eggs are laid, with an equal number of males and females. Both grubs and adults are carnivorous.

ADULT

WS	BS	S	T	Ag	Int	WP	Fel
62	-	51	61	56	12	67	-
A	W	SB	TB	M	Mag	IP	FP
3	16	5	6	4	0	0	0

GRUB

WS	BS	S	T	Ag	Int	WP	Fel
32	-	23	27	26	12	67	-
A	W	SB	TB	M	Mag	IP	FP
3	10	2	2	2	0	0	0

Skills: Dodge Blow (adults), Follow Trail, Magical Sense, Perception +30% (adults)

Talents: Excellent Vision (adults), Flier (adults), Frightening, Hoverer (adults), Natural Weapons

Special Rules:

- **Materialise Eggs:** Female Psychneuein can materialise their eggs into the brains of a suitable target (a character with a Magic Characteristic of at least one), either by using a warp trail in warp space (treat as a result of Tzeentch's Curse or Wrath of the Gods) or making physical contact with the target in real space by making a successful Weapon Skill Test. This is usually a death sentence for the victim.

Armour: None

Armour Points: None

Weapons: Nasty Mouthparts

Haunting the Margins

Additional Ghost Material from *Ghost Stories* by Clive Oldfield

THE BEAST OF BADMEIN

A year or so ago three local farmers were out hunting for wild boar upon Badmein moor (one of the Mirror Moors). This was all a set up for Stephan Gros. His brother Martin had been having an affair with Heinz Schwarzer's wife Henrietta. Heinz had got word of the affair, but Martin had managed to convince him that his brother was the guilty party. They hatched a plot to kill Stephan, because for the evil Martin, this would settle the inheritance issue and some potential financial trouble. As Stephan speared a boar, and began to put it out of its misery, the two men set upon him with their own spears, and soon killed him.

The anguish of that moment, the boar's blood mixed with Stephan's own blood, the confusion of the event, lies, friends and siblings betrayed, the bloody violent end and the victim's scream, must all have combined to create a hideous ghost that seemed to merge the soul sparks of the boar and poor Stephan himself.

The ghost is unaware, to this day, of the reasons for his betrayal. He simply roams the Badmein moor, within ten miles or so of the scene of his slaughter, filled with pain and a vague desire to wreak vengeance. The beast appears as a very large boar, with terrible, exaggerated features, and with brightly glowing red eyes. At night, as it makes its way across the land, a strange silver shimmer seems to follow it through the air.

Rumours of the beast have quickly spread throughout the area. Some believe in it, and some do not, some have rode out to find it, and kill it, but not found it. Some have perished attempting this. The beast leaves a savaged and bloody corpse behind, its features frozen in utter terror. Perhaps Martin and Heinz realise how the beast was created, and consider themselves haunted, and simply hire the PCs to slay the thing.

The boar makes a seemingly random or confused course through its domain

(it is simply the instinctive route the boar used to scavenge along during its life), but if PCs do meticulously track the beast, then they will notice it centres upon a certain point, and that is the location of Stephan's (and the boar's) decaying remains. If they do find the bodies they might be able to make a few guesses. Bringing the body back to the village of Badmein it might be interesting to see what the murderers might say about this.

If the PCs somehow find out the truth of what happened, they might contrive to get the beast to attack and kill Martin and Heinz then the haunting will come to an end and the beast will cease to exist. Or if they bring the murderers to some kind of justice then the Beast of Badmein will be seen no more.

THE BEAST

Apparition (The Beast of Badmein)

Chilling Attack

Long Range (The Boar Run)

Terrifying



GHOSTS IN WFRP

Here is a list of ghosts that have appeared in official WFRP publications and *Warpstone*.

Johann Gespenst, On The Road, WD85, *Apocrypha Now*

Brunhilde Gratten, The Devil's Bowl, DotR

The Poltergeist, Castle Wittgenstein, DotR

Dwarf Ghost, The Dwarven Temple, SRiK

Goblin Ghosts, The Dwarven Temple, SRiK

Khanna Frosthend, Kadar-Khalizad, *Empire in Flames*

The Ghost of the Crag, *Lichemaster*

The Haunting Horror, *The Restless Dead*
 The Collective Ghost, *Castle Drachenfels*
 The Headless Horseman, *Castle Drachenfels*
 Elf-Ghosts, *Castle Drachenfels*
 Stanislav Goethe, *Castle Drachenfels*
 Fire Ghost, *Castle Drachenfels*
 A Judgement in Stone, *Death's Dark Shadow*
 The Wights, A Watery Grave, DotL
 Wim Masaryk, Kruiersmuur, M:SdtR
 The Village, Crossing the Border, *Hogswash*
 Marshlight, *Death Rock*
 Guardian Spirits, Eyrie, *Death Rock*
 Yazeran, Eyrie, *Death Rock*
 Poltergeist, The Halls of Kadar-Gravning, *Dwarf Wars*
 Kervista, The Halls of Kadar-Gravning, *Dwarf Wars*
 Fenni, The Halls of Kadar-Gravning, *Dwarf Wars*
 Grudges of the Damned, *Heart of Chaos*

The Haunting Horror, *Plundered Vaults*
 Gustav Vonreuter, Carrion Call, *Plundered Vaults*
 Doralina, The Walking Dead, *Karak Azgal*
 Elamina and Katanya, The Walking Dead, *Karak Azgal*
 Volkin the Wraith, The Walking Dead, *Karak Azgal*
 King Morgund the Spectre, The Walking Dead, *Karak Azgal*
 Residue, *Lure of the Liche Lord*
 Sacrificed, *Lure of the Liche Lord*
 Derelich, *Knights of the Grail*
 Wraithwisp, *Night's Dark Masters*
 Irmella Hahn, Metamorphosis of Villa Hahn, *The Thousand Thrones*

Maria Kier, A Buried Past, WS4
 Artuta, Beastman Spirit, The Drowning Well, WS6
 Lucas Reuter, Headhunters, WS14
 Ana Zefferetti, Don't Look Now!, WS22
 The Witch-Girl of Diedenhoff, The Gibbet of Diedenhoff, WS24
 The Derelich of Chateau Fnaargh, WS28
 Leonid Leshikov, Unfinished Symphony, WS28



The Mortal Soul

Some Thoughts on the Soul in WFRP

by Francis Plunder

The following was the first draft of an article written some years ago and never completed. We decided to publish it as a companion piece to Womb of the Gods in Warpstone 29.

One of the largest holes in the WFRP background is the lack of an afterlife. We know Morr guards the gate of death and the afterlife but little else has been put forward to explain what people in the Old World believe this consists of. Another aspect that has rarely been mentioned, but is perhaps central to human Old World belief, is the concept of a soul. This article considers how the soul is viewed in parts of the Old World from birth to death. I am taking one particular view here and accept that it is flawed.

The concept of a soul is important to the mainstream religions and common belief. Each soul that arrives at the gates of Morr is weighed. Those found to be too corrupted are refused entry. Otherwise they pass into the afterlife. However, this idea of the soul being corrupted is not an old one. It is a belief that has come to prominence over the last 1500 years, mainly through the work of Sigmarite theologians.

Bruno Saulheim of Averland, a Verenan scholar, theorised in 773IC that every human is born with a pure, untainted soul. Chaotic and evil acts, or at least those opposed to the strictures of the gods, would slowly corrupt and damage the soul. Saulheim believed that corruption would grow like a dark cancer in the body. This became the bedrock of Imperial understanding of the soul, although many arguments have raged since then.

The current Sigmarite position is that few are born with a pure soul, as even in the womb it faces corruption. Whether a parent's corruption is passed on is a matter of argument. The soul can be tainted by a person's acts or through proximity to Chaos. You can be damned without ever knowing it.

This theory has a number of important implications. Theological courts can

judge a person based on the state of their soul. Many theories have been put forward about how such a thing could be measured. Currently it is weighed from evidence brought forward against the accused. The servant of a Necromancer, innocent of his master's actions, may be found guilty just for being nearby over the years.

The state of a soul is reflected in the physical. Any mutation is a sign that the soul has been irredeemably corrupted, even in a mutated baby born to untainted parents. They will possibly be accused in such cases. However, this is not carried forward to physical disabilities. The worst corruptions of the soul are said to cause the soul to grow in the body and mutations are an outward sign of this growth. Some theologians have stated that those with disabilities may have damaged, not corrupted, souls and therefore should not be persecuted. This theory has found little hold with some extreme Law and warrior cults.

Some have searched for the physical soul. Most believe it exists in the body and disappears on death. Studies have been done on living subjects but to no success. Scholars argue whether it is located in the heart, brain or appendix.

Such corruption of the soul is said to be preventable and curable. Devotion and suitable deeds can cleanse a soul, but it works for only a few. Once a soul has caused a body to mutate it is too late. Preventing the corruption occurring is also said to be possible against external influences. Therefore those about to fight Chaos can be found praying and fasting to strengthen their defences.

Many still believe, at least to some degree, that Morr judges you on your actions. The non-Sigmarite cults have their own view on the whole debate. More devoted Ulricans believe that a warrior is judged on his great deeds in battle not on something unseen like a soul. The Cult of Shallya preaches that a Soul is never truly lost while the person can repent. Whether this applies to mutants is a source of fierce debate, as is the question of someone dying through a disease caused directly by Nurgle.

How does all this affect roleplaying? Simply, a PC's actions will determine whether they will pass into the afterlife or wander lost forever. It is something PCs should be concerned about. If they act against the rules and strictures of the main religions, they will have been taught that their mortal soul is in danger and the possibility of an afterlife forfeit. Dealing with

demons will have a real price.

WFRP needs a strong framework for beliefs in the afterlife and the soul. This informs player action and the GM's understanding of the background. Such information can only help enrich WFRP, and its current omission is glaring.

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Plague in a Time of Persecution

Adventure Hooks from *The Collapsing Empire* by Alfred Nunez Jr.

ADVENTURE HOOKS

The lost settlements of the Empire resulting from the Black Plague and subsequent Skaven predations can be the basis of scenarios that involve archaeological excavations. One such scenario, “**Playing with Fire**”, appears at the **Warpstone** website and can be easily converted from first to second edition.

GUILT BY ASSOCIATION

This hook is set for the year 1069.

The PCs are from a small village in the western Empire, several days distant from Carroburg or Altdorf. Someone close to one of the PCs (family member, mentor, close associate, or the PC herself) is or rumoured to be a wizard or wizard’s apprentice. It is the reign of Emperor Boris Hohenbach (also called “Goldgatherer” for his many unpopular taxes). Unbeknownst to the PCs, the Emperor has decided (been convinced) that wizards are an affront to Sigmar and, thus, a threat to the Empire.

A well-known pedlar arrives in the village with news of the Emperor’s Edict and intent to bring all wizards to justice. The pedlar relates rumours of the effort in other settlements, which causes one or two of the village elders to recall stories they heard or events witnessed when Emperor Ludwig persecuted the Dwarfs over 55 years before. The wizard must decide whether to flee or defend herself. In any event, she will seek the assistance and counsel of the PCs

Should the PCs delay any decision until the next day, they find that the situation has drastically changed. A travelling Imperial magistrate with a retinue of four soldiers and a (rather rabid) Sigmarite priest arrive in the

village around mid-morning to announce the Imperial edict outlawing the Wizardry. The Edict requires that the practitioners of said sorcery register with the visiting officials within forty-eight hours or risk arrest and persecution. The magistrate then commandeers the local tavern or inn for the task of rounding up those whose names appears on the list. The list is not as accurate as the magistrate contends, so some individuals who are not wizards (perhaps one of the PCs) may be caught in the dragnet.

Those individuals who voluntarily appear are put through an exhaustive interrogation, after which they are compelled to sign a warrant surrendering all their possessions to the Crown as insurance that they will accompany the magistrate back to Carroburg (or Altdorf, if closer). Should they fail to do so, their possessions would be forfeit to the Imperial crown and the individuals would be declared outlaws.

In the event that any of the named wizards not appear before nightfall, the magistrate will send his men to round up the accused during the dead of the night and drag them before him. The enthusiastic magistrate is under orders not to allow anyone the forty-eight hours to hide their valuables before fleeing.

PCs who decide to flee before the magistrate arrives only postpone the inevitable for a few days. The magistrate first deals with whatever wizards he has at hand before declaring any who are absent (and their supporters) as outlaws. The PCs must keep ahead of the law (particularly bounty hunters) until they are able to find sanctuary for the wizard among their number.

There is a hitch. Should the PCs find a member of a secret wizard society to take in their friend, the undercover wizards can ill afford to leave the PCs alive as witnesses to their secret existence.

Other than flee to a different realm (the recently unified, but still wild, Bretonnia or the lands of Tilea), there are no good solutions to the PCs' dilemma. They will either be hunted down by the Emperor's agents or forced to battle for their lives against frightened and deadly wizards.

THE DEADLY PLAGUE

A hook set during the collapse of the Empire and fall of the Drak Wald Emperors.

A deadly contagion has arrived in the area that the PCs call home. The plague strikes before word can reach the village or town where the PCs reside. The old and very young are the first to succumb and the PCs face a choice of staying to help or fleeing before they are struck down.

In either case, the PCs will encounter others who are in the advance stages of the Black Death, complete with pus-filled buboes, swollen lumps in the armpits, running eyes and noses, and a sickly pallor to their skin. These stricken individuals cry for food, drink, or medicine from the PCs, some hysterical to the point of assailing any who are healthier than they. Some may accuse the PCs of being followers of Grandfather Pestilence or some sort of undead fiend and act accordingly.

GMs might even wish to give the PCs some early stage of the Black Plague, though such should not go beyond feeling physically drained and sweating profusely. These "symptoms" are more sympathetic than real, though the PCs should not understand this concept.

After seeing a number die and having to help move the corpses to charnel pits for burning and burial, the PCs should be ready for the next stage of the scenario. The heretofore unknown race, Skaven, have ventured forth from their warrens beneath the cities and towns of the Empire. They come to enslave the strong and take the weak as fodder for themselves and their minions.

As they forage for food or wander to find a place of safety from the Black Death, the PCs come across one of the many small warbands of Skaven roaming the land. The PCs may opt to engage the ratmen or follow them to see what they intend. In the latter case, the PCs may escape detection by the careless Skaven until they can observe how the children of the Horned Rat act

when they come upon an isolated farmstead.

Another possibility is to have the PCs deduce the Skaven's intentions towards a nearby village. The PCs may attempt to race ahead to warn the villagers or help in the defence of the settlement. The PCs' efforts may be in vain if the ratmen prove to be more determined in their goal than the villagers are capable of fending for themselves. In a losing battle, the PCs may decide that leading the more defenceless residents (women and children) to safety would be a better solution to their dilemma.

Essentially, this type of scenario could be played in an apocalyptic environment where Imperial civilization is collapsing all about the PCs and their worst nightmare has come alive to extinguish the Human race.



Coat of Arms by Andy Law

DWARF MILITARY TERMS BY JOHN FOODY

Sargrink is the lowest level of Dwarf noble serving in army. It has long been corrupted into Sergeant by humans

Ongax: Literally "First Axe". The right hand man of a Sargrink in the military.

Guns!

BY ROBIN LOW, CLIVE OLDFIELD, TIM ECCLES AND JOHN FOODY

Like a Nuln engineer testing an alarmingly experimental Double-Duckfoot (a.k.a *The Marienburg Special* after the shipboard incident that inspired it), this article fires around wildly, hitting indiscriminately. What follows is a collection of scattershot ideas inspired by the rules for firearms in WFRP, which might be used by those wishing to make use of firearms in games regularly, occasionally, or as background detail.

Quality: Inaccurate

The rules for gunpowder weapons make misfire a definite risk (Unreliable and Experimental Qualities), but fail to recognise that they are also often inaccurate. It is suggested here that all gunpowder weapons, with one exception, are given the Quality of Inaccurate (-10% to Ballistic Skill), regardless of the Craftsmanship. The exception is the Hochland Long Rifle – the effect of rifling on the inside of the barrel is to make the shot spin, making it travel in a straighter line.

The Hochland Long Rifle

It is suggested that at present the Hochland Long Rifle can only be constructed by Hochland engineers. Hochlanders have been extremely reluctant to let non-Hochlanders get their hands on their rifles, but through nefarious means the firearms engineers of Nuln have acquired some examples. However, what they need more than anything is a detailed description of the fabled rifling technique, something they have had great difficulty replicating. The rifles were once only manufactured at one highly secure workshop in Hergig, which fell during the Storm of Chaos. However, following Hergig's sacking, production moved to Fort Denkh and Fort Schippel. It is suspected that texts describing the technique, or at least knowledgeable engineers, are present at both forts, as well as the re-established factory in Hergig.

It is likely that ambassadors from Nuln, working at the behest of the Countess herself, are making overtures to the Hochland authorities in an

attempt to purchase the plans; maybe the PCs are those very ambassadors. However, more underhand methods may be called for, with PCs hired to steal the plans or kidnap Hochlander engineers and bring them to Nuln. Alternatively, the PCs may be Hochlanders themselves, or trusted allies, hired to protect or retrieve plans or engineers.

In a not-untypical attack on rivals, some engineers outside Hochland have supposedly traced the design of the Hochland Long Rifle back to the jezzails of Araby. Perhaps it might be a worthwhile mission to send the PCs south to search one of these out, instead.

Gunpowder: Its Origins, When Not to Use It, and the Dwarf Dispute

Gunpowder has been developed to a fine art by Kislevan engineers, who have surpassed Dwarf technology through necessity. However, it was not until 2359 that Prince Boydinov of Erengard felt able to formally adopt gunpowder weapons into the Kislev army after centuries of research finally managed to produce a powder that functioned adequately in the cold and wet conditions in which Kislevan matchlockmen frequently fight. Kislevans have developed 'corned' gunpowder, rather than the very fine gunpowder used elsewhere. This is less likely to turn into an incombustible lump in wet conditions.

GMs need to keep account of weather conditions and how gunpowder has been kept. Also, introducing two different types, corned and fine, might add some variety. Corned gunpowder will also be more expensive, and open to forgery.

Obviously, some Dwarfs have claimed that the Kislevans stole the idea of such powder from them (notably Karak Vlag). However, since Dwarfs live underground and in (relatively) dry mountainsides there seems little evidence for this. In addition, Dwarfs are better armed with the crossbow and its superior punch, at which they are trained and skilled. They also use armour,

which makes muskets very difficult to use.

Ammunition

Firearm shot is said to be unusable after it has been fired. This is not entirely true; if you can find a used ball there may be life in it yet (if not its target). Proper firearm shot is crafted lead or steel balls, and lead ones can lie in the dirt for years and remain usable. Even if shot has hit a target, hammered armour, smashed bone, and been damaged, it can still be recovered, melted down and remade into good shot.

After battles where guns have been used a lot, it is common for camp followers to scavenge the field for shot that missed a target. They also dig shot from the dead, although the unwritten etiquette of the battlefield says you may only take (this includes arrows) from your own side's dead. Shot that missed a target, or just lodged in soft flesh, is easily reused after a bit of cleaning up, and damaged shot can be remade. This effort earns the most eagle-eyed camp followers a few shillings from the quartermasters, so it is fairly competitive and poorly paid soldiers often join in, too. Post-battle brawls over shot are not unknown.

Successfully used ammunition is commonly called Bloodshot. Wizards find Bloodshot useful ingredients for spells and rituals designed to do harm at a distance. The wealthy have Bloodshot melted down and made into rings or broaches, or set into them like jewels; the poor just drill holes through Bloodshot and string it on leather cord. The reasons for desiring Bloodshot jewellery ranges from morbid showing-off to belief that spent shot provides some talismanic protection. Bloodshot that killed important individuals, Human or otherwise, is especially sort after.

Silver shot is not uncommon in certain parts of the Empire and no more expensive than its equivalent weight in silver if you make it yourself. However, manufacturers invariably charge more, arguing time, effort, the addition of wolfbane and the fact that the silver came from a reliquary of Sigmar, or similar stories. From an honest metal worker, expect to pay around twenty shillings for ten solid silver shot, but more from firearms dealers and merchants. There are stories of shot made from gromril and ithilmar, but it sounds unlikely.

Muskets - rests

Forked rests are cumbersome in themselves, but they can help accuracy.

Musketeers can be given an improvement of +5% when using a rest. The use of rests has led to musketeers becoming known as Limping Men, because of the obvious similarity between a gun rest and a crutch.

Female Names

It is becoming increasingly common for men to give their guns female names: Long Meg, Flash Hanna, Old Gloria are typical examples. Obviously, some individual was responsible for starting what is becoming a tradition, but who it was and why he decided to give his gun a woman's name remains a mystery.

Perhaps because of this peculiar naming practice, women of means are taking an increasing interest in guns. However, their interest probably has more to do with stories that Countess Emmanuelle von Liebwitz of Nuln carries a custom-made miniature pistol (**Enc 10, Damage 2, Range 4/8, Reload 3** full (it's small and awkward), Unreliable, Inaccurate, worth 700 GC).

The Countess is not the only woman to have been impressed by new technology. Tzara von Pallein, the so-called 'airheaded' noble from Nordland, is said to have pioneered a novel way of hunting. Apparently she utilises Dwarven gyrocopters to take pot shots at wolves from the sky. On the other hand, this might be some sort of anti-Ulrican political metaphor that got garbled.

Stick Hand Grenade (Stielhandgranate)

This device is a recent innovation from an independent engineer of Nuln who, rumour has it, was recently expelled from the gunnery school for attaching a huge bomb to a log and trying to fire the log from one of the school's cannon. It is essentially a bomb specifically designed for throwing, or a bomb on a stick. To operate simply light the touch paper and throw as far as you can.

Cost: 50GC

Enc: 20

Group: Explosive

Damage: 3

Range: 12/24

Reload: n/a

Qualities: Shrapnel, Experimental

Availability: Very Rare

The inventor has just finished his work on a Blunderbuss-based launcher that is able to fire the grenade 20/36. Experimental and Unreliable must both be rolled for, separately; any misfires roll on the table below.

Blunder-Stielhandgranate-Launcher-Machine Advanced Misfire Table 01-00: Weapon Explodes. Damage 6 to all within 4. Weapon destroyed.

The Left-Handed Gun of Paulus Harnheim

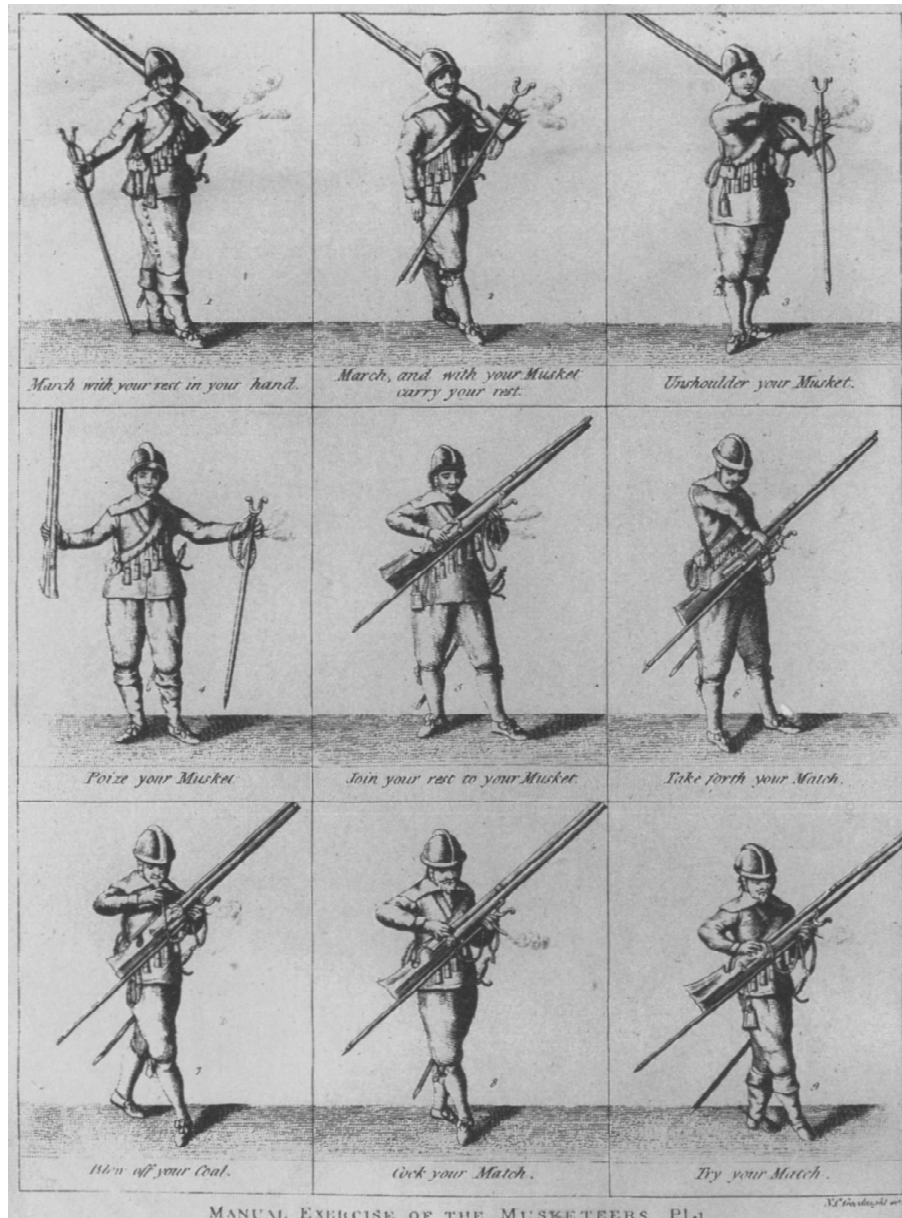
The deeds of Paulus Harnheim are told in many a song across the Empire but few resonate down the centuries as the time he saved Grand Theogonist Odem II. Ambushed by Beastmen on the road to Nuln, and with his guards dead, Odem was certain to be killed until Harnheim arrived on the scene. With a pistol in each hand Harnheim caught the Beastmen's attention by shooting their leader dead with a shot in each eye. As the warband charged down the road in furious anger Harnheim calmly reloaded and fired time and time again while whistling *My Lady of Delberz*. So quick and accurate was Harnheim that the last Beastman fell at his feet leaving a trail of dead along the road.

After Harnheim's murder at the hands of the Red Dagger and his band of miscreant outlaws, Harnheim's guns disappeared for fifty years before being found in the effects of the late Albertus Wilhelm shortly after his death. Wilhelm had always claimed his father had been a friend of Harnheim but few ever really believed him. The pair of pistols were purchased by the Lector of Ostland and presented to the Emperor as a gift. Despite many attempts, no-one was able to make either pistol fire although they appeared to be in fine working order.

Eleven years later, on the death of the Emperor, it was discovered that one of the pistols was missing. It remains so. The mystery of why only one pistol should be stolen is unknown. Priests of Sigmar in the Cathedral of Altdorf tell a story that the pistol is hidden in one of the tombs there ready to be used by a hero of the Empire in a time of dire need. There are rumours that Hans Henrisson used the pistol to try to assassinate Arch Lector Kaslan but the gun failed to fire and Henrisson was killed trying to stab the priest. His dying words of "Too early!" were the source of much amusement for many years. The details of this story have been roundly dismissed, especially Henrisson's use of Harnheim's gun.

Harnheim himself claimed to have won the pistols in a game of Three

Emperor's Bluff in Talabeccland. The pistols are made of a black wood gunsmiths believe originates in Lustria. The handles are inlaid with bone and engraved with an unknown symbol. The barrels are expertly and flawlessly cast. The finest wizards of the Empire have declared that the pistols are not magical in any way. Someone has scratched five bar gates (total 17) on the handle of the remaining gun.



A 17th century manual showing a part of the steps required to load and fire an earlier musket.