

WARPTONE

FOR WARHAMMER RPG

REPORTS FROM THE HEART OF CORRUPTION

Diseases in the
Warhammer World



Volatile Magick:
Magic Items
Revisited



The Fight Against
Chaos: The History
of Warhammer



Complete Scenario:
Ostwald Skeletons



Brettonia Reviewed

ISSUE SEVEN
AUTUMN 1997

*"My name is
Legion: for we
are many"*



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Thanks to Paul Slevin, Peter Moore, Paul White, Tim Eccles, Michael Anderson, Stuart Ensor & Robert Clark. Many thanks to all those that have written to us and submitted work.

Etc. The newly returned Champion kicked open the door and entered the empty tavern. His companion followed, still smelling of the attached horse dung. With the press of a stone the fire place swung into the hidden headquarters of the blasted journal. Silently, they marched down the corridor past a host of rooms. There, a score of scribes chained to the desks. There, four men playing the game eternally while two snotlings mocked them because they could not understand. Here and there, the crumbling ceiling was supported by excess copies of the journal. "How goes our task?" "Look for yourself." With fear rising in his heart he pulled back the trapdoor, narrowly avoiding the tentacles that whipped past his leg. "It grows weak." "Aye it does." A serving approached and threw it the only food that kept it alive, gold. He knelt before the Champion. "Master, it is not my fault, each day I feed it constantly, I sleep little and never wash." "I understand the difficulties, my servant." Nevertheless, the champion kicked him in the pit as well. The crunching of bones matched their disappearing footsteps.
Elsewhere in the world, loyalties were being questioned and options examined. The storm clouds gathered and the sky looked like it might weep blood.

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ABBREVIATIONS

A	Number of attacks (melee)	MP	Magic Points
AN	Apocrypha Now	NPC	Non-player characters
AP	Armour Points	P	Parry
BS	Ballistic Skill	PBT	Power Behind the Throne
CI	Cool	PC	Player Character
CR	Complexity Rating (locks)	R	Range (missile weapons)
D	Damage	RD	Restless Dead sourcebook
DB	Dodge Blow	Rld	Reload time (missile weapons)
Dex	Dexterity	S	Strength
DotL	Dying of the Light	SL	Secret Language
DotR	Death on the Reik	SMB	Strike Mighty Blow
EiF	Empire in Flames	SMR	Silent Move Rural
EPs	Experience Points	SMU	Silent Move Urban
ES	Effective Strength	SoB	Shadows over Bogenhafen
EW	Enemy Within campaign	SRIK	Something Rotten in Kislev
Fel	Fellowship	SS	Secret Signs
FP	Fate Points	ss	Silver Shilling
HP	Hogshead Publishing	SSS	Scale Sheer Surface
GC	Gold Crown	STS	Strike to Stun
GM	Gamesmaster	SW	Specialist Weapons
Gu	Guilder (Marienburg Coinage)	T	Toughness
GW	Games Workshop	W	Wounds
I	Initiative	WC	Warhammer City
IC	Imperial Calendar	WD	White Dwarf
Int	Intelligence	WFB	Warhammer Fantasy Battle
Ld	Leadership	WFRP	Warhammer Fantasy Roleplay
M	Movement	WP	Will Power
		WS	Weapon Skill

IMPORTANT

We have had a change of address. All correspondence should now go to:
Warpstone, c/o John Keane, 182 Shaftesbury Ave, South Harrow, Middlesex, HA2 0AW, England.

Also, our E-Mail address has changed to: **warpstone@bigfoot.com**
Our previous address was lost when the company withdrew the service without informing us.
Apologies to those that tried to contact us in the six or so weeks we were without an account.

From next issue the price of Warpstone will increase to **£3.00** per issue and **£2.50** for those buying subscriptions.
This unavoidable increase is due to a rise in the cost of printing. However, we will be increasing our page count.

Finally, we have started a new system of marking pages that should be read by the GM only.
A box inscribed 'GM's Section' marks the top of these pages. See pages 16-23 for an example.

EDITORIAL

by John Foody

So here we are again, sailing the seas on the good ship Warpstone. As we sail between the coasts of issue to issue, correspondence is few and far between. More of you than ever are buying Warpstone but is anyone reading? To find out what you really think we've included a questionnaire. So go on, fill it in and give us your opinions. We hope to publish the results next issue.

While in Seattle recently I took the opportunity to visit Wizard of the Coast's new Games Centre. Located in the University District it is spread over two floors and contains an arcade, shop, twenty or so linked computers and a large hall filled with tables. To some extent it is a continuation of the way American games' shops all seem to have tables where customers can play.

Each day they hold a number of tournaments and these range from Magic: The Gathering to Chess to Warhammer 40K. Indeed, the centre sells and promotes games other than those owned by Wizards of the Coast. With their acquisition of TSR and others, it looks like they are spreading their bases wide. I can't see the Centre making a big profit but it works to promote and encourage games playing generally. By pulling other games up on the tail of Magic's success, perhaps it will succeed. It is generally accepted that when GW went it alone, it was to the detriment of the whole industry.

Still, I can't really see Roleplaying Games ever becoming a mass success. With Magic and Computers there are too many other contenders for spare time and spare money. Selling an all contained rulebook also seems to be a thing of the past. For example, the new edition of Ars Magica manages to squeeze in a huge amount of text but cannot find room for an introductory scenario. Neither can the new game Deadlands, which is very sketchy and to make the most of the game you really need to buy the supplements, not to mention the poker chips, etc. Maybe this is what needs to be done to break even? (Great games though!) So enough ramblin' and on with the show.



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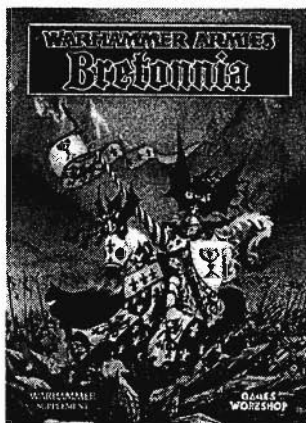
REVIEWS

BRETONNIA

Published by Games Workshop £15

Reviewed by John Foody

"A kingdom founded upon the principles of chivalry and the protection of the weak"



Immediately on its release this much maligned book created controversy among WFRP players. Gone is the decadence of the land ruled over by King Charles de la Tete d'Or III. Indeed, gone is King Charles. Instead, Bretonnia has become a pseudo-Arthurian kingdom, shining chivalrous knights worshipping The Lady of the Lake, rescuing damsels in distress and so on. With such radical changes is it of any benefit to

WFRP campaigns?

The book itself follows the same style as GW's previous battle books. The first part of the book covers the history and character of Bretonnia, while the remainder is made up of painting tips, tactics, and character and troop profiles. This all works okay for a background designed for Wargaming. As a basis for WFRP it is less successful, if you wanted an Arthurian background the excellent Pen-dragon fits the role perfectly.

The new Bretonnia ideas are very lazy. It is easy to appropriate the ideas and tenets from the Arthurian legends into a background (not to mention Joan of Arc, Roland and Robin Hood). But the book has done it without adding anything to it, taking the idea of Camelot without any of the darker aspects. It is plainly aimed at the younger player, who GW obviously believes doesn't want to be bothered with these more difficult subjects.

The fundamental idea of setting an Arthurian-styled background in the pseudo-French setting that is Bretonnia is not actually too much of a stretch of the imagination. Although the legends of Arthur are set in Britain, most of the stories we know are from medieval France. It was here that the ideas of chivalry and what constituted knighthood were first created. Thomas Mallory's two volume *Morte D'Arthur* is based largely on these French tales. His books are the basis for much of what we consider Arthurian although many writers have attempted their own spin on the idea.

Bretonnia is now ruled by King Louen Leoncoeur, a one dimensional heroic figure. He leads the Knights who protect the country, inspired by their devotion to the deity known as the Lady of the Lake. These knights are loved and respected by the people. Many knights go searching for and find the Grail, becoming stronger because of it. The idea of the Lady of the Lake simply tramples over the

previous WFRP gods, ignoring them completely, although she does retain the association with magical water that Shallya has (in Couronne). Morgiana le Fay becomes her prophetess.

Only Mousillion retains any of the darkness that affected the Bretonnian cities as described in the WFRP rulebook, the others simply being big castles. Mousillion's destruction comes about due to an event known as 'The Affair of the False Grail'. The country is divided in political dukedoms and the Border Princes become closely associated with Bretonnia. Chaos is largely ignored, reduced to occasional incursions. The Skaven remain the biggest threat and it is stated that they are trying to infiltrate Bretonnian cities.

"Happy is the land of Bretonnia where chivalry reigns and honour is upheld"

The changes to Bretonnia both radically alter the WFRP interpretation of the land and limit the roleplaying possibilities. If you take the book as gospel that is. As has been previously stated elsewhere, the army books are written in a propaganda or legend style. Simply by levering at the cracks this opens a number of possibilities.* The code of Chivalry is the backbone of the knightly ideal and as stated this was that of the French Knights. One of the French tenets was 'To protect Noble Women.' and this is what they did. When, during the crusades, Asalon fell, Noble women were escorted in safety while all the others were raped. So where in Bretonnia it says 'To protect the weak and fight for the right', who says those peasants asking for less taxes are weak? They certainly aren't right! What's a knight to do but teach them a lesson? The rules of honour state that a knight cannot use missile weapons, but what does that matter? He can get his men-at-arms to pepper the enemy instead.

"All knights receive the respect of the peasants"

The Duke of Parravon is known as Machevort the Merciless. Not a name you get by killing Orcs, more for massacring prisoners and trampling peasants. Indeed, as Bretonnia is a Feudal system the peasants will work solely for their lords. Armour isn't cheap and the taxes will need to be high. Protecting the weak doesn't mean making sure they don't go hungry.

So there is room for interpretation if you read between the lines. But if you wish to retain the flavour of WFRP you will need to do a lot of work. Everything here is clean cut, with not an ambiguity of any kind. It is a continuation of WFB's move towards high fantasy.

If you are looking for an insight into Bretonnia, this is not it and I can't recommend the sourcebook. The background in the WFRP rulebook contains far more flavour in its four pages than the battle book does in its ninety five.

*Robert Clark also discusses this on page 27.



WARPSTONE FRAGMENTS



Infesting the Net

Warpstone now has its very own Web Page. It has been put together by Martin Oliver and is still under development. We will be adding to it soon, including some now out of print Warpstone articles. So pop along to:

[HTTP://WWW2.UNL.AC.UK /
~CYHZOLIVERM/WARPSTONE/](http://WWW2.UNL.AC.UK/~CYHZOLIVERM/WARPSTONE/)
and tell us what you think.

WFRP Mailing List

The Internet mailing list has moved once more. To subscribe, send an e-mail reading *Subscribe* to <WFRP-request@terrania.westfalen.de>

Hogshead Latest

'Wars and Death', the second Doomstones book, is out now. Power behind the Throne will follow soon after, and will contain a new 16 page introduction linking it more closely with DOTR. Also on the horizon Apocrypha 2: Chart of Darkness (being helmed by Graeme Davis), Marienburg and the re-release of Warhammer City: City of the Wolf. Also, the Skaven sourcebook looks like it will be added to release schedules soon. Lastly, it looks like Realms of Sorcery is still some way off.

Release Dates

For various reasons, not least because we have ended up doing it anyway, Warpstone will now be published on the 1st day of Feb/May/August/November. This should allow us some time to enjoy Christmas (What do you mean "Bah Humbug!"???).

Whoops Lustria!

The review of the Lizardman Army Book in Issue 5 was by Neil Taylor. Apologies to Neil for not crediting him. Various painful punishments have been inflicted on the responsible parties.

Whoops Errata!

Paul Slevin's article "No You Can't Re-roll It!" published last issue excluded the following points:

- Magic Points: You MUST purchase at least the 2D4 points, even if you are not a magic user.
- Starting Skills: Are purchased for 20 points each. You do not roll a D4 for them, but do get a bonus skill for your age.
- Languages: You receive your native language for free. Any other Languages must be paid for.

Valkyrie

Issue fourteen of the independent games magazine is now out. It is available for £3.00 from most games shops or direct from Caliver books (address on back page). The most interesting article this issue is from the acting TSR brand manager, Peter D. Adkinson. He talks about the future of TSR in some honest detail but makes it clear that FRP remains at the forefront. One paragraph is worth quoting in full. "TSR made a strategic decision a number of years ago to

target a younger audience in its marketing decisions and product content. We are reversing that course. We will market our games as serious products for a mature audience. We do this not because we don't want young people to buy our games but because we believe that the young people who buy these games are generally very mature for their age and take gaming as seriously as adults. This doesn't mean we're going to go off the deep end and turn the line into a bunch of R-rated products; it simply means that we will assume that our audience is generally mature enough to handle serious topics and perhaps the occasional demon or something."

We at Warpstone see this as a good sign and hope that it will mean an end to the frequently ridiculous code of ethics, not to mention the word "daemon" being used as a sop.

Arcane Rises

Well sort of. SFX, the now defunct Arcane's sister magazine has started, from its October 1997 issue, to devote two pages to reviewing new games releases. SFX is a science fiction magazine found in all newsagents for £2.95.

Ahead of the Swineherd

Hogshead have announced a new venture in the form of Swineherd Music, a music distribution service targeted at fantasy Roleplayers. A catalogue is available direct from Swineherd Music, 29a Abbeville Road, London SW4 9LA.

Swineherd has stated that titles will be chosen if they are historically accurate, create atmosphere for the game, and are good in their own right. James Wallis, Director of Hogshead/Swineherd is a self-confessed fan of early music. Among the titles available are 'A Medieval Banquet', Gregorian Chants for 'Seasons of the Year' and 'All the Kings Men', this being music from the royal courts of renaissance Europe, including songs composed by Henry VIII.

Hogwash 3

Some of you may have already received the latest Edition of Hogwash. This A5, 16 page booklet is sent free to all those on Hogshead's mailing list. This issue contains an adventure which acts as an introduction to the Doomstones campaign and is available direct from Hogshead at 29a Abbeville Road, London SW4 9LA.

I'm Free

We have recently produced a flyer that contains an edited version of the Prosthetics article that appeared in Issue One. If anyone would like a copy of this, please send us an A5 sized SAE.

Competition

We will be announcing the results of the "Death On The Reik" Cameo Competition next issue. Winners will be notified shortly.

SUBMISSIONS

Warpstone is happy to receive submissions, both Art & Text. We will reply to all submissions, and if rejected give full reasons why. Payment is a free copy of Warpstone.

Art - We are always looking for artists. If you wish to do specific artwork for Warpstone, please send us examples of your work (From the rulebook one human or creature and an inanimate object). Please only send copies.

Writing - Please send articles on a PC formatted disk and always include an ASCII version. If possible also send a hard copy (foreign writers do not worry about this). Please state if your submission has been posted to the WFRP archive previously. We are also happy to receive submissions via E-mail.

At Warpstone we try to include articles that do not concentrate on, or rewrite, rules. In the same vein we are not looking for new monsters or Gods. However, while we do not regularly include new careers or skills, if you have something good, send it in. We look for articles that expand on the World of Warhammer, filling in the gaps that are present. We also like to see articles that look at how the game is played, discussing issues relevant to all gamers.

Regular Articles

The following are only guidelines.

Comment Articles

Along the line of 'Fighting Chaos (issue three)' and 'To Fight Or Not To Fight (issue five)'. Up to 3000 words.

Cameos

Short scenarios and brief encounters. No character profiles, only descriptions. Up to 1500 words long.

The Usual Suspects

NPCs that can be slotted in at a moment's notice. 400-800 words, including profiles.

Scenarios

2000 - 10000 words including profiles.

Short Stories

800 - 3000 words

Reviews

We mainly review WFRP material, but if you have other material that would be useful to WFRP players then please write a review.

My Campaign

1000(ish) words on your campaign, briefly mentioning its scope and house rules etc.

THE ARTICLE LIST

If there is an article you would like to see and don't want to write please let us know. It will be added to the list. If you want to write anything on the list, drop us a line first.

Insanity - The playing of insanity's in WFRP could do with some fleshing out (Please!!!). (Not just a list of new insanity's)

VOLATILE MAGICK

Magic has been a some-what contentious subject in WFRP. Here we present two articles offering advice on the use of magical weapons in the game. So read on

Swords Of A Thousand Men

by Paul Slevin

Back in issue four, "We're here to save the world.....again!" doled out the advice of *not* using magic weapons. However, there are times when they are a good thing. Magic weapons can be a godsend to a group of PCs facing incalculable (unless you have Super Numerate) odds, or Undead & demons. They can also be, not just a thorn, but a spear, in the GM's side. Ideally, the players should only be able to use a magic weapon when they have to. But that's not going to happen, is it...?

The solution is to give the PCs one or two magical weapons, with side effects. Just think "Elric", and you get the idea. These weapons will get them out of a jam, but only at great risk. The magic sword I gave my players has ended up being absolutely feared for its side effects, but has saved their lives on many occasions. Here are a few ideas.

"To put one's faith in Magic is to put one faith in Chaos"

Solkan Priest

Chaos Sword

This sword is in fact possessed! Whenever a player holds it, they must make a **WP** test. If they fail, they become possessed by the sword. Instruct them to act as normal, but they will attack other PCs and friendly NPCs if you order them to (ideally at an awkward time). If anyone tries to take the sword from them, they attack. If the holder is separated from the sword by more than 5ft, they are no longer possessed, but gain an insanity point and lose 2D6 from **WP** as a side effect. In addition, the sword contains Warpstone, and if a Witch-Hunter sees it...

The sword could have several abilities (try some of those from Realms of Chaos) and should be moderately powerful. I used the Animated power for such a

sword in my campaign, which allows it to move and attack on its own.

Charged Sword

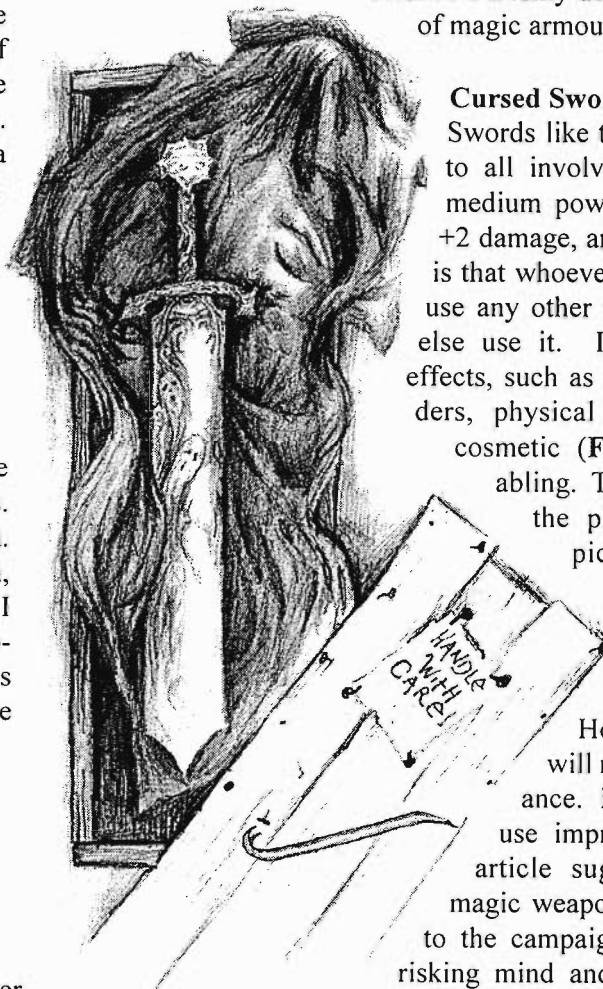
This type of sword requires something to charge it to make it magical. When it is charged, it remains magical for a set time. Ideally this should be around ten minutes - enough time for a fight. Whatever charges it should be either hard to come by, or else costly to the players. This could include a permanent loss in **S**, **T** or **M**, or temporary loss of **W** or **MPs**. Hard to come by items could include a freshly dead Elven body, a piece of magic armour, or whatever.

Cursed Sword

Swords like this are *very* dangerous to all involved. They have some medium powers, such as +20 **WS**, +2 damage, and so on. The problem is that whoever wields it is unable to use any other weapon, or let anyone else use it. It also has nasty side effects, such as inducing mental disorders, physical deformities, whether cosmetic (**Fel** modifiers), or disabling. These swords also make the players paranoid about picking up ANY new sword, since it could have horrendous side effects.

Hopefully, these ideas will redress the magical balance. It is still a good idea to use improved weapons as the article suggested, but the odd magic weapon adds a new element to the campaign. Is it really worth risking mind and body, or should the PCs just run away? You've lost your weapon and just found a new one, but should you pick it up, risking being cursed, or should you put up with the unarmed penalties? Try putting a few cursed swords in, with an easy means of ridding your players of them (which they will be unable to replicate), and then start watching them sweat at the sight of every magical sword to come their way.

Equally, other magic items can be made like this. Imagine a ring of **T**+1, which gives you **S**-2 while you use it. Or what about "Boots of Speed" which quarter your Initiative through fatigue. Just remember, magic items are useful not necessarily safe.



A Double-Edged Sword

by Paul White

Crumbling to the floor in exhaustion, blood from a vicious head wound streaking across his sweat-soaked features, muscles numb from the rigours of the fight, Manfred could just make out the prone figure of the dread Chaos Warrior through his crimson veil. It had taken every last ounce he had left to cut her down, and he had broken his trusty sword in the process. And then, his mind still muggy from the countless blows he'd absorbed, a thought struggled through to the surface of his consciousness. That sword the warrior used, that was one mean sword. Just think of the damage I could do with a sword like that...

Following a tumultuous battle with a Champion and minions of Khorne, the PCs are confronted with a choice: do you take up a chaos-tainted weapon and endeavour to use it to your own ends? For most bloodthirsty PCs there would not be a moments hesitation. This presents the GM with an ideal opportunity to test just how far the average power-hungry gamer is prepared to go in search of the ultimate weapon.

Make the sword, or whatever weapon you choose, as appealing as possible, emphasising its unnaturally sharp blade and the hot pain it caused as it sliced through their armour and into soft flesh. Bonuses of +20 to WS and +2 to damage, and the property of Destroy Magical Weapon, are not unreasonable. But that's where the good news ends. Essentially, the weapon should exert an ever-increasing influence over the PC. Bearing in mind that it has been enchanted by the Chaos Power Khorne, it will have its own very definite agenda (i.e. wholesale slaughter) and will be intent on using the PC to accomplish it.

Exactly how you incorporate this ongoing storyline into your campaign will depend on your players' reactions. If they fail to see the dangers and persist in using the weapon they should experience nightmares of growing frequency and intensity, a gradual erosion of sanity and a loss of humanity, perhaps even temporary loss of control as the weapon goes on a killing spree of its own. This would only happen in the latter stages, as the sword becomes an integrated part of their body and psyche, and ultimately they are confronted by a vision of Khorne in all his full glory and forced to battle for their sorry soul.

Of course, any player with an ounce of sense would dump the cursed blade after the first couple of nightmares, so you need to give them a few compelling reasons for wanting to keep it. Make the dreams am-

biguous to begin with, perhaps re-living previous battles in gory detail, or being stalked by a faceless shadow. Increased strength and combat abilities are always welcomed by bloodthirsty PCs, and in the latter stages you could even throw in an appropriate chaos gift or two, such as Blood Rage or grafting of the weapon onto the PC's arm itself, by which time it will be very difficult to get rid of the sword even if they want to. And if you time the nightmares and visitations well, they probably won't even realise they are connected with their possession of the sword, until it's too late.

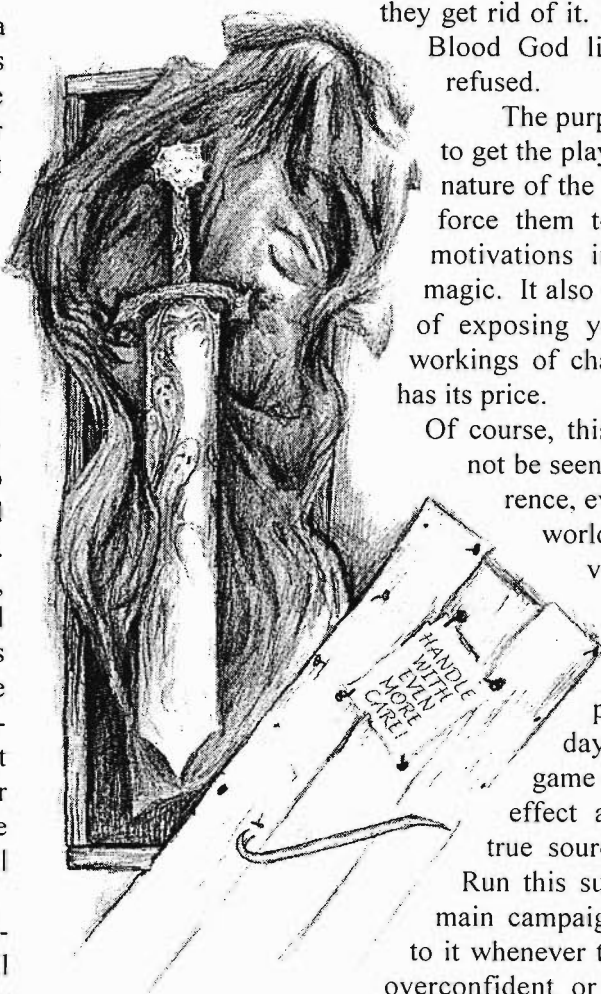
To further complicate the issue, you might like the followers of Khorne to take an active interest in the party both while they have the weapon and even after they get rid of it. Somehow I doubt the Blood God likes his 'gifts' being refused.

The purpose of this storyline is to get the players thinking about the nature of the power they wield, and force them to question their own motivations in acquiring powerful magic. It also underlines the dangers of exposing yourself to the subtle workings of chaos, where everything has its price.

Of course, this sort of thing should not be seen as an everyday occurrence, even in the Warhammer world. And it should develop gradually; each nightmare, each subtle change in psychology or physique, separated by days or even weeks of game time, to enhance the effect and also disguise the true source of the nightmares.

Run this sub-plot alongside your main campaign storyline, returning to it whenever the player starts to get overconfident or boastful about their new-found power. Reveal the weapon's hidden powers one by one, and remember that whenever you give with one hand, you should take away in larger quantities with the other. Make the player increasingly aware of the sacrifices they are having to make to gain their power and the fact that they are losing control over their character. And if, after all that, they still want to keep the weapon, you have a ready-made Champion of Khorne with which to plague the rest of the party for many sessions to come.

"What, you didn't honestly think I'd let you keep the thing, did you?"



GAMES DAY '97

by Stuart Ensor

My visit to this years games day was somewhat nostalgic as I last attended a games day event about 10 years ago. At the time, it was held in London, and in my opinion was the best roleplaying convention around.

When Games Workshop moved away from the whole concept of roleplaying, I started avoiding Games Day, but when James Wallis gave me the opportunity to run WFRP at Games Day 97 I jumped at the chance. I must admit, though, that I was a little apprehensive when I learned that the people attending would mainly be between 12-14 years old, and that many of them had never role-played before...

I arrived in Birmingham at about 8.40 a.m., giving me a chance to walk around the events games area before it opened. There were an impressive amount of games set up, e.g. Warhammer 40k and Man of War etc. If this was the type of product that you were interested in, I must admit that when GW put their minds to it they really pull out all the stops and come up trumps. [Ed. - the WFB variants on "Dam Busters", "Ben Hur" and even "Frogger" just had to be seen to be believed!]

Amongst the new products on display were two computer games, one of which really interested me. It was called Dark Omens, and is produced by Electronic Arts, who produced 'Shadow of the Horned Rat' (see Warpstone five for a review). This is based on WFB, and revolves around an Undead invasion. At the end of the day I still thought it looked very good, even though I had spent several hours competing with its sound. (The speakers were *very* large and *very* close to us, so I had to shout constantly to be heard!) But what about WFRP, I hear you ask? When WFRP first came onto the market I really enjoyed playing it, and when games workshop dropped it I was very disappointed. All these years later, I still think it was the best game that Games Workshop ever produced.

It was about 3 years ago when I was attending GenCon that I learned that Hogshead Publishing had obtained the licence to produce WFRP, and I remember being very pleased that this game which was a personal favourite of mine was going to continue. It turned out that I wasn't the only one to feel this way.

Whilst walking around the halls before the convention started, I was stopped by many Games Workshop staff. They all had one question: "When is Hogshead going to release more products?" They also said how much they had always enjoyed playing the game and how pleased they were that Hogshead had

resurrected it.

Hogshead was situated in the smaller hall, downstairs from the main venue. We had a fairly large area into which were placed 4 gaming tables and a stand which had information on WFRP. I had expected that many people wouldn't have heard of WFRP, seeing as it had been dropped years before as a GW line, and that (being the only role-playing game at a wargaming convention) we would be struggling to demonstrate it to an unreceptive audience. I was pleased to be proved wrong.

As the doors opened, people began to arrive in their droves. The tables began to fill up, and within 10 minutes all the demonstration games were full. A whole array of people turned up to play; some with experience of roleplaying (they had played AD&D), and others who were complete newcomers to the concept. They had also come from all over the country - one of my players had travelled down from Glasgow. The age groups were very mixed too. I had two players at my table who were very young - a girl of about 8 and a boy of about 10. In the end, though, they played really well and seemed to be enjoying themselves. It was good to get the message to the younger generation.

As the gamers came and went there was little chance for a break. For the whole of the day, as soon as a game ended and players left the tables, new players leaped into the vacated seats. I even had people approach me while I was GMing to enquire when the next game would start. There was definitely greater demand for the games than there were GMs to run them. I heard afterwards that a boy of 10 was almost in tears because he had to wait for ages for a game, and thought he was not going to get a chance to play. In the end he was given an extra character and slotted in to a game, and did really well.

We demonstrated the game to over 100 people during the day and, according to James Wallis, the feedback has been excellent. Mail order forms have been flooding in, and the Hogshead mailing list has grown to even more monstrous proportions. At the end of the day we were all very tired and had sore throats from all the talking we had been doing.

I think the day as a whole was a great success. Hopefully we introduced WFRP to a lot of new people, and who will help the game to survive and flourish. In spite of my initial apprehension I had a very enjoyable day and can honestly say that I hope to get the chance to GM at future events!

SKILLS AND ROLE-PLAYING NON-HUMANS IN WARHAMMER

by Tim Eccles

The aim of this piece is two-fold; to attempt to improve the starting position of non-humans in allowing them to actually act like non-humans, and to illustrate the need for some rule revisions in the creation of non-human characters.

The latter is the simplest. In my view, when creating non-humans in WFRP, it is very difficult to create a non-human as even a stereotype of their race, before proceeding to individualise them through starting careers and adventures. For example, it is practically impossible for an Elf to commence a game with a complete set of traditional Elf skills like silent move rural, concealment rural, herb lore etc. In other words, PC Elves are at a distinct disadvantage over their equivalent NPC compatriots. Having lived in the forest for the same period of time as other Elves, they still tramp around like humans and pick the wrong berries for lunch. PC non-humans are thus little more than humans with different starting statistics.

The simplest solution to this would be to produce a series of guides on the non-humans covering such issues. This is unlikely to happen, given what I see as GW's unreasonable stranglehold on the system. Let me state at this point that I am thinking of Dwarves, Elves and Halflings here; I have never been too impressed with the Gnome race in Warhammer. In an ideal world, non-humans would have their own skills, and not just a collection of Human-obtainable ones. For example, Elves would have Elf Move Rural and Elf Move Woodland, rather than the Human Silent Move Rural. My view of WFRP wood Elves is that it would be very difficult for a short-lived Human to ever equal an Elf in the forest unless brought up in the environment from birth. And, of course, if humans were still taken as the standard, not all these skills need be positive. Elves would suffer "skills" such as Blatantly Obvious Urban and Noisy Move Urban, unless a Human skill of Urbanism was introduced, for they would have no idea how to operate in cities. Without the publication of guides, it is impossible to offer such a system on a universally agreeable basis.

I also think that, given the richness of the Old World, there is a great deal of cultural development that could be used in the creation of characters. For example, it seems to me that there are a number of Dwarf cultures still extant, each with its own unique perspective and indigenous skills. I would suggest that, drawing from the mass



battle rules, there are Imperial Dwarves who live in the mountains and follow the High King, Norse Dwarves and Plains Dwarves who live with humans in the cities of the Empire. Others may be found in Lustria, the New Coast and scattered around in isolated communities. These distinctions offer role-play opportunities aplenty, but I think players need to be helped by the allocation of appropriate skills. Again, this cannot be done easily within the existing rules.

I am not proposing to develop a completely alternative system in this article. I think that (dare I say AD&D-style) expansion booklets are needed to do this. I also think that a primary advantage of any system is its universal-

ity. Minor rule changes are fine, but I like my characters to be portable so that they can operate under different GMs at gaming weekends etc. What then follows is an attempt, within the existing WFRP rulebook and published expansions, to generate less Human non-human characters.

Nature Or Nurture?

Without getting bogged down in a philosophical debate about how people are created as social beings, my own personal view is that nature is pre-eminent. However, given what I have said above, it is difficult to create culturally formed non-humans based upon the given information in Warhammer. This means that it is likely to be simpler to work upon the natural racial characteristics; this will, of course, lead to stereotyping. Given the geographical focus of wood Elves into two forest areas and the Halflings into one area (The Moot), this is probably only a major problem with the much more diverse Dwarven peoples.

The natural (or stereotypical) make-up of non-humans provides the Elf forester, Dwarf artisan or engineer, and the Halfling cook or thief. I do think that these offer a useful template to allow players to personalise PCs. Certainly, given the constraints in the rulebook, I think that these stereotypes are better than the Human non-humans that get rolled up as the system stands at the moment.

Skills

My proposal is to produce a list of skills that can be regarded as innate racial skills. These can either be awarded to the character at the start of a game, or be purchased at any time during the game with experience points, and without the need for training. I suggest a number of alternative methods of implementing these suggested innate skills.

1. Award all skills immediately. However, this may seem generous to non-humans, and discourage Human PCs.
2. Award all skills immediately, but at a cost of 50 experience points per skill. This will mean a starting non-human PC will begin a game with an experi-

ence point deficit. Earned experience will have to pay off this debt, before any progression can be made. They would not pay for career skills, nor racial specific skills such as Dwarf Etiquette. This would be too unfair.

3. Award all skills immediately, but at normal experience cost. Since I prefer low-level adventures this is my favourite. There can be no claims of unfairness. I also play in a group where points are awarded more for role play than combat. It also allows Human PCs to develop faster in their more specialised career routes. I think that this fits in with the Old World description of humans as the ascendant younger race, rapidly developing in the areas in which they specialise, but ignorant of much else.
4. Allow purchase of skills at any time from earned experience.
5. Allow purchase of skills at any time from earned experience, but at a cost of 50 experience points.

Since the skills I am suggesting are essentially role-playing skills, and most certainly not direct combat skills, I do not think that this will overpower starting characters. Actually, it will probably do the opposite by preventing non-humans from quickly increasing their attacks, toughness, strength etc.

Careers

I am not a great supporter of the rolling of careers; I would allow a player to

choose how he would like to roleplay. I do not think it likely that a character would be, say, a wizard unless that was desired, particularly where apprentice fees have to be paid. This is less true of Elves, who are unlikely to have paid apprenticeships; as an individualistic race, however, they are likely to be able to choose their careers. In addition, some careers are unlikely for this race. I was once stuck with a wood Elf jailer!

Wood Elves

Wood Elves are clearly woodland creatures, living at one with nature in a harmonic and symbiotic balance. I think that it is clear that they should be given all woodland and nature related skills. I also see them as a thoughtful people, who study, watch and philosophise. In Warhammer mass battle rules, they are portrayed as rustic cousins to the High Elves, but I do not see this in the role-play system. Thus, I also suggest that they be granted certain intellectual skills.

I propose to award the following skills: Acute Hearing, Animal Care, Charm Animal, Concealment Rural, Dowsing, Etiquette (Wood Elf), Excellent Vision, Follow Trail, Game Hunting, Herb Lore, History, Identify Plants, Musicianship (Sing, Instrument or Dance), Night Vision, Orientation, Read/Write Eltharin, Read/Write Old Wordler, Silent Move Rural, Specialist Weapon Elfbow, Spot Trap.

I also suggest altering the Elf Movement start-up range to 4-6. The

average Elf move is 5; all other races roll up with a range of +/- 1, and so this would offer consistency.

Dwarves

Dwarves have a reputation as technical professionals in careers ranging from building, architecture, surveying and engineering to mining, smithing, crafting, and brewing. Dwarves are multi-skilled by nature, especially compared to humans. They also have a strong sense of honour and tradition.

I propose the following as innate skills: Brewing, Carpentry, Consume Alcohol, Engineering, Etiquette (Dwarf), Evaluate, Gem Cutting, History, Metallurgy, Mining, Night Vision, Orientation, Pick Lock, Set Trap, Smithing, Spot Trap, Stoneworking, Storytelling.

Halflings

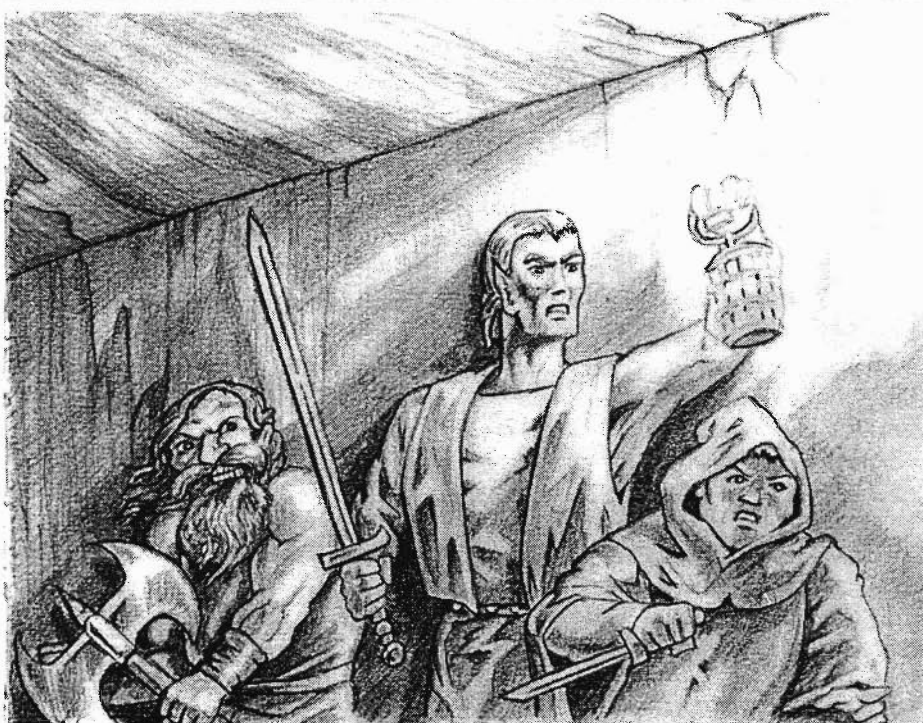
Halflings have transcended the Bilbo Baggins thief of AD&D in the Warhammer system, only to end up as indolent cooks. Since they are similar to humans, I think that they can be allowed the quicker development of the younger races, but I think that more should be made of their innate nimbleness and toughness, and their absolute resistance to chaos. I also believe that they should retain the Baggins sneaky streak. Halfling culture is a problem. I think players should elect to be urban or rural initially, although ultimately they could develop both sets of skills.

I propose the following innate skills: Concealment Rural/Urban, Cook, Immunity to Poison, Pick Lock, Silent Move Rural/Urban, Story Telling.

Conclusion

I do not think that this proposal makes non-humans either too powerful or too weak. Non-humans will be much more rounded individuals than their Human friends, better at non-combat situations and start with a fuller character sheet. Human PCs, however, will develop quicker down their particular career routes, be these combat, magic, or whatever, once adventuring commences.

I think that this fits into the broad distinction between elder and younger races. It should stop players simply becoming dwarves for their toughness or Elves for their initiative, whilst allowing a Dwarf the skill to drone on about the mine in which the party are looking for bandits, and the Elf to anticipate the Goblin ambush in the wood glade.



DISEASES IN THE WARHAMMER WORLD

by Michael Anderson

PART ONE: CAUSES, EFFECTS AND ATTITUDES

"Maggots will crawl through their skin and worms through their bones. The flesh will erupt, puss and bile feeding the flies and carrion. Mouths will spew forth blood and the eyes will see no more. Then they will know Nurgle."

Mousillion Plague Texts, Canto CIII

This is part one of a two part article looking at the effects of disease in WFRP. This part looks at the Old World's attitudes and understanding of disease, as well as cures and other related topics. Part two, which will appear next issue, details a large selection of diseases and advice on how to incorporate them into your game.

*"Disease generally begins that equality which death completes."**

Disease in the Warhammer World

In our real world at the end of the middle ages (and also after that period), disease was very prevalent, mostly due to bad hygiene and widespread lack of knowledge. There isn't much detail about diseases in the WFRP system, and they only tend to be used when mentioned in a published adventure.

What follows is a set of rules for using disease in WFRP. Next issue will contain a list of diseases and thoughts and details on how to incorporate them. GMs can use the diseases when they find it relevant, and/or rule a monthly (in

game time) disease test made against Toughness (Immunity to disease: +10). If this test is failed the GM can find an appropriate disease. He is strongly advised to take into account the players' hygiene and so on. For example a roll can be used, with modifiers according to conditions, to see how bad the disease is. When a characteristic reaches zero the character dies.



Nurgle



The Chaos god Nurgle is the Lord of decay. He is especially linked with diseases, due to his ability to master them. Nurgle draws his power from mortal creatures' hidden fear of disease and decay, and is thus the unconscious response to it. Nurgle's followers are one of the main reasons for the spread of disease. Both his Champions and also his less apparent followers in urban life often serve as carriers, for without a reason to fear disease and decay, Nurgle would lose much of his power.

Nurgle isn't the creator of diseases. He can alter them and master them, and create new diseases from others. But the fact is, disease existed in the World even before the collapse of the Warp-gates. Perhaps they weren't as dangerous and contaminating as they were after the collapse, perhaps they were. But diseases are Nurgle's link to the mortal world.

As a follower of Nurgle, disease isn't a punishment. It might be necessary in order to make you see and understand things differently, or to make you appreciate life, now that it is about to be taken away. However, for the general populace, unlike mutations, suffering from a disease is not seen as a sign of being in league with Chaos, although some sufferers of the more visible diseases will be persecuted by the more extreme members of society.

It isn't known, but perhaps Nurgle has some influence on the acts of the Skaven Clan Pestilens, who worship the Horned Rat.

Chaos has the ability to warp things, even diseases. This warping and changing of diseases might be another of Nurgle's schemes. When new effective cures are developed for diseases, Nurgle will certainly be in need of new diseases, which can inspire the fear that he needs.

Even those Clerics of Shallya and Physicians who regularly come into contact with disease will accept that Nurgle is the root of the problem, even when understanding cleanliness and other factors. When disease occurs, prayers and offerings are made to Shallya for her protection.

Shallya



Opposing Nurgle is Shallya, the goddess of healing and mercy. Shallya is the leading god in the history of the Old World's medical development. She has been worshipped from the start of medical history by the Physicians of Old Remas. And like much of the old Reman medical principles, the worship has been maintained throughout the centuries.


Throughout history many leading physicians have been members or laymen of the cult of Shallya, and many more have belonged to the clerical orders. To this day the temples of Shallya provide solitude and healing for the poor members of society, while the wealthy are expected to pay a physician. In some periods of the Old World's history it was even safer to go to a Shallyan temple or monastery, as physicians constantly competed to develop new treatments and cures, sometimes with devastating effects on the patients.

The city of Couronne in Bretonnia has become the centre of Shallyan worship. The well educated doctors, and the sisters and priesthood of the temple, attract a lot of sick people who can't pay for their cures. Remarkable stories exist about the healing properties of the vaporous waters underground.




Dedicated followers of Shallya may take the Immunity to Disease skill twice, gaining a +20 modifier to disease tests. This skill should also concern knowledge of disease (e.g. hygiene and ways of contamination) and requires academic study.

Clan Pestilens

 The Skavens of Clan Pestilens are descendants from rats driven from Skavenblight in the years of about -1500 IC into the jungles of Lustria. They were close to becoming extinct in these new and harsh environment, devastated by various jungle diseases. Most of them died, but those who survived developed a remarkable resistance towards diseases. This became the start of a new glorious Skaven clan, called Clan Pestilens. Hidden away from the other Skaven clans, they used their time to regain their strength and numbers, and began to experiment with the devastating diseases they had met. This ability to master disease makes them perfect tools for Nurgle, but the Clan apparently worships The Horned Rat. For Nurgle this shouldn't pose any problems as long as their actions further his own aims, and maybe the God has more to do with them than believed. In the year of about 100 IC emissaries of the clan return to Skavenblight and a Skaven civil war began.

Many epidemics were originally caused by the Clan Pestilens or Nurgle's followers. This can be achieved by contaminating wells and water supplies. The Great Plague epidemics in The Empire 1111 IC, the Red Pox epidemic in Bordelaux 1786 IC, and the minor plagues in Nuln, Talabheim and Marienburg 2302 IC were all works of the Clan Pestilens.

History

 The physicians in the Old World have built their theories on the Old Raman and Arabian studies in anatomy and medical science. Medical science hasn't always been a popular belief, but today [ca. 2500 IC] most physicians are highly respected citizens. Of all the lands in the Old World, Tilea is the most advanced in medical science, which really says nothing considering their poor standards. Besides the actual physicians, there are also various healers who use alternative methods. Herbs are used both in the alternative methods, by druids and healers, and in 'proper' medicine by pharmacists and physicians.

Although, there is only the physicians' career in the WFRP rulebook, those that practice medicine are named depending on their area of expertise. Those that spend their time in research are called surgeons and

mostly use their skills in autopsy. In some parts of the Old World, the morality and legality of this are still vague. Day to day surgery would be done by Physicians and Barbers, with the latter tending to the lower classes of society. A physician's student could easily set themselves up in practice with just the Heal Wounds skill.

Old Araby's medical history (-2500 to -200 IC)



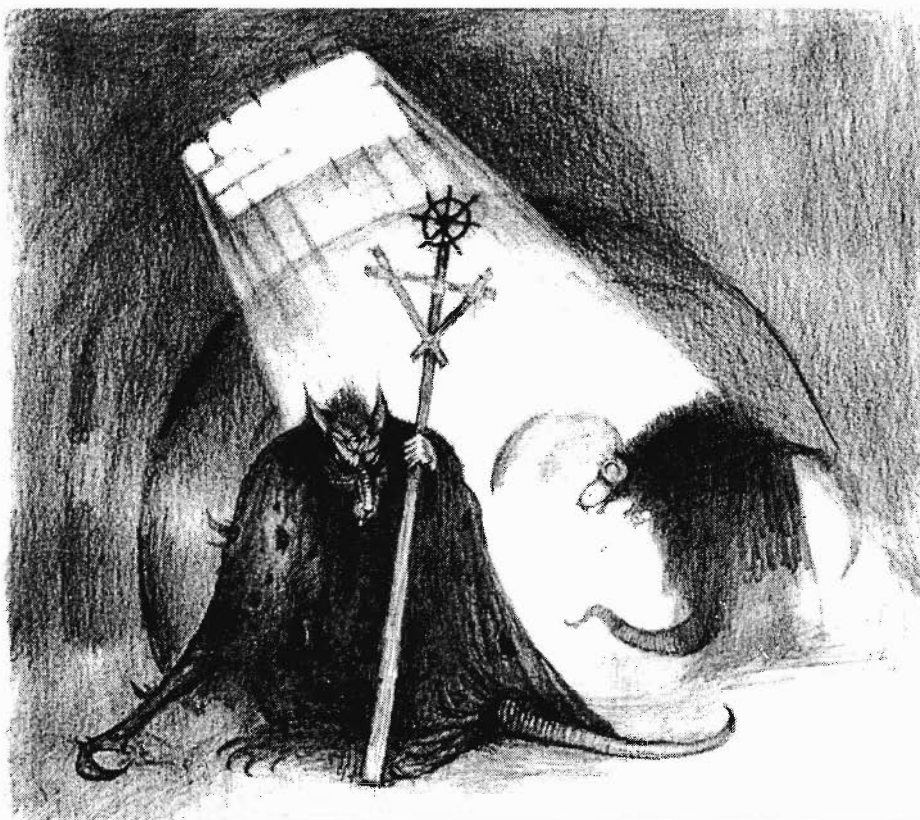
The knowledge of Old Arabian studies (-2500 to -200 IC) come from papyruses and carvings from the old grave monuments in Araby. The Old Arabs had a good knowledge of medicine, but as the papyrus' indicates, mysticism and religion was still used in conjunction with primitive medical methods. This usually involved the speaking incantations or magick rituals partnered with medical knowledge, including herbs, medical drugs, and even surgery (although the idea of anatomy wasn't exceptionally good). This knowledge was lost as religion and culture changed.

A long time passed before the Arabians again became interested in the medical science.

Raman medical history (-500 to 1000 IC)




Medical science in the Old World is heavily based on the knowledge of the Old Remans (circa -500 IC to 1000 IC). The main belief was that, like the four elements, the body consisted of four fluids. There was blood, phlegm, yellow bile and black bile. Illness was believed to have been caused when these fluids were not in balance with each other, which manifested itself when the body naturally tried to get rid of the extra fluid. In the cases where the theory didn't work, it was believed that the body transferred the fluids to another part of the body, to restore an overall balance. The physicians of Old Remas based their work on helping the natural healing process. This was often done by using drugs and herbs, which allowed more of the sick fluid to get out of the body. Methods included emetics, laxatives, and it was here the first form of bloodletting was introduced. Anatomy was mainly based on the autopsy of animals, which led to many mistakes later on. Several centuries passed before it was realised how much had been misunderstood by the Remans.




Comparison chart for the four cardinal fluids				
Cardinal fluid	Blood	Yellow bile	Black bile	Phlegm
Element	Air	Fire	Earth	Water
Period	Spring	Summer	Autumn	Winter
Flavour	Sweet	Bitter	Sour	Salt
Organ	Heart	Liver & stomach	Spleen	Brain & bladder
Age	Boy	Youth	Man	Old
Temperament	Sanguine	Choleric	Melancholic	Phlegmatic

The Old World (1000-1500 IC)


 A short time after the fall of the Old Reman Empire, the physicians of surrounding lands began to study further, using the Old Reman physicians' works. Tilea (previously under Reman rule) became a leading figure in medical studies. There was a lack of new discoveries during this period as the new medical books written and the medical principle taught by professors were only reworkings of the original Old Reman works.

Araby medical history (1500-2200 IC)

 During the religious wars in the Southern Old World, initiated by Daryus-e Qabur (1500 IC), Araby captured medical documents from the Old Remans. After the war, parts of Tilean and the Old Reman culture were adopted by the Arabians, including some of their Medical beliefs. Several renowned Arabian physicians created new medical works based on the old works, but common to all these, is that the Arabian religion strongly makes its presence known and several strictures make medical science complicated. One thing was, and is, the stricture about autopsy of the human body; it isn't even permitted to open up an executed criminal, who has swallowed a stolen pearl, so it can be retrieved. For a long period it wasn't even permitted to make illustrations of the human body, since it was believed to be idolising. In spite of this, Arabian experts made much progress with medical drugs, herbs, and Alchemy.

In about 2200 IC The Old World's medicine began to move ahead of the Arabian medical methods. One of the reasons for this was the use of surgery.

Medicine in present day (2200 IC+)

 Although the Arabians looted many Old Reman medical works, plenty of copies still existed. The Old Reman principles had been used long

before the religious wars and, with the conflict over, Arabian physicians became interested in making their books available to the Old World. In Tilea, who until now had been a front-runner in medical studies, it was very unpopular to use these Arabian books, but in the Northern Old World the interest was high because of the drug and herbal studies. As mentioned before, religious laws in Araby prevented the development of surgery. However, in The Old World this didn't pose any problems, and physicians and medical students autopsied every dead body they could lay their hands on. As expected, Tilea made much progress in the field. Much was discovered about human anatomy, and it was realised how many errors there were in the Old Reman works. In spite of this many physicians still use the old theories, and the profession has divided into several factions, each adhering to a different position.

Remarkably, many physicians have broken with the old philosophical view on diseases previously used in the Old Reman medical documents. Of course some pioneers had done this several centuries before, but this time it's not just the odd physician, it's a mark of change in the view of medicine.

The idea of how the blood flows in the body is heavily discussed. In present day (ca. 2500 IC) it has been discovered that the blood is reused in a circuit in the body, which is in opposition to Old Reman theories. However, the theories of bloodletting are still used by some physicians to get rid of the "sick" blood. New experiments have been made with blood transfusion, in the belief that the blood holds the life force, and blood from a healthy youth can cure a sick person. Successful blood transfusions have been done with dogs, but after some deaths with humans getting sheep-blood, it looks as if further experiments will be banned.

*"Cur'd yesterday of my disease, I died last night because of my physician"**

The Medical History of Cathay and Nippon



Besides general anatomy, Cathay also works with two imaginary "organs": Ming-men and San-Tsiao.

Throughout the Cathayan medical documents these phenomena shift both in location and effect. Their medical philosophy is built upon the five elements in Cathayan philosophy. The five elements are metal, wood, fire, earth, and water. The body has five Tsang organs each with a helper fu organ, five tastes: bitter, sour, sweet, sharp and salt, and five passions: Joy, anger, desire, sorrow, and fear. All elements have a mother, a son, a friend, and an enemy. This is also transferred to the body organ theory.

Tsang	Element
Heart	Fire
Liver	Wood
Spleen	Earth
Lung	Metal
Kidney	Water

Furthermore the philosophy also included the concepts of Yin and Yang. Yin being the male part representing heaven, sun, daylight, heat, life and the positive - And Yang being the female part representing Earth, moon, night, dark, cold, death, and the negative. The theory of Yin and Yang is introduced into every aspect of the anatomy and medical theory.

One of the main treatments in Cathayan medical history is Acupuncture, a theory based on pricking needles into the skin. Cathayan acupuncture now has 365 different locations noted on the human body, some of which are dangerous places that may never be used. Also there is a difference between Yin and Yang days, which indicates whether a specific location may be punctured.

The use of medical plants and herbs is also widespread in Cathay, and eye-glasses have been in use for a very long time now. Surgery, however, isn't well advanced. The most advanced form of surgery is castration for the Eunuchs.

Since the physicians are male in Cathay, etiquette and honour forbids them from being present at births or to examine females' sexual organs, so the knowledge of these matters is almost non-existent.

Nippon's medical theory is heavily based on Cathay's

Norse and Albion medical history



The lands of Norsca and Albion are still barbaric when it comes to medicine. Diseases are cured mainly by wise men or women through the use of rituals and herbs. The use of preventive methods, in the form of rune inscriptions and amulets, is common.

Understanding of closing wounds with needle and silk thread, amputation, restoring broken limbs and stopping blood loss is the most developed areas of treatment. This is mainly due to warfare and violence being common in these regions. In Norsca this violence is indicated in the laws, which don't necessarily state that violence towards another man is prohibited. Instead violence is punished with a penance when serious damages occur. Full penance is applied if the nose, tongue, or a male's sexual organs are injured (the last one is legal if another man sleeps with your wife). Half penance is applied to an eye, hand, or a foot. Other rules also apply, for example on injured fingers - the thumb considered the worse. The offended per-

son receives the penance as well as paid medical attention by the offender. In keeping with other legal systems of the Old World, the nobility (Jarls etc.) are often permitted to side-step the strictures that constrain the common man.

The source of disease is typically considered to be Witches, Wizards, Chaos and the like. Although some physicians exist in both Norsca and Albion, curing of diseases is usually done by wise men and women. In Norsca and Northern Albion these specialists are devoted to the god Valdin, who is a wise god. In Albion the treatment is usually done by followers of the Old Faith and their Druids.

Religion and superstition



We have looked at the medical views of diseases, but many cultures and some individuals have more superstitious or religious views. Epidemics are often viewed as a god's punishment on his followers, or some vile evil, or chaotic Demon or god's destruction. Demonic or spirit posses-

sion can also be linked with diseases - And some cultures even have names and history on specific Demons or spirits that cause a specific disease when possessing an individual. Some of these superstitions shows more truth than one would like, and pictures of a Nurgle-like individual exist in some parts of the Dark Lands, symbolising a vile forest spirit, which possesses individuals and makes them sick.

Even cultures, which have much success with their medical treatments, also blend it with religion or superstition. Such examples are the natives of Lustria, and even Old World physicians who are much devoted to Shallya.

Abacadabra

Before it became a catch-all Magic phrase, the word abracadabra was worn on an amulet or parchment to protect the wearer against disease and disaster. The letters of the word were arranged in an inverted pyramid, one fewer letter appearing in each line, until only 'A' remained to form the vertex of the triangle. As the letters disappeared so, supposedly, did the disease or trouble.



*"I don't believe in evil, I believe only in horror. In nature there is no evil, only an abundance of horror: the plagues and the blights and the ants and the maggots"**

The Effects of Disease

Carriers of diseases

A Disease carrier is the person who hosts a disease. They do not have to show the symptoms of the disease in order to contaminate others. A person can, for example, be a carrier of the Typhus bacteria, and be able to contaminate others without having the symptoms himself. It's up to the GM to decide whether someone is a carrier of a disease. Typically a disease test which just failed by 10 points or less can indicate that the person isn't affected by the disease but is a carrier.

Following diseases

Following diseases may occur because of another disease. For example, an ear infection might be a following disease to a cold or measles. The reason for this is often because the first disease weakens the body's natural resistance. Most of the listed diseases (see next issue) will indicate if they can be following diseases, and the descriptions also indicate what kind of following diseases may be appropriate.

Disease effects

Here are some descriptions of general disease effects

Fever: Temperatures above 37 degrees in the morning and 37.5 degrees in the afternoon are considered a fever. Fevers are not diseases, but are a symptom. It will be side affect of various diseases. Fever delirium is a delirium acquired because of high fever.

Players affected by fevers will be physically weakened. Modifiers should be applied gradually, thus making it possible to quickly use medical drugs or herbs to prevent death. Fevers are divided into three grades:

Mild fever: In the fever period the characters S will be lowered by D3-1, and WS, BS, WP and I will be lowered by 2D10 each. During the period there is a 10% penalty to disease tests

Normal fever: In the fever period the characters S will be lowered by D3, and WS, BS, WP and I will be lowered with 2D10+5 each. During the period there is a 15% penalty to disease tests.

Heavy fever: Maximum fever is a more violent fever caused by deadly diseases.

In the fever period the character's S will be lowered by D3+1, and WS, BS, WP and I will be lowered with 2D10+10 each. During the period there is a 20% penalty to disease tests.

Headaches: (WFRP rulebook page 86). Whenever the afflicted creature tests against Ld, Int, Cl, WP, or Fel he will suffer from a headache during the next D100 game turns. In this period all percentage stats are at -5.

Allergy: Allergic reactions can be caused by a larger number of sources. Typical sources include animal hair, particular food, or dust. Reactions ranges from rashes to uncontrollable sneezing or being violently ill (fever-like effects). Dwarfs and Gnomes do not suffer from allergies.

For rashes roll a hit location. Face rash gives a penalty of D6 to Fel. Arm hits has a 20% chance of being on hands and fingers, giving a penalty of D6 to Dex.

Weight loss: Weight loss follows the same rules as Anorexia disorders (WFRP pg. 84). After one month: -1 W. After two months: W -1, S -1. After three months: T -1. This usually won't result in characteristic losses since most disease are rather short-lived. Lost stats are gained within a month after the weight loss syndrome.

Fits and seizures: In stressful situation (melee, fired upon, fear/terror tests, surprised) there is a 10% chance of a seizure taken place, which will last for D10 turns.

Weakness: Weakness causes the following modifiers during the disease period: Physical: S -1, I -10, T -1; Psychological: Ld -10, WP -10, Int -10, Cl -10

Jaundice: Jaundice symptoms are a yellow colouring of the skin and whites of the eyes, and dark urine. The disease starts when liver bile enters the blood. This symptom is caused by some diseases or by liver infection. Most infections cure themselves when the liver settles but in 5% of cases a cure must be sought before death occurs.

Treatment: Nil (or surgery on occasion)
Last: 3-4 months

Game effect: Periods of extended exercise will require bed rest.

Death rate: 5%

*"A desperate disease requires a dangerous remedy"****

Cures

In the WFRP world alternative techniques are as widespread as the physician's methods. Although the two methods have similar rates of success, most physicians scorn the alternative healers. When a disease is cured, the patient doesn't necessarily jump up 'fit as a fiddle'. Instead the symptoms slowly disappear, fevers break etc.

Diseases can be cured by successfully using one of the following methods:

The Cure Disease skill (sometimes referred to as Cure Illness skill). The Cure Disease skill includes both uses of medicine or herbs and treatment. Manufacture of medicine is covered by the Manufacture Drug skill, and might also require chemistry. Preparation of various herbs requires Herb Lore and sometimes other skills, as stated in the Herb description. Optionally, the use of the Cure Disease skill should be adjusted by reference to the Class of the disease. The Class of a disease is defined in the next article, but is simply a mixture of its potency and rarity (i.e. The common cold is Class One while Galloping Consumption is Class Four). The following modifiers should apply;

Class	Modifier
1	0
2	-10
3	-20
4	-30
5	-50

♦ Magic (Shallyan priests are the only ones able to use this method. See WFRP rulebook - page 201, 'Treat Illness'-spell.)

♦ Fate Points. The character survives and overcomes a deadly disease, but doesn't avoid it completely. This might even make a character survive an otherwise incurable disease.

♦ Blessings. Blessings can even cure diseases with no known cures or the disease can be cured without any devastating effects.

The horn of the unicorn is also said to have disease-curing abilities, and to be effective for treating poisons. Fishermen use this rumour to sell Narwhal horns as unicorn horns for high prices.

The GM should bear in mind the general lack of information about diseases, which result in strange curative methods, like the physicians' use of

leeches to drain blood, in order to remove the sick blood and let the body generate new fresh blood. This, however, only weakens the patient even more.

Surgery

Even surgery is used to treat diseases - involving removal of sick tissue or just fiddling in the human body. It is entirely up to the GM if it has any use or not.

Take a look at Issue One's prosthetics article and Apocrypha Now's medical article for further information.

Faulty cures

Even though the medicine of the Old World has developed much, some things remain unknown. This lack of knowledge leads to wrong cures, and some are mentioned below. (Of course the player will know this when he realises which treatment he is about to get. But the penalty for bad roleplaying is worse. Right?!)

Blood-letting: The idea of bloodletting is practised by some physicians. The purpose is to let the sick blood out, so the body can generate new healthy blood. Normally about a litre is taken. The only result from this, is the weakness (-1 S, -1T) of the patient, and less resistance to diseases (-10 to disease tests) for D3+2 days. Bloodletting isn't dangerous in itself, but combined with a disease it may prove devastating.

Blood transfusion: This is still in an experimental state. Blood is directly

transmitted from an animal's main artery into one of the patient's arms. The patient's own blood is let out by a puncture wound in the other arm. Usually a litre is emptied from the patient, and the animal blood's ability to clot usually means that the patient is unharmed and only suffers from the effect of blood-letting. It is much worse if the blood doesn't clot. This means that the patient risks dying from anaphylactic shock (Toughness test, with -10 for each previous attempt in this month). In any circumstances the symptoms will be sickness, vomiting, irregular pulse, and black urine for D3+1 days.

Psychological Illness

Diseases can result in psychological illnesses or insanities. The following new insanities can also be used on a character that has been sick a lot.

Nosofobia: Paranoia towards disease. The character is subject to fear against everything connected to Nurgle, and CI is halved when dealing with unhygienic people. The GM should determine penalties for other situations (Skaven, Chaos Attributes, etc.) as appropriate.

Organ neurosis: Psychological condition, where a person believes he is suffering from some disease in a particular internal organ, for example, brain neurosis. The particular organ in question can be determined by the GM. The GM can tell the player that he is suffering from something, instead of telling him right away that it is an insanity.

Races and diseases

Elves can contract diseases, but do not suffer from all the diseases that affect Humans, sometimes also requiring different treatment. For example, Elves have a cure against the plague: This is a rare drug called "Elven hair" which doesn't have any healing effect on Humans, but instead acts as a strong narcotic (WC pg. 91). Another example is Dwarves' resistance towards allergic reactions.

Dwarfs have by nature a high Toughness, which also reflects their resistance towards diseases. In addition they recover more quickly from diseases (double rate).

Halflings, in spite of their low Toughness, are resistant to diseases and gets a +10 modifier to disease tests, when being well fed. Halflings are also more resistant towards the effects of Chaos.

Herbs and curing diseases

A number of herbs can be used to help fight against disease. A selection is mentioned in The Enemy Within. Other herbs can be introduced at the GM's discretion - but generally diseases should mean serious business. The following notes are in addition to those mentioned in TEW.

Earth Rot: Cure for Black Plague. Note that it is not widely known that the herb can cure the disease. Only cures Boil Plague and lung plague.

Faxyryll: Stops bleeding, including that caused by disease.

Gesundheit: For Infected Wounds. A character treated with Gesundheit won't risk getting blood poisoning or Tetanus. Can also stop blood poisoning if applied the same day the poisoning starts.

NightShade: Strong poison which causes sleep. In extremely small doses it's a painkiller. Used for surgery.

Speckled Rustwort: Cure for Red Pox. Halves the chance of death and the period of the disease.

Next Issue

The article concludes next issue with a comprehensive listing of disease symptoms and effects. Find out what happens when you catch Galloping Consumption or Grey Fever. And there's far worse than them.....



NEW HERBS

Cochlearia (Shallya-Rose)

Description: 15-30 cm high, plant with a rosette of long stalked, almost circular leaves. The flowers are white and fragrant.

Availability: Common, Late Spring to early autumn, meadows near beaches

Price: 5/- to 1GC

Method Of Application: Ingest

Preparation: None

Dosage: Twice a day

Skills: Cure disease

Tests: None

Effects: Typically the plant grows near beaches. The plant is rich with c-vitamins and can be used as a preventative against Scurvy. The herb must be administered to the patient twice a day for one to two weeks. +20 to Cure Disease against scurvy (Citrus has the same effect)

Fieberhitzca

Description: A light-brown fungi growing in shadowy and damp places.

Availability: Scarce, spring, summer, and autumn. Dense planted marsh, bog or swamp.

Price: 2 GC and 20 GC

Method Of Application: Brew

Preparation: 2 weeks

Dosage: 1 day

Skills: Cure disease

Tests: Int

Effects: The Fungi itself is poisonous in larger quantities, but the prepared brew is able to minimise the effect of fevers. All fever modifiers are 1/10 points lower. The brew is not cumulative, and death can be caused from heavy overdosing. The brew only works for one day.

Stellaria Media (Feverfoil)

Description: 2-4 cm high plant with white flowers.

Availability: Common, almost whole year. Meadows.

Price: 5/- GC and 1 GC

Method Of Application: Rash: Smear, Eye infections: Smear (eye dropping) Lung tuberculosis: Inhale

Preparation: 2 days, Inhaling: 1 day

Dosage: Once each day

Skills: Cure disease

Tests: Int

Effects: This herb has multiple uses. The first use is to temporarily heal rashes on the skin through bandaging with the

herb. The second use is for the plant's juices, which are effective against eye infections. The third use is its ability to ease lung tuberculosis: (No effect on Galloping Consumption) successful use of the herb on a patient with plain Tuberculosis expands the disease tests to every 3rd month. It is also widely (and falsely) believed that the herb can ease fever.

Liverwort

Description: A small, flowerless, primitive, mosslike, green land plant characterised by horizontal growth.

Availability: Scarce. Usually found growing in moist places all year round.

Price: 2 GCs

Method of application: Brew

Preparation: 4 weeks

Dosage: 3 days

Skills: Cure Disease

Tests: None

Effects: Adds +20 to all Cure Disease rolls against disease effecting the liver.

Hyssopus (Bauchbaum)

Description: Tree-like herb from the areas around the Southern and the Tilean seas. Often it has blue flowers and shiny leaves.

Availability: Common, Late Spring to late summer. Light woods and meadows in the southern Old World.

Price: 15/- and 5 GC

Method Of Application: Stomach diseases: Ingest Infection: Smear

Preparation: 1 week

Dosage: Twice each day

Skills: Cure disease

Tests: Int

Effects: The herb is used both as a spice and as a medical cure against stomach diseases (including bowel-worms) and infections. As a dried spice, the herb counts as unprepared (of course it doesn't require Cure Disease skill to use it as a spice) and only has a minor curative effect. As a cure against infections this herb gives a +5 bonus to Toughness tests when determining if wounds are lost permanently.

Verbena

Description: A 30-100 cm high plant with small blue-lilac flowers. Is typically found around villages in The Old World and by roads.

Availability: Rare, summer. Around small villages and less travelled roads in the Old World.

Price: 3 GC and 20 GC

Method Of Application: Stomach diseases: Ingest Infection: Smear

Preparation: 1 week

Dosage: Once each day

Skills: Cure disease

Tests: Int

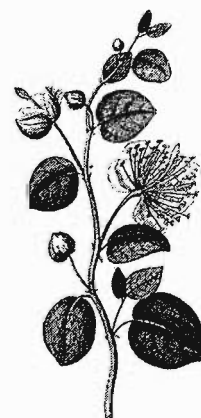
Effects: The herb contains several useful substances and is used as a universal medicine against Jaundice, menstruation problems and Scabies.



Verbena



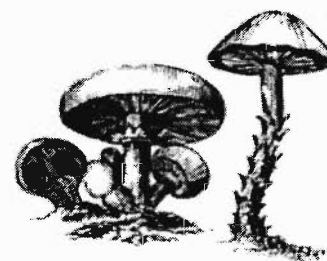
Feverfoil



Shallya-Rose



Bauchbaum



Fieberhitzca

YOU MAKE YOUR OWN LUCK

A Camco by Paul White

With the previous blue skies inexplicably replaced by a torrential downpour, navigating the boat through this narrow, heavily-wooded area takes a great deal of skill, not to mention a touch of luck. Especially when you round a tight bend and find another boat has run aground, and is partially blocking the river.

A Boat Handling test is required to avoid a collision, with a penalty of -10 due to the rain. A collision causes only superficial damage to the PCs' boat (unless you're feeling particularly cruel) but it does further damage to the hull of the grounded craft, and knocks over those of her crew who were attempting to refloat her. Furthermore, one crewman has become trapped, his leg caught under the boat when it lurched forward. The PCs' help will be required in order to free him.

If a collision was avoided, the PCs may still wish to help fellow river travellers in peril. The captain of the vessel, the Feuerwerke, is Kristian Orff, a slim, softly spoken man of early middle age who sports a voluminous moustache. He will of course be grateful for the PCs' assistance, but distressed at the damage to his boat. He confides in whoever is captaining the PCs' vessel that he has been having a terrible day, with poor weather, his food all gone bad, half his crew sick, and now this. And what's more, he has a fee-paying passenger who must get to Altdorf (or any nearby city) urgently. There's no way his boat will make it without repairs, but perhaps the PCs could help with that too?

Captain Orff virtually begs the PCs to take the passenger, offering them the full payment he was given. It is then that the man in question will make an appearance. His name is Fyodor Dimitroskiev, the son of a minor Kislevite aristocrat and an insufferable human being. But he does have more money than sense, and will offer the PCs 10GCs for the trip (he can be Bargained as high as 30GCs). He also informs them, regularly, that he is a useful man to know, what with his powerful friends, diplomatic connections, etc.

If the PCs agree to take Fyodor, he will insist they depart immediately, as he has important functions to attend. At this point his erstwhile bodyguard, a formidable 300lb monster named Jarmilla, will emerge from the Feuerwerke, carrying her employer's luggage. Jarmilla is mute, with a phlegmatic approach to life and a hangdog expression that speaks volumes, as the players will soon come to realise. She is also immune to the effects of Red Pox (see below). Kristian Orff will be inordinately grateful to see the back of this particular passenger, and confirms that he needs no more assistance. "You've already done more than enough", he adds.

Note: Any PC with medical skill who inspects the two sick crewmen will be in for a shock. They are both covered with red blotches, and are in a weak, emaciated state. A

successful Cure Disease test will determine that they are suffering from Red Pox. There is nothing they can do except let the disease run its course. That PC must also make a Disease test at -10% to avoid contracting the pox themselves.



Once they are underway, the PCs will find it difficult to shut Fyodor up. He whines incessantly about tedious social functions, court politics, and the latest fashions for the discerning fop about town. Assuming they don't throw him overboard at the first opportunity (which, considering Jarmilla never leaves his side throughout the trip, is extremely unlikely) the PCs will soon begin to suffer the effects of Fyodor's curse: he suffers from unbelievable Bad Luck, the result of an ancient Leshy curse (see SRiK) on his family, which is so bad it affects all those around him as well.

During the rest of the day, one Boat Handling test must be made every hour, to avoid hazards such as grounding, protruding tree roots, mysterious shadows under the surface, small boats seemingly appearing out of nowhere, and any other misfortune you can think of. Any PC on deck during one of these incidents will stand a very good chance of falling overboard (Initiative tests required) and will find unpleasant things in the water if they do (leeches, tangled weeds, etc.).

Further frustration can be caused by low branches knocking unwary PCs into the drink, a rusty bolt giving way and causing the rudder to fall off, a sudden cross-wind causing the boom to swing unexpectedly across the deck, and the sail snagging on a branch and tearing. Anything that can go wrong, will go wrong. In addition, a storm seems to follow the PCs' boat wherever they go. Any Ranger character can make an Intelligence test to realise that the weather patterns are not entirely natural.

By the time he departs, the PCs will be thoroughly sick of Fyodor Dimitroskiev. But he has left one last gift for them - he is an unwitting carrier of disease. Everyone must make Disease tests at -10% or suffer the effects of the Red Pox. But, like he said, he is a useful man to know.

THE WARPSTONE QUESTIONNAIRE

Welcome to the Warpstone Questionnaire. We hope you will take the time to complete and return it. All those returned by 15th January 1998 will be entered into a draw to win a years subscription to Warpstone and a copy of the WFRP Character Pack (printed by GW and now generally unavailable). We will accept comments and entries by Email. Feel free to add additional comments on a separate piece of paper.

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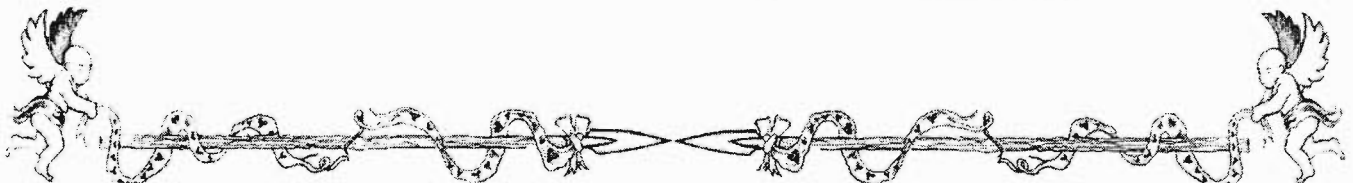
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OSTWALD SKELETONS

A scenario by John Foody

The path ahead contains many stones, smooth and solid. But one day you will notice that one is loose. Prise it away with your hand, and there, a hundred foul creatures that crawl away from the light you have brought. So you crush them with the stone and continue onwards. But now you know, the path you follow is not what it seems and no longer are you.

Philosopher Armin von Wittgenstein

GMs Introduction

This low-key scenario is set in Middenheim but it can be very easily placed in any large town or city. If using Middenheim as the location, a copy of Warhammer City would be useful, though not essential. There will be a number of loose ends after the conclusion and you are encouraged to build on these.

There is little combat in this scenario so you may wish to add some violent encounters. Alternatively, you could twist the plot of this scenario around that of another, and let both run simultaneously. Ostwald Skeletons should take only one session to play.

Outline

Last night, the body of Clemons Siberg was found lying in an alley on the border of the lower class Southgate and Ostwald districts. Not such an unusual event in these squalid areas, but Clemons Siberg was a respectable member of the community, a loving family man and loyal employee. Or perhaps not, as the case may be. Siberg was having a long term relationship with a prostitute from the Ostwald district, the latest in a long line of affairs. Additionally, to finance this double-life, he has been selling information about his company to its rivals.

His brother-in-law Mikhail Pallenburg, who has always hated him, learned of Clemons' mistress and when confronted, Clemons revealed that he intended to move in with the girl. Appalled at the disgrace this would bring upon his sister, Pallenburg followed Clemons until they were alone. After unsuccessfully trying to convince him to change his mind Mikhail killed him in cold blood.

To complicate matters Clemons was carrying a set of records which he intended to sell to the blackmailer, 'Spices' Bob. However, these were stolen from the body by a local thief, who has no idea what he has.

What happened that Fateful Night

Investigating the murder will centre around the details of Siberg's last night

alive. The PCs will find all these out slowly, but they are presented below as a summary for the GM. The times are approximate, the exact times unknown to the characters, who will say 'early evening', dusk, just before dinner etc..

6:00 Siberg leaves work.

6:30 Arrives home and argues with Pallenburg, changes clothes and leaves.

7:00 Has dinner at Hosgood's Stove.



7:45 He and Alexander Lommel get a carriage to the Goldbarge in the Ostwald district, where they meet Ingrid and Elisabeth. After a drink they leave as couples.

10:30 Siberg returns to the Goldbarge and meets 'Spices' Bob, the blackmailer, whom he is to pay off. He tries to use the stolen records instead. They argue and Siberg is thrown out.

10:45 Pallenburg and Siberg fight. Siberg drops his pistol after firing it.

11:00 Siberg returns to Ingrid's house where she bandages his wounds, before

he leaves again.

11:30 Pallenburg kills Siberg with Siberg's pistol and then batters him to death with his walking stick.

5:00a.m. Erik Witzelheim wakes up to find the body and takes the book.

Clemons Siberg

So who was Clemons Siberg, and why was he killed? Outwardly, he was a respected member of the community and a valued employee. Friends will say that he loved his wife and son and could always be counted on for help. Of course, the reality was somewhat different.

He was born on a farm in Hochland, but its environs could do little to entertain his intellect and desires, and with ambition as his guide, he journeyed to Middenheim. Throughout his life he remained a deeply superstitious person, a trait that kept him from the charms of Chaos. He learned to read and conduct himself with class, and in time impressed the young Edith Pallenburg. Edith, the youngest daughter of a minor noble who had made his fortune as a Merchant, was flattered by this handsome young man's attentions.

Becoming friends with her father as he wooed Edith, it wasn't long before they were married. Days later, her brother Mikhail returned home and was horrified to find his sister married to someone beneath her. Although deeply distraught, Mikhail kept his silence. As the years passed, Clemons started to distance himself from his wife, indulging his taste for wine and women. Meanwhile, he was rising in the company, believing it would soon be his. That was until Mikhail sold it after his father's death. Stuck in the same position for years, Clemons still continued his double-life.

With money running short he started to sell company records to the Hofbauer-Bodelstein Trading Company (see issue four). These have been used to drive the company close to bankruptcy. Recently, he fell for a prostitute in the Ostwald area and pays her to



Player Handout One

live as his mistress. Tired of his lifelong deceptions Clemons began to flaunt her openly. This enraged Mikhail, who eventually confronted and killed him.

Players' Introduction

As the PCs are walking the streets of the city, they come across a young boy wearing a uniform marked as belonging to The Merchants' Guild. He is carrying a large bag over his shoulder and trying to bang a nail into a poster. He is sweating profusely and is obviously having great difficulty.

The boys name is Peter and he works as a general dogsbody for the Guild, even though he is only seven. He has been told to nail out thirty posters by mid-day and has only done seven. It reads as follows (player handout one);

WANTED BRAVE ADVENTURERS

The Merchants Guild require a group of reliable adventurers for a well paid undertaking. Interested parties should ask for Clerk Pascal at the Merchants Guild on Zelluat Strasse.

Arriving at the Guild house, a very off-hand Clerk Pascal tells them to go away as the job is already filled and that they would have come earlier if they'd had any sense. Which they obviously haven't, so they would have been no good anyway! "The exit's over there."

As they are stepping through the door, a well dressed merchant approaches. Smiling, he shakes each PC by the hand, and introduces himself as Wolfgang Gickel. He asks the PCs a couple of questions, which you should phrase so the players will answer positively. Pleased, he says he can possibly offer them employment, if they would just walk this way. He takes them up to the second floor, giving them a chance to annoy Clerk Pascal on the way.

They are shown into a room, filled with pipe smoke and a desk. Behind this sits Rainer von Witzenberg and in the corner sit two men. They are all important people in the guild and Gickel introduces the PCs (but not the Merchants) and leaves the room. Witzenberg coughs and speaks, "Thank you for your time, I know you must be

busy. My associates and I would like to employ you to do some discreet investigating. Investigations for which you will be well rewarded." If the PCs express interest, he continues. "Early this morning, Clemons Siberg, the senior clerk for The East Road Haulage Company, was found dead on the borders of the Southgate and Ostwald districts. As you know these are areas of some disrepute. We would like you to find the murderer, and make him known to us. In addition, he was carrying a book of ours. A ledger, we would very much like returned. Herr Gickel will fill you in on the details." At that moment Gickel opens the door and ushers the party out.

Outside, a contract has been drawn up for the PCs to sign. The payment should be decided by the GM. Gickel informs them that Siberg is currently in repose at the Shrine of Morr and his address was at 18 Wetgarten Weg in the Ulricsmund district.

The Shrine of Morr (PG 48 Warhammer City)

The body is currently awaiting burial in Morrspark. This is an expensive method of burial and the PCs should be made aware that it would be beyond the means of even a senior clerk. A solemn Initiate of Morr shows the characters to the body. Inside the Ante-room, a mortician prepares the body, so the family can view it. Otto Gickel ("Why yes, my cousin"), a Cleric of Morr and mortician, will quite happily talk to the PCs as he works. He can pass on the following information;

- He was shot once in the head, with a pistol ("Ah! there's the ball." Pop!)
- His hands have powder burns on them.
- He was bruised badly. Fresh wounds had been bandaged.
- His skull was smashed in afterwards.



Player Handout Two

The PCs can see that the body is quite shabby and should be able to observe the following themselves:

- He has a sprig of heather* pinned to his coat.
- He has a "love-bite" on his neck.

As long as they don't annoy Otto, he will let them view Siberg's possessions. These are: A locket (containing a slightly faded picture of Edith Siberg), a pouch with 3GC 17/6, a second pouch with 5GCs, and a metal pendant with an ornate X*.

*Both of these are worn to bring the bearer luck. The heather brings luck from the old Faith and the Pendant from Ranald.

The Watch

Going to the Watch is fruitless. They have already decided it was simply a street robbery after Siberg had got lost. They don't intend to let the facts get in their way. However, they can still tell the PCs a couple of useful pieces of information. The first is the location of the alley where the body was found and the second is the name and address of the person who found the body. This is Erik Witzelheim, a local rat catcher and occasional thief. They questioned him and were satisfied that he was innocent (of the murder at least).

The Scene of the Crime

The alley where the body was found is narrow and seldom used. It is situated between two houses and no windows open onto it. Wet rubbish covers the floor. It wasn't searched properly by the Watch and the following clues can be found;

- An empty pistol with the initials CS carved onto the handle.
- A half drunk bottle of gutrot. This belonged to Erik.
- What looks like the front half of a button. Details show a Stag Motif.

The 'button' is in fact part of an ornate handle on a walking stick. The PCs will mistake this as it looks like a button which has come away from the backing. Any tailor will be able to tell that it is not from a button, but not what it is from.

Erik Witzelheim

A registered rat-catcher, Erik is presently avoiding work. A recent haul in his occasional side-line as a thief has al-

lowed him to take it easy for a while. His home is squalid and dirty, his two dogs, Scum and Ripper, running wild. Pride of place goes to the stuffed head of a 'Skaven' (in fact just that of a large rat). He looks haggard for his thirty years and while he does not avoid company, he doesn't search it out either. He frequently goes on week long binges of drink, one of which he is just recovering from. He is badly bruised from his 'interview' with the Watch.

He will groggily relate his events of the morning in question. He was drunk, returning home from a drink late at night. Stumbling down the street he was knocked over by a man, who hit him and swore at him. (This was Pallenburg, but he was so drunk he remembers no description). Erik then passed out and awoke near the body. Panicking, he ran, straight into a rare watch patrol. He told them about the body and, after being sick on the Sergeant's leg, he was sent home. They came for him a little later. What he doesn't tell the PCs is that when he got home, he found that he had a book in his hands. If the PCs mention it, his suspicions about its value will be confirmed.

18 Wetgarten Weg

The address given by Gickel, is an impressive townhouse. Again, it would be expected to be beyond the means of a Senior Clerk. The door will be answered by a maid (Maria) who will take the PCs into the drawing room.

A couple of minutes later, Father Bernd Albers, a Cleric of Verena greets them. He is here to help comfort Frau Siberg. At the moment she is being looked after by her brother and cannot be seen, but he will quite happily help them. He can tell them that Frau Siberg is totally shocked by the death, but her faith is helping her through this terrible tragedy. The last time she had seen her husband was when he had left to go to Hosgood's Stove, a nearby restaurant. Both of them were very devout people, going to the Temple regularly. He also knew that Clemons had worked at The East Road Haulage Company for thirty years. Their only child, Theodor, is studying at Altdorf University.

The Brother

After they have talked for a little while, the door is thrown open and Mikhail Pallenburg stands there. He comes into the room, and angrily asks the PCs who

they are. Once he finds out he asks them to leave with the words "I'm not sad he's dead. Edith is better off without him. Clemons Siberg was a coward, a man of peculiar ideas and odder habits. Trusting in heather was the least of it. Now, please leave."

The Maid

If the party can get to talk to Maria, the Siberg's maid, outside the house, she will tell what she knows. When Herr Siberg came home that night, he had a terrible row with Herr Pallenburg about Frau Siberg. She heard the name Ingrid mentioned. After putting on a new set of clothes he left. Generally, there is a lot of arguing, mostly between the men but also between Herr and Frau Siberg. Sometimes it is about money.

She knows that Clemons Siberg owns his own pistol and always carried it (Mikhail called him a coward for owning it). She also knows some of the personal histories from 'The Cast' section. Decide what she knows as you see fit, but it will be gossip and some will be wrong or exaggerated.

The East Road Haulage Company

The East Road Haulage Company has its base in the Kaufseit district, based in rooms on the first floor of one of their warehouses. The warehouse is only half filled with various goods, and many of the desks are empty. The company is suffering badly due to competition from the Hofbauer-Bodelstein Trading Company, who have undercut them on a number of routes.

One of the owners, Detlef Manzel, has taken over Clemon's job for the moment. He will quite happily talk to the PCs. He tells them that Clemons was an extremely hard working, loyal and reliable man. He had met his lovely wife once and she had been charming, and that their son was very bright and hardworking. Manzel didn't really know Clemons above this kind of superficial talk. He will let the party speak to the other clerks.

The staff are a mixed bunch of ages and personality, with differing views on Clemons. These range from respect to dislike, although none want to speak ill of the dead. A couple of them will say that Clemons had recently sacked two scribes for selling information. The only one who can help is an extremely nervous Alexander Lommel (sporting a fresh cut to his head). He

will refuse to speak to them in the office, but with a drink inside him will talk freely.

Alexander Lommel

Throughout the conversation Alexander will repeatedly say "I hope you don't tell my wife." He had been moaning about his home life at work, when Clemons said he could show him some fun. A week later they agreed to meet at Hosgood's Stove, from where they took a carriage to Ostwald. Here they went to a tavern called The Goldbarge and met two young women, Liz and Ingrid. After a drink, "horrible place, full of rough types", he went home with Liz. Later, as he walked home, Lommel was robbed by two men. That was at about eleven.

He knows Liz's house was on Eldenstrasse and it had a newly painted green door.

Hosgood's Stove

Hosgood's Stove is a Halfling run restaurant which caters for an almost exclusively human clientele. The owner, Harbridge Oddfellow, will greet guests at the door. The staff are all halflings, and the food consists of simple Halfling recipes. Harbridge opened the restaurant with money sent back to the family from his adventuring cousin Hosgood. Hosgood was last seen alive in Middenheim, but Harbridge has given up hope of ever finding him.

Harbridge knew Clemons as a regular customer with a penchant for Yellow Root Pie. Sometimes, he came in with a young dark haired woman (Ingrid). On the night of his death he was met by a man and they left together. He called them a carriage and he heard them ask to go Ostwald. The driver, Felix Fauler, is a regular and can point them in his direction. If asked, he remembers that Clemons was carrying a leather bound book.

The Carriage

Felix Fauler remembers taking the two men to the 'barge in Ostwald. He thought it a bit strange as they were so out of place. He recalls one of the men was nervous, as was he. "It's not a good idea to go into Ostwald after dark. Not unless you're paying 'The Man'."

'The Man' is the Godfather type figure of the Ostwald criminal underground. All the businesses in the area pay protection money to him and he is greatly feared. (PG 39 Warhammer City)

The Goldbarge

No one remembers how this tavern got its odd name. Odd because no barges come to Middenheim, but it has been here generations. Locally it is always known as 'The 'barge'. It is owned and run by Red Marcus who bought it with his earnings as a Pit Fighter. A selection of weapons adorn the wall behind the bar. The place is very rough, as Red encourages brawls, which he himself enjoys joining in. The tavern is frequented by a mixture of labourers, criminals, stevedores and prostitutes.



Money talks here and Red is the best person to speak to. He remembers that a couple of 'nobs' (slang for nobility, applied to most middle class people too) were in that night, talking to Ingrid and Lucky Liz. The older man he had seen with Ingrid, before and after the other two left, they had argued. He had returned later that night to talk to 'Spices' Bob and had argued with him too. They had to be pulled apart and the nob threatened Bob. Bob just laughed it off.

He knows that Liz lives in Eldenstrasse and 'Spices' Bob works in the warehouses in the Kaufseit district.

Elisabeth

Lucky Liz will talk to the party for nothing in the day-time but will charge them at night. Her house is squalid and bare and smells of boiled

cabbage from the woman who lives in the ground floor. If they convince her they mean Ingrid no harm she will pass on what she knows. She confirms she went home with Alexander, whom she calls Alex, and only has good things to say about him.

If asked about Clemons, she will say he was going to move in with Ingrid. He had been keeping her as a mistress for about a year. She also knows Ingrid's address and that 'Spices' Bob is her brother. Liz warns them to stay away from Bob as he works for 'The Man'.

An Offer

After leaving Liz (or at another suitable point), the party are approached by three men. The leader is finely dressed, carrying a sword stick and wearing an eye patch. He speaks with an educated voice and comes across as reasonable. His two companions, on the other hand, can only be described as hired muscle.

He introduces himself as Herr Kinski, a finder of lost items. He would handsomely pay the group a good sum of money, if they find the ledger that Siberg was carrying the night he died. Kinski (not his real name) works for Hofbauer-Bodelstein and the ledger will give them enough information to finally finish off The East Road Haulage Company. He will contact them again soon, although not in the time-scale of this scenario.

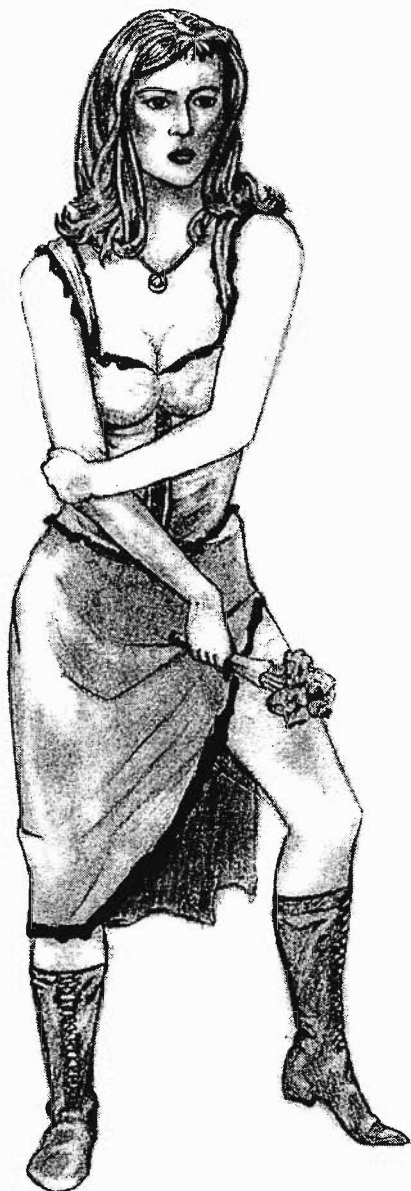
The Mistress

When they knock on Ingrid's door, she will shout "Go away!" until they mention Clemons. She doesn't know that he is dead and will break down when the Party tell her. It will be some time before she can speak. If the party look after her, she will freely talk to them afterwards.

Her rooms are bright and neat and show that quite a bit of money has been spent on them. Looking around will reveal a bucket full of bloodied rags in the kitchen. In one corner stand half a dozen bottles of fine wine.

She knows the following;

'Spices' Bob: "Yeah, Bob's my brother but we don't get on. Clemons was paying him ten gold coins a month to stop him gabbing about me. Bob ain't got the brains to think of blackmail himself, reckon someone put him up to it." & "You can find him at the Warehouses in



the Kaufseit. Every one knows him."

Clemons: "He was going to move in with me soon. Away from his wife and her awful brother. He left me to go to the 'barge to meet Bob and pay him off. Then he woke me with his banging. He came in all a bleeding. Said he got jumped but scared them off with a shot."

Mikhail Pallenburg: "He hates Clemons. He thinks he married Edith for her money, which isn't true. But he's turned her against him."

Book: "He had a book with him that night. Both times."

'Spices' Bob

When they track down Bob, he will refuse to talk to them. Threats or cash will get him to talk. He will quite happily talk about his illegal activities (in general terms), as he is sure he can never be caught. He has heard that Clemons is dead and is disappointed that he will not get his 5GC every month. On the night he was killed he met him in the 'barge to collect his money.... "Anyways, old Clemons tries and gives me some book. He says I can sell it on for a good price. Enough to make us even. But paper can't buy a good ale, now can it? So I laugh at him and he goes to slap me. Red throws him out. It ain't good to beat up a nob in your own inn. Anyways, I go to follow him and give him a good hiding when I see he ain't alone. His friend is waiting in the doorway across the way. Seen them together before so I left it. Thought there'd be another time. Shame someone beat me to it. Heard old Bjornstein saw two nob's having a bit of a to-do later that night."

This is all Bob knows although he has heard general rumours about the methods of Hofbauer-Bodelstein. If asked for a description of the man in the doorway, he gives a very bad one. "You know.... a nob." He doesn't know Bjornstein's address but most people in the neighbourhood do. Should they try to corner him at home, a dingy basement, he keeps a large dog for defence. The dog shows early signs of rabies.

The Magician

Bjornstein is an old man, known to generations of Ostwald children. Nobody ever remembers him being young or doing any sort of work. Instead he spends his time telling stories, performing tricks and just wandering the streets.

He is best described as down to earth and has little time for adults. He is fiercely protective of the neighbourhood children, and rumour has it his own son went missing from the streets years ago.

On the night of the murder, he was relieving himself in a doorway when he saw two nob's arguing. One started beating the other with a stick and the other man pulled a pistol and fired at him. The man with the stick fell back and the other one pulled something from his pocket (a small ornate latch box with shot and a bag of powder). The one with the stick got up and knocked the gun from his hand, making him run away unarmed. It nearly hit old Hilda though, the shot went right through her hat.

This is a description of the first fight between Mikhail and Clemons. He does not know if the second man was carrying the stick or just picked it up. This is Mikhail's walking stick. He can tell them Old Hilda can be found in The Great Park, selling her charms. If asked about the book, he remembers the man picked it up before running away.

Old Hilda

Dressed in bright colours and a shawl, Hilda is a wily old woman passing herself off as a gypsy. She does this so the lucky charms and trinkets she sells have more authenticity. If a PC buys something from her she will happily talk to them.

She was walking home when two men, "not from round the 'wald", came walking towards her. The men were arguing away and she tried to stay out of their way. One of the men (Clemons) stopped her, "gave me a real fright", and bought a sprig of heather, which she pinned to his coat. They continued arguing and then one shouted "I won't let you ruin her." When she turned, he was beating him with a stick. Then the other one pulled out a firearm "nearly took my head off". I jumped to the ground. "When I looked up, one fellow was running away and the other was picking his pistol and the box off the ground."

Accusing Mikhail

By now, the PCs will probably suspect Mikhail Pallenburg of being the murderer. Proving it is not so easy. If they confront him about the beating in the street he will attempt to deny it, saying he followed him to talk and they began to fight. After Clemons fired the shot, he ran away. He denies picking up the gun.

If the PCs leave it at this, he will destroy the box containing the powder and shot.

The two clues that can prove his guilt is the top of the walking stick and the box. Both of these prove he was at the scene of the murder. The box is hidden at his house and is engraved with Clemon's initials in the same style the gun is. Pallenburg carries the walking stick at all times, although he has similar sticks with different motifs.

Alternatively, the PCs could bluff him with the threat of a witness. He remembers the drunk and could be forced into attempting to kill Erik or saying, "That drunk wouldn't remember a thing." This should only occur once the PCs have done most of the investigating.

It is quite possible Pallenburg will get away with the murder, even though the PCs know he has done it. Should they present the undeniable proof to him he will explain his reasons, believing the PCs will see his point of view.

As to the book, he knows it was definitely there at the scene of the crime when he left, although Erik collapsed on it. He will not mention this unless he attempts to bargain with the PCs. Their silence for the ledger.

The Ledger & Other Conspiracies

At the guild Gickel will happily pay the PCs as long as the murder is solved, the book is returned and the PCs haven't brought the guild into any disrepute (in the small print). It is possible they will use the PCs again.

After the murder is solved a number of loose ends are left dangling. The battle between the Hofbauer-Bodelstein Trading Company and the guild will continue. If the PCs have returned the book to the Guild, do the Guild return it to The East Road Haulage Company or keep it themselves? Does the One-Eyed man get them to steal it back? Will 'The Man' become interested?



Experience Points

These are left up to the GM to decide. Plenty should be awarded for solving the murder without resorting to torture and combat.

The Cast

Mikhail Pallenburg

Spending his teens and twenties in the military, Mikhail found it hard to adjust to civilian life. He was forced to retire after being wounded in the leg, leaving him incapable of riding a horse. Since then he has found little to do except socialise and drink with old army types. He was never interested in the family business and sold it as soon as it was his.



He feels he is honour bound to protect his sister, both physically and socially, especially after failing to stop the marriage to Clemons. Mikhail saw straight through his brother-in-law and his ambition. After finding out he was having an open affair (with a prostitute!) he feels his sister would have been ruined by the scandal. He has no regrets about killing Clemons, only that, if uncovered he would bring the scandal down on Edith himself.

Acquaintances of his will be very loyal to him. They have only good things to say about him and his career. All will have an anecdote about his bravery and skill. The most common story is where Pallenburg single-handedly defended a Temple of Taal against a Goblin raiding party for three days. He saved many lives that day but paid for his bravery with his leg wound. (What they don't know is that he was rewarded with his walking stick, cut from the finest yew and inset with the sigil of Taal). Each will also know how much he hates his brother-in-law. If one of his men are persuaded to talk, they may reveal that Mikhail is very rigid in his thinking.

Pallenburg stands at six foot tall, with a rigid military frame. He limps badly and needs a walking stick to move freely. His dark hair is cut close and he

sports a moustache (as was the military fashion twenty years ago). He wears smart military-style clothes and cuts a dashing figure. He is easily enraged, especially when talking to commoners and women, both of whom he considers beneath him. He also despises the use of firearms, believing them cowardly and dishonourable, but felt killing Clemons with his own pistol was poetic justice.

M	WS	BS	S	T	W	I
3	58	42	4	3	9	44
A	Dex	Ld	Int	Cl	WP	Fel
2	29	38	41	27	43	35

Age: 45

Skills: Animal Care, Animal Training, Disarm, DB, Etiquette, Heraldry, SL - Battle Tongue, SW's - Lance; Flail; Parrying Weapon, 2H weapon, SMB, STI, STS,

Equipment: Walking Stick (counts as hand weapon), full suit of armour at home

Ingrid Kurthiem

Born in Middenheim, Ingrid was forced onto the streets at the age of thirteen. She never knew her father, a soldier killed in an off-duty duel, and she idealised him to some extent. Her mother worked hard to survive but succumbed to the ravages of consumption. She moved to stay with her aunt and uncle, but was badly abused. She left them and slept rough on the streets until an older prostitute took her in as a helper. Three years later she went her own way.



She has been a prostitute for over ten years now, and has become known to the local Ostwald residents. She is friends with many, but has still been beaten by locals and clients many times. She has used her money a number of times to help other girls from falling into the same trap she did. She had fallen in

love with Clemons Siberg and believed his promises of him leaving his wife. He has paid her enough money to keep her from working.

Ingrid hardly knows Bob as he was much older than her and never came home or was spoken about. He sometimes visited her uncle and it was here they met. She dislikes him, but for a while tolerated him as he was her only family. She now ignores him but he keeps slipping into her life.

Ingrid stands at just over five and a half feet tall, of straight and elegant bearing. Her dark hair is worn at shoulder length and hangs down 'curtain-style' over her face. This covers a nasty scar on her ear, the result of a client trying to cut it off. She is pretty but her eyes are tired. She is naturally quiet but has learned to put on a good performance. She is weary with her life, and saw Clemons as a way out. She sometimes helps at the temple of Shallya.

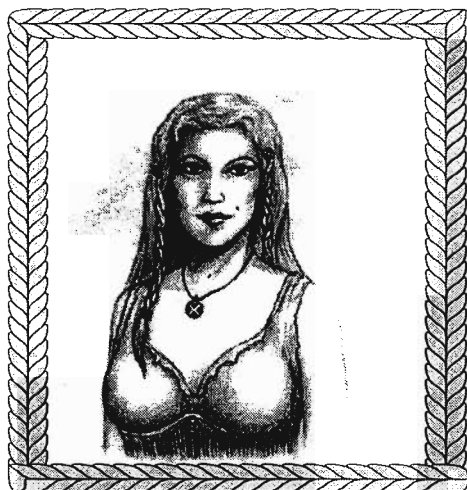
M	WS	BS	S	T	W	I
4	26	29	3	3	6	41
A	Dex	Ld	Int	Cl	WP	Fel
1	37	31	32	35	31	35

Age: 28

Skills: Dance, Flee, Pick Pocket, Seduction, SMU

Elisabeth Krueger

Liz was given her nickname 'Lucky Liz' by a physician after miraculously surviving a traumatic miscarriage. She lay in a coma for sixteen days, awakening to find her husband and family had abandoned her, blaming her for the death. She was not yet twenty and it changed her from a happy girl to a hardened woman. She is loyal to her friends and likes to enjoy herself with them, but is cynical about the world at large. She took the nickname as her own name.



Leaving her village she was half-tricked into employment in a brothel, where she stayed for three years. Girls came and went and she believed this normal until she discovered they were being sacrificed as part of the rituals of a Slannesh cult. They came for her and she escaped, wounding one of them before crashing out of a first floor window. She then travelled to Middenheim, believing it to be awash with riches.

Once there she found life as hard as elsewhere. She worked the streets for a couple of years, making many friends. Unlike many of her peers, she seemed to be able to avoid violence. That was until a pimp tried to take over the area with threats and violence. One day a young girl was found dead and he warned them they would end up the same way. Liz and another girl confronted and killed him. They were arrested and sentenced to hang. However, they were freed by 'The Man', and now go under his protection, paying his agents a small fee. Liz realises this was a hollow victory but is smart enough to keep quiet.

Ingrid is her best friend, and they partner and look out for each other. She is saving money, so she can buy her own business, although she does not know what. Unknown to her, she has contracted Syphilis although the symptoms haven't begun to show.

Smaller than Ingrid, her blonde hair flows down her back. She frequently braids it, adding flowers for colour. Like all the street girls, she wears a uniform of makeup and skimpy clothes. These clothes still cover the body but just slightly less than would be respectable.

M	WS	BS	S	T	W	I
4	34	29	3	3	7	38
A	Dex	Ld	Int	Cl	WP	Fel
1	35	40	34	37	39	32

Age: 27

Skills: Acting, Animal Care, Charm, Luck, Seduction, Wit.

'Spices' Bob

A real nasty piece of work, Bob spends his time trying to make a fast crown or three. His talents are much in demand in the Warehouses as he is an expert in identifying herbs and spices and evaluating their quality. He spent years working in L'Anguille and Marienburg, but has a price on his head in those

cities, as well as a few enemies.



Born Roberto Kurthiem, he grew up in Middenheim, falling easily into a life of street crime. At first it was petty offences but then his uncle raised the stakes. He started running errands for 'The Man'. After murdering a local merchant he was sent away to Marienburg. Here, in the employment of a shipping company, he found his real skill in life. He has a wife and three children (only two by her) in L'Anguille. So, while he doesn't really need the money, the opportunity to bribe Clemons was too good to miss out

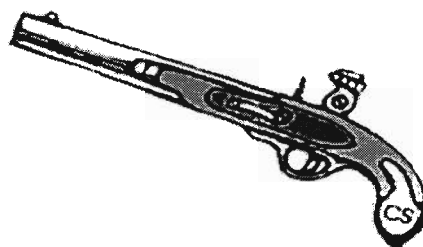
Bob is a wiry figure, dressed perpetually in black. He always carries a sword and whip and is quite happy to use both. He dislikes straight fighting and prefers sneak attacks. He seems to have a permanent stubble and his hands are covered in rings. His arms and back are covered in various tattoos. Bob has no friends, only acquaintances, none of whom he trusts. The feeling is mutual.

M	WS	BS	S	T	W	I
3	44	42	4	4	7	39
A	Dex	Ld	Int	Cl	WP	Fel
2	42	23	33	31	30	31

Age: 36

Skills: Concealment Urban, Evaluate, Herb Lore, SL Thieves' Tongue, SS - Thieves' Signs, SMU, STS, SW - Flail Weapons

Equipment: Sword, Whip, Hidden Dagger covered with Manbane, Leather jack, up to 3 doses of Ranalds Delight (PG 91 Warhammer City)





MENTIONED IN DISPATCHES

by Martin Oliver



Our regular look by Martin Oliver at what's happening on the WFRP E-Mail mailing list.

Warpstone's article on St. Helena (issue 6) prompted a flurry of discussion recently. Saints are extremely new to WFRP: they feature in the forthcoming Marienburg supplement, but are rather rare apart from that. Why include them at all, though? Are they really necessary, when there's already a pantheon of gods you can take your pick from?

Suggestions for how to use saints were many and various. Perhaps favoured servants of a god do have some sort of elevated status after death. This might well make sense to the poorly educated members of Old World society, as would prayers and offerings to them. After all, if you can buy the ear of a guild member or city official to take care of your worldly concerns, why not hire a "friend in high places" to speak to his boss on matters of a spiritual nature?

Clerical groups might also find the idea of saints appealing. The founder of an order might be regarded as a saint, watching over the monks who follow his example and interceding on their behalf. These orders may well have a Rule or code of conduct even harsher than the strictures observed by the rest of their cult. Some

might see this as giving them the authority to challenge a church which has become 'misguided' or 'soft', possibly even leading to a schism. Worries over such problems might lead some cults to declare particular extreme saints as heretics, and their followers outlawed. It could even prove necessary to hunt such cultists down in order to protect the reputation of other worshippers.

The idea of patron saints was also raised. These would act like 'specialisations' of a god, dealing with a limited area of a cult's interest. You might have a Shallyan patron saint of childbirth, for example, to whom midwives pray before a birth. These might do little more than give a more 'human' face to a religion, making it appear more comfortable to its followers.

Several political roles for saints were also suggested, the first of which looks at saints whose patronage covers a region rather than an interest. A cult looking to subsume a local deity might ease the process by arguing that the lesser 'god' is a saint, rather than a rival or a fake. This would provide a gradual (and more tactful) way of phasing out local faiths in favour of mainstream beliefs.

Such local saints might also be used as leverage in inter-cult rivalries. Consider a town torn between the worship of Sigmar and Ulric. What's to stop the Sigmarites saying that the town's founder was clearly a

devout and splendid man, inspired by Sigmar's Empire-founding activities, and that they'll make him a saint so that he can intercede with their god specifically on the town's behalf (he's clearly got the town's best interests at heart), and who wants to worship a mangy old wolf anyway?

There's also the possibility that saints could be used to 'poach' worshippers. St. Helena's influence clearly overlaps with that of Rhya and Shallya. Is she a sincere and divinely selected agent, or a Sigmarite plot to 'steal' worshippers from other cults? It probably depends on which cult you're in...

Finally, there's the issue of blessings. Would saints be able to confer blessings on the faithful? Possibly, although such gifts would be less common, less powerful, and restricted in scope to their area of patronage. Obtaining such a blessing might involve a pilgrimage to a holy place, perhaps where they were born or they died. It might require prayers to be said over their bones. All sorts of colourful possibility open up, including opportunities to run adventures based around pilgrimages, holy relics, and rivalries between and within cults.

On balance, saints might make the religious map of the Old World more complicated, but they can also add a rich tapestry of detail and opportunity. Why not make the most of them?

CLASSIFIEDS

Wanted

Realms of Chaos: Slaves to Darkness & The Lost and the Damned. Also, any old WFB scenario pack. Contact Robert Clark, 7 Henley Place, Burnage, Manchester, M19 1QE

Copy of Deaths Dark Shadow. Contact John Horner Tel:0122 859 4866. Email jhorner443@aol.com

Bold adventurers in the Carlisle area. Contact John Horner (as above).

Two experienced WFRP-ers looking for a game. Preferably West London, but will travel anywhere accessible to public transport. Telephone Tim on 0181-547-2000 ext.4081(work) or 0181-847-2952 (home). Existing group broken up due to job relocation's and (old) age.

Shops

The following shops sell Warpstone and WFRP products plus loads of other stuff.

Harrow Model Shop
Station Road.
Harrow, Middlesex

Leisure Games

91 Ballards Lane, Finchley, London
(also Mail Order service)

Orcs Nest

Earlham Street, London

Games Castle

2 Castle Street, Kingston, Surrey. KT1 1SS

Out-of-Print Games

Those of you after these could try:

UK

2nd Games Galore. 01234-823873 or

LSW Games 504767-1432 Email

Tim@lswgames.com

America

Gamescape 621-GAME

(WWW.GAMESCAPE.COM)

Canada

The Games People (604-685-5825)

Obituary

It is with great regret that the family Ismail report their son, Beaufort, missing presumed dead. Raised on the banks of the Reik, his early years gave no indication of the greatness that was to underscore

his adult years. Trained as a fisherman, his ambition to do great and mighty deeds soon led him into the adventuring life. He travelled widely through the Old World and only just escaped with his life from Bretonnia and its evil King, carrying with him plans for the wicked invasion they had laid.

Returning to Altdorf this information enabled The Empire to prepare for the attack but despite Beaufort's valiant efforts Bretonnian agents murdered the Emperor and sabotaged the city's defences. With Altdorf besieged he was sent East as General to defend Blackfire pass from the Orc invasion. Under the guidance of Beaufort, Blackfire held for many months and eventually repulsed the Orcs, thus enabling the spilt forces of The Empire to concentrate on the Bretonnians.

Eventually, after many valiant deeds, the Bretonnians were driven back. Beaufort received word about the whereabouts of the Bretonnian King himself and led his party to kill him. None ever returned. Neither has the King. It is therefore with great sadness that we presume that Beaufort died on his last great and successful mission.

He will be sorely missed. His fire may not have burned for long but surely not could have burned brighter. (By Peter Huntingdon)

THE FIGHT AGAINST CHAOS: THE HISTORY OF WARHAMMER

by Robert Clark

"He had been searching for the book for two years, braving foul weather and fierce guardians just for a glimpse of this mighty grimoire. His obsession had controlled his life for so long all his friends had deserted him, fearing him mad, but the obsession would finally be sated. Slowly, tentatively, he turned the pages to section seven, the world guide...."

And so it was in February 1996 that I finally got my hands on the WFRP rule-book, in the hope that the Warhammer background would finally be open to me. Sadly, this was not to be the case, and some eighteen months later, I am still not much wiser. A situation that has come about due to GW's constant revision of the Warhammer background. This article looks at the development and changes in this background.

EARLY HISTORY

Warhammer was first released in 1983, but we probably wouldn't have recognised it. It was based largely on Tolkien's Middle Earth, via Dungeons & Dragons, and these influences can still be seen today. Then came a pseudo-

historical aspect which was, in hindsight, an obvious, but important step. Next came mythology and legend, some science fiction overtones (thanks to Richard Halliwell, who went off on a tangent and created most of the New World's inhabitants), and finally Chaos, the ultimate nemesis.

This unique background was invented by the WFB designers, who created scenarios and wrote as they went along. Richard Priestley, Richard Halliwell and Bryan Ansell did a good job, and in 1986, after second edition WFB, a new product was released. WFRP was initially meant to be a supplement, but grew into a full game. With the development of a greatly detailed background for a roleplay game, third edi-

tion WFB prospered, and all was well. (See page 28 for a full review of these books.)

WARHAMMER FICTION

Warhammer fiction first appeared in 1989, and sadly no new books have been released since 1993. They are an invaluable addition to WFRP, as they detail and expand on existing background, as well as truly evoking the Warhammer mythos. Current titles are: Drachenfels; Ignorant Armies (anthology); Wolf Riders (anthology); Red Thirst (anthology); Beasts in Velvet; Zaragoz, Plague Daemon and Storm Warriors (which form the Orfeo trilogy); Genevieve Undead (anthology); and Konrad, Shadowbreed and Warblade (the Konrad trilogy).



Also announced a year ago was a new book featuring Gotrek and Felix, the popular characters created by Bill King. Unreleased fiction was published in White Dwarf, and although there were plans for them to be put into a new anthology, nothing has appeared. The only gripe with the fiction is the statement that Karl-Franz became emperor in 2491, as opposed to 2502, which is stated elsewhere.

Recent information states that Boxtree, the publishers of Warhammer novels, have lost the contract to publish Warhammer novels. Additionally, GW have also begun to publish Inferno, a new magazine containing Warhammer fiction. GW's opinion on the books is that although the world is the same, it is not the actual world as portrayed in the WFB books. In other words a parallel

world, broadly similar, but not quite the same. Could this be done with WFRP?

REALM OF CHAOS

The biggest development that occurred for 3rd edition Warhammer was the infamous Realm of Chaos books (Slaves to Darkness and The Lost and the Damned). The mythos that is at the heart of Chaos first emerged here, in two stylish and impressive hardback books. Before this, Chaos was not as well defined, but now we all knew what was going on. The only snags with these book emerged later on. The rules were supposedly for WFB, WFRP, and WH40K, but this caused major problems as the strength and deadliness of the creatures, weapons and advance scheme meant that the WFRP rules were seriously overpowered. However,

this is not a background point, and so is not truly relevant to this article. These books are probably the most sought after in GW history, and essentially created the dark atmosphere all WFRP players know and love.

4th EDITION WARHAMMER

The all-singing, all-dancing boxed edition of Warhammer appeared in 1992, after WFRP had been withdrawn. Changes began at this point, the bestiary ignored moot points, such as Slann, Lizardmen, The New Coast, Malal, Fimir (apparently created solely for WFRP), Zoats, Pygmies and Amazons. Various reasons have been speculated upon for their demise, including personal preference (i.e. someone at GW didn't like them), public feeling (pygmies caused a furore in the states), changes of

From out of the Shadow of Gyax

by John Foody

Warhammer First Edition



"The complete game system for fantasy adventuring and Wargaming." So claimed the blurb on the back of the game, published under the Citadel miniatures logo. It came in a thin box with three books: Tabletop Battles, Magic, & Characters. Inside the text and art both look "old fashioned", with lots of mentions that you can buy suitable miniatures from Citadel.

Tabletop Battles covers all the rules for mass combats, and while the core of the current rules can be seen here, they are somewhat clumsy. The most interesting part of

this volume is the Creature Lists. These are pure Dungeon and Dragons, with Red & Gold Dragons etc. Also Fire & Storm Giants, not to mention the Giant Weevil (honestly!). Generally the descriptions were sparse and uninspiring. All the familiar creatures are Tolkien-styled.

Volume Two covers Magic and in here can be seen many familiar components of the WFRP system: Four levels of mastery, spell fumbles and numerous familiar spells. Remarkably, many of the spells here are almost pure 'adventuring spells' with the likes of Detect Hidden Doors, Detect Life and Hold Door.

The last book is Characters and again it contains ideas that would surface in WFRP. Everything is in the profile except Dexterity and Fellowship. Each character would have skills depending on previous experience, such as Trapper, Trader, Sailor or Engineer. Seem familiar? Yep, proto-careers! Also, present is a very basic Critical table. Remember at this stage each hit only did one wound regardless of weapon or strength. The second half of the book is filled with random monster and treasure charts, and a scenario.

In summary, the text was all a bit serious, not to mention sparse. There is no World history bar a few mentions of Goblin Wars and

Karaz-a-Carak. It had a few new ideas but nothing was fully fleshed out. Selling the game as a mass combat, figure shifting idea was the whole point even here. The Role-playing side was secondary and had the game been dedicated to it, it would have probably failed.

Warhammer Second Edition

Gone are any pretences of Role-playing as the game hits Wargaming full stride. Again, the box contains three books, bigger this time with better layout and pictures. Also included is a set of cardboard cut-out figures for use in the introductory scenario.

The first book, 'Combat', covers the all aspects of Wargaming, from hitting to using siege engines. The rules have developed considerably since the last release, with clearer illustrations and more detail. Also introduced are lots of unique concepts like fear and alcoholism.

The Battle Magic book again expands on the ideas from the first Edition. It introduces the concept of specialist wizards, all of which can be found in the WFRP rules. The spells are exactly the same as those found in the WFRP rules, as are some of the pictures. This highlights Graeme Davis' comments (issue 5) that the magic section, indeed the whole rulebook, was rushed. Magical weapons and items are detailed, and runes are introduced for the first time. The introductory scenario in this book shows the first signs of what we would begin to recognise as 'Warhammer humour'.

The Battle Bestiary is by far the most interesting book. The section on the known world covers all the major areas, although only the Old World in any detail. Chaos is mentioned for the first time, as are the Slann. Details are sketchy, just giving enough ideas so you know where your army is from. The Bestiary shows Arabians worship Allah and the Old Worlders (or Men of the West) have begun to use Gunpowder, being comparable to 15-16th century Europe. The other creatures are, bar a few additional ones, much the same as the WFRP rulebook. The last section of the book covers Army Lists, and here lies the first mention of the Empire. Almost an afterthought. "[It lies] between the land of the Grand Duchy to the North and Bretonnians to the South."

The supplement "Forces of Fantasy" added little to the main game apart from introducing the Norse and a Necromancer called Colin. Chaos had begun to take a far more prominent role, although as with all the other races, no Gods had been named.

So while the genesis of the WFRP world can be clearly seen in these releases, The Third Edition would prove to be the most important release. The game and World has come a long way since these first releases and players will gain little by reading these.

staff at GW (they moved offices at this time, leaving some staff behind) or anything else. No one knows for sure, except GW.

THE EMPIRE

Rick Priestley and Nigel Stillman

The Empire book was the first to emerge from GW's new policy of 'One army, One book' (a money making exercise). Some of the detail was also fleshed out in WD147. The Empire was already well developed for WFRP, so all that was needed was a little information on military structure. In a cut down background from WFRP & TEW, a drastic mistake was made in using the province map from TEW as a guideline. This map is inaccurate, Sudenland is not even mentioned, and Carroburg becomes a city state. This is probably the worst mistake in 4th edition.

The Emperor is given a more heroic description than in TEW too, but as the army books tend to be slightly biased this is understandable. The electorate system is possibly messed up, and Sigmar is 'officially' dead (killed by a Daemon) and Ghal Maraz had been recovered (clashing with the adventure in EiF).

Also, the Tsar of Kislev Radii Bokha is dead and succeeded by his daughter Katarin, who is known as the Ice Queen. Tuomas Pirinen details these changes in the Citadel Journal.

Luckily for us, with the Empire being so detailed previously, no real changes could be made, and didn't need to be. Except for the massive cock-up this book is OK.

DWARFS

Rick Priestley and Nigel Stillman

The Dwarf book expands considerably on the existing background, giving details on the Dwarf strongholds mentioned in the WFRP rulebook and some new ones. The book gives a full history of the Dwarf race, the rise and fall of the Dwarven empire, and also looks at the Dwarven pantheon (which still includes Grungni). This is possibly the only 4th edition book that does not contradict previously written material.

HIGH ELVES

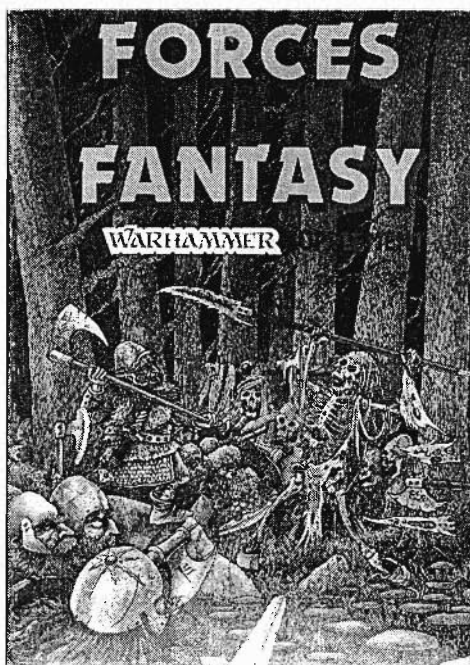
Andy Chambers and Bill King

This book is co-written by prolific Warhammer fiction author Bill King, and it shows. It contains a finely crafted history of the High Elves, detailing new

gods and the island realm of Ulthuan. However, there are a couple of minor quibbles and one big one. No mention is made of the fact that the Elves started off in the Old World and not Ulthuan, which is what is implied. Also the Elven lifespan is under debate, as the book suggests a far greater lifetime than



the current 215 years. The big problem is that of the Sea Elves; no mention of them can be found in this book, and their good traits have been adopted by



the High Elves. It is possible that they live in 'the kingdoms' north of Ulthuan, but there is no mention. Apart from these problems, the book is probably the best written in the series.

ORCS AND GOBLINS

Rick Priestley

This Goblinoid sourcebook poses few problems for WFRP, and is mainly WFB rules. The Hobgoblins are not mentioned (cf. Chaos Dwarfs), and Forest & Night Goblins are created, along with two new Troll types. The history section details great Goblinoid warlords, including previously mentioned battles like Black Fire Pass. One of them details the destruction of Solland by the Greenskins, a part of the Empire lost before the time of WFRP. Possible campaign conflicts could exist as a warlord named Azhag the slaughterer leads a campaign from 2512-2515, possibly messing up TEW. The map details mostly the fortresses of the Greenskins in the Worlds Edge Mountains.

CHAOS

Rick Priestley

The Chaos supplement comes as a boxed set, and is essentially a heavily condensed Realms of Chaos. The book doesn't have many differences from the original, but the chaos gifts system has been made simpler for 4th edition WFB.

UNDEAD

Jervis Johnson and Bill King

Thanks to the brilliant tale of Nagash by Bill King, this book adds a great deal to WFRP. Of course, it details an area consisting solely of Undead south of the Badlands, which is a poser for WFRP players. Details are given of the vampire counts of Sylvania too, but the actual description of Sylvania is a little 'high fantasy'. There are few problems with this book.

SKAVEN

Andy chambers

Like the Undead book, this volume is a good addition to Warhammer. It incorporates all of the old information about the Skaven with a considerable expansion on their origins. Many clan Skryre weapons are covered, as well as Rat Ogres and a greater Daemon of the Horned Rat. The only problem with the book is some of the timeline dating. The human city that became Skavenblight predating The Empire by 2,000 years is a little inconsistent (would the humans be advanced enough?). Also the name of the Sultan who initiated the Araby wars has been changed from 'Daryus e qabir' to 'Jaffar'.

DARK ELVES

Jervis Johnson

This book is a big departure from previously published Dark Elf background in WD. The information fits in with that of the High Elf book, but is a little under-developed. Included in this thin volume is a pleasant map of the New World, which is also different from previously published material. I feel it is unwise to map such a large area as it restricts future developments. The topography is samey, but the scale of the map (less than other books) means that it gives only a general picture. The description of the Dark Elf race is especially one-dimensional, waxing lyrical about their blood letting tendencies. Again a little too 'high fantasy'.

CHAOS DWARFS

Rick Priestley

The Chaos Dwarf book originated as a series of articles in WD, and the background has never been fully developed, but the map with the book covers the Dark Lands fully. As with the Dark Elf book, I feel this is not a wise move with so little developed background. The Kislevite region of Farside is missed out on the map, but (according to a Citadel Journal article by Tuomas Pirinen) still exists. Black Orcs are explained as an experiment by the Chaos Dwarfs that went wrong when they caused a rebellion. Hobgoblins are under the Chaos Dwarf's thumb, and the old Hobgoblin hegemony, along with any other Dark-lands empires, are not mentioned, and most likely don't exist any more.

WOOD ELVES

Nigel Stillman

Before I go into the problems, I'd like to say that this book, and all of the ones following it, are very 'high fantasy', and hopefully this will be amended in WFRP versions. I have noticed that before this point, all books had Brian Ansell's name in as games design consultant. Perhaps when he stopped contributing, the traditional Warhammer feel was lost. The new Wardancer background contradicts the chapter in AN, and also states that there are virtually no Wood Elf communities outside of Loren, opposing details given in the WFRP rulebook concerning the Laurelor and the New World. The image of the Wood Elves is one of invincibility, as every conflict mentioned in the book is a resounding victory. The text also states that only Elves live in the

forest, which is not necessarily the case (as expounded by various novels). The new background provides few points of interest for WFRPers. It does however, incorporate the Lichemaster's invasion of Loren.



5th EDITION WARHAMMER

Released in October 1996, this brand new edition gives no new details on background but also doesn't contradict previous army books (as the books are not to be re-done). The argument about



Orc blood is solved, and it is red, not green. There were worries that the new magic system would mess up the forthcoming Realms of Sorcery, as the Colour magic system has been dropped, but since the magic supplement's re-

lease it is now known that colour magic is still available in a supplementary form.

BRETONNIA

Nigel Stillman

AARGH! Talk about complete disaster!? This addition to the Warhammer armies series retains little if any of the original work. Datelines stay constant, as do the names of Gilles le Breton and Guillaume Barbonoire, but this is where the similarity ends. No longer do we have a pseudo-French pre-Revolutionary set-up, but what is essentially Arthurian legends in French! What has been described is quite unfeasible, there is no way that every noble lived in their own castle! Mousillon still lies ruined, although for different reasons than previously. The towns retain little of their old descriptions, and Couronne has been made capital of Bretonnia. The book also suggests that every city is a large castle, and that the rest of the populous live in villages, with no towns.

Hopefully Hogshead can do a subtle re-write for WFRP because the country as it now stands gives virtually no plot hooks whatsoever. Every noble is a knight of some kind, with NO impurities. They ride around the land killing everything that isn't human and they always win (with one exception). The only hope is the fact that the book is written as though Bretonnian scholars have penned it, suggesting that this is not the full story.

Religion has been shot to hell (excuse the pun), as nearly every Bretonnian worships 'The lady of the lake', a previously unheard of (in Warhammer at least) and terribly bland patron deity. This is not a good sign, and with the blatant Arthurian rip-off there is little hope for Albion ever being developed now (but see below). What a shame. On the plus points, there is now political divisions of the country, but these are merely named and not detailed. The topography is covered lightly as well, with surprisingly decent names as opposed to the recent "use an adjective" style.

LIZARDMEN

Nigel Stillman

Released in early 1997, the Lizardman book treads on relatively new soil. This is especially obvious as GW are pedalling the Lizardmen as 'brand new'. Essentially, the only original back-

ground remaining is that of the creation of the world, but now this was performed by the 'old ones' - a needless and quite tacky renaming if ever there was one. The Lizardman army is essentially the Slann but we now have reptiles instead of frogs.

The original Slann have become bloated toad-like creatures who can't even walk, and cast all the magic. They rule the Lizardmen, and number about a hundred. There is little left of their old character, and no real hope of the old background being used due to the exten-

sive way that possibilities have been ruled out. It may also be the case that the southern Chaos gate doesn't even exist any more.

Also jiggered about are the Amazons, no longer some genetic experiment of the Slann who reproduce by parthenogenesis, but a bunch of Norse women from one of the colonies who have discovered a fountain of youth. Need I say more. The new map is sparse and retains little original geography, except curiously enough the Culchan plains. The names of the

Lizardmen are now 'Saurus', with smaller 'Skinks' and huge 'Kroxigor(?)' joining them. They also have an unhealthy number of dinosaur-like mounts. The Lizardmen have also encroached upon the Southlands, suggesting that both southern continents are tediously similar. The timeline has been extended by about 5,000 years, and has more holes in than a good piece of stilton.

CONCLUSION

In general, the background has changed considerably where it is vague, and nig-

Defeating the Chaos

Brettonnia

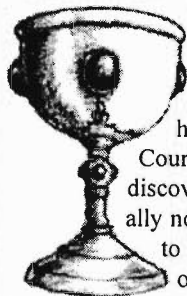
Recent changes in the history of Warhammer have caused almost irrevocable problems for WFRP. Whilst the new stance on the Lizardmen and Slann is to put it mildly, crazy, the new background for Brettonnia is a poor imitation of what existed previously and it just does not fit into the dark mythos of WFRP. With the aim of looking at ways to improve this 'new' background, I searched through my collection of Warhammer books to see how the 'old' Brettonnia evolved, in the hope that some element of this could be saved. I may have found something.

Realising that WFRP is consistent with third edition WFB, I looked at this series of books, and in the rulebook discovered an interesting entry. The 'world guide' in this book states that the corruption and decadence all too prevalent in the 'old' Bretonnian background only began around three generations ago. This was noted, but had no real use until I read 'Mentioned in dispatches' in *Warpstone* #4. It had brought up the topic of the 'new' Brettonnia in the WFRP world, but more specifically said that James Wallis of Hogshead is using the line that all WFRP developments are considered five years before that of GW's.

I decided that if we considered the WFRP stuff ahead of the WFB stuff, we could arrive at the WFRP background by saying that Louen Leoncours is Charles III's brother, and that Louen did improve the state of Brettonnia somewhat, but was either deposed by Charles or was killed/went missing. This way we still have the old WFRP background (with a few amendments) and we also don't contradict Nigel Stillman's new material. We could even end up with a 'man in the iron mask' scenario based in Brettonnia! This seems the most sensible option, and also means that Hogshead can expand and change the Warhammer world without causing problems in WFB.

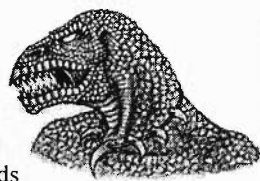
This should really be the case anyway, especially considering what happens to Karl-Franz in *EIF*. Maybe this is the ONLY solution without abandoning the WFB background completely. Changing the residence of the King of Brettonnia from Couronne to the original Oisillon is simple. In the 'real world', Versailles

was built just before the reign of Louis XVI, about whom much of the old Bretonnian king was based. We can just say that when King Charles ascends the throne, he builds himself a palace instead of living in cramped Couronne. One slight problem with this (that I discovered recently) is that GW are allowing virtually no leniency, and so this line would be difficult to make official in any form, as would the one on Lustria.



Lustria

Lustria- the dark continent. Created by Former Warhammer author Richard Halliwell, it has always been the most original of the Warhammer backgrounds. Based on ancient legends about a race of advanced amphibians that taught the Greek and Babylonian civilisations, with injections of the mysterious Aztec and Mayan cultures. Add the Pygmies and a race of Amazon Warrior women, mix heavily with the dark element of Chaos, and we have a mysterious continent where a fallen race of aliens use long-ruined techno-magical items to defend themselves against their own creations - the humans, dwarves, elves and much darker creatures. The Lustria mythos held more scope for WFRP than most complete game-worlds. This land of 'Aztec dreams' has been changed irrevocably by the unstoppable Juggernaut that is Games Workshop. After the maelstrom of change passed, little remained that could be easily recognised. Gone were the Pygmies, the Amazons had become something else; and the Slann had been reduced to little more than a small group of bloated Sorcerers, created by even older powers. The Lizardmen now ruled Lustria with a scaly grasp, removed from their traditional underground homes to live in multicoloured splendour in the jungles. Lustria as we know it is dead. What can be done?



Unlike Brettonnia, where the changes were in culture and religion, and could be solved with a little thinking, Lustria's heart has been changed completely. There is almost no way to integrate the 'old' Slann background with that of the 'new' Lizardmen, as this would contradict too many of the increasingly restrictive edicts laid down by Games Workshop. Gone are the times when things were left vague to ease future development, now everything is set in stone.

I have created a plausible explanation for the events that have changed Lustria. It was once said that the Lizardmen were slowly burrowing their way towards the Slann, ready to crash down on their civilisation and destroy it. If we say that as the Slann declined, they used more and more Lizardmen in their armies and cities; then the Lizardmen may have overthrown their Slann rulers. Another option is that the Slann depletion may have continued till there were a few hundred of them left, as the fifth edition background now states. The fact that the low numbers of Slann are due to a lack of spawning may present a solution. If we again assume that WFRP is set in the future to WFB then we could say that the Slann have begun to appear in the ancient spawning pools again. We would then, with a little playing about, have something that resembled the old background. We could also say that the reason for the extreme size of the present 'fat' Slann is down to their extreme age- younger Slann may be like those from the third edition background.

gling inconsistencies have crept in where it is detailed. Some things can be fixed, especially as GW may be working on new editions of their army books (again). The general trend to change seems to be getting more pronounced as time has passed, so the next books may well be even worse for WFRP. On a personal note, I think GW need someone to go through their books and regulate the background, making one consistent product.

COMING SOON

Recently released is a new High Elf book. Apart from a new army list little has changed, but there are a few more details on the Elf gods and a metal called 'ithilmar' (mithril anyone?). It is unlikely that the Sea Elves have been reinstated though.

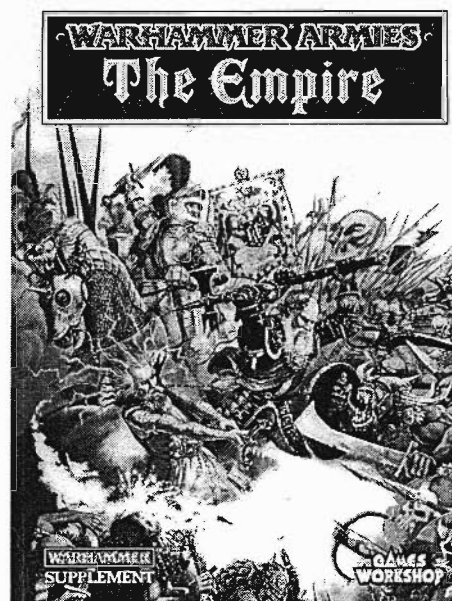
Also planned is a Mercenaries book, which will cover many human and other lands which GW don't intend to develop as full books. This is good news for WFRPers as it will (hopefully) give Hogshead enough to go on to produce new supplements. I have been assured by Tuomas Pirinen (writer of 'Albion' on the 'net' and now writer for GW) that WFRP fans will be 'pleasantly surprised' by this book, but we shall see. As a later note, this book may have changed direction somewhat and now may be Tilea only. This would obviously mean that other areas would have to wait.

Sometime in the future we may see an Albion book. Tuomas says that some ideas are being thrown about, and the book could have a Celtic feel. More details as they come in. The pygmies may even make a comeback, along with any other races that people ask for. Rick Priestley has stated that what happens next is up to the players of the Warhammer games, so get your pen and paper out and tell them what we want!

THE FUTURE

The drift towards 'high fantasy' and WFRP-incompatible background is a major cause for concern. It could be said that WFB is damaging WFRP, as it does not need a flexible, entertaining and realistic background as WFRP does. WFB also tries to present a 'black and white' divide between the races of Warhammer, which is unrealistic to say the least, and damaging to the game world at the other end of the scale. Would we have ever had such classics as 'Shadows over Bö-

genhafen' if everything was so polarised? Another, more recent problem that has emerged is that GW have decided to put in even more control on background, meaning that Empire in Flames has to be re-written (Karl-Franz will now not die). This is verging on stupidity, with all senses of realism be-



ing lost. One good piece of news is that those races which exist in WFRP but not in WFB are virtually under Hogshead's control to do with what they like.

The best way to voice your opin-



ions is through Warpstone and also to write to GW. The apathetic actions of many WFRP players certainly has not helped the situation, so get writing and say what you want. Tuomas Pirinen is

probably the best person to talk to at GW about this, and is hoping that the dark and gritty style will be in his work, and also the forthcoming mercenaries book. At Games day '96, Rick Priestley told me that the two systems could diverge, but whether this is a good move, or even if GW would allow more leniency, is questionable.

RECOMMENDED

This is a list of Warhammer material sources which you may, or may not, find useful.

Warhammer army books (Chaos £17, Chaos Dwarfs £12, others £15):

Each book covers a different race (see above), but they mainly consist of WFB rules, and are quite thin and ridiculously priced for the content (mostly pictures of miniatures and 75% b/w). Most books will hopefully be developed into WFRP anyway.

Warhammer scenario packs (£12 each, Dwarf/High Elf, Orcs/Empire):

A call back to the old packs of yesteryear, the scenario packs will give background and history. Who knows, they may get developed into full WFRP material like Lichemaster did.

Warhammer quest (boxed set £50, character packs £7, adventure packs £20):

GW's latest Heroquest clone is closer to WFRP than you'd think, 'borrowing' the damage system from it. Although background in the main game is virtually non-existent, the overpriced character and adventure packs give a few details which could be adapted for WFRP. What is most annoying about 'Quest is that there is a Chaos Warrior character, and yet GW won't allow chaos PCs for WFRP. It smacks of hypocrisy, and WFRPers should complain.

Citadel Journal (£4 an issue, bi-monthly and unofficial):

Although written by amateurs, the Citadel Journal is published by GW. Occasionally articles are written concerning Warhammer, for example Norsca or the recent stuff by Tuomas Pirinen. However, this is no vouch of quality but it is better than nothing. A word of warning: if you feel like contributing to the Journal, any work submitted has its copyright automatically given to GW. You have been warned! Note that in the future there may be some WFRP articles that James Wallis is organising - watch this space.

FORUM

This issue, Robert Clark raises the need for a forum to discuss ideas, something Warpstone was always supposed to do. Earlier issues had separate forum/letter pages, but from now both will appear under the 'Forum' moniker. I hope more of you will contribute to these.

Tim Ellis: A couple of comments on issues brought up by Warpstone 5.

Material components as a way to limit spell casters: The problem with this (and it is not unique to WFRP) is that, by and large, it seems to make magic too rare and difficult, especially at low levels, where magic users are often disadvantaged compared to their more physical companions. - The example given of a Giants' scalp is a case in point. Now in a "realistic" or "magic rare" world, having rare and difficult to get hold of spell components can be a good thing, but for a "magic rich" fantasy world, magic users should be able to cast their spells. It is already easy enough to limit the spells they get, by controlling the spells they are able to learn!

The two (and a half) main advantages with material components are (1) The adventure hook. - Adventurers can be sent out by a Wizard to fetch the necessary rare or difficult/dangerous to obtain components, either as payment, in return for a future favour, to stop him casting less pleasant spells on them or their loved ones, or just for cash. Even if you do away with material components for Mages, Alchemists will still require all this sort of stuff.

(2) The "You are all helpless" scenario. Probably not one that you can get away with running more than once or twice anyway - The party are captured and (like all true heroes) rather than being slain outright are left without equipment to escape from certain death. (The best example of this is the AD&D module "A4" is one of the best examples of this). No real way out of this one, (You can find some reason for all their magic points to be drained, but that doesn't allow them to find or improvise components).

(and a half) A spell that is so powerful that a character able to cast it need never take part in any adventure ought to have a limit to it beyond just needing to know it ought to have a limit to it beyond just needing to know it and having the Magic points. Again I'm thinking of AD&D Wish spells and the like.

One idea that I had a long time ago, was that a Magician's staff acted as all the material components for all spells, so providing he never lost/broke it he was OK -

This was based on Gandalf breaking Sarumans staff when he cast him down from the White Tower in LotR. Possibly it could be a Ring or Amulet instead, and its creation may require the gathering of rare and dangerous components (see, we can get the best of both worlds if we really try...). Without it, spellcasters are reduced to finding the listed components each time.

Finally on this topic, note that some spells will always require some form of material component - Most Elemental spells require the element in question to be present, and many Necromantic spells require a dead body. I would also tend to require most of the sacrifices required of the Demonist spells, at least if you want co-operation of the Demon you are summoning!

Sam [Stockdale] is right that WFRP does us no great favours with Divine Magic, just giving Clerics access to the same magic as their less pious spell-casting cousins. Any change is likely to require doing a reasonable amount of damage to the system, but to run a few ideas up the flagpole:

Don't specify particular spells. A priest spends EPs to be able to cast a spell but doesn't have to specify ahead of time what actual spell it is. He can only cast the number of different spells of that level he has "paid" for in any one day (day/week/adventure/whatever).

Although the Priest must pay for/learn specific spells, he has it easier than the Magician, since he doesn't need to find a teacher or scroll, he learns it by divine inspiration (and can't teach it to others....) and doesn't need material components (again the power is provided by divine will).

Divine Credit. A Priest may be able to "learn" a spell in the middle of an adventure, even if he doesn't have sufficient EPs to pay for it, providing he is prepared to pay for that spell before spending EPs on any other advance.

Change the system altogether - This requires the most work, and I don't propose to go into in depth here, but I am thinking of "Bushido" where priests don't have spell (lists) to learn. When one becomes a priest one is automatically invested with the divine powers, which are more closely tied to actually being a priest than a roving adventurer. This should include more powers against "spiritual" foes and less against "physical" ones. A GM wishing do this would need to decide what powers were common to all priests, and what special powers were granted to

priests of particular deities. Then you would have to decide at what level the various powers became available, which ones were "free", and which ones required the expenditure of EPs, and which ones were compulsory to "complete" a level before the next level was available as a career exit.

Robert Clark: Regarding the layout [of issues 5 & 6], I think you've reached a hiatus now - it looks impressive. The interview with Graeme Davis was brilliant, just what I like. Lots of juicy details on the game of WFRP. The Greys are a good idea, but the name is a little too "x-files". I think this Chaos discussion has gone on long enough. It should be remembered that before a Chaos Warband starts to cause serious trouble, they will already have fought their way to the top in the Chaos wastes. Just because one warband are super-hard doesn't mean that all the other warbands will be. In this case it's just bad luck and bad design that has caused the Granax/hell-blade problem.

Issue six unnerved me slightly. All this talk of falling RPG sales and the demise of Arcane suddenly made me think Warpstone was going to end. The lack of letters led me to believe this too. I have to confess that I know little about the rest of the RPG scene, having got into WFRP by the back door (i.e. through my fascination with the Warhammer background). The little picture of the White Dwarf standing over the graves of all those RPG mags is somewhat ironic isn't it? The only mag to survive is the one that changed its content!

I liked the 'Secrets of the Warhammer Artists', and I can't be the only person in the world who wants to see 'Secrets of the Warhammer Writers'. The cameo 'Your Money and Your Life' is quite excellent - certainly a breath of fresh air. However the rest of the magazine had a few niggles. I'm not too sure about all these rules articles, especially as Warpstone has avoided things like new careers/deities before.

I was also disappointed by the lack of a forum discussion, and so I would like to start one. Or two. My first concerns the detrimental effects of WFB on WFRP. Should WFRP become a semi-autonomous entity, set in the 3rd edition Warhammer World, or should it stay with GW and 5th Edition Warhammer? Would autonomy be allowed either? My second forum point concerns the possible second edition WFRP. What should be changed? I don't just mean rule points, and I feel that it should concentrate on other aspects.

THE LONE JOURNEY

A Short Story by Francis Plunder

Travelling ain't easy, boy. Each day a different place, different faces. All of them strangers. The Empire's a big place but sometimes you meet an old acquaintance, talk for an evening and then they are gone. That's what I hated most, people leaving. They always did it. Even the ones that said they wouldn't, left me. I hated travelling alone but sometimes I was lucky and there were companions. But in the end they went too.

Where did it all start? I killed my first man in the house where I was born. I was eight or nine at the time. Never was sure, my mother wouldn't tell me, don't think she knew. I heard a noise one night and went downstairs in the dark. I always liked the dark 'cause no-one would stare at me. I carried my fathers hand-and-a-half sword with me. Some folks call it a bastard sword, but I call it a hand-and-a-half sword. Don't like the word bastard. That's what the other kids would call me in the street. The worst was an evil kid called Hans. Said he had a Beastman's eye in a bag. Said it might kill you if you looked at it. Never did. He and the others sometimes beat me up. He left one day and they never touched me, not once he had gone. Didn't miss him. Some you don't.

I was face to face with this man. Didn't know him. A stranger in my house, so I hit him across the head. Sword got stuck in his skull. I never knew that would happen. Blood gushed everywhere as he fell. I wrenched it out and then I heard my mother screaming. I was proud because I knew my father would have done the same thing to defend my mother.

He was a hero, my father. He died saving the Emperor but they could never tell anyone because it was a plot by the other Electors. He was one of the finest warriors in the Empire, loyal and strong. I'm named after him. My mother loved him so much, she couldn't bear to talk about him. He looks after me. I knew that the moment I saw his sword in a shop. The shopkeeper gave it to me as he was leaving soon after. Wrapped in oiled leather, I took it home and hid it under my bed. They won't let me have it any more.

My mother cried for days and then she left. Without a word she betrayed me. She had gone to the Watch to report me but I got out before they came. With a purse of gold I found on the dead man I travelled to Carroburg and then onto the Capital.

I liked travelling on the road, staying nights in inns where I could listen to stories the old men told of the old days. Sometimes they told tales of my father, although he sometimes changed his name for protection. I never told them he was my father. It was a secret. Each town held a different face and each face a different tale. In most places I would go on my way, ready to visit the next. Nobody could leave me, because I left first. I was on my own, and happier than I had been before.

One day I met Claudius and the others. The four of them were adventurers, like my father, and they wanted a hired sword. Our journey to Talabheim was treacherous. Problems with the Roadwardens had resulted in the over-running of the roads by Beastman and bandits, and by the time we reached Talabheim we were firm friends.

I spent five years with them and we saw things you would not believe. I learnt to kill in those years, but the deaths

of chaos worshipers and crawling Goblinoid scum means nothing, does it. The group was my family and it didn't matter that others would go - they were always there. That was until Claudius died. We had been tracking down a necromancer from town to town. It was hard going, travelling the road in winter. When we cornered him, we were tired and got careless. Werner was cut down by two skeletons but we easily finished off the rest. Claudius knelt down to examine the body, but already it was one of the Undead. Claudius was dead before he hit the ground.

After that things fell apart and the others wanted to go their own way. It's as I said, nobody sticks with me. Everyone, even those you think you can trust, lets you down. Tells you lies and then runs away. I was angry when they went. Angry because they had gone and angry because I remembered loneliness again. I couldn't stand to go back on the road, knowing people for only a day. Not knowing them at all.

Over the years, I had been saving the money I made. I had buried it in a chest over at the foot of the Grey Mountains, down near Dunkelberg. One day, the old landlord said to me, he hoped to sell. I named a price and he took it. The Blunderbuss and Coachhorn was mine. I served the best food for miles and people came from across the land. I didn't mind that they went on their way the next day, there would be others the next night.

But sometimes I met a friend and though I didn't want them to leave me, they would go. I made them stay, but soon they would no longer talk to me or look at me. Like before, they then left. It wasn't fair they went away, I wanted them to stay. At least in my inn, the memory of them was there. Just to talk to me, be my friend. Everyone's the same, everything they say is a lie. Not like in my fathers time, when friendship was the strongest chain.

Nobodies understands, they lie and cheat. That girl of Ruy Guppen, Anna, she ran away from me. She was so pretty and her laugh made me smile so much, that I wanted her to stay. She told lies about me, that I tried to harm her. All I wanted was her company for a while. The wardens came and pulled my home down around me. They even found the memories of those that had left. How dare they take those, it was all I had to remind me.

My dear friend Mikhail,

I send this manuscript to you as I believe you will find it a useful aid to your studies. It is the final words of Klaus Krimer, a local inn keeper, as transcribed by me in the hour before his death. They say he killed at least thirty travellers over a twenty year period. Strangled them in their beds and rumours are he killed his mother years ago.

I examined the body afterwards and there was no sign of Chaos. I wish there had been. It shows that the corruption can be hidden from us all too easily. That scares me.

May Sigmar look over you,

Jan

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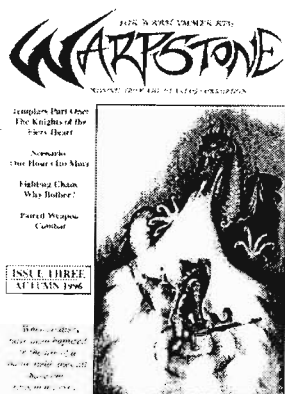
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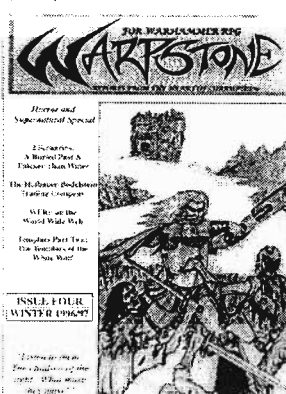
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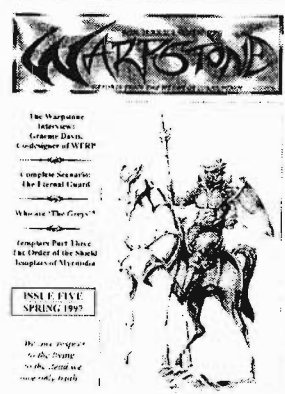


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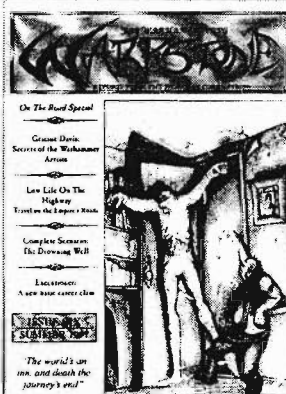
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*“All that is vile and disgusting begins with Nurgle.
It is all we can do to hold back his tide.”*