

APOCRYPHA 2:

Chart of DARKNESS

Being
a Second Collection
of HERETICAL and
SUPPRESSED Writings,
in their Natures both
NOVEL and INFAMOUS

By *Diverse Hands*



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APOCRYPHA 2: Chart of DARKNESS

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Credits

Section One: Crime and Punishment

Chapter 1: Lowlife

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Chapter 2: You've Got to Pick a Pocket or Two

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Chapter 7: The Sanctity of the Grave

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Chapter 8: Droevingger's Funeral Emporium

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Chapter 21: Ironstone Pass

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Chapter 22: Deep Trouble in Karak-Zulvor

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Appendix: Character Record

Designed by Ralph Horsley.

Apart from the material described as reprints above, all text and artwork in Chart of Darkness is previously unpublished and was created for this volume.



Section One:

Crime and Punishment

In which may be found:

*The SHIFTS and VAGARIES of BEGGARS in their variety MADE PLAIN,
that the INNOCENT and TENDER-HEARTED may beware of WASTING
their ALMS upon the UNWORTHY;*

*The CUNNING RUSE of WINDOW-FISHING at last REVEALED,
from which the STOUTEST DOORS are NO PROTECTION;*

*The SLEIGHTS and TRICKS of city PICK-POCKETS, and how they
may be DETECTED at their NEFARIOUS WORK, and HONEST FOLK
thereby protect their VALUABLES;*

*Certain WRONGFUL MAGICS and ENCHANTMENTS,
known to be used by the more EDUCATED CRIMINALS in the
pursuit of their UNLAWFUL BUSINESS;*

And lastly:

*A SURVEY of divers JAILS, PRISONS and REFORMATORIES
in the OLD WORLD and Elsewhere, which are the RIGHTFUL
and PROPER destination of all CRIMINAL OFFENDERS.*

Chapter 1

Lowlife

SPECIALIST BEGGARS AND OTHER DISREPUTABLE TYPES

The urban lowlife of the Old World is dazzling in its variety. The endless creativity of the criminal mind is applied daily in cities throughout the Empire and beyond to perfecting the existing techniques of larceny and deception, and to inventing new ones. While the *WFRP* rulebook presents a selection of Rogue careers, there are more types, sub-types and varieties of villainy than can ever be catalogued. Here are a few more Rogues, to add colour and variety to your urban adventures either as PCs or NPCs.

CHILD BEGGARS

In the poorer areas of most cities, small bands of urchins can be found playing in the streets. They will always break off their games if they see a stranger approaching, especially one who looks like he might have some money about him. They will mob the stranger, shouting out their tales of woe – some claim to be orphans, others have sick widowed mothers and some have up to fifteen younger brothers and sisters to support – and clutching imploringly at the stranger's clothing.

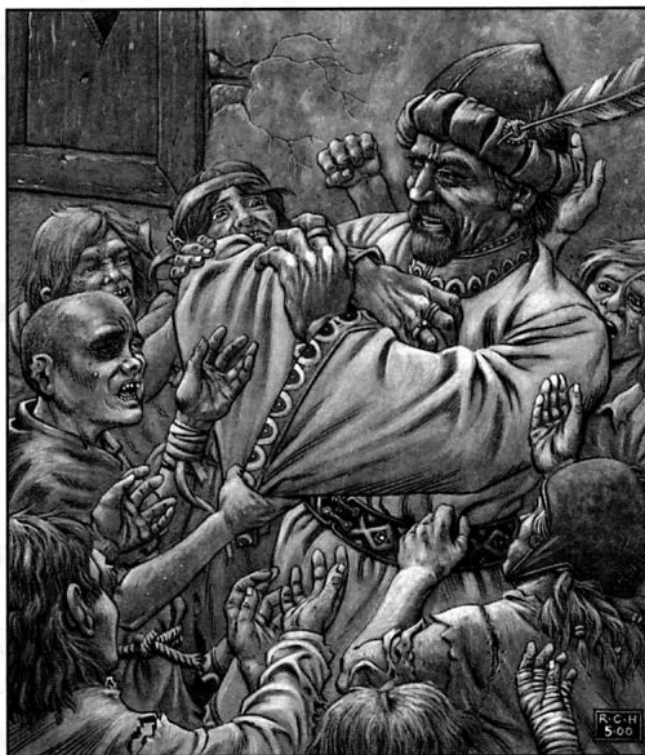
There are only two ways to get rid of them. The first is to throw a small handful of coins a long way away, and make your escape as the children scramble after the money. The other is physical violence, which is seldom a good idea – the most destitute of orphans can suddenly acquire a large, strong and angry father, who appears from a doorway or side-alley at any sign of mistreatment.

These child beggars can be enough of a nuisance and a hazard merely by their begging, but they seldom stop there. When a potential victim is distracted by so many clutching hands and imploring voices, it is very easy not to notice a quick hand removing a belt purse or some other loose item. This is very quickly passed to the outside of the mob and away, so that the thieves will never be found with stolen goods in their possession. A character who is set upon by child beggars in this way suffers a -20 modifier to his I test to spot a pocket-picking attempt (see page 9).

Street brats are intended for use as NPCs rather than PCs, so no career details are given (although most of them will grow up to be thieves or beggars). A typical NPC description is as follows:

Street Brats

- † Age 6-10, grubby, pitiful.
- † Quick, cynical, lying, foul-mouthed.
- † Get money, look after each other.



† “Giz a copper, mister – I ain’t ‘ad nuffink to eat for weeks! An’ me muvver died when I wuz born, an’ I got six little bruvvers an’ sisters t’look after!”

† Knows most locals within a radius of 1-2 streets.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	29	29	2	3	5	35	1	35	25	25	25	25	29

Skills: Begging; Dodge Blow; Flee!; 25% chance of Pick Pocket; 25% chance of Lightning Reflexes (adds +10 to I score in profile above); 25% chance of Act Cute

Trappings: tattered clothes; D6 handy-sized stones; small stick; 25% chance of runny nose.

SPECIALIST BEGGARS

Like thieves, beggars have developed a number of different techniques for surviving on the streets. The Beggar basic career in the *WFRP* rulebook represents a general type of beggar. All beginning characters who roll Beggar as their career start off as general Beggars. Beggars may elect to become a specialised beggar on completion of their basic career, in addition to the other available career exits.

Loons

As their name suggests, loons feign madness. Without warning they can launch into a raving outburst, drop to the ground foaming at the mouth, or exhibit any number of other bizarre behaviours. Loons frequently work in partnership with pickpockets, attracting a crowd and distracting prospective victims with a staged fit or outburst (see page 9 of this book).

Section One: Crime and Punishment

Skills

Acting
Blather
10% chance of Clown
10% chance of Contortionist

Trappings

As general Beggar

Career Exits

Agitator
Charlatan
Entertainer - Actor
Entertainer - Fortune Teller
Seer

Posts

Posts pretend to be deaf and dumb. Through great concentration they are able to ignore sudden loud noises, and to give the impression of not hearing anything when in fact their hearing is perfectly normal. They are frequently in demand as spies and look-outs, and often come into possession of saleable information.

Skills

Acting
25% chance of Mime

Trappings

As general Beggar

Career Exits

Informer (new - see below)

Stumpers

Stumpers feign crippling injuries such as the loss of a limb. Many will claim to have been wounded in military service, especially when begging from a military-looking individual. The best Stumpers are amazingly supple, and can bend a lower leg, arm or hand behind themselves in such a way that, when bound up with bandages, it looks convincingly like an amputation.

Skills

Acting
25% chance of Contortionist

Trappings

Crutch
D3 filthy bandages
25% chance of wooden leg or fake hook hand (player's choice)

Career Exits

Charlatan
Entertainer - Actor

Spotties

Spotties are beggars who pretend to have diseases in order to gain the sympathy of potential donors. Using crude make-



up kits and rudimentary medical knowledge, they whiten or redden their skins, add scars, pustules and blemishes, and do whatever else is necessary to make themselves look like disease victims. Most Spotties specialise in a single disease, and can become as knowledgeable about its symptoms as the average Physician. The choice of disease is crucial; it should always be something disfiguring but not too contagious, enough to gain sympathy without arousing revulsion or fear.

Skills

Acting
Diagnose Disease (new - see below)
Disguise
25% chance of Immunity to Disease

Trappings

D3 filthy bandages
Make-up kit
D6 bottles and jars of substances that cause rashes, boils and other symptoms

Career Exits

Charlatan
Entertainer - Actor



NEW CAREERS

Fishers

The Fisher is a thief who specialises in stealing goods through broken or open windows and similar small openings, by using a hooked pole. This method attracts less attention than breaking and entering, and a Fisher has less chance of getting caught than a burglar who is detected inside an unfamiliar building - all he has to do is drop his pole and run. Fishing is called "curbing" in Thieves' Tongue, but this term is not known to the law-abiding.

The Fisher is treated as a type of specialist Thief career. As with other kinds of specialist Thief, a character may become a Fisher after completing the general Thief career (WFRP p.40).

Skills

As general Thief plus:
50% chance of Evaluate
Flee!
Palm Object
Spot Trap
Window Fishing (new - see below)

Trappings

As general Thief plus:
Hooked pole, up to 6 feet long (some are collapsible and may be disguised as walking-sticks)

Informers

This is a new Rogue career. An Informer makes a living by selling information, often the kind that people want to keep secret. Nobody really likes an Informer, so this career choice may be a dangerous one. There are, however, many on both sides of the law who find Informers' services invaluable in tracking down anything from a stolen brooch to a long-lost

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relative, from a defaulting debtor to a rival's plans. Successful Informers may have contacts in the city Watch or in the highest echelons of crime – sometimes both.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	-	+1	+2	+20	-	-	-	+10	+10	-	-

Skills

Acute Hearing
Concealment Urban
50% chance of Excellent Vision
25% chance of Lip Reading
25% chance of Read/Write
Secret Language - Thieves' Tongue
Secret Signs - Thieves' Signs
Shadowing
Silent Move Urban

Trappings

3D10 Silver Shillings
Dagger

Entered From

Bawd
Beggar
Footpad
Scribe
Thief

Career Exits

Bawd
Racketeer
Spy

NEW SKILLS

Diagnose Disease

This skill is identical to *Cure Disease*, except that it does not confer any healing ability. A character with this skill can recognise the symptoms of a common disease automatically, and those of a rare disease on a successful **Int** test, modified as the GM sees fit to reflect the rarity of the ailment. It may also be used to recognise whether a disease is genuine or feigned.

Once a disease has been successfully identified, the character with the skill may make a second **Int** test to determine whether they know of any treatments for the disease. However these will only be in general terms ("I've heard that swallowing ivy and leeches can soothe the swelling") without any details on how the treatment should be carried out.

Characters with the skill *Cure Disease* automatically have all the benefits of this skill.

Window Fishing

This skill involves the fine manipulation of a hook, lock-pick, or some other kind of implement, at the far end of a long pole. **Dex** tests made in these circumstances would normally be subject to a penalty of -10 to -30, depending on the circumstances.

Characters with this skill have learned how to control an unwieldy implement of this sort, and are exempt from any such penalties. While Fishers (see above) have perfected this skill for the purpose of stealing goods, it is one for which resourceful adventurers can almost certainly find many more uses.



Chapter 2

You've Got to Pick a Pocket or Two

OPTIONAL RULES FOR THIEVES AND VICTIMS

DETECTING PICKPOCKETS

According to the *WFRP* rulebook, Clem the halfling thief has the same chance of picking the pockets of drunken ogre barman Fat Alex and of Guido Cipelli, master assassin of Tilea. Quite apart from the consequences should Clem get caught, it seems unfair that his success should depend only on his dice roll, and not on the skills of his victim. This optional rule allows the victim's own alertness, as represented by his *I* score, to play a part, and can be used whether PCs are picking or being picked.

The Test

The *Dex* test for *Pick Pocket* (*WFRP* p.71) is made as usual. If it is successful, the pickpocket has taken something from his victim; if not, he hasn't. Next, we need to know if the victim noticed – this is where the rule changes. As the pickpocket makes his *Dex* test, the victim makes an *I* test. Under some circumstances you may prefer to make this test secretly, so as not to alert the player. Once you have the results of both tests, look at the chart below.

Modifiers

The victim is allowed several modifiers according to the circumstances. Obviously it is harder to rob a master thief in his own home than an unsuspecting farmer at a crowded fair. In addition to the basic modifiers, there are various tricks that pickpockets can use in order to avoid detection.

Basic Modifiers: The following modifiers apply to all *I* tests made by a pickpocket's victim. They are cumulative, subject to the GM's discretion and common sense. For example, a sleeping victim cannot be on the alert for pickpockets!

<i>Pick Pocket</i>	+10
<i>Sixth Sense</i>	+10
Each Thief career completed	+5
Victim is on the alert for pickpockets (either if the player says so, or see below)	+10
Victim is drunk or drugged	-10
Victim is distracted (depending on the nature of the distraction)	-5 to -30
Victim is asleep	-40

The test is also modified by twice the Encumbrance of the item stolen: the heavier a purse, the more likely its owner will notice its weight being 'lifted'. In the case of containers like purses and bags, of course, the Encumbrance value of any contents should be included.

It Takes a Thief: A character who has followed one or more Rogue careers is allowed an *Int* test to recognise the build-up to a pocket-picking attempt, and be alerted by it. If the *Int* test is successful, the character automatically gains the +10 *I* bonus for being alert.

Victim's Initiative Test

Pickpocket failed their Dex test by:

Pickpocket made their Dex test by:

	31+	21-30	1-20	1-10	0-10	11-20	21-30	31+
Made by 31+	D	D	D	D	D	D	D	T
Made by 21-30	D	D	D	D	D	D	T	T
Made by 11-20	D	D	D	D	D	T	T	U
Made by 0-10	D	D	D	D	T	T	U	U
Failed by 1-10	T	T	T	T	U	U	U	U
Failed by 11-20	T	T	T	U	U	U	U	U
Failed by 21-30	T	T	U	U	U	U	U	U

- D: Detected!** The victim senses the pickpocket at work. If the pickpocket tries to *flee*, treat it as *fleeing* from combat.
- T: Test** There is a chance that the victim may have noticed something; make an unmodified *I* test to find out. The pickpocket may also make an unmodified *I* test to realize that the attempt was clumsy.
- U: Unaware** The victim is blissfully unaware of what has happened. Whether or not this attempt was successful, the pickpocket may either try again or saunter off looking innocent.

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Dodges and Distractions

The following descriptions give a few of the different tricks used by pickpockets to distract their victims. All modify the victim's I test. Numerous other dodges exist, and can be used to add colour to an encounter with pickpockets.

Bumping: This is the simplest trick. The pickpocket approaches the victim, usually in a crowd, jostles him or her, and makes a pocket-picking attempt at the same time. The distraction allows the pickpocket to escape into the crowd or pass the stolen goods to an accomplice before the victim realises what has happened. This gives the victim a -5 penalty to I tests to detect the pocket-picking attempt.

Dogging: Many slum residents keep large, powerful and aggressive dogs, and as well as defending their masters and their homes they are used in the practice of 'dogging'. As a character is walking down a street, a dog (treated as a war dog) slips its leash a few yards away and flies straight at him, barking furiously and ignoring the shouts of its owner. As the dog leaps on him, the character must make a successful I test to avoid being knocked down.

Allow one round of combat before the owner drags the dog off, and bystanders come to the character's assistance: picking him up, dusting him down – and picking his pockets, of course. This method gives the victim a -5 penalty to notice any pocket-picking attempt, increased to -10 if the character was knocked down and -15 if he was wounded.

Domestic Disputes: This is a variation on the same idea. A loud argument is heard from a building or alleyway and a woman runs out, colliding with the (invariably male) victim. She is pursued by a large and brutal-looking man, intent on beating her. Clinging to the victim, she begs for protection, and before he can respond, the man attacks. The victim can try to defend, but at a -20 modifier owing to the screaming woman clinging to him. She makes a pocket-picking attempt each round, and the victim has a -20 I penalty to detect it, because he's being attacked.

The incident can end in several ways. If the victim is getting the worst of the fight, the woman will eventually detach herself and pull the man off. Bystanders will help the victim to his feet (and prevent him pursuing his attacker), and may make more pocket-picking attempts, which the victim has a -10 penalty to detect. If the victim turns the tables on his attacker, the woman will get between them until bystanders can restrain the victim and the two can make their escape. Again, the bystanders may make additional pocket-picking attempts, even if they are not actually in league with the couple.

Working the Crowd: In a busy city street, any number of things can draw a crowd of onlookers. Buskers entertain, agitators harangue, charlatans pitch dubious goods, and the class of beggars known as Loons (see p.6) can also draw a crowd with a particularly spectacular outburst of feigned madness. And where there's a crowd, there is an opportunity to pick pockets. The more compelling the performance is, the less likely an onlooker will be to notice a pocket-picking attempt.

The source of the distraction must make a *busk* test (in these circumstances, the Agitator's and Charlatan's *Public Speaking* skill qualify them to make a *busk* test instead of a *bluff* test), and the result of the test indicates how well the performance captures the audience's attention, and therefore how much of a distraction it provides for the pickpocket. This results in a modifier to the victim's I test to detect the pocket-picking attempt, as follows:

Busk test result	Modifier
Failed	0
Made by 0-10%	-5
Made by 11-20%	-10
Made by 21-30%	-20
Made by 31% or more	-30

TARGETING

When a pocket-picking attempt is made, the pickpocket should be trying to take something specific. This might be something that is clearly visible, such as a belt-pouch or a pendant, or it might be something less clear, such as the contents of a pocket or the source of a bulge in a jerkin. The pickpocket should specify the target before the attempt is made. Obviously, a pickpocket cannot attempt to steal something of which he is unaware.

Some things are harder to get than others. For example, it's harder to get a ring off someone's finger without being noticed than it is to cut a purse free of a belt, and it's easier to take a purse from a belt than from inside a doublet. There may be a telltale bulge over the heart that lets you know a purse is there, but it may not be reachable. To reflect this, the GM must modify the pickpocket's *Dex* test according to what he's trying to steal. There are so many possibilities that it would be futile to list them all, but using your GM's judgment, you should be able to come up with an appropriate modifier from these examples:

Circumstances	Modifier	Circumstances	Modifier
Belt pouch, open	+10	Sling Bag	-10
Belt pouch, closed	—	Neck chain	-10
Sheathed dagger	—	Belt or belt buckle	-15
Cloak-pin	—	Bracelet	-20
Hat-pin	—	Ear-ring	-25
Shoe-buckle	-5	Item inside doublet	-30
Hair-pin	-5	Finger-ring	-40

Chapter 3

Cloaks of Darkness

NEW SPELLS FOR THE CULT OF RANALD

The *WFRP* rulebook gives two spells (*Evade Magical Alarm* and *Pick Magical Lock*) that are only available to followers of Ranald. Others exist, but a character must be a known and trusted cult member before they can receive instruction in casting them. If knowledge of the existence of these spells should leak out, it would only be a matter of time before they were rendered ineffective by magical countermeasures developed by wizards on the other side of the law.

The following spells are freely available to Clerics of Ranald. Other spell-using followers of Ranald may be able to learn them, at a price. The price need not be a monetary one; it could involve a mission or a trial.

LEVEL 1

Night Vision

Magic Points: 2 (see below)

Range: Caster

Duration: D4 turns (see below)

Ingredients: Cat's eye

The caster gains temporary use of the skill *Night Vision* – 15 yards. However, there is some difficulty in adjusting to normal vision again once the spell has worn off. For 2D6 turns, the caster suffers a -15 penalty to **WS**, **BS** and **I**, and to all other stats and tests which rely upon vision, owing to after-images and spots before the eyes. The spell's duration may be extended at the cost of 2 Magic Points per D4 additional turns.

Reveal Secrets

Magic Points: 4

Range: 5-yard radius

Duration: 2 rounds

Ingredients: Magnifying glass

This spell reveals the location of all secret doors and hidden compartments within the caster's line of sight, up to 5 yards away. They are outlined with a bright green light for 2 rounds (about 20 seconds). The spell does not reveal the location of hidden catches or other mechanisms to open them, nor the presence of any associated traps and alarms. Magically concealed spaces are also immune to this spell.

Sight

Magic Points: 3 (see below)

Range: Caster

Duration: 2D6 rounds (see below)

Ingredients: A lens carved from rock crystal

This spell allows the caster to see through walls, rocks and other obstacles, up to two yards (six feet) in thickness, as if they were made of glass.

By making a successful **Int** test, the caster may focus their magical sight so that, for example, the inner workings of a lock are visible while the casing is transparent. This would allow a +30 bonus to any lockpicking attempts. The spell's duration may be extended at the cost of 2 Magic Points per D6 additional rounds.

Stealth

Magic Points: 2 (see below)

Range: Caster

Duration: 4D6 rounds (see below)

Ingredients: Cat's hair

The caster gains the skills *Silent Move* (urban and rural) and *Concealment* (urban and rural) for 4D6 rounds. The spell's duration may be extended at the cost of 1 Magic Point per D6 additional rounds.

LEVEL 2

Return

Magic Points: 1 per item

Range: Touch

Duration: Until item returns to caster

Ingredients: Pigeon's feather

This spell may be used to enchant a single small item the size of a coin, a ring, or similar. The item will magically return to the spell's caster one hour after it is separated from him or her. Regardless of the distance, or whether the object was stolen, sold or given away, it will always return to the caster unless this spell is deliberately negated.

While many followers of Ranald use this spell to sell the same goods over and over again to a series of unwitting buyers, there have been several more imaginative uses. More than one captured thief has broken out of prison, for example, when this spell returned a lock-pick to him in his cell, an hour after it was confiscated.

Spider Walk

Magic Points: 3 (see below)

Range: Caster

Duration: D4 rounds (see below)

Ingredients: Four spider's legs

This spell allows the caster to climb walls and ceilings like a spider, regardless of how smooth or sheer the surface may be. Movement at up to normal rate is possible, and no climbing tests are necessary unless the caster is subject to an attack which might knock him or her off.

For the spell to be effective, the caster's bare hands and feet must be in direct contact with the surface; boots and gloves may not be worn. The spell's duration may be extended at the cost of 1 Magic Point per additional round.

Chapter 4

Prisons in the Empire

GO DIRECTLY TO JAIL...
DO NOT COLLECT 200 GCS

"The prisoner will rise!"

The bailiff's voice cut through the chatter and buzz of the gossips in the courtroom. The Emperor Otto VIII Chamber of the Alte Baeblich Criminal Courts fell silent. Those in the gallery craned their necks, desperate to not miss the climax of the trial. Below, attorneys for the Crown and the defence rose to their feet, straightening their black robes and adjusting their caps and wigs, quickly assuming respectful demeanours as the three judges took their seats behind the high bench. The prisoner himself stood up last, his relaxed, almost casual, bearing giving the impression that he was bored with the whole thing and just wanted to get it over with so he could enjoy a nice spring day in Altdorf. But a careful eye would see that this was an act, and the prisoner was as tense as a cat in a kennel. He leaned over to his lawyer.

"Everything's set, right, Max?" he whispered. "No jails, no executions, right? I'll walk out of here – that's what you said, right?"

"Right. And when Max Scheister of Scheister, Scheister, and Fleesem says you're going to walk, you're going to walk."

"Thanks, Max." With a barely perceptible sigh, the prisoner turned to face the senior judge, Olivier Rosenkrantz, Baron of Teufelburg, well known as one of the harshest judges on the bench. How Max had got him to agree to a deal, he didn't know, but it must have taken a lot of crowns in the right pockets. No matter, he'd worry about the bill later. The judge was clearing his throat.

"Franz Lusk, you have been found guilty of burglary in the Oesterliech Archives of the Temple of Verena and of stealing certain documents, with intent to smuggle them out of the Empire. In light of the heretical nature of the said documents, the titles have of which been sealed at the request of the Inquisitor-General's Office, an additional charge of Consorting with Chaos has been alleged and proven. Counsel for the Crown has requested a sentence of death by burning. We have given due consideration to that request..." Judge Rosenkrantz paused to sip his water.

"Ub, Max?" Franz's whisper was more of a squeak.



"...And we have found that such a sentence is inappropriate to this case."

Franz's eyes widened. "Ranald's breath!" he thought. "This won't be cheap – but what's money when you're as good as kindling?"

"Consequently, we sentence you to transportation to His Imperial Majesty's Colony in the Southlands, there to labour in the mines for twenty years, or for the remainder of your life, whichever shall be shorter. Sentence will be executed immediately. Court is adjourned! May Sigmar protect His Empire!" And, with a smack of the gavel on the bench, the judges rose to leave.

As the guards took him by the shoulders, Franz turned to his lawyer, his eyes bulging and his mouth working soundlessly. Max shrugged.

"I told you, you're walking. To a boat, I'll grant you, but still, you're walking. I'll forward my bill."

There comes a time in almost every adventurer's career when his luck simply runs out: the Watch finally catches him red-handed breaking into a merchant's home, or maybe his glorious career as a highwayman comes to an undignified end with his foot caught in a bounty-hunter's trap. Or perhaps the father of that young nobleman the party killed a few sessions ago has them arrested for murder – after skilfully hiding his son's practice of demonology, of course. Having captured the PCs, the question for the GM is "Now what do I do?"

The simplest answer is to let them escape – or get off with a fine, thanks to friends in high places – but that is the least satisfying. If their characters get off too lightly, players may come to think that the GM will bail them out of any situation to avoid derailing the story. Players in a game where the PCs have "heroes' immunity" may feel they can get away with anything. They will eventually take the game less seriously, and the campaign will suffer.

There is another way. Throw the offending characters in jail, and leave them there. Far from being the end of the campaign, it can be the start of a new chapter.

Tossing PCs into prison has several advantages, the foremost being that this exercise of authority by NPCs will emphasise the reality of the Old World setting for a party. Player characters will be less inclined to thumb their noses at the local Graf if they know he can send them to the lead mines for a couple of years. Players will be more thoughtful in their actions, forced to take into account the opinions and actions of game-world figures. In other words, they'll be encouraged to roleplay people who actually live in the Old World.

By making prisons a real part of the game world, the GM also expands the opportunities for adventure. The PCs might run into a wronged heir, as in *The Count of Monte Cristo* or *The Man in the Iron Mask*, or they might plot a mass jailbreak, as in *The Great Escape*. The dying words of a fellow prisoner might lead to a treasure hunt upon their release. Even if there is no grand plot, a GM can use a PC's time in prison to present all sorts of little challenges that can only add depth to the game world. Do enemies try to seize the property of an incarcerated character? How do former friends and allies treat jailbirds – with sympathy, or disdain? And so on.

THE ORIGIN OF PRISONS IN THE EMPIRE

The idea of holding someone against their will for an extended period is not a new one in the Empire – kidnapping is an old crime, after all, though it's called "spoils of war" when nobles hold each other for ransom. Even the concept of

incarcerating someone legally is ancient. Case law from the 10th century records the judgment of Count Albertus II "the Sober" of Nuln, who ordered the jailing of town drunks rather than a public beating, because, as he said, "they are often impervious to pain when apprehended, but the suffering they will endure in the morning will be far worse than any whipping." Even today, many towns and villages maintain small lockups to hold drunks or petty criminals who are awaiting the next visit of a travelling magistrate.

But the idea of imprisoning those convicted of serious crimes is fairly new in the Old World. Fines, mutilation, or death were the traditional range of punishments, and the expense of housing and feeding convicted criminals was considered a waste of money. To hope that they might actually repent their crimes was ridiculous. "Spare the axe and spoil the peasant" was the motto of the ruling classes.

But the turmoil of the Second Millennium changed many people's thinking. With the breakdown of the Empire came insecurity and crime on a scale never before seen. Both in the city and in the country, the upheavals that rocked the Old World turned desperate people into criminals, and gave golden opportunities to those with immoral inclinations. Highway and river travel became unsafe even in times of official peace, and the collapse of authority left cracks in society where the rot of Chaos could take root. By the time of the Wizards' War in the 20th century, necromancers and daemonologists had begun to operate in the open.

The first response of those in power was violent repression. Mutilation and then death became the standard punishments for even non-violent crimes. Roadwardens became judges and executioners, not often bothering with the niceties of a trial. Witch Hunters were given broad licence to treat any crime as evidence of Chaotic taint. More and more the hangman's noose or the pyre became the usual sentence, and executions became mass events. This wave of



Apocrypha Two: Chart of Darkness

repression reached its climax in 2111, when the Grand Duke of Middenland, the Witch Hunter Liutprand II, had the entire town of Rotebach hanged for "Chaotic allegiance." Their actual crime had been hiding half their wheat crop from the Grand Duke's collectors.

The Shallyan Reformists

In the century before Magnus the Pious reunited the Empire, a synod of Shallyan priests and priestesses gathered in Marienburg to consider the sorry state of the world. The harsh punishments for even the most minor crimes were an affront to the White Lady, and they resolved to dedicate themselves to finding a better way. Using Marienburg's prison of Rijkers Isle as an example, the newly formed Order of the Tears of Pity sent missionaries to rulers throughout the Empire.

The missionaries argued that widespread executions were not only ineffective, but also counter-productive. "If you kill everyone for the least offence, who will be left to pay your taxes?" cried Sister Hildegard to the Graf of Middenheim. Ridiculed at first, they argued that a period of incarceration that involved prayer and work could reform a criminal much better than the headsman's axe.

Slowly but surely, they convinced one ruler after another to build what they called "penitentiaries and reformatories" where the Shallyans could try to reclaim these lost souls. Some notable successes spread their fame, particularly when Grand Countess Beatrice of Nuln sponsored the founding of an "Academy for the Salvation of Wayward Youth" in the city.

Finally, in 2319, they scored their greatest victory when Emperor Magnus the Pious was convinced by their deeds and issued the *Lex Imperialis Salvationis et Misericordiae*, the Law of Imperial Salvation and Mercy. With this new code to act as a standard for the reunited Empire, Magnus encouraged the Electors to found prisons following the Shallyan ideal "for the promotion of mercy and healing among Sigmar's children." Such was his prestige that few nobles resisted the idea, and many even embraced it. While the record has been mixed since then – and in many prisons today, Shallyan precepts are far from the minds of inmate and warder alike – the modern concept of the prison was firmly planted in Imperial Law.

THE MIDDENHEIM MINING COLONY AND PENITENTIARY

Origins

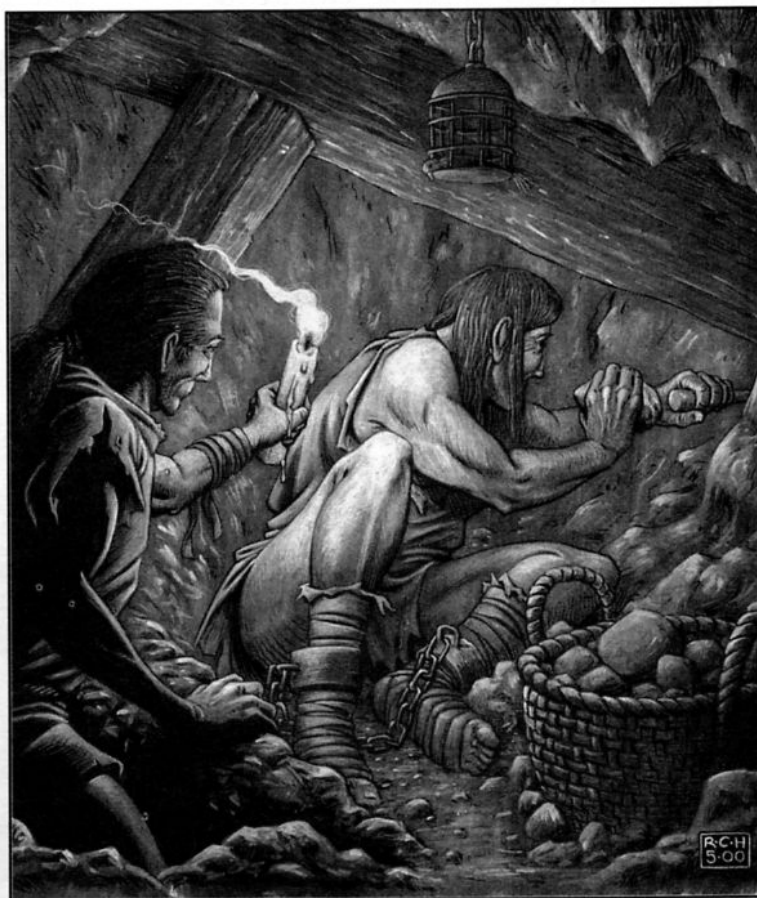
The Middenheim Mining Colony and Penitentiary had its origins in the first great wave of the Shallyan crusade, when Sister Hildegard literally took Graf Erich von Kärzburdger by the ear and lectured him about the senseless waste of life resulting from so many executions.

The Graf's first impulse was to have the old woman herself executed, but cooler heads prevailed when his Chancellor reminded him that the good sister had been personally received by Emperor Magnus himself.

Rather than insult the new and popular emperor, and owing quite a bit of money to the Marienburg banking houses, Graf Erich offered Hildegard a deal: she would be allowed to set up a penitents' camp at some iron mines belonging to the House of von Kärzburdger in the Middle Mountains. The Graf would supply the guards and the prisoners, who would serve a sentence of labour in lieu of death. In return, Hildegard and the Sisters of the Tears of Pity would undertake both to reform these criminals and make the mines profitable. Only the Shallyans saw this arrangement as anything other than a compromise. "Give her a year in that wilderness," the Graf was overheard to say, "and she'll be back, wanting to burn those wretches herself."

The Shallyans succeeded beyond anyone's expectations, except perhaps those of Sister Hildegard herself. An able administrator with the ability to reach the most calloused soul, she not only convinced many (including some guards) to give up their sinful ways, but the mine itself was turning a profit by the end of the second year. Middenheimers were stunned to see convicts return after their sentences were up and look for honest jobs, while Chancellor Schwantz couldn't believe there was so much profit left in the old mines. For over ten years, Sister Hildegard made her experiment a model for others. When she died, the grateful prison population actually built a statue of her that stands by the chapel in the Square of Hope to this day.

The von Kärzburdgers were not, however, going to allow such a valuable source of metal and free labour to be controlled by someone else. After Sister Hildegard's passing, Graf Erich's son Wilhelm took direct control, creating a fiefdom and putting the Middenheim Miners' Guild in charge. The Shallyan chaplains still minister to the needs of the prisoners and try to save their souls, but the convicts' real role is as slave labour for the City of the White Wolf.



Setting

The road to the prison begins about a day's ride north of Middenheim along the Nordland Road, where the weary traveller will come across a grim intersection. The north-bound fork is well-used and leads quickly to the Fox and Crown, an independent coaching inn that prospers from the Middenheim-Salzenmund traffic. Riders heading towards Salzenmund hurry through the intersection and on to the inn, whilst those travelling south will often delay their journey at the inn until the next morning if dusk is falling. Few want to be caught near the crossroads itself after dark, for the eastbound road leads to the dreaded Middenheim Mining Colony and Penitentiary.

Twin granite pylons mark the start of the road, each bearing a pair of manacles and the seals of Middenheim and its Miners' Guild. From this point, wagon trains carrying shackled prisoners wind for two-and-a-half days through the Forest of Shadows and along the base of the Middle Mountains until they reach a narrow valley set between two north-reaching ridges. Tall, with sharp peaks and little cover, these ridges curve towards each other, almost meeting at the far end of the valley. Long ago, some sardonic wit named the ridges the "Graf's embrace", since they reminded him of arms stretched in greeting. The grim caravans and their escorts pass through reinforced gates and follow the road to the far end of the valley, where the gap between the ridges is blocked by a keep and a wall. The wagons are unloaded in the Square of Hope in the midst of the barracks and workhouses, and beneath the gaze of Sister Hildegard's weatherworn statue. Sometimes they carry back the fortunate few whose time is over. More often than not, they travel back empty of anything save iron bars.

The convicts are met by mercenaries in the employ of the Guild's Resident Master, currently a Dwarf named Yarrik. The duty sergeant reads the rules to newly arriving prisoners, making sure they know in grim detail the punishments meted out for any infraction or rebellion. His monologue is punctuated by the hammering of the blacksmith as he fixes a heavier set of manacles and shackles to each new arrival. Once the blacksmith is finished, the guards lead the prisoners to the barracks where each is assigned a bunk and a bucket. The next morning, before dawn, a meal of thin porridge is all they get before being led into the mines for the first of many long days, marching under a faded sign that reads "Honest work makes an honest man".

Work in the mines is hard and cramped, with few tunnels tall enough for a man to stand in, and shifts lasting for 14 hours. Tools are dull and inadequate because the guards fear giving the prisoners anything that they could turn into makeshift weapons. They have little to be afraid of, though, for the men are almost always too exhausted to do more than work, eat and sleep. One afternoon in 16 is considered "free time" for trusted inmates, most of whom spend the time praying in the Shallyan chapel.

Secrets

Founded in hope, the penitentiary has now become a grey place where most inmates just try to survive until their sentences run out – or as long as they can, for those condemned for life. There are, however, a few with an unbroken spirit and indomitable will who try to resist. Until recently, the camp overseers dealt with such troublemakers by working them until they cracked or gave the guards a reason to kill them. The current Resident Master, Yarrik, has found a better way since being appointed five years ago. Big, strong prisoners, who look like they have wit and spirit to match their brawn, are illegally sold to slavers who travel

the back roads of the Old World looking for likely candidates for the Pit Fights.

Each caravan travelling to the mining colony has an undercover contact riding with it. When alerted of a likely candidate by Yarrik's cronies, the contact passes a message to a middleman at the Fox and Crown, who in turn sends notice to a "merchant" in Salzenmund of another "unfortunate death" at the penitentiary – death by "mining accident" or "brawling" being a convenient cover-up to explain the disappearance of the prisoner, on the off-chance that enquiries might be made.

The parties involved are discreet enough that few notice the lone covered wagons heading East from the crossroads, and no one has yet made the connection between, for example, a pit fighter with his tongue cut out in the Border Princedoms and a recently "deceased" Middenheim burglar. The gold lining Yarrik's pockets keeps the greedy Dwarf warm on cold northern nights.

TARNHELM'S KEEP, TALABECLAND

Origins

Tarnhelm's Keep is an ancient structure; the stories of its foundation are lost save for a few obscure references in the archives of the Verenan temple in Talabheim. The earliest mention of it appears in a chronicle of the time after Boris the Incompetent's reign, when the city was under siege. The record states that "...the foul rat-men burst into the lower reaches of the castle and would have overwhelmed our few defenders, had not our valiant captain Tarnhelm fought like the White Wolf himself and forced them back into the tunnels till we could collapse the opening. May his soul stand at Ulric's right." It is presumed by scholars that the keep is named for this otherwise unknown hero.

Until relatively recently, the dark bulk of Tarnhelm's Keep served as a fortress for soldiers of Talabheim's rulers, who traditionally kept a tight rein on their populace. In 2429 IC, Grand Duke Frederik Untermensch turned the keep into a prison. He had two reasons: first, his predecessors had resisted the Shallyans' call for reform – executions by combat were popular with the cult of Ulric and the public. He also faced a problem with political agitators demanding a liberalisation of the Untermensch's harsh rule. The radicals felt that with Frederik's position weakened (Talabheim had just been separated from the Grand Duchy of Talabecland, which had been awarded to the deposed Emperor Dieter von Krieglitz), now was the time to push for reforms of their own, such as the right to build Sigmarite chapels without the approval of the local Ulrician hierarchy.

Frederik solved his problems in one brilliant stroke. By turning Tarnhelm's Keep into a prison, he pleased the cult of Shallya at a time when he needed their support for a possible bid to retake the throne. Executions were now reserved for crimes such as murder or Chaotic apostasy. At the same time, he pleased the Ulrician hierarchy and the strongly pro-Ulric public by making a place to lock up Sigmarite agitators without creating the rebellion among local Sigmarites that wholesale executions would bring.

Since then, the von Krieglitz-Untermensch family has used Tarnhelm's Keep as a political and religious prison, and what began as a symbol of reform has now become a hammer of repression.



Setting

Tarnhelm's Keep squats menacingly in the old northwestern quarter of Talabheim called "Schaffenhorst", a lower-middle-class district of tanneries and small shopkeepers. Its grim walls and lone tower are built of granite that is now worn with age and splotted with lichens. The von Krieglitz-Untermenschs are a notoriously frugal family, and they rarely spend more than the minimum necessary to maintain the structure of Tarnhelm's Keep – many of the stones along the walls are cracked and broken, looking so much like worn teeth that locals refer to the Keep as the "old man of Talabheim."

Tarnhelm's Keep is run just as autocratically as Talabheim itself. The High Warden, Augustus von Nebelsfeuer, has but two jobs: to ensure that anyone put in does not get out before he is supposed to, and to get prisoners to inform and confess. The first job is made easier by the large number of well-armed guards, and the rule that any guard found guilty of letting a prisoner escape will take the escapee's place in the cells for the remainder of his sentence. As a sign of the importance that Talabheim's rulers put on the latter duty, the prison's second-ranking official is its Chief Torturer, currently a Kislevite émigré named Pudolkin. A cadaverous man with lank black hair and bloodshot eyes, Pudolkin has been very successful in this post. He is quite skilled at "putting the question" without going too far and killing the subject. He likes to describe himself as an "artist whose medium is tongs and hot irons."

Prisoners are sent to Tarnhelm's Keep after being convicted of sedition or if awaiting trial for heresy. They are put in their individual cells, from which they are never removed unless taken for "questioning" or, rarely, release. Officially, visits by family members or others are not allowed, though a well-placed bribe might allow a mother or wife to smuggle in some food or an extra blanket. While a Shallyan chaplain still makes the rounds to comfort and counsel the inmates, the cult has given up protesting against the harsh

conditions – they have become too dependent on the charity of the ruling family and the tolerance of the Ulrician clergy to upset this apple cart.

Secrets

Something else contributes to Tarnhelm's dark reputation, something more than the ease with which Talabheim's rulers toss people in there or the glow of Pudolkin's hot irons. For the past half-century, not every year but always on either Hexensnacht or Geheimnisnacht, terror stalks the prison and one of the inmates dies a hideous death, his shredded remains found scattered across his cell, blood and offal everywhere. No matter how quickly the guards react once the screams begin, they always arrive too late.

Their reaction time has slowed, though, since a sharp-witted observer noted a pattern: the killings are happening with more frequency, now nearly twice a year, and there are body parts missing in each case. Sometimes a hand, sometimes a foot or an eyeball, but always a different piece. By some guards' estimates, made after a few too many beers in a local tavern, "the Beast" (for lack of a better name) has nearly gathered enough parts for a whole body. Certainly, it will have done so within the next two or three years – or perhaps even at the very next killing, since detailed records of the missing body parts have never been kept.

Some speculate that it is the work of the Skaven, for who else could get into and out of so many different cells without being detected? Others dismiss the Skaven as tales with which to scare children. They point instead to stories surrounding a suspected demonologist, Nils Blodbart, who disappeared from his cell on Hexensnacht after extensive torture. The story has it that the guard on his block, condemned to serve Nils' sentence for letting him escape, was the Beast's first victim, dying on the next Geheimnisnacht. Whatever the truth is, no one is anxious to be there when the Beast completes its grisly collection.

KRINKLEHEIM

Origin

Krinkleheim stands as perhaps the oldest and best example of the ideals of the Reform Crusade and the *Lex Imperialis* put into action. Founded in 2290 I.C., it was originally a small palace owned by the von Liebwitz family that had long sat unused in favour of much newer and more spacious residences. Nuln was then ruled by Grand Countess Beatrice von Liebwitz, known for her enlightened court and her passion for charitable causes.

It was during one of her "virtues of the simple life" phases that Brother Gerhard Krinkle approached her while she was herding sheep in her private pasture at the Grand Palace. He cannily likened the delinquent youths then flooding Nuln's courts to sheep that had strayed from their flock and shepherdess. "As the shepherdess sees to the safety of her lambs, would it not be blessed in the eyes of the White Lady for Your Majesty to provide a safe haven for her lost lambs of the streets, before they are turned into wolves that must be killed?"

The analogy struck a resonant chord in the Grand Countess. Over what she described as a "peasant's meal" of imported cheeses, sautéed goose livers and white wine in her specially-built twelve-room "cottage", she donated one of her smaller mansion houses and its grounds – it was one which she had never visited, anyway – to the Order of the

Section One: Crime and Punishment

Tears of Pity "for the rescue of Nuln's lost lambs". Thus was born the Countess Beatrice von Liebwitz von Nuln Academy for the Salvation of Troubled Youth, now more commonly known as "Krinkleheim", after the mansion house in which it is located. The Troubled Youths in question are typically aged from 5 to 14, and are sent to Krinkleheim by the Nuln law-courts.

Setting

Krinkleheim is a three-storey mansion surrounded by two-and-a-half acres of walled grounds. Built in Empress Margaritha's time in a dreary heavy style replete with gargoyles and carved scenes of damnation, it hardly seems a place likely to be dedicated to reform and hope. The main house consists of three wings which form an 'H' shape, and contains a chapel, two classrooms, two infirmaries, two dining halls, the kitchens, and the offices and quarters for the Shallyan staff. The sexes are strictly segregated here, the boys in one wing and the girls in another. The only time they are allowed to meet is during daily services or the closely supervised joint recreational periods twice each week. Each wing can hold up to 40 youths, four to a room. Each wing has two proctors who are jointly responsible for the behavior and moral education of their charges.

The grounds, once a landscaped park for the pleasure of the mansion's noble residents, were converted on the orders of Countess Beatrice to vegetable gardens, animal pens, and workshops, "that Nuln's children should learn the value of honest labour." The whole complex is surrounded by a high whitewashed wall, the gates of which are monitored by Shallyan warders to keep the children within and unseemly influences without.

Krinkleheim's youths follow a strictly regimented routine that begins the moment they arrive. During the day,

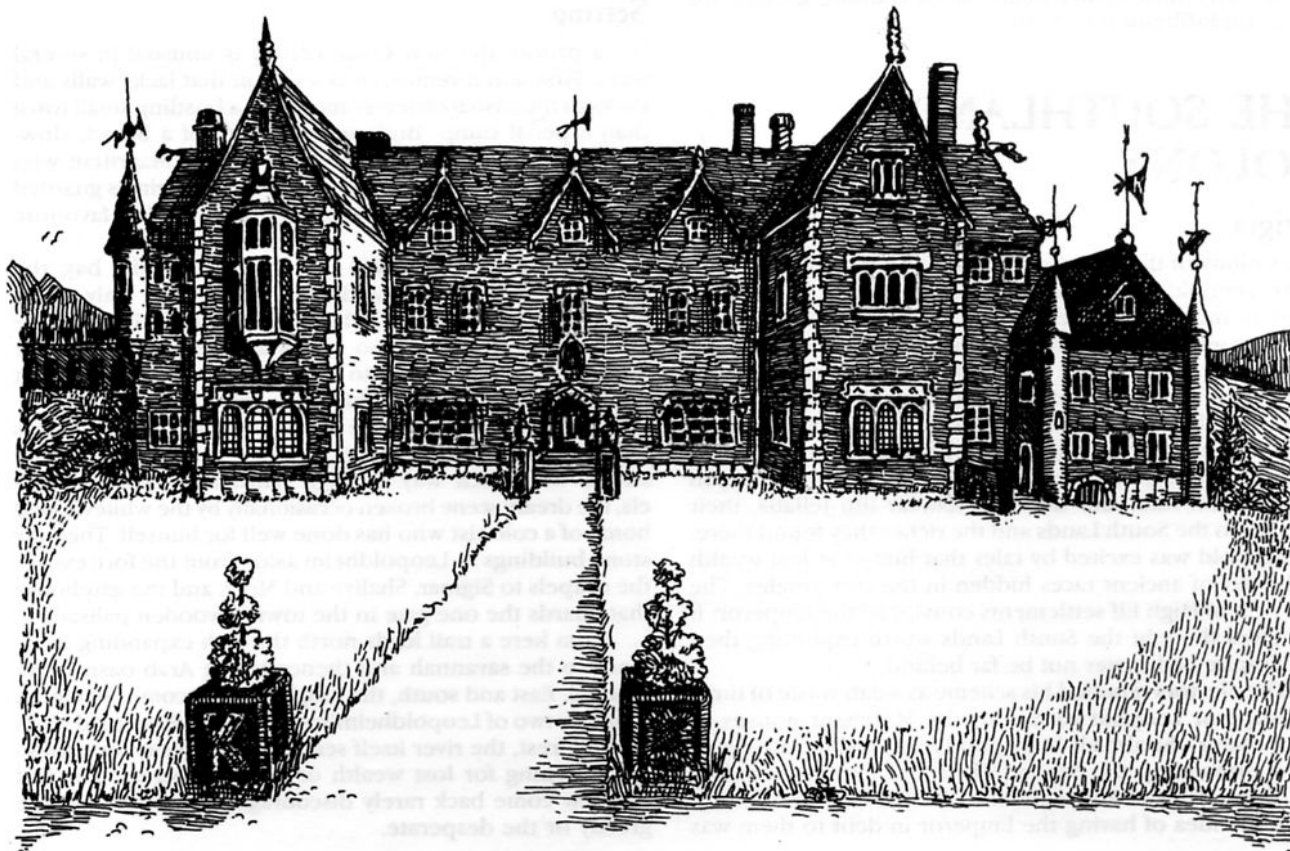
which begins with prayer and then breakfast, they take lessons in reading, writing, mathematics, and geography. When not in classes, they tend their vegetables, sheep, and cattle, or learn a craft in monastic silence under the close eye of the sisters and brothers. Trusted "wards" also join the choir and take supervised excursions into the nicer portions of Nuln. Two afternoons each week, the children are gathered to play together, the boys rough-housing in a game of football and the girls watching and cheering on their team. Occasionally a couple will try to sneak off to the orchard for some privacy, but the staff are wise to that trick, so few ever get away with it.

An unusual feature of Krinkleheim is its approach to education. Rather than have all the schooling provided by the staff, qualified tutors are sometimes provided by the law-courts. Academics convicted of minor offences, instead of facing public shame, fines or jail, are often offered the alternative of teaching for no fee at Krinkleheim. This hides their disgrace under a fig-leaf of "good works", and helps them hold on to profitable positions as University academics or private tutors.

Krinkleheim is one of the success stories of the Shallyan reform movement, for it still continues to do good work to this day. While many of its wards lead unremarkable lives or even relapse into crime after their release, more than a few over the years have gone on to respectable careers as academics, civil servants, tradesmen and merchants, and even priests. One, Brother Stephan Uddsson, joined the Order itself and became headmaster of Krinkleheim in 2500, a role he fills to this day.

Secrets

An old legend popular in the south of the Empire tells the tale of an idyllic paradise where all were happy and content



– no hunger, no taxes, no greed or dishonesty. All had what they needed and were content with what they had. But into that paradise crept rats, greedy rats that stole the grain and made people hungry for the first time. The naïve Humans had no idea what was going on, for the rats kept themselves hidden. Hidden, that is, until they found kindred spirits among the Humans and taught them how never to be hungry again by taking from others what they themselves had never worked for and how they could have more than they ever needed of anything by making others work for them. Thus Man was taught greed and Humanity gained its first rulers – and the taint of corruption.

And now that legend seems to be coming to life in Krinkleheim, for a “rat” has come to corrupt the children right under the Order’s collective nose. Blinded by pride in their own purity, the Shallyans have failed to notice that one of the court-appointed tutors, Erich Nachtrenner, is slowly corrupting the youths of Krinkleheim and turning them to the ways of Chaos. A devotee of Slannesh, Nachtrenner arranged to have himself “sentenced” to Krinkleheim, where he teaches History and Music. Having served his term, he volunteered to stay on and help with the Order’s mission. They were glad for his aid, for support from the cult had been declining and the staff was stretched thin.

Nachtrenner was popular with the students, and he bided his time looking for those most susceptible to temptation. These he gathered into a private class, which he is gradually introducing to more “advanced” teachings. Swearing them to secrecy (“Such knowledge is not for the uninitiated, and someday soon you will be able to impress the brothers and sisters with your learning”), they meet in his chambers to “study”. When he takes them on trips into Nuln, he inevitably gives them an extra treat by visiting the city’s seedier, more “fun” spots, with each act ensnaring them deeper in his web. His goal is to supplant Uddsson as Headmaster, and turn Krinkleheim into a training ground for Slaaneshi infiltration of Nuln.

THE SOUTHLANDS COLONY

Origin

The Colony of the New Coast began as a dream of the Emperor Leopold at the end of the 24th century. Perpetually short of money because of the concessions he had been forced to grant to secure his election, he was intrigued when a minor scholar of the University of Altdorf, Rudolph Sternseher, told him of documents he had uncovered that told of explorations in the lands south of Araby. These reports chronicled the adventures of three daring men in centuries past: the Norse raider Erik the Lost, the Cathayan explorer Yin-Tuan and the Arab scholar Ibn Jellaba, their voyages to the South Lands and the riches they found there.

Leopold was excited by tales that hinted at lost wealth and cities of ancient races hidden in the vast jungles. The mention of High Elf settlements convinced the Emperor: if the Elves thought the South Lands worth exploiting then the Empire had better not be far behind.

The electors rebuffed his scheme as a daft waste of time, so Emperor Leopold turned to the Merchant houses of Marienburg – he already had a good relationship with them, since disbanding the Second Fleet and letting them buy the ships. They readily agreed to finance his new colony, since the idea of having the Emperor in debt to them was

very appealing. So it was that, in 2395 IC, a dozen carracks set forth from Marienburg with colonists, animals, and soldiers, the banners of the House of Unfähiger streaming in the wind, to the Southlands where the party founded the town of Leopoldheim.

By the end of the second year, the colony was nearly in ruin. Worse yet, Leopoldheim had failed to show a profit. Disease, crop failure, and attacks by what the Arab traders called the *al-Saurim*, Lizardmen who lived deep in the interior, had all taken their toll. Not only was the Emperor’s prestige suffering, but the Marienburg bankers were beginning to make noises about the consequences of any default on the loans.

It was then that Leopold had an ingenious idea: before him was a petition from Altdorf’s High Priestess of Shallya, Sister Agatha von Uberkopf, asking him to spare the lives of a score of men convicted and sentenced to die for rioting after their team had lost a local snotball tourney. Remembering the *Lex Imperialis*, he spared them from the hangman’s noose and commuted their sentence to ten years of exile in Leopoldheim. Further, he suspended almost all sentences of death in Altdorf and the Reikland, decreeing that those convicted should instead be banished to the New Coast, some for a limited period and others for life. Within a year, the colony was flooded with new arrivals. Forbidden to return on pain of death, the exiles were instead forced to make new lives for themselves in the Southlands.

Many died in their harsh new home, victims of the hot and damp climate and the ravages of the epidemic diseases and fevers carried by mosquitoes and other insects. Some, however, survived and even prospered. The Lizardmen were driven off, and intrepid individuals developed mines and other sources of wealth. The colony exists to this day and banishment has remained an easy option for Altdorf magistrates inclined to mercy.

Setting

For a prison, the New Coast colony is unusual in several ways. First and foremost, it is a prison that lacks walls and looks to the casual observer more like a bustling small town than a penal camp. Built at the mouth of a broad, slow-moving river, dubbed the Rio Raton by the Magrittan who captained the first expedition here, Leopoldheim is guarded by the keep of Schloss Klara, named for Leopold’s favourite grand-daughter.

Sitting on a man-made hill overlooking the bay, the schloss’s stone fortress and walls protect the only quays allowed in Leopoldheim. The Governor and his staff have absolute control over who enters and leaves through the docks. Helping prisoners to escape by smuggling them out in a ship’s hold is punishable by hanging.

The town itself hugs the shore of the bay on both sides of the river’s mouth with no plan to its layout: the muddy streets wind their way through ramshackle wooden hovels, the dreary scene broken occasionally by the whitewashed home of a colonist who has done well for himself. The only stone buildings in Leopoldheim aside from the fortress are the chapels to Sigmar, Shallya and Morr, and the gatehouse that guards the one gate in the town’s wooden palisade.

From here a trail leads north through expanding farmlands to the savannah and thence to the Arab oasis of Al-Mumkil. East and south, the jungle’s verge comes to within a mile or two of Leopoldheim’s walls. Though no road leads to the forest, the river itself serves as a highway for explorers searching for lost wealth or ancient secrets. The fact that few come back rarely discourages the confident, the greedy or the desperate.



Prisoners sentenced to exile in the New Coast colony are sent for a minimum of ten years. Branded on the hand with the letter "L" and the year of sentencing, they are forbidden to return to the Old World before their time is up on pain of death. But, once their period of forced labour in one of the colony's farms or mines, or in the garrison, is at an end, the prisoners are free to do anything else.

The Imperial garrison is there only to protect the castle and the town from outside attack – what the colonists do amongst themselves and how they run the town is their own business. It's not uncommon to walk through Leopoldheim in the morning and find two or three corpses, victims of "rough justice" the night before. The prisoners and their descendants have evolved their own rude government and court, basically a council of the biggest landowners, backed by their gangs of hangers-on. New prisoners, who arrive on the ship that comes from Marienburg six times a year, must quickly learn who's really in charge and who they have to keep happy if they want to keep their lands, claims, or even their lives.

Over eight in ten people in this colony of nearly 1,000 souls are not convicts themselves, but ex-convicts and their descendants who chose to stay and build a new life for themselves here, there is also a smattering of chancers, low-life and others seeking their fortune. A unique clause of Emperor Leopold's law of exile allowed the condemned, if they wished, to bring their families with them to this new land. If they did and if they chose to stay, or if they took a spouse and started a family in the colony, then the Colonial Governor would either grant them farmland, register their claim to a mine, or enroll them in the "Honourable Leopoldheim Guild of Craftsmen and Merchants," the members of which are allowed to venture as far as Al-Mumkil to trade. The descendants of prisoners are considered free and are permitted to travel as they wish, though the dangers of the

surrounding land and the exorbitant bribes that have to be paid to secure passage on a ship discourage anyone from travelling far.

So, why have the prisoners not overthrown their Imperial governors and taken the whole place for themselves? Because they need the Imperial presence, including its arquebus-armed garrison, to protect them against the dangers that infest the deeper parts of the jungle. Successive governors have managed to maintain generally peaceful relations with the Lizardmen, who only occasionally raid outside homesteads for sacrifices. In return for a quiet tribute of finished goods from the colony, the Lizardmen also protect Leopoldheim from Skaven attack. The colonists know that, should they overthrow the governor and seize the fort, the *al-Saurim's* mysterious rulers would take advantage of this weakness and crush Leopoldheim.

Secrets

Bartolomeus Langer is the head of one of the oldest families in Leopoldheim, a direct descendant of one of the original settlers. He is also the most powerful man in the colony, except the Governor. Over the years he has increased his family's holdings till he owns or holds debts on most of the farms, buildings, and mines in the area.

Not subtle in his ways, he has used blackmail, intimidation, and even murder to secure what he wants. While he pretends to gentility, his crude and bullying manner has scared even his wife, who is little more than an ornament to be brought out on display when he entertains. His three sons are his chief lieutenants, and they gladly lead gangs of thugs to enforce his orders.

But it isn't enough to be the second biggest fish in this pond – Bartolomeus wants it all. One night, a few years ago, he was contacted by a mysterious Arab who promised

Apocrypha Two: Chart of Darkness

him rulership over the colony as a king in his own right, if Bart would just swear allegiance to the Arab's god. Not the god of the Arabian people, but a dark, secretive deity that demanded absolute loyalty in return for great power. Each month for three months on the night of no moons, the stranger would come to Bart's study and make the same offer. No one else would see him come, and none would see him leave. Finally, Bart agreed. At the next Hexensnacht, he was led to an ancient fane within the jungle, where he found himself surrounded by Skaven and their Grey Seer leader. His knees knocking with fear, Bart abased himself and swore allegiance to the cult of the Horned Rat.

For the last three years, Bartolomeus Langer has been the Skaven's agent within the Colony of the New Coast. Soon he had corrupted his sons and henchmen, many of whom now take part in obscene rites to worship the god of Mounts Baghrusa and Lhasa – several of the prospectors who have disappeared “upriver” have actually met their end under a sacrificial knife in an isolated part of the Langer steading. Counselling in patience by his masters, he has smuggled Skaven miners into Leopoldheim itself, and they are slowly digging tunnels to undermine the fortress's walls, while another is being dug from the Langer holdings into the town. Soon, very soon, Bart plans to lead a swift assault with his henchmen and ratmen allies and declare his own “Kingdom of the South,” the souls of the Governor and his family being the first of many offerings of thanks to the Horned Rat.

ADVENTURES IN PRISONS

Habeas Corpus

Reinhold Steinitz was wrongfully convicted of fencing stolen goods by a Middenheim court. For the last year, his family has worked tirelessly to prove his innocence and secure his release. At last there came the joyous day when the court reversed its earlier decision and ordered Steinitz freed. But his parents wanted him back immediately and weren't willing to wait for the next caravan, nearly a month away – the idea of leaving their boy in that hellish place a day longer than necessary was unacceptable. So, they hired the PCs, who had been recommended to them as reliable agents, and paid them to take the court's order to the Middenheim Mining Colony and escort Reinhold home to a hero's welcome.

Well, that was the plan. When the PCs arrive at the penitentiary, they are told that Reinhold died last month in a mining accident. Pressing the matter with Governor Yarrik will elicit his most profound sympathies with the heroes' clients, but there is no way he can produce the body – Reinhold died in a cave-in and the shaft is simply too dangerous to dig out. They are even shown the shaft where it happened. “All the proper rites were said over the rubble, and it's a better burial than he'd get in Middenheim,” is all Yarrik will say. If the PCs persist, he will order them out of the colony and threaten to have them jailed for “interfering with the administration of justice and trespassing on the Graf's property”.

Sometime during their visit, a prisoner will slip a note to a PC that warns of the truth. “Don't you believe it! Ask at the Fox and Crown about the black wagons!” If the PCs follow up on this, inquiries will first lead them to the slavers' agent at the inn, and then to the corrupt merchant in Salzenmund, where Reinhold is being held for shipment to Bretonnia. Evidence gathered there will be enough to

expose Yarrik and his operations and earn him a stay in the mines, while striking a blow against slavery.

Trading Places

A PC academic sentenced to teach at Krinkleheim uncovers a startling fact: one of his pupils is not who he is supposed to be! In fact, the lad, Albertus Hoff, is actually the son of one of the most powerful merchants of Nuln. It seems that the lad befriended one of the inmates of Krinkleheim while the delinquent was on an “excursion” to the temple of Verena. By sheer luck, they looked exactly alike. Albertus and his new friend, Claus, met several times after that during further excursions. In time, it became clear that each envied the other's life: Albertus wanted to be a scholar and tired of the constant duties and devotion to business his father demanded of him, while Claus simply was tired of being poor. So, they concocted a scheme: they would switch places, each assuming the other's life and living happily ever after. Or, so they thought.

Sadly, neither boy is happy in his new life: Albertus doesn't like poverty nearly as much as he thought, and Claus is bored with business and duty and his stuffy new family. Each would like to go back home. But that's difficult to do: Albertus' attempts to escape have failed, and now he's grounded – no more excursions, and extra duties. Meanwhile, his attempts to contact Claus have failed, and so Albertus begs the PC to help him go home. But how is the PC, a convict himself, supposed to do this? Simply taking Albertus out of Krinkleheim could be construed either as kidnapping or abetting an escape. And even if the PC does get the boy to his home, how does he convince the Hoff family that this Albertus is the right one?

Shem

In a tavern in the Empire or Marienburg, the PCs come across an old man with an ‘L’ burned into his hand, a former prisoner in Leopoldheim who has come back to spend his last few years enjoying the familiar sights of home. Over a few drinks, he tells how he was a prospector in the Southlands, and of the amazing discovery he made – a temple complex dedicated to an ancient god, made of bright white marble and gaudy with gold and jewels. More amazing still, he met the High Priestess, an undying Queen who ruled with absolute power. The old man says he was captured and worked there as a slave for a year, then escaped with a bag full of gold – that, alas, was lost in the river when he was fleeing from her soldiers: “Sorrims, they wuz called,” he says.

If the PCs are intrigued, the old rummy will draw them a map and wish them luck – he's sure the secret of immortality is in there for the taking, but he's not willing to go looking for it. “I'm too old and I wuz lucky to git out the first time,” he says.

When the PCs arrive in Leopoldheim, they can involve themselves in the local situation or set out in search of the lost temple. When they get there, they find the old man only told part of the story – the temple is indeed ruled by an undying Queen, a sorceress who gained her power by selling her soul to Slaanesh. Now she rules over a city of renegade Lizardmen, preparing them for the day when they can attack and overthrow the Slann-ruled city of Zlatlan. The temple is as rich as the old man claimed, and there is a wealth of forbidden knowledge here to tempt even the most restrained academic. But time is short. Not only will they face opposition from the sorceress and her minions, but the rulers of Zlatlan have decided to eliminate this threat once and for all. Their forces will arrive soon after the PCs.

Section Two:

Requiescant in Pace

*A PAINSTAKING and UNFLINCHING INQUIRY into the LAMENTED DEAD
and their DIVINELY APPOINTED PROTECTORS, including:*

*The MOURNERS' GUILD, RAVEN KNIGHTS and other devoted SERVANTS
OF MÓRR, DEFENDERS of the DEAD from the EVIL PRACTICES of BODY-
SNATCHERS and the BLASPHEMOUS OUTRAGES of NECROMANCERS;*

*The DIVINE MAGICS used by the said SERVANTS OF MÓRR, through which
the SANCTITY of the GRAVE-YARD is maintained, and UNFORTUNATE
AND UNQUIET SOULS are SOOTHED and sent to their ETERNAL REST;*

*The LAWS, both TEMPORAL and SPIRITUAL, by which the DEAD are given
DUE PROTECTION, and those who would TRANSGRESS AGAINST THEM
receive their JUST AND LAWFUL PUNISHMENT;*

*An account of MASTER JACOBUS DROEVIGGER of MARIENBURG,
intended as a SHINING EXAMPLE of an UNDERTAKER'S BUSINESS;*

And lastly:

*Divers THRILLING and DIVERTING tales, that may DULY CAUTION the
UNWARY and FOOLISH who venture to DISTURB THE DEAD and
PROFANE the SANCTITY of the TOMB.*

Chapter 5

Watchers at the Gates of Death

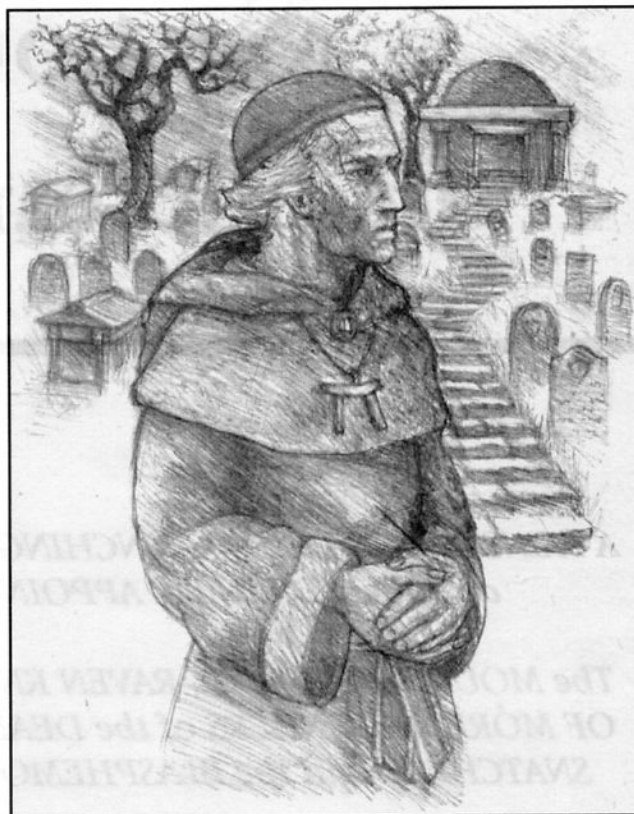
THE CULT OF MÓRR IN THE OLD WORLD

Throughout the Old World, the cult of Mórr is at the forefront of efforts to suppress Undead, necromancers and similar threats. The existence of Undead creatures offends the precepts of the cult for two main reasons: first, because a dead body and a place of burial have been defiled; and second, because a soul has been prevented from making its journey to Mórr's realm, and is not properly at rest.

Most Old Worlders know the cult of Mórr principally through the Mourners' Guild. The Mourners' Guild oversees funerals and has a monopoly on labour for all matters relating to funerals and the dead. Its membership includes anyone who has any connection with the city's graveyards and the business of bringing people into them, including gravediggers, groundskeepers, coffin-makers and Initiate priests. The task of the Mourners' Guild is to ensure that funerals are conducted properly, and that the dead are disposed of in such a way that undead may not arise from them to threaten the living, either accidentally or through the machinations of necromancers or agents of Chaos.

A less well-known branch of the cult is the Templar order known as the Raven Knights. Dedicated to seeking out and destroying Undead wherever they may be found, the Raven Knights are a martial organisation of templars, witch hunters and exorcists, celebrated in popular songs and romances but less often seen by the bulk of Old Worlders, many of whom have never heard of the order.

This Chapter presents brief descriptions of both organizations, the career opportunities they offer, the laws they enforce and the magical powers they wield as followers of Mórr.



THE MOURNERS' GUILD

The Mourners' Guild has a guildhouse in every city in the Old World, as well as in most of the larger towns. The size of the guildhouse and the range of services it offers will vary with the size of the community it serves, but it will always include the provision of funeral services, the maintenance and protection of burial-grounds, and the enforcement of the Guild's anti-undead laws.

Membership of the Mourners' Guild is open to any character who has completed the career of an Initiate of Mórr. Subject to the normal rules for changing careers, the Guild offers training in the following roles:

Cleric of Mórr: characters follow the normal career progression for Clerics, with spells as set out below. The main duty of Clerics attached to the Mourners' Guild is to conduct funeral services and maintain the sanctity of burial-places, but many other opportunities for adventure may present themselves. Mourner Priests, as they are commonly known, are frequently consulted by city watches and other secular authorities regarding murders, cases of suspected necromancy and other unexplained occurrences involving the dead.

Artisan's Apprentice/Artisan: coffin-makers (carpenters) and monumental masons (stonemasons) are Guild members almost without exception. In these two professions the Mourners' Guild can offer training and employment on a par with any secular guild. A number of

other crafts are represented in the Guild, including builders of tombs and mausolea, weavers of shrouds and altar-cloths, and various metal-workers, glass-makers and potters who produce ceremonial equipment for the use of the priesthood.

Labourer: the Guild's work requires a good amount of unskilled and semi-skilled labour. Grave-diggers are all Guild members, and other kinds of labourers are employed in the maintenance of tombs, temples and other Guild buildings. The construction of such things is usually left to stone-masons, whose powerful guild would not be pleased if anyone else was allowed to perform that kind of work.

Trader: funeral directors are all Trader, providing services directly to the customer. Because of the nature of their business and their close association with the priesthood of Mórr, they are regarded with more respect than the majority of Traders in the Old World: it's not done to haggle with a funeral director. If you are using the social standing rules from *Apocrypha Now* they are class B, on a par with Artisans and Merchants, rather than class C like other Traders. Social standing points are unchanged.

Scribe: like any other large-scale organisation, the Mourners' Guild employs a considerable number of scribes. Their primary job is to handle legal and religious paperwork relating to the Guild's activities, as well as maintaining archives and libraries and assisting the Guild's scholars with research as necessary. Scribes also administer the Guild's system of standing rewards, referring to Guild clerics or lawyers only in complex or questionable cases.

Watchman: although they are not formally part of their town or city Watch, the sextons employed by the Guild to ensure the security of graveyards and other Guild property follow an identical career to their secular counterparts. In most towns and cities, Guild and Watch work in close co-operation, though the occasional dispute over jurisdiction can result in friction from time to time.

Lawyer: the laws surrounding undead, necromancy and graveyards form part of the Temple Law rather than the Criminal Law, and as a result the Guild's lawyers have usually completed a level or two as clerics, in addition to the initiate training required of all Guild members. In Old World cities of any size, there are normally one or more Guild lawyers attached to the Guildhouse, with responsibility for the surrounding towns as well as the city itself. The number of lawyers varies with the size and importance of the town: for example, Marienburg has three Guild lawyers, Altdorf five and Middenheim two.

THE RAVEN KNIGHTS

Formally known as the High and Chivalric Order of Deserved Rest, the Raven Knights get their more common name from the device that they commonly wear on their shields and surcoats. While the Mourners' Guild works

primarily in the cities, protecting the dead and preventing the misuse of their remains, the Raven Knights are a militant arm of the cult of Mórr, and travel widely in the Old World to do direct battle with necromancers and their foul creations.

Like the Mourners' Guild, the Raven Knights require a character to have completed the career of Initiate of Mórr before admission to the order. From that point on, the character has a number of career paths to choose from. The order's clerics, templars, witch hunters and exorcists are famous in song and story, but they are by no means the only kinds of Raven Knight. A substantial academic and logistical organisation exists to support their efforts, and to develop new ways of detecting and counteracting the cult's enemies.

In the larger cities, the Raven Knights will be given some space in the guildhouse of the local Mourners' Guild or Temple of Mórr, and will share resources such as scribes and chapels. Elsewhere, they may make their base in fortified temples owned by the cult of Mórr. On rare occasions they have been given fortress-monasteries with lands to support them in bequests from noble members or sympathetic landowners.

A newly initiated brother or sister of the Order has a number of career options. The Order normally takes the postulant's background and existing skills into account before assigning them to a particular function within the organisation, and is generally sympathetic to a new member's ambitions, believing that a character with strong motivation is likely to be able to overcome their initial lack of suitability for a particular role within the Order. Provided that the normal rules for career progression are followed, a character entering the order may receive training in the following roles:

Cleric: while the Raven Priests tend to be more militant and skilled at arms and magic than their brethren of the Mourners' Guild, they undergo the same spiritual training and are accorded the same degree of respect within the cult. In fact, it is not unknown for veteran Raven Priests to "retire" into the Guild when age or wounds put an end to their military careers, and a Mourner Priest who shows particular ability in dealing with an outbreak of undead may be invited to transfer to the Order.

Exorcist: the Exorcist career will be detailed in the forthcoming book *Realm of Sorcery*. While the cult of Mórr, and the Raven Knights in particular, is the best-known organisation of Exorcists in the Old World, it is by no means the only one. Within the order, the lines between Clerics, Exorcists, Templars and Witch Hunters tend to become somewhat blurred. Every member serves the Order with whatever abilities he or she can offer.

Bounty Hunter, Mercenary, Soldier, Squire, Tomb Robber: the junior grades of knighthood within the order embrace a number of warrior careers, depending on the background and inclinations of the individual and on the training that is available in a particular place and time. These careers are broadly representative of the skills and advances that may be obtained by junior members of the Raven Knights' military wing.

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Free Lance, Mercenary Sergeant, Mercenary Captain: these careers reflect the skills and advances that can be gained in the intermediate levels of knighthood within the order, even though the *WFRP* rulebook descriptions of these careers may be somewhat from a character's actual experience as a Raven Knight.

Templar and Witch Hunter: along with the higher-level clerics, these two careers reflect the higher degrees of Raven knighthood. These are the Order's elite, and the type of character that most lay-people think of when speaking of the Raven Knights.

Alchemist's Apprentice, Alchemist, Herbalist, Pharmacist: although the Raven Knights are best known as a martial order, they count several groups of noncombatants among their membership. Alchemists, herbalists and pharmacists attached to the order have made several advances in the application of silver, graveroot and other substances to the destruction of undead creatures.

Scribe, Student, Scholar: supporting and complementing the efforts of the order's scientists are groups of scholars, who devote themselves to researching the nature and weaknesses of the undead in all manner of obscure texts and forbidden tomes, as well as chronicling the order's history and the doings of the greatest of the undead, such as the Carstein vampires and the liche-king Nagash. Skills available to a Scholar of the Raven Knights include any *Arcane Language*, *History*, *Identify Undead*, *Scroll Lore*, and the new skill of *Undead Lore* (see below).

FUNERALS

A funeral is a ritual which marks the formal passage of an individual from the world of the living into the world of the dead. As such, it has two functions: firstly, to allow the living to bid a formal farewell to their dear departed, console each other, and think fondly of the deceased's will; and secondly, to usher the departed formally into Mór's realm and make sure he stays there.



Whatever the religious leanings of the deceased, funerals in the Old World are the exclusive domain of the cult of Mór, through the offices of the Mourners' Guild. It is a crime to dispose of a body without holding a proper funeral – as well as providing a pleasing and consoling ritual for the bereaved, the funeral rites involve a certain amount of magic aimed at rendering the bodily remains completely useless for necromantic purposes.

In death as in life, the wealth and social status of an individual counts for a great deal. The rich and powerful often have elaborate funerals, with several priests in attendance and a great deal of unnecessary but impressive ritual. Poor funerals are more modest affairs, cut down to the bare necessities.

The Nameless Funeral

There is one special case. From time to time, there will be occasions when a body simply turns up – murdered in a back-alley, washed up by the river, and so on. The Nameless Funeral is an emergency ritual, carried out in such circumstances by the cult of Mór free of charge as part of their devotional duties, and designed to lay the spirit to rest as quickly and effectively as possible.

According to the doctrine of the cult of Mór, the spirits of murder victims can be used by his half-brother and arch-rival Kháine, and those that escape this fate are likely to become troublesome ghosts. The ritual is designed to

ensure that the spirit at risk finds its way safely to Mórr's realm, and also renders the remains inert and useless for necromantic purposes.

Funeral Costs

The cult of Mórr is responsible for maintaining burial plots, cemeteries and graveyards within the Empire. A temple or shrine to Mórr will be the principal feature of most graveyards, and the most prestigious burial plots are those near to the temple. The temple itself does not contain any tombs. The Mourners' Guild will conduct funeral services and other rituals at the temple, and also pray for Mórr's ongoing care of the deceased.

A burial plot costs 10-40 GC depending on the cemetery and the position of the plot – more expensive plots are less likely to be re-used in the near future. In addition to this, the cost of the ritual starts at 5 GC – there is no upper limit to the cost. A grave-marker, such as a headstone or small vault, can cost between 15-300 GC. Huge mausoleums, like those belonging to the city's powerful families, can cost almost as much as a mansion.

A pauper's funeral, with an unmarked burial in a mass grave maintained by the cult of Mórr, is free. So is a Nameless Funeral, but those discovering a body are encouraged to make a donation towards the expense.

NON-HUMAN FUNERALS

Mórr is a Human deity, and the Old World's other races have their own burial customs. According to Imperial law, most of these must be approved by a member of Mórr, and witnessed by one of its members, otherwise it will be declared unlawful. In practice, though, a series of compromises and sensible dealings has avoided any serious confrontations on this point.

Halflings

Halflings are often buried in Human cemeteries, and frequently take more of their possessions to the grave with them than is the case with Humans. These items are seldom valuables, though – more often they are personal possessions like a favourite pair of slippers, a small supply of food (such as a favourite type of pie), and so on. A Cleric of Esmeralda often conducts a Halfling funeral alongside a Cleric of Mórr, marking the deceased's departure from hearth, home and family.

Dwarfs

Dwarfish funerals are intensely private affairs, and are normally attended only by close family. They normally take place in deep catacombs which the Dwarfs have constructed, so that the deceased can be laid to rest in the rock that gave them birth.

According to local tradition in Middenheim, the cult of Mórr once asked – very diplomatically – to be permitted to send a representative to observe a Dwarfish funeral in order to make sure that it provided the same protections against the risk of undead as a Mórrish funeral. The following day, so the story goes, a sworn state-

ment arrived at the Temple of Mórr, signed by every Dwarf in the city and witnessed by thirty of Middenheim's most prominent lawyers. It stated absolutely that Dwarfs' funeral practices posed no threat to the city, necromantic or otherwise. A covering note signed by seventeen leaders of the Dwarf community offered to appoint a Priest of Gazul to visit the Temple of Mórr and discuss the matter in detail if the Humans wished. They regretted, however, that it was out of the question for a non-Dwarf to attend a Dwarfish funeral. Sensing that they could precipitate a major diplomatic storm if they showed any sign of doubting the Dwarfs' word, the chief priests of Mórr did not pursue the question further.

Elves

Wood Elven funerals take place deep in the forests, far from Human eyes and, reassuringly, far enough from Human settlement that only the most fanatical Raven Knights worry about whether or not they prevent the inadvertent creation of undead.

In the Old World, Sea Elf funerals take place in the city of Marienburg, where they are held inside the Sea Elf quarter of *Sith Rionnasc'namisbatbir*. Although the Human authorities – including the cult of Mórr – have no jurisdiction inside the Elven quarter, repeated assurances have been given that Elven funerals can bring no harm to the city.

Many rumours are spread about the doings of the Elves inside their citadel, and some of the stories of Elven funerals are quite fantastic. Burials at sea are a common practice, and in the case of a high-ranking noble or ship's master the ship itself may be scuttled in deep water to serve as its dead owner's tomb.

There are other tales, too – told among Humans in smoky taverns when they are sure no Elf is listening. These tales tell of decadent rites, blood sacrifice and the invocation of nameless gods. The Elves are a strange race, so the gossips say, and not all of the Dark Elves died at Feiss Mabdon.

NEW SKILL

Undead Lore

This new skill, available to clerics and other followers of Mórr, is a more powerful version of the skill *Identify Undead*, and a character must have *Identify Undead* before being able to learn *Undead Lore*. A character with this skill can automatically identify an undead creature and know its strengths and weaknesses on sight, without any need for an *Int* test.

In addition, the character can sense the presence and rough direction of an undead creature within 10 yards, even if the creature is hidden, invisible, or imprisoned within an object such as a lamp or bottle. On a successful *Int* test, the character will be able to tell if the creature is ethereal or material, and have a rough idea of how powerful it is, ranging from minor (e.g. ghost, skeleton, zombie) through moderate (e.g. mummy, spectre, wraith, wight) to very powerful (e.g. liche, vampire).

Chapter 6

Guarding the Gates

SPELLS FOR CLERICS OF MÓRR

The information on spell use by clerics of Mórr given in the *WFRP* rulebook is necessarily generalised. This chapter gives details of new spells, only available to followers of Mórr, and some notes on the cult's use of Necromantic and Battle magic.

NEW SPELLS

With its duties to oversee burials and care for the welfare of the dead, the cult of Mórr has developed a number of special spells and rituals, which are not of particular use to adventurers and so have not been covered in previously published material. The most commonly used spells and rituals are described here, as they deserve to be mentioned in any thorough consideration of death and connected matters in the Warhammer world. These spells and rituals are only known to be available to Clerics of Mórr, although it is logical to suppose that those cults of nonhuman races which deal with the welfare of the dead and their protection from intruding necromancers will have developed similar magics.

Rituals

Rituals work in exactly the same way as spells, except that they take longer to complete – their casting time is 10 minutes rather than the 10 seconds or so that is required for the casting of a Battle Magic spell. The rituals take effect only from the time they are completed.

Level 1

Deathsight (Ritual)

Magic Points: 3

Range: Touch

Duration: Permanent

Ingredients: Corpse or skull

In the strict sense, this ritual is cast upon the body rather than making use of it for spell ingredients. The ritual

allows the caster to see a simple image of the last thing that the deceased saw, similar to a still photograph. The cult of Mórr is often consulted in murder cases because of this spell, though it can only work if the head of the deceased is intact, and only shows the last thing the person saw – it cannot, for example, help to identify a murderer who attacked from behind, or in darkness.

Funeral Rite (Ritual)

Magic Points: 2

Range: Touch

Duration: Permanent

Ingredients: Symbol of Mórr (re-usable), name of the deceased.

This ritual is a central part of funeral services over most of the Old World. The ritual may be cast on a single corpse, and renders the body completely inert for necromantic purposes. No part of the body may be used as a component for a spell of any kind, and the body itself may not be raised as an Undead creature like a Skelton or Ghoul.

In addition, if the body has been dead for less than one hour, the ritual also lays the spirit to rest, preventing its return as an ethereal Undead creature unless it has already manifested as such. In this case, some other spell or ritual, such as *Annihilate Undead* or *Exorcise*, might be needed to lay the spirit to rest.

Locate Corpse

Magic Points: 1

Range: 15 yards

Duration: 10 minutes

Ingredients: Scrap of shroud-cloth

This spell allows the caster to become aware of any dead body of Halfling size or larger within 15 yards of his or her position. It is not possible to move while maintaining the spell, and it is widely used in searching for missing persons or murder victims. The spell will not detect living creatures, Undead creatures, or corpses that have received a proper funeral, or which have been rendered magically inert by other means, such as an *Exorcism* ritual (see below). Although the cult of Mórr has made great efforts to control the knowledge of this spell, Necromancers have been known to use it in their search for spell ingredients.

Level 2

Dedicate Staff (Ritual)

Magic Points: 8

Range: Touch

Duration: Permanent

Ingredients: Symbol of Mórr (re-usable)

This ritual was developed in response to a serious dilemma which at one time faced all the spellcasting Clerics of Mórr. Some of the most powerful spells in the magical armoury against Undead – including the necromantic spell *Annihilate Undead* and the Battle Magic spell *Cause Instability* – require the mutilation of corpses to obtain the necessary ingredients. A great deal of magical research went into the problem of casting anti-Undead spells without requiring forbidden ingredients, and this ritual is the result.

This ritual enchants the traditional raven-topped staff of a Cleric of Mórr – or any other three-dimensional, portable symbol of Mórr which is larger than a man's hand – so that it can be used in place of any and all ingredients in the casting of anti-Undead spells and the conduct of rituals to Mórr. The symbol itself is re-usable and permanently enchanted, unless it is ritually defiled by some outlawed cult such as that of Kháine or its wielder incurs Mórr's anger in some way.

The symbol will be enchanted for one user only by means of this ritual – to any other person, it will be a simple, mundane object.



Exorcism (Ritual)

Magic Points: 4

Range: Up to 10 yards x 10 yards

Duration: Instantaneous

Ingredients: Symbol of Mórr (re-usable), infusion of Graveroot

Just as *Funeral Rite* renders mortal remains completely inert for magical purposes, so this spell neutralises the area within which it is cast. During the ritual the place is sprinkled with an infusion of Graveroot, and this severs the link between the area and any ethereal Undead creatures haunting it. These beings become subject to *instability*, even though they may be within their bounded area. Note that the ritual does not prevent an ethereal Undead creature becoming bonded to the area later; it only affects those bonded at the time it is cast.

Invisibility to Undead

Magic Points: 3

Range: Touch

Duration: 6 turns

Ingredients: Symbol of Mórr (re-usable), infusion of Graveroot.

By invoking Mórr's protection and sprinkling the recipient with Graveroot, this spell makes the caster, or one other living creature of the caster's choice, undetectable to the senses of Undead creatures. An Undead creature must make a successful *Int* test or be unable to see or hear the person or creature upon whom the spell is cast. Undead who are ordered to attack a creature they cannot see must immediately make a *stupidity* test, even if they are not normally subject to *stupidity*.

Nameless Funeral (Ritual)

Magic Points: 4

Range: Touch

Duration: Permanent

Ingredients: Symbol of Mórr (re-usable)

The *Nameless Funeral* is an emergency ritual, used in circumstances where the name of the deceased is unknown and the normal *Funeral Rite* cannot therefore take place. It renders the body magically inert so that no part of it can be used as a spell component and the body

may not be raised as an Undead creature. The *Nameless Funeral* cannot prevent the troubled spirit of the deceased from returning as an ethereal Undead creature.

Level 3

Purification Rite (Ritual)

Magic Points: 12

Range: Op to 40 yards x 40 yards

Duration: See below

Ingredients: Symbol of Mórr (re-usable), infusion of Graveroot

This ritual purifies an area to dedicate it to the worship of Mórr. Any area so dedicated becomes innately hostile to Undead and to the magics which create and sustain them.

The dedicated area (which is

usually a chapel or a graveyard) is marked out by the caster walking along the boundaries and sprinkling them with an infusion of Graveroot as he pronounces the words of the ritual. When the ritual is complete, the marked area comes under Mórr's protection, gaining the following characteristics:

- + any Undead creature entering the area or coming into being within it must check for *instability* every round it is within the protected area. This includes ethereal Undead creatures which were previously bound to the area. Furthermore, *instability* tests inside this area are made by rolling a D4 rather than the usual D6.
- + any character casting a summoning spell of any kind within the area must make a successful *WP* test or the spell is miscast and has no effect. The character still expends Magic Points as if the spell has been cast successfully.

The protection lasts until the area is somehow defiled. Every time one of the following things happens, there is a cumulative 1% chance that the protected area will have been defiled:

- + an Undead creature survives for one turn or more within the area without becoming unstable;
- + a Necromantic spell which creates, commands or strengthens any form of Undead is successfully cast within the area;
- + a body lying buried within the area is disturbed;
- + a violent death takes place within the area.

The GM must consider the effects of a deliberate act of defilement, such as a service to Kháine, being carried out within the area; a general rule is that the more powerful the defilement, the more likely this protection will end.

Wrath of Mórr

Magic Points: 6

Range: Caster

Duration: 4 turns

Ingredients: Symbol of Mórr (re-usable), silver mask

This spell allows the caster to assume the appearance of the god Mórr – at least in the eyes of the Undead. Undead creatures are not normally subject to *fear* or *terror*, but

Apocrypha Two: Chart of Darkness

for the duration of this spell the caster's appearance causes any Undead creature who sees it to make a successful CI test or flee from the caster's presence as quickly as possible by the most direct route.

Level 4

Open Mórr's Gates

Magic Points: 12

Range: 10-yard radius

Duration: 4 rounds

Ingredients: Symbol of Mórr (re-usable)

This spell opens a gateway to Mórr's realm, through which Undead creatures are sucked out of the world of the living. The caster's body seems to become shadowy, growing to a square opening in the fabric of reality, about ten feet wide and ten feet high. A noiseless wind blows into this opening with the force of a hurricane, and all Undead creatures within 10 yards must make a successful WP test or be sucked into Mórr's realm and, so far as the living world is concerned, permanently destroyed. For each additional Magic Point the caster invests in this spell, the WP test of all Undead creatures within range is reduced by 5%.

The supernatural wind has no effect on living creatures, though it does kick up a lot of dust and flying debris, enough to make a 10-yard radius from the caster's position count as *difficult ground*, with missile fire at a -30% BS penalty, for the duration of the spell.

BATTLE MAGIC SPELLS

Clerics of Mórr may use certain Battle Magic spells in addition to Necromancy. The following Battle Magic spells are available to Clerics of both the Mourners' Guild and the Raven Knights:

Level 1

Aura of Resistance; Cure Light Injury (H); Enthuse (R); Immunity from Poison

Level 2

Aura of Protection; Hold Flight; Mental Duel (R); Rally (R); Steal Magical Power (R); Zone of Sanctuary; Zone of Steadfastness

Level 3

Cause Instability; Cause Stupidity; Dispel Magic (R); Transfer Aura

Level 4

Aura of Invulnerability; Cure Severe Wound (H); Drain Magic (R); Enchant Weapon; Strength of Mind; Zone of Magical Immunity (R)

Notes

H: healing spell – see below

R: this spell is not in the *WFRP* rulebook, but is included in the forthcoming volume *Realm of Sorcery*.

HEALING SPELLS

The versions of healing spells taught by the cult of Mórr have their greatest effect against injuries and diseases

caused by the Undead: *infected wounds*, *Tomb Rot* and the like. In these circumstances, the spells restore double the indicated number of W points. Otherwise, the spells only restore half the indicated number of W points (rounding fractions up).

NECROMANTIC SPELLS

As stated in the *WFRP* rulebook, clerics of Mórr have access to necromantic magic, fighting fire with fire when necessary. However, they must be careful in their use of necromantic magic, because much of it directly violates the strictures of their faith. The ritual *Dedicate Staff*, described above, relieves them of the need to despoil the dead for spell components, but that is only one of the problems they face when using necromancy.

Anti-Undead Spells

As a rule, clerics of Mórr may use any necromantic spell which destroys or weakens the Undead, such as *Destroy Undead*, *Zone of Life*, *Zone of Instability* and *Annihilate Undead*, quite freely. The only hindrance to their use would be the need for body parts as ingredients, such as the flayed skin of a fresh corpse required to cast *Annihilate Undead*.

Summoning Spells

According to the doctrine of Mórr, the creation and summoning of Undead is an abomination, and by far the greatest of the evils of necromancy. No cleric of Mórr may ever summon or create Undead, although there are some ancient tales of Mórr sending ethereal Undead to the aid of his followers in response to fervent prayers. The one-time use of a summoning spell might be granted as a blessing to a favoured follower in truly exceptional circumstances.

Controlling Spells

Spells for controlling Undead are something of a grey area, one which depends on what the caster does with the Undead once they are controlled. According to the strict doctrine of the cult, the only acceptable thing to do with controlled Undead is to order them to dispel, returning them to their rightful rest and sending their souls to the receiving hands of Mórr.

However, some more moderate factions of the cult – especially within the Raven Knights – argue that it is permissible to use existing Undead as troops on a temporary basis, turning them against the necromancer who created them. This proposition has generated a great deal of theological and moral debate, and is far from being resolved. The GM should judge each individual case on its merits.

Other Spells

All other necromantic spells – the *Hand* spells, *Stop Instability*, *Life in Death*, *Curse of Undeath* and *Wind of Death* – are forbidden to the followers of Mórr, and may not be used under any circumstances.

Chapter 7

The Sanctity of the Grave

DEATH, MAGIC AND THE LAW IN THE OLD WORLD

In the Empire and most other parts of the Old World, the cult of Mórr has the right, under Imperial and other statutes and by long tradition, to make and administer law regarding the dead and Undead. In Marienburg, however, even this law is subject to the law of contract, which can override almost any other form of law in the city. Thus, a Marienburg pauper can quite legally sell his body for a few Guilders before he dies – though the purchaser is fully liable for what becomes of the body, and for any Undead that may arise from the deceased after the transaction is complete.

Like other aspects of the law for which religious cults are responsible, the Temple Law of Mórr is administered through the cult's own system of justice. The operation of this system is an important function of clerics and principal guild-members.

Corpses and Criminals

Necromancy is one of the most serious crimes under Old World law. In the Wasteland, it is seen as more serious still – not because of any high moral stance, but because enterprising Marienburg lawyers have devised a number of additional charges which can be brought, in order to extend the time taken in court and to generate additional legal fees. For example, a corpse used for necromancy will almost always have been

obtained without the consent of its owner, making it stolen property – and crimes against property are heinous indeed to the worldly Marienburgers!

Temple Law insists that no defence is allowed in a case of necromancy; the case for the prosecution is heard and the presiding magistrate – or in some places a tribunal made up of a senior lawyer, the area's ruling noble, and the guildmaster of the nearest Mourners' Guild house – must then decide. The punishment for a convicted necromancer is harsh – execution, generally by public hanging, is followed immediately by the casting of an *Annihilate Undead* spell and the burning of the remains, so nothing is left that can either be used in necromancy or give rise to an Undead creature.

An accessory to the crime of necromancy – a grave robber who supplies a necromancer with materials, for example – is deemed to be equally guilty, “unless there is absolute proof that such collusion was unwitting and that in its execution no other illegal acts were committed”. This proof is normally obtained by persuading the accomplice to testify against his former employer; this simple but elegant point of law has resulted in a number of successful prosecutions, both of necromancers and of criminals with disloyal but creative assistants.

A lesser crime is that of “conduct likely to give rise to Undead”, and this is often the charge when a former accomplice or apprentice of a necromancer agrees to give evidence against his or her tutor. It is something of a catch-all offence, and can include the improper disposal of a corpse (i.e. without a funeral properly conducted by a priest of Mórr) and disturbing a burial-place. The charge





is often added to charges of theft and bodysnatching. The penalty varies with the seriousness of the offence, but it can be as much as ten years' hard labour. Cynical anti-clerical Agitators have suggested that this offence serves principally to assist the cult of Mórr in retaining absolute control of the process of disposing of the dead, and of the lucrative stream of funeral fees.

Body-snatching is a separate offence, although charges of theft, trespass and conduct likely to give rise to Undead are frequently added to it. The next-of-kin, if any, can choose whether to treat the case as theft under Criminal Law or as bodysnatching under Temple Law. Temple Law provides more severe punishment, but the Criminal Law allows for financial compensation of the victims (either the next of kin or the cult of Mórr as owners of the burial-ground – a criminal case must have a victim to stand up in court). By-laws in some parts of the Old World allow for the case to be pursued under both laws, in which case the outcome of one action is invariably cited as evidence in the second.

A further category of offences covers the pillaging of graves for valuables rather than corpses. This is principally covered by Criminal Law, and can lead to charges of theft and trespass. The Mourners' Guild can pursue the culprit under Temple Law for conduct likely to give rise to Undead, but they will only do so if the accused looks able to pay a substantial fine into Guild coffers or is also likely to be guilty of other Temple Law offences.

Despite the potential severity of these punishments, some thieves devote their careers to the apparently easy pickings of jewels and other grave-goods available in many graveyards, and carefully watch funeral rites in progress to assess the best prospects.

In Middenheim, Altdorf and a number of other Imperial cities, the bodies of those killed while being apprehended for body-snatching or grave-looting, or executed following a series of such offences, are usually given to the local university for dissection, following a judgment fifty years ago by Wilhelm von Messerlieb, an Altdorf magistrate renowned for his sense of the appropriate in passing sentence.

Standing Rewards

Through the Mourners' Guild, the cult of Mórr offers a series of standing rewards for information resulting in the conviction of anyone who breaks their laws regarding the dead. These are as follows:

- | | |
|---------|--|
| 5 GC | for information leading to the recovery of valuables stolen from a grave (plus 30% of the value of the goods); |
| 10 GC | for information leading to the arrest of a grave-robber; |
| 15 GC | for information regarding the use of body parts in other magics; |
| 25 GC | for information regarding the raising or summoning of Undead; |
| 5-10 GC | for information regarding other breaches of the Temple Law (the size of reward depends on the specific case). |

These rewards may be claimed at the guildhouse with responsibility for the place in which the event occurred. If a case appears to involve more than one standing reward, only the highest reward is payable.

Chapter 8

Droevigger's Funeral Emporium

WATERY GRAVES

In Marienburg's Kruiersmuur district, not far from the Deedsveld cemetery, there stands a very neat, respectable-looking two-storey cottage, next to a smaller building with the sign of a coffin hanging outside. This is Droevigger's Funeral Emporium, and the cottage next door is the Droeviggers' home. While there is no direct interconnection between the buildings, they share the yard which backs onto the Poultrice Water.

The Droevigger home is a small, tidy two-storey cottage with no noteworthy characteristics. The Droeviggers have a bedroom on the upper storey, and Edvard their young apprentice sleeps in the kitchen. The yard and the back of the shop is the domain of Boris, the huge and gloomy Kislevite coffin-maker who completes the Droevigger household.

The front is where the business is conducted. The door of the shop opens onto a vestibule, with a door leading to the stock-room where coffins and sample grave-stones are neatly displayed. Also off the vestibule are two curtained booths, where 'occupied' coffins can be laid before a funeral. The booths are decorated in sober good taste and lit only by tallow candles.

Coffins are either taken out into the square and loaded onto a horse-drawn hearse for the funeral, or taken out through the yard and moved by funeral barge. In the latter case, Droevigger is sure to have Boris clean the yard up and keep out of the way – the Kislevite's appearance and manner have a tendency to upset the bereaved!

COMMON KNOWLEDGE

"He's a very nice man. Very discreet, very sympathetic. We went to him when old aunt Mathilde died, and he was very good. You know how some of them can be – either it's all business and never mind your feelings, or

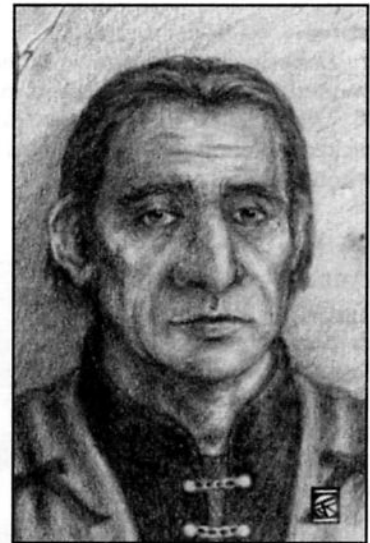
they come on with this treacly false sympathy that makes you want to scream. But Master Droevigger was very nice about it all – very sincere."

"Not a bad business, if you don't mind spending your days surrounded by stiff. I mean, the trade's never going to go away, is it? People aren't going to stop dying. And he's good. He should be on the stage – he comes out with all the sad looks and the mealy-mouthed condolences, and he can really make you believe he means them. You'd think it was his own mother he was burying to look at him sometimes. People are so busy sharing their grief with him, I swear they hardly notice him taking their money."

Jacobus Droevigger

Initiate of Mórr,
ex-Trader,
ex-Artisan's
Apprentice

Jacobus Droevigger is a lean, lugubrious man in his forties. His face seems to be the wrong size for the rest of his body, and his large nose and ears combine with the worry-lines left by decades of professional sympathy to give him a very strange appearance. His hair is dark and lightly oiled, and his mournful eyes are dark brown. His clothing is invariably dark and neat. Apprenticed to a coffin-maker at an early age, he has spent most of his life in the trade, and death is in his blood. He is respectful and formal at all times – he and his wife even refrain from using each other's first names in the presence of customers.



Droevigger is a member of the Mourners' Guild, as all in his profession are required to be. As a contact for the Mourners' Guild, he is known to most of his neighbours, as well as to the local Watch. Any approach to the Guild is made through him when there is local business of which the Guild needs to be informed, and he keeps an eye on the neighbourhood with regard to the Temple Law on death and the dead.

Quotes: "Good day to you, please come in. Allow me to take your cloaks. Please avail yourselves of seats. You have suffered a loss? My most sincere condolences. You may rely on me to make all the arrangements without adding to your distress."

"We've always prided ourselves on our service. Add no further to the customer's distress, that's always been my watchword. After the loss of a loved one, no one really wants to haggle like a grocer – it wouldn't be fitting."

"The granite? In this case, I don't think so, sir. If I might suggest, the basalt has greater dignity. The colour, the

Apocrypha Two: Chart of Darkness

presence. More fitting altogether. No-one who sees the basalt can possibly doubt that it is laid over a man of consequence. And it does hold an inscription well. People will still be able to read your father-in-law's name centuries from now."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	31	3	3	7	40	1	39	32	43	47	39	56*

Age: 42

Alignment: Neutral (Mórr)

Skills: *Carpentry; Charm**; *Divination - Card Reading* ⁽¹⁾; *Dream Interpretation; Drive Cart; Etiquette; Evaluate; Numismatics; Law; Read/Write; Scroll Lore; Secret Language - Classical; Stoneworking* ⁽²⁾; *Tailor; Theology*.
Trappings: Niello silver raven pendant (worth 25 Gu); writing kit; pack of cards (for divinations).

Notes:

1. Droevigger's *Divination* skills are in line with the expanded *Divination* rules given in Chapter 17.
2. Although he has never worked stone, Jacobus has picked up enough knowledge to be able to use this skill when it affects *Int* tests only.

Anna Droevigger

Trader,
ex-Servant

Anna Droevigger is a loyal support to her husband. She does not participate in the funeral rituals, but manages the business of the emporium – collecting fees for funerals, dealing with and paying suppliers and so forth – and runs the household.

Her knowledge of the city's other traders, and her network of gossip with other artisans and their wives means that she is well informed about the goings-on in Kruiersmuur. Anna is in her mid-thirties; the Droeviggers have no children.

Before marrying Jacobus, Anna was a servant to one of Marienburg's leading merchant families; a friendship with Anna might provide PCs with a helpful source of 'below stairs' information.

Quote: "Right away, Master Droevigger."

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	32	2	3	8	46	1	34	38	45	27	29	42

Skills: *Cook; Dodge Blow; Etiquette; Evaluate; Numismatics; Read/Write; Super Numerate*

Appearance: Forties, slightly plump, soberly dressed.

Personality: Formal, genteel, respectful.

Goals: Respect and support husband, and to run her household well.

Notes: Knows most of the local traders.



Boris Rodzin

Artisan,
ex-Artisan's Apprentice,
ex-Seaman

Appearance: Thirties, huge, bearded, limp (left leg broken and badly set). Thick Kislevite accent.

Personality: Quiet, dour, hardworking.

Goals: Make coffins, think gloomy Kislevite thoughts, be left alone.

Quotes: "Too many boatbuilders in this town. So I build coffins. Everybody need coffins, dah?"

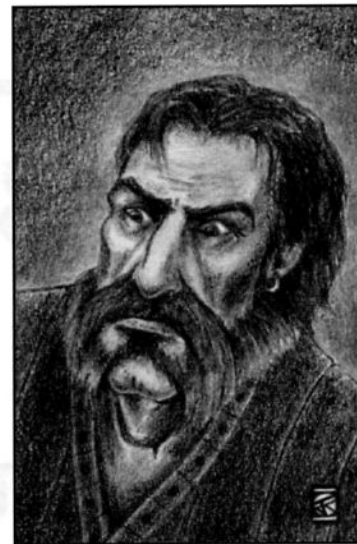
"You here for measure? For coffin, I measure you for coffin, dah? Nyeh? Oh. Excuse, please, work is to be done."

Notes: Boris knows some of the patrons of the local hostelties by sight, but generally keeps to himself. He buys imported Kislevite vodka from Ishmael at the Pelican's Perch in the Suiddock.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	42	5*	6*	10	54	1	53	31	28	43	27	24

Skills: *Boat Building; Carpentry; Consume Alcohol; Dodge Blow; Drive Cart; Evaluate; Row; Sailing; Speak Additional Language - Norse; Street Fighting; Strike Mighty Blow; Swim; Very Resilient**; *Very Strong**

Notes: Owing to Boris's bad leg, his *I* score is halved when making tests relating to movement and agility.



Edvard Stoemm

Artisan's Apprentice,
ex-Servant

Once an orphan at St. Rutha's, Edvard knows most of the children and staff there. He also knows the people with whom Droevigger does business, and has won the hearts of a number of bereaved ladies by his beautifully mournful appearance at funerals.

Quote: "Yes, sir."

Skills: *Dodge Blow; Etiquette; Evaluate*

Appearance: About eight years old, golden hair, huge solemn blue eyes.

Personality: Quiet, respectful, attentive, serious.

Goals: Learn the business, please the Droeviggers.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	22	31	2	3	5	33	1	35	29	33	27	29	31



USING DROEVIGGER'S FUNERAL EMPORIUM

This location can be used in *WFRP* adventures in a number of ways. A number of adventure ideas are given below, but the Droeviggers can be useful contacts even if they are not directly involved in an adventure. With a few name changes, it can also be used as the basis for similar locations and adventures in other parts of Marienburg, in the cities of the Empire, and elsewhere.

A Friend in the Guild

A contact in the Mourners' Guild can be very useful to a party of adventurers – particularly if they are active in a city. If he is sufficiently convinced of the PCs' integrity and good intentions, Master Droevigger can provide Guild contacts and other assistance.

Since the Guild sometimes works with adventurers in cases of a doubtful or delicate nature, Droevigger might be able to give the PCs leads to investigations of suspicious deaths, missing bodies or suspected necromantic activity.

He will also make a good point of contact with the Guild when the PCs want to claim a standing reward for dealing with undead, grave-robbers or necromancers, or if they should want to call upon the Cult of Mórr for help.

Although he only has Initiate rank in the Cult of Mórr, Droevigger can provide an introduction to local cult dignitaries for characters who are seeking training. In a pinch he may even conduct a divination, although as he will be the first to admit, divination is one part of Mórr's realm where he has little experience.

From his apprenticeship to the present day, Jacobus Droevigger has about thirty years' experience in the funeral trade, and can remember many of the funerals he has attended. Combined with his access to Guild records, he can come up with details of just about any burial in the city for the last few centuries, including circumstances of death and other details. This can be very useful in determining, for example, whether unusual events around a certain burial-vault are likely to be of supernatural origin, or caused by smugglers or body-snatchers to keep prying eyes away.

Finally, as a respected local tradesman, Droevigger has contacts both high and low in the local area. Some are clients, some are suppliers, but his good standing in the community can be very useful to a group of PCs who have befriended him. He may be able to provide access to patrons or information, and even smooth over minor infractions – but he will not be easy to fool, so the PCs' intentions had better be good!

Brothers in Service

Although Droevigger's Funeral Emporium is set in Marienburg, it can provide the model for an undertaker's business in almost any major city in the Old World. In Altdorf, for example, a business such as Droevigger's might be found not far from the university, or in the north-eastern mercantile sector of the city. In Middenheim, a good site would be in a small street behind the temples

of the Westtor-Sudgarten district, or among the alleys of the Wynd. In Bögenhafen, a good location would be near the junction of the Eisen Bahn and the Nulner Weg, close to the East Gate for easy access to the burial ground, and not too far from the Göttenplatz.

ADVENTURE IDEAS

An undertaker's business can form the backdrop to a number of adventures and encounters. Here are a few ideas:

The Unquiet Soul

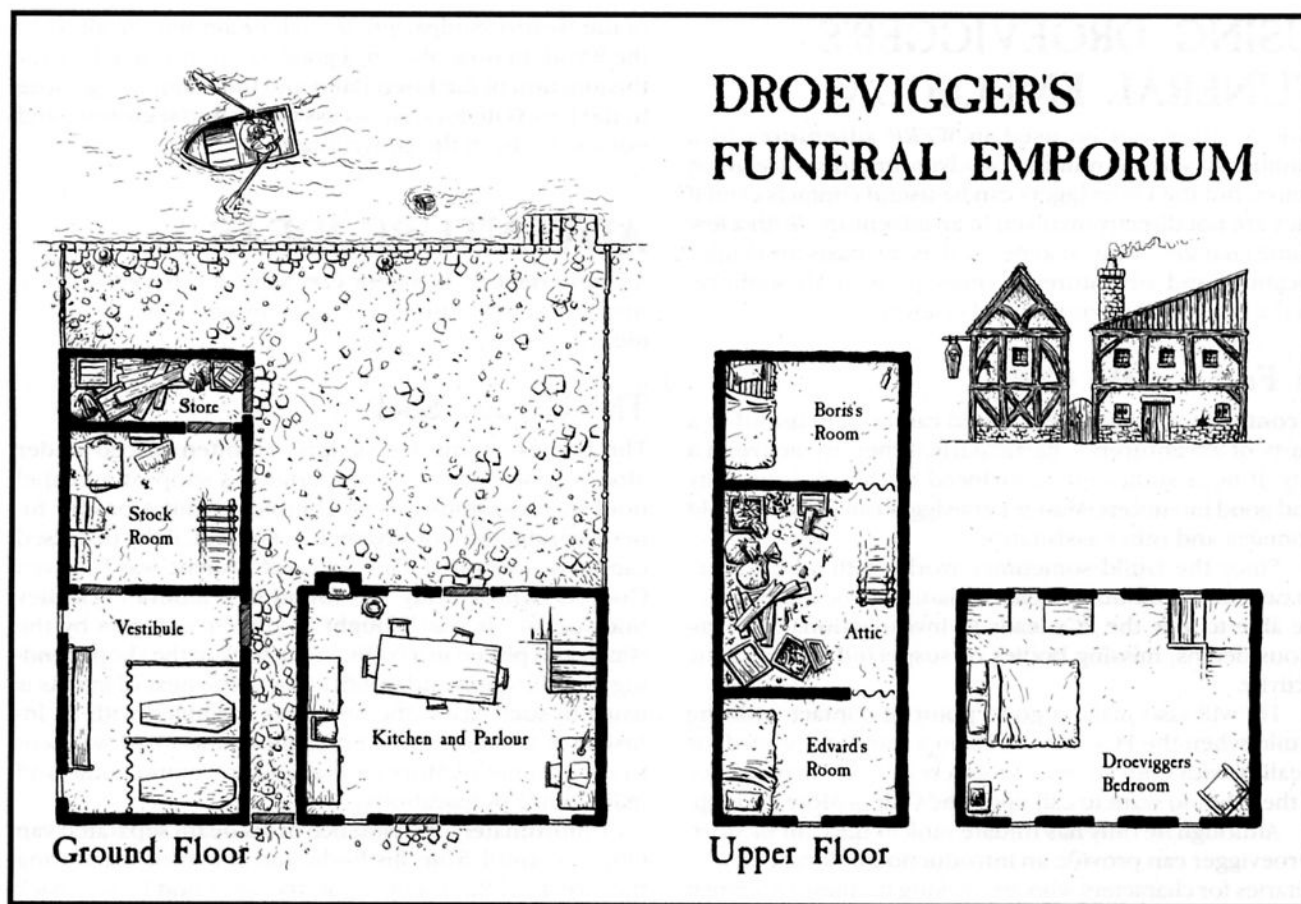
The bodies of murder victims are often placed under Mórr's protection in an undertaker's shop or a chapel until investigations can be completed and a proper funeral conducted – or a Nameless Funeral, if the deceased cannot be identified. One such unfortunate was Mats van Oopfers, whose body was found in a Riddra back-alley one sunrise. It was brought to the Droeviggers by the Watch and placed in a coffin in the back of the shop, pending identification and notification of the next of kin. As is usual in such cases, the body was sprinkled with an infusion of Graveroot as a precaution, and word was sent to the Temple of Mórr so that a Cleric could come and make other preparations.

Unfortunately, the violence of his death separated van Oopfers' spirit from his body, and it is now wandering the streets of Riddra by night, trying to find its way back to the body. The PCs may become aware of the situation by encountering the ghost themselves, or by meeting someone who has, and they will have to find out who the ghost was, where and when he was murdered, and then follow the trail of the body through the local Watch house to the Droeviggers' shop. Since the body was sprinkled with Graveroot, the spirit cannot be re-united with it, and a Cleric of Mórr will have to lay the troubled spirit to rest by conducting a funeral ritual.

In the Name of Science

A primary concern of the Cult of Mórr is to protect the dead from outrages at the hands of necromancers and grave-robbers. Although bodies are treated on arrival at an undertaker's shop to render them useless for necromantic operations, this does not make them less attractive to grave-robbers and some of their patrons. Some body-snatchers far prefer stealing from undertakers to opening graves; after all, there's less hard work to do, the surroundings are more pleasant and the goods are fresher. A common (but untrue) grave-robber's superstition holds that the protective magics of a funeral can wear off over time, so that a corpse from a graveyard is more likely to bring an unwanted ghost with it than one from an undertaker's shop.

Although the Droeviggers take precautions against burglary like any other tradesfolk, it would be relatively easy for an enterprising body-snatcher to break into the vestibule and steal a fresh body, selling it on to the medical profession or even to an unsuspecting necromancer who is unaware of its magical uselessness. If the PCs



can intercept and recover the body before it is dissected or subjected to a worse fate, they will save Master Droevigger from a serious professional embarrassment, and earn his gratitude.

The Foreigner

A visiting Arabyan merchant has died in the city, and his body is in the charge of Jacobus Droevigger while arrangements are made. According to Temple Law a body may only be released to the next of kin, and since this individual's next of kin are far away in Araby, a tense situation is brewing.

The deceased's fellow merchants are demanding that the body be turned over to them so that it may be buried in their own tradition, but the law states that the Cult of Mórr must conduct a funeral if the next of kin cannot be contacted.

The Arabyans may try to take the body by force, steal it themselves, or arrange for it to be stolen from the Droeviggers' shop. Foreseeing this, Droevigger may hire the PCs as temporary guards, or, if any of them have any experience with Araby and Arabian culture, as intermediaries and negotiators.

As an added complication, the deceased was a member of an ancient Arabyan cult which embraces mummification as a burial rite, and his companions demand to be allowed to eviscerate, dry and wrap the body accord-

ing to their own beliefs – something which the Cult of Mórr firmly regards as desecration of the dead!

No Rest for the Wicked

Jacobus Droevigger has recently been given charge of the body of a notorious racketeer, who died at the hands of an arch-rival – perhaps even the dreaded Adalbert "Casanova" Henschmann (see *Marienbourg: Sold Down the River*, p.67). A gang war is brewing, and the deceased's rival has publicly vowed to prevent the deceased from receiving funeral rites, so that he may never find peace.

Droevigger finds his shop invaded by racketeers determined to guard the body of their lamented boss, and with very definite ideas about when and how the Cult of Mórr is going to conduct the funeral. The Watch is very unwilling to get involved, preferring to let the two gangs weaken each other with their continued feuding. Meanwhile, various agents of the victorious crimelord will stop at nothing to obtain the body of the deceased, or at least prevent the funeral from taking place.

PCs with underworld contacts may be able to bring about some kind of negotiated settlement – although this will not be easy – or it may be possible to trick the racketeers and bury the body secretly, ensuring the safety of the departed spirit (and preventing it from taking any further hand in the situation!), while letting the two gangs get on with their feud.

Chapter 9

With the Dead in Dead Places

GRAVEYARD ENCOUNTERS

Mourners aren't the only things abroad in a graveyard. Here are a few ideas for events and encounters, set in Marienburg's Deedesveld graveyard (see *Marienburg: Sold Down the River*, p.112), but which can be used in any adventure or campaign with very little adaptation.

COMPANIONS OF THE DEAD

While in a graveyard, the adventurers might be called upon to do a little grave-robbing – or at least, to open and investigate some of the larger and more interesting-looking vaults. It could well be that there is nothing in there out of the ordinary – after all, you can't win a prize every time. However, it could be that there is something interesting in a vault beside the corpse – so here are a few ideas:

Rats: Burial vaults are dry, sheltered and very quiet – just the kind of place for a pack of rats to nest and raise their young. These will be normal rats, having tunnelled their way in under the base of one of the vault's walls or through a section of crumbled brick. Anyone entering the vault will panic them, and they will attack as a Swarm, with 1 W point of rats fleeing through the open doorway per round.

Creepy-Crawlies: Insects, such as ants and beetles, can swarm in a vault in the same way as rats. The difference is that they will not attempt to leave their nest – they will simply fight to the end in its defence.

Moulds: Red and Yellow Mould both grow on decaying organic matter, which makes a burial a very attractive proposition for them – and blundering into the vault a very bad idea. The burial of a wizard or other spellcaster might attract Purple Mould – especially if there are charged magical items buried with the deceased. These will be completely drained of Magic Points when found, but could be made to work again if they are thoroughly cleaned of spores.

Bloodsedge: This plant lives on decaying animal tissue, and will grow quite happily in any graveyard, especially unattended or abandoned ones. It will also be equally happy to catch any animal (or adventurer) foolish enough to wander too close to it. The plant will probably be found in a quiet part of the graveyard, since in more frequented areas it will have been identified and rooted out as soon as it appears. The area around will be unnaturally quiet (*Int* test to recognise this: Rangers +10, Elves +15), and if the ground around the plant is inspected closely (but not too closely!), various bones of small animals might be found. Characters with *Identify Plant* skill may identify the Bloodsedge in the normal way.

Graveroot: This plant is very useful for dealing with undead, and as its name suggests it is commonly found in and around graveyards. Scholars theorise that it feeds in some way on the death around it, and the essence of death (as opposed to Undeath) that builds up in its tissues is somehow inimical to the magics and compulsions





that keep the Undead out of their graves. Be that as it may, there is every chance that characters with *Identify Plant* or *Herb Lore* skills will be able to find a clump of Graveroot in a graveyard if they spend enough time looking. Use the rules on acquiring herbs from *The Enemy Within Vol. 1: Shadows Over Bögenhafen*, p.36, when anyone searches for Graveroot. More information about this herb may be found on p.77 of this volume.

THE FALLEN HERO

This ornate vault takes the form of a pillared marble canopy over a carved effigy of an armoured knight lying on a bier. The bier forms the roof of the semi-subterranean vault, whose doors are reached via a short flight of steps at the south side.

A Classical inscription around the edge of the canopy reads: "*Hic jacet Carolus Auermanus miles fortissimus vixit annos xxvij mort anno vii Mag. Imp. mmcccx i Sig. cum comites suis. Cives pii gratiue me fecit.*"

A character with the relevant skill can translate this as: "Here lies Karl Avermans, a great warrior, with some of his comrades. He lived 28 years and died in the 7th year of the reign of Emperor Magnus, the 2311th year of Sigmar. The pious and grateful citizens paid for this monument to honour his memory."

A native of Marienburg (or whatever city you are in) may make an **Int** test (*History* +10, *Heraldry* +10, *Scholar* +10) to know about Karl Avermans. He was a wanderer who first rose to prominence during the Incur-sion of Chaos two hundred years ago. Then a Marine captain in one of the merchant militias, he fought with great courage in the defence of Marienburg, and became the hero of a number of popular songs and romances. He died shortly after the battle against Chaos was won, apparently from a head-wound. The wound had been treated and for several days he appeared to be in perfect health, and then one day he simply dropped dead. In recognition of his valour in their defence, the citizens of Marienburg paid for his monument by public subscrip-

tion. He was buried with great ceremony, along with some of his men who had fallen in the battles against Chaos. The story of *The Boy Who Stole His Father's Ring for Cap-tain Avermans' Grave* can still be found in some books of children's tales in Marienburg.

The doors of the vault are rusted shut (T 5, D 15), and the steps are filled to a depth of about a foot with dry leaves and other debris. Clearly the vault has lain undisturbed for some time.

What no one knows is the real tragedy of Karl Avermans: he did not die from his wound. The blow to his head caused a blood-clot, which temporarily shut off the flow of blood to the brain and sent him into a coma. He was buried alive. The funeral rituals, intended to prevent Undead arising from a dead body, had no effect on him because he was alive at the time they were conducted. When he awoke he found himself trapped. His reason had already been damaged by the coma, and it finally snapped when he found himself shut up in his own tomb and unable to get out. Faced with a slow, painful death by starvation, he broke into the other coffins and ate the bodies. When death claimed him at last, he became a Ghoul.

The Ghoul is still unable to escape its confinement, and is mad with hunger – it finished the last of the other bodies over fifty years ago. Any noise made in the vicinity of the vault will alert the Ghoul, and it will scramble frantically against the doors, trying to get out. The Ghoul has a 20% chance of hearing any loud noise made outside the vault, and its frantic scratching counts as a soft noise, with a 30% chance of being heard (*Acute Hearing* +10) if anyone is listening at the door, and a 10% chance of being heard otherwise.

If the adventurers open the vault, the Ghoul will launch itself desperately towards them. Maddened with hunger, it attacks the nearest character, and will only try to flee if it is reduced to half its original **Wounds** score.

Examining the inside of the vault will tell the story. There are five coffins inside, and all have been broken open. One, on an ornate marble bier, has been broken open from the inside (**I** test to realise this), and the oth-

Section Two: Requiescant in Pace

ers have all been broken open from outside. Broken and gnawed bones lie scattered around the floor of the vault and in the four smaller coffins. Among them are four unmistakably Human skulls. As the adventurers realise the full story, each must make a CI test – those who fail are so haunted by the horror of it that they gain an Insanity Point.

Among the bones on the floor are four swords, now rusted and filthy (10% chance of causing *infected wounds*) and a few scraps of chain mail armour. In Avermans' coffin lies a scabbarded sword, which is still in good condition – it is magical, and is a Bane Weapon which causes double damage to creatures and followers of Chaos.

The adventurers could be led to this encounter after learning that the magical properties of Avermans' sword would be particularly helpful to them, or after being asked to investigate the strange scrabbling sounds.

THE MISER

The adventurers approach one of the smaller graves, on their way to somewhere else. The grave is ill-kempt, and the marker is the smallest and meanest the adventurers

have ever seen. There isn't even a proper inscription on it – just the scratched initials WV.

This is the grave of Willem Vrekman, a noted miser in his day. Despite the well-known adage that you can't take it with you when you go, Vrekman did his best: he concealed his small hoard of gold in the lining of his coffin, so that it would be buried with him. His obsession with his gold has survived his death, and even now he guards his hoard jealously, unable to bear the thought of being parted from it.

If any character stands on the grave for more than two rounds or disturbs it in any way, a startling thing will happen. Mist will rise up from the grave like steam from a kettle-spout, gathering itself into a terrifyingly misshapen humanoid form. Everyone who witnesses this manifestation must make a CI test against *fear*.

Willem Vrekman is now a Wight, with 3 **Strength** points and 7 Magic Points. He is obsessed with keeping people away from his gold, and will attack anyone within two yards of the grave. He is subject to *instability* if he moves more than a yard away from his grave, which he will never willingly do. He will sink back into his grave once no one remains within two yards of it.

If the Wight is disposed of and the grave opened (an act of great sacrilege unless the Mourners' Guild and the



Apocrypha Two: Chart of Darkness

cult of Mórr give their permission) the adventurers will find a plain, featureless coffin containing a wizened corpse and lined with sack-cloth. Vrekman's clearly despised luxury. Beneath the sack-cloth may be found gold coins of various nations, to the value of 153 Gu.

THE PREMATURE BURIAL

As the adventurers are walking through the graveyard, they notice that the ravens that live in the place are behaving strangely. They are hopping in an agitated fashion around a fresh grave, and if there is a follower of Mórr among the adventurers a raven may actually fly towards him and attempt to land on his shoulder, cawing loudly and giving him the occasional gentle peck on the head until he goes to the grave.

The headstone of the grave bears the name of Jan Meeland, and a date of death less than a week ago. The burial clearly took place only yesterday or today. The Ravens continue to hop around the grave excitedly, occasionally scratching or pecking at the ground.

The reason for their behaviour is that Jan Meeland isn't actually dead. He fell into a cataleptic fit a few days ago, and has been buried prematurely. Awakening in his coffin to realise the awful truth, he has called upon Mórr to save him, and his call has been answered – hence the strange behaviour of the ravens.

The adventurers should take the hint that something is amiss with the grave, and exhume the hapless Meeland. He is still rather hysterical, having gained another 4 Insanity Points and the disorder *Dementia* through the strain of his ordeal. But he is alive, and if his family can be traced (which they can, through local Mourners' Guild records), they will be delighted – if surprised – to have him back. The adventurers might come by a small financial reward for their assistance, and Mórr might bless them being good instruments of his will.

Meanwhile, the people who caused Meeland to be buried before his time are none too happy. Alive, Meeland is a threat to their illegal activities: they think he knows too much, and can identify them. He and the PCs become targets – but because of his *Dementia* he can't remember the details of what's happening, including the identities of the people who are trying to kill him.

THE PAUPERS' VAULT

Most cities and many larger towns have some form of paupers' grave, for handling the bodies of those whose families are unknown or too poor to pay for a funeral. Although they vary in some particulars, they all share the same function: to accept the bodies of the impoverished dead in a dignified and respectful manner, and then to ensure that those bodies are disposed of as quickly as possible, so that there is room for the next poor unfortunate. The following example is fairly typical.

Prominently placed in the graveyard, often close to the gates, is a carved stone sarcophagus bearing an inscription in Reikspiel: "Built by the Council and the Temple of Mórr for the Amenitity and Relief of the Poor and the Sanitation and Safety of All. Anno 1847."

The lid of the sarcophagus can be lifted by two or more characters with a combined S of 7 or more. Inside, it is clean and empty. A successful I test (*Spot Trap* +10, *Stoneworking* +10, *Tomb Robber* +10) will reveal a hidden catch in the mouldings of the eastern side. A further I test (same modifiers) will reveal that the base of the sarcophagus is false – the hidden catch operates a mechanism which causes it to retract, but this can only happen when the lid of the sarcophagus is closed. The false floor has T 7, D 12.

The Paupers' Vault is designed to operate as follows. After the funeral, the body is laid in the sarcophagus and the lid is closed. After the mourners have departed, the officiating priest pulls the hidden catch and the floor of the sarcophagus then drops away, dumping the body down a broad shaft into a lower chamber, where an Amoeba (*WFRP*, p.231) waits to devour it.

It is a two-yard fall from the floor of the sarcophagus to the Amoeba's chamber, but falling damage is halved because of the soft landing. However, falling characters automatically count as *engulfed* when they drop onto the waiting Amoeba...

DEATH'S BEACON

While in or around a coastal or riverside graveyard at night, the adventurers see bobbing lights by a cliff edge. If you like, the lights of an approaching ship may be visible in the channel, and the adventurers might see it change course in response to the lights – right towards some deadly rocks and sandbars.

The adventurers might well conclude that a gang of wreckers is at work, and decide to deal with them, save the ship and collect any reward that's going. Unfortunately, they don't know the full story.

About ten years ago, a notorious gang of wreckers did indeed operate from the graveyard, using the tombs and some associated caves and tunnels to store their loot and hide from the authorities. No other gang of wreckers dared operate so openly within the city, and their renown was considerable. Finally, they were caught and hanged, and their remains were buried in an unmarked mass grave in the same graveyard from which they operated in life. But their activities are not entirely at an end – for every year, on the anniversary of their execution, the wreckers rise from their grave as Marshlights (*WFRP*, p.252), and steer a ship to its doom.

There are five Marshlights at the cliff edge, and if the adventurers interfere the evil spirits will try to draw them over the cliff using their mesmeric ability.

The encounter can be brought to a satisfactory end by destroying the Marshlights, and then locating their unmarked grave and having a Cleric of Mórr perform the Funeral ritual over it to prevent their rising again. If the adventurers play a part in discovering and solving the problem, they will be eligible for two standing rewards – one of 50 Gu from the Temple of Manann for information leading to the discovery and punishment of wreckers (although a bureaucratic lay-clerk at the Temple may be a little unhappy about paying out the reward twice for the same gang of wreckers!) and one of 25 Gu from the Temple of Mórr for information regarding undead.

Section Three:

People and Places

A PASSING ACCOUNT of divers NOTABLE and INTERESTING PERSONAGES, the PLACES where they MAY BE FOUND, and the CONDUCT OF THEIR BUSINESS, namely;

MASTER OTTO DRUCKER, whose trade is the MODERN and NOVEL ART of PRINTING, by which such VITAL and INTERESTING WORKS as this present are daily placed before the DISCERNING PUBLIC;

MASTER LUKAS PFANDLEIHER at the Sign of the VERMILION PAWN, a DEALER IN MAGICAL GOODS and OTHER CURIOSITIES;

The INFAMOUS GREENSKIN RAIDERS commonly known as MORBOG'S MARAUDERS, who by their TERRIBLE DEPRADATIONS and WIDESPREAD OUTRAGES have made themselves a WELL KNOWN MENACE to POLITE SOCIETY;

The RENOWNED and WONDROUS PANDEMONIUM CARNIVAL of DOCTOR WOLFGANG HOLLSEHER, which BY APPOINTMENT TO THE IMPERIAL CROWN and those of divers lesser nations displays CAPTIVE BEASTMEN and other FOUL MIS-SHAPEN THINGS in Towns and Cities across the Old World, for the AMAZEMENT, DELIGHT and EDIFICATION of the PUBLIC AT LARGE;

And the NOTORIOUS pair of SELLSWORDS and TROUBLESEEKERS known as GOTREK and FELIX, made familiar to the EDUCATED READER by the chronicles of William King Esq., late of Albion and now of Praag – these ERUDITE and KEENLY PRICED tomes made READILY AVAILABLE through the endeavours of Marcus Gascoigne, Gent., at the BLACK LIBRARY.

Chapter 10

Otto's Printworks

A DEN OF INTRIGUE

Otto's Printworks can be located in any major city, according to the GM's needs. In Middenheim, it would be in one of the many side streets that make up the Wynd district; in Marienburg, it would be in the temple and university district of the Tempelwijk.

From the outside, the building looks like an old, shabby warehouse, little different from its neighbours. Above the door is a sign that reads, "Otto's Printworks: leaflets and books printed to order". Behind the door is a small, dirty office, wherein can be found Old Otto, the proprietor. Otto sits behind a large, ink-spattered desk, which is strewn with assorted pieces of paper. Behind the desk are shelves heaped high with books and pamphlets, guides to the city and flyers announcing various civic functions. From behind a closed door can be heard the muted rattle of presses and type blocks as the apprentices go about their daily work.

OLD OTTO THE PRINTER

Human, Male, Demagogue & Artisan

Otto looks about 68 years old and wears an old ink-stained apron. His thick pebble glasses invariably distort his face and make his eyes look like they are buried a foot into his head. A mop of curly grey hair crowns his skull and a white goatee beard dangles from his chin.

Although his body is bent with age and his face deeply etched with wrinkles, Otto's mind is very much alive and his eyes sparkle from behind his glasses. Otto is friendly to all callers, regardless of their social standing. He takes the time to make his callers feel at home, appearing to all intents and purposes as an honest artisan wishing to provide his customers with the best service possible.

But contrary to his public image, Otto is one of the leading members of the New Millennialists, a radical group dedicated to bringing about a major change in society, both within the city and in the Old World as a whole (see The New Millennialists, below).

Otto is a rational and reasonable man, who will calmly argue his case with anyone. Far from being fanatical, all his arguments are based on reason. He can see that a rationally ordered society would benefit far more people than society does at present. However, Otto is aware that the

New Millennialists are viewed as a threat by the city authorities, and therefore wishes to keep his activities secret. Even if the authorities did not close him down, they could, by various surreptitious means, destroy his presses and put him out of business. To avoid this, no callers to his office, no matter how hard they try, can convince him to print seditious literature. In order to do so they will first need to contact an NPC Agitator, who will arrange an introduction to Otto (see Contacting the New Millennialists, below).

Callers at the print works are greeted with a cheery, but slightly croaky, "Hello, what I can do for you? Would you like a seat? I'll just move this pile of paper and you can sit down here." His old body moves surprisingly swiftly, and a clean rag is soon whipped out to wipe the two seats in front of his desk.

"Would you like a glass of wine while we conduct business? I always say that a little wine helps to smooth the passage of the day and makes negotiations go so much more smoothly."

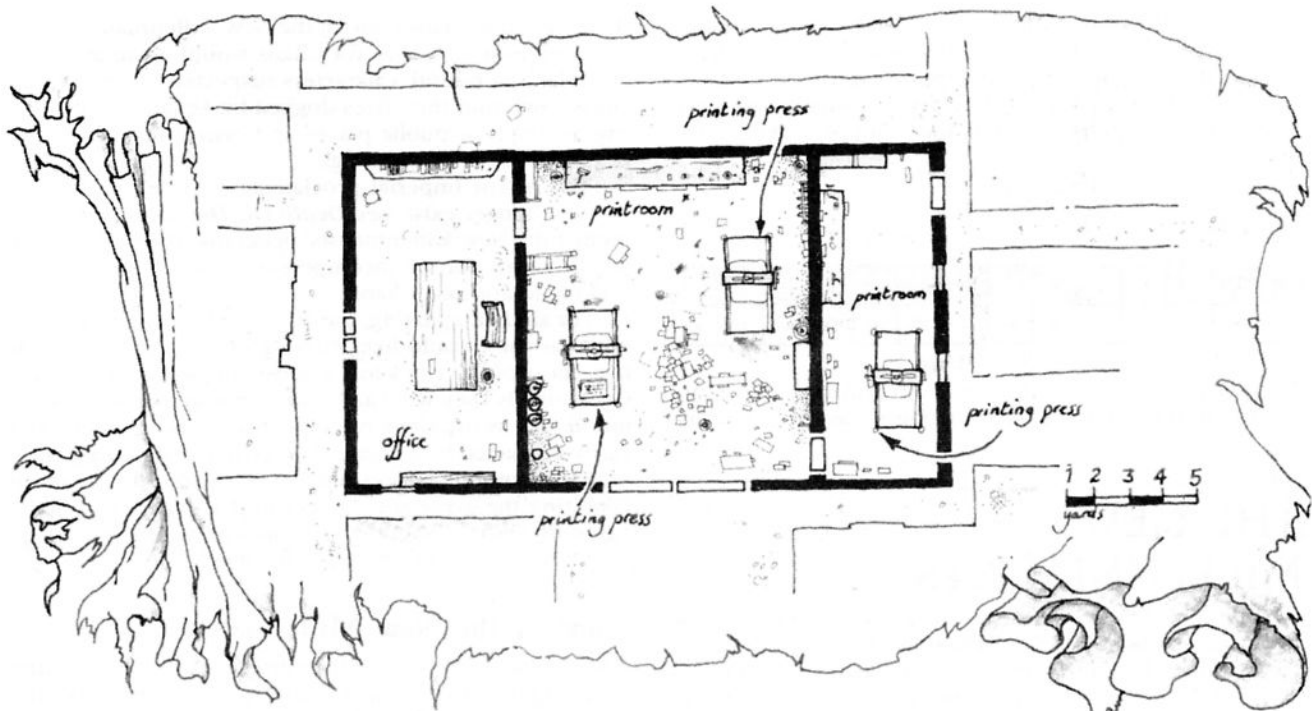
Whether visitors accept his offer or not, Otto politely asks what sort of print work they are looking for. He will print anything from one-sheet flyers to chapbooks (booklets of 16-32 pages made by folding one large sheet), longer pamphlets, and even large books.

Printing Costs

Otto's rates are reasonable. Assuming a print-run of one hundred booklets of sixteen pages, Otto charges 8 shillings each; a print-run of one hundred copies therefore costs 40GCs. The cost is reduced for larger runs by one shilling per copy for each additional hundred copies ordered, to a minimum of four shillings per copy.

One-sheet flyers are considerably cheaper, costing only 1 GC per hundred sheets. He offers discounts on 500 sheets or more: 500 sheets for the same price as 400; 1,000 sheets for the same price as 800 etc.





The above prices are for standard quality work. Otto charges up to 200% extra for special layouts and for the inclusion of new woodcut illustrations.

It takes two days to prepare a press to print a sixteen-page chapbook, and a further two days to print one hundred copies. Otto can potentially reduce the time taken to finish the printing, by working overtime – and will offer ‘rush jobs’ at twice the normal price.

Otto is also prepared to print full books, at a cost of around 20GCs per book including a simple leather binding. The time taken to produce books is much longer than for pamphlets or chapbooks, mostly due to the need for better-quality printing, stitching and binding.

Old Otto

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	34	46	3	4	7	50	1	44	47	46	50	52	76

Skills: *Blather; Drive Cart; Magical Sense; Public Speaking; Read/Write; Scroll Lore; Secret Language - Guilder; Secret Signs - Artisan; Very Resilient* (included in profile).

Trappings: Ink-stained clothes; sword kept under desk; 40 GC in purse; 156 GC in desk drawer; key to desk drawer.

THE PRINTWORKS

The door from Otto's office leads to the print room where two printing presses are tended by three assistants. Prospective clients are given a personal tour of this room by Otto, who points out the rows of lead type stacked in racks around the room. Bundles of paper lie on the floor and stacks of partially printed books and pamphlets line the shelves. Otto will carefully guide his visitors around these, apologising for the disorganised state of the room. “We have so many jobs to do these days that we find it easier to sort them into piles on the floor than to put them on the shelves. So please step carefully – we don't want any of you falling into a press.”

The presses are primitive but effective. They operate on a screw principle, with the galleys of composed type

being pressed down onto the paper. Three type-styles are available, and Otto will go into great detail regarding their respective merits:

Gothic: “A very nice visual text, looks good to the eye, and very traditional. Useful for impressing people, particularly those who cannot read.”

Luther: “A little bit more radical, this one. This face is very good for clarity, a bit utilitarian, but easy on the eyes for protracted reading. Ideal for books and pamphlets.”

Imperial: “An impressive face. Yes indeed. Used on Imperial documents, you know. A good cross between the other two types – useful for the shorter proclamations beloved of our illustrious rulers. You can't go wrong with this one, dazzle your friends with your Imperial connections.”

Otto will not show visitors through the door leading from the press room. If asked, he says, “Oh, that's where we store the paper. A simple storeroom. Nothing to interest you.”

But, little known to the outside world, Otto's print shop is the source of the majority of leaflets handed out by Agitators on the streets of the city, even those who are not connected to the New Millennialists. Any cause that embarrasses the government, or calls for improvements to the lot of the common folk, is given access to Otto's print facilities. If the print-shop is located in Marienburg, then Haam Markvelt (see *Marienburg: Sold Down the River*, p.99) will almost certainly be among Otto's customers.

The locked room holds another printing press used solely for producing material of a seditious nature. The press specialises in leaflets proclaiming the imminent arrival of the New Millennium, in which the common people will control their own destiny without being subject to the whims of inbred nobles or fat and wealthy temple leaders (see below for two examples). Here two Agitators produce leaflets calling for an end to taxation and the overthrow of the existing order. Leaflets, sorted into various piles, are neatly stacked around the room, making a stark contrast to the disorganised mess of Otto's ‘public’ print room. The existence of this press is a closely guarded secret, known only to the members of Otto's press and to certain Agitators around the city.

Apocrypha Two: Chart of Darkness

At night, the printworks is manned by two Agitators who work the press and hand the finished leaflets to other agents for distribution. They will attempt to capture any intruders, but will be unaware of any activity outside the print room, unless this activity is very loud indeed (-30 to all *Lis-ten* tests).

Agitator

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	40	3	3	8	34	1	28	42	30	34	30	43

Skills: Public Speaking; Read/Write

Trappings: Leather Jack (0/1 AP - body and arms) worn under an ink-stained overall, sword, dagger, assorted leaflets.

THE NEW MILLENNIALISTS

Agitators throughout the city espouse the beliefs of the New Millennialists. The New Millennialists believe that society is unjust, benefiting the rich and powerful at the expense of the common people. They wish to see a change in the running of the Old World in general, and their city in particular.

The New Millennialists are undaunted by the fact that the literal coming of a new millennium – according to the Imperial calendar at least – is more than four hundred years away. Furthermore, most of the group – and indeed, most of those to whom they preach – have only the vaguest notion of what a millennium is. Of those who do, most choose to interpret the word figuratively, as referring to a new era rather than a certain date. At least one sub-group within the New Millennialists has tried to find a millennium closer to hand, using obscure Elven and Dwarfen calendars with varying degrees of success.

New Millennialists are, on the whole, honest hard-working folk, who dislike the fruits of their labours going to feed the rich and powerful. Members point to the poverty and decay across the city as evidence of the rulers' disregard for the common people.

Many members are worshippers of Verena, the Goddess of Learning and Justice, and would like to see an Empire run by reason rather than by the whims and personal interests of the rich. They view the schism between the followers of Ulric and Sigmar as nothing more than a sham to divert the common people from the real issues of the day – namely their lack of money, and the constant threat of Chaos.

Although adventurers coming into contact with the activities of the New Millennialists may suspect

them of being Chaos cultists, the New Millennialists are totally opposed to Chaos, for Chaos would mean an end of all order and reason. Characters suspected of being Chaos cultists will find their lives dogged by Agitators seeking to expose them in public places and organising demonstrations outside their dwellings.

The recent Imperial proclamation declaring that mutants no longer exist (see *Death On The Reik*) has further fuelled the New Millennialists' belief that the Emperor and all nobles are inbred incompetents, who are now actively seeking to appease Chaos.

For all their agitating, the Millennialists are not as influential as they would like. Although their Agitators are active, most of the city's folk are usually deaf to their pleas. Occasionally they will catch the common folk in a volatile mood, but as the city's rulers are well aware, the 'mob' is easily distracted by a hurriedly prepared festival or parade. Attacks on public figures tend to be more effective in discomfiting the great and the good; it is difficult to ignore Agitators who harangue you from street corners, particularly if allegations of Chaos are involved.

Signs of the New Millennialists

While the adventurers are travelling around the city, either shopping for supplies or on another adventure, draw their attention to a couple of fly-posters pasted up on the walls of the city streets:

RATS & VERMIN EXPLODE FROM CITY SEWERS

Suffer no More!

Force the Rich Nobles and Wealthy Temple Leaders to
Free Us from the Plague of Rats daily Erupting from our
City's vile Sewers!

While the Rich and Powerful rest safe in their Fancy
Houses, WE, the Common People, must Suffer these
Foul Creatures!

Catch as many Rats as You can and Throw Them over
the Mansion Walls!

Let our 'Bettors' Know what it is like for their Children
to live in Terror of these Beasts!

Direct Action is our only Hope!

ACT NOW !

CATCH A RAT TODAY

There is no printer's by-line on this poster, but it is typical of a New Millennialist poster commissioned by an outside group. In this case the publishers are the city's rat-catchers, seeking to drum up more trade by making rat-catching into a social issue.

Initial response to this poster will be good, and the city authorities will be forced to deal with the problem. However, they respond by posting guards on streets leading to the city's wealthier areas. Anyone suspected of carrying rats will be stopped and searched; those found in possession of rats will be arrested and fined. The authorities take no action to deal directly with the rat problem.



The other poster is one of the New Millennialists' own, and refers specifically to events in *The Enemy Within* campaign at the time of *Death on the Reik*. This may not be appropriate for campaigns set in other times and places, and the GM should feel free to substitute another suitably inflammatory poster if desired.

MUTANTS TAKE OVER THE EMPIRE!

The recent Proclamation from
our beloved Imbecilic Emperor
(He of the Fat Breeches and Deficient Brain)
has turned The Empire into
a Breeding Ground for Mutants!

Mutants are to be Elevated to Positions of Power in an
Effort to make our Lives Worse!

Show your Disgust!

END CHAOS!

END POLITICAL TYRANNY!

FREEDOM FOR ALL!
(except Mutants)

This poster is recent, and copies are still being pasted up by Agitators across the city. Because of its seditious intent, the City Watch are taking them down as fast as the New Millennialists can put them up. Characters reading this poster will be quickly moved on by a polite but firm Watch patrol:

Watchman: "Excuse us, citizens. Would you mind moving on while we redecorate this wall?"

PC: "But I haven't finished reading it."

Watchman: "Perhaps you didn't understand. Push off – unless you want arresting for sticking up illicit bills!"

Agitators will also be heard calling for an end to the nobility and venting their spleen against the Emperor and his advisors. The Watch responds by dispersing the crowd and moving the Agitators on. Violence is unlikely to flare, unless instigated by the PCs. These street-corner agitations can be run for as long the GM wishes and could even culminate in a large demonstration. The main role of the agitations, however, is to draw attention to the existence of the New Millennialists.

If a demonstration does occur, Chaos Cultists will attempt to make trouble by starting fights and heckling from the sidelines. Empire loyalists will also heckle the crowd and a small counter-demonstration might be organised. Unless you are willing to disrupt the whole life of the city, it is best to allow the demonstration to take place without it erupting into major violence. The Watch will contain any trouble that occurs. Where player characters are involved, simply role-play out the scene in response to their actions. Make it colourful, but avoid major confrontations.

Contacting the New Millennialists

There are a number of ways you can introduce the New Millennialists and Otto's Printworks into your game. You can draw the adventurers' notice to the various posters stuck up round the city. Later on, when the adventurers are out after dark, they can spot an Agitator pasting up post-

ers at night, or they can talk to an Agitator whom they hear haranguing the crowd. Sympathetic characters, such as Agitator player characters or a character who successfully makes a *Bluff* test, can role-play their way into the Agitators' confidence, an easy enough task as the Agitators are always willing to talk to people sympathetic to their cause.

Following a successful *Bluff*, characters will be introduced to Otto, who will willingly teach them the necessary skills for their new trade as Agitators or apprentice printers. Otto charges nothing for training, but he will expect them to work as printers, and once they have mastered public speaking, to work the streets in their new career.

Characters who oppose the Agitators may decide to follow the Agitator back to the printworks and then either break into the building to get evidence to give to the authorities, or try to bluff their way into the building and arrange a meeting with Otto. It is up to the GM to determine how convincing the characters appear to Otto. Characters who are out to betray him to the authorities should have their work cut out for them. Don't make it easy, but reward clever play.

Watching the Printworks

The characters may find themselves approached by public figures who have been attacked by the New Millennialists, or by the authorities to uncover the source of the leaflets. The characters can find leads by following Agitators or by hanging out in certain inns – you decide which ones. You should make sure, however, that you give them a lead to draw them to the printworks.

Characters watching the printworks at night will see Agitators arriving at the back door to collect their leaflets and sometimes to discuss future actions. Getting the Watch to act against Otto will require evidence; a sample of seditious leaflets from the printers will suffice. Allegations on their own are insufficient.

Other Agitators

There are many freelance Agitators in the city, espousing many different causes from the state of the drains to carrying out verbal attacks on public figures. Although meetings are usually held in secret, a few inns can be identified as the places where Agitators regularly hang out, and these would be known to most of the city's dissident and criminal elements. Any NPC Bawd (or a PC Bawd who is native to the city) will be able to take the adventurers to such a place.



Chapter 11

The Vermilion Pawn

IT'S A KIND OF MAGIC SHOP

"Cor! That's a GOOD 'un, that is. Ebr...what is it?"

"Blazed if I know. But it's sure enough magical. Here...feel it." (thrusting the fist-sized object up against the other's cheek)

"AHHHGH!" (Leaping backwards in terror). "It's ALIVE!"

"No, ya ninny. It's just a rock - I think..."

"Well, ya better be sure 'fore ya go jammin' it into other folks' faces. Look..." (leaning over and whispering) "...maybe ya better take it to the Vermilion Pawn. The swine charges an arm and a leg; but from what I hear he's good... and discreet."

THE PAWN

The Vermilion Pawn, proprietor Master Lukas Pfandleiher, performs services of vital importance in any *WFRP* campaign: the identification and evaluation of magic items. Master Lukas is also a source of cash loans for desperate adventurers, though they'll pay high rates of interest, and must leave magical treasure behind as security.

The Vermilion Pawn may be located in any large town or city in your campaign, although it ought to be in a settlement large enough to have its own university and Magicians' Guild or College of Magic. This is because in his research Lukas must occasionally rely on the larger reference libraries of such institutions.

In Middenheim, the shop could easily be located in the Freiburg, perhaps toward the eastern edge where it borders the Neumarkt-Osttor district. In Marienburg, the Vermilion Pawn would fit well in Kruiersmuur. In another city, it would probably be located on the fringes of a scholarly district, or tucked away in a side-street full of pawnshops and sellers of curiosities.

Reputation

Among common folk, who have little call to pawn or identify magical treasures, Master Lukas and his establishment are little more than a vague rumour: "Eh? You've a magical whatsis you want priced? OOH! Let me look! No, no idea who you'd go to. The Guild p'raps, or a banker... the Temple... Oh, there's the Red Prawn or something; that's it. Down in the Freiburg..."

Experienced adventurers and arcane students and practitioners might know Lukas, from either personal experience or direct report: "Well, there's Lukas at the Vermilion Pawn, and little else to choose. You could take it to the Magicians' Guild, if you're a wizard. And a member. And you know what you're about. They've a library there, and maybe you can chivvy some old geezer into helping out with the research. But they're none too helpful unless you're well connected, and if you're not a member - well, forget it.

"Course, if you're a man of the faith, you can take it to a temple - though they don't know a lot about sorcery there, and what they do understand, they're likely to requisition - for the greater good, of course.

"Nope, Lukas is your best bet. Ye gods, his fees are high, but if you need cash, he's got it, and no questions asked. He's awful fast and awful good - too good to be true, some say. He's been around for years, so he's got to be reliable."

Master Lukas

Master Lukas is a pleasant-looking Dwarf in late middle age, with a slightly protruding belly, an air of scholarly dishevelment, and cheerful, penetrating blue eyes. If asked, he will say that he adopted a human name when he opened the business just over a century ago, because it describes his business better than his Dwarfen name, which he was sick of hearing mangled by his human customers. This is partly true, but his main reason is that he wanted to leave his former life behind, even though the skills and knowledge it gave him are still useful.

Lukas has completed the equivalent of an apprenticeship in Alchemy, an advanced career as Scholar, and a Level Two career in daemonology. He has since moved away from the daemonic arts to resume a career in Wizardry, and despite his involvement in the darker side of magic, a nicer daemon summoner you could never hope to meet.

As a daemonologist, Lukas has suffered two disabilities; neither particularly sinister. Lukas is allergic to pollen, but he stays away from the countryside, and pollen allergy is not uncommon among normal folk. He has also suffered *Strength Loss* - inconvenient, but hardly crippling.

As a pawnbroker, Lukas is a remarkably agreeable sort. He charges a lot for his services, but, as he will politely explain, so do physicians and other highly trained professionals. He's an amiable but flint-willed bargainer. He knows he has an effective monopoly in his trade, and doesn't hesitate to remind the client of it: "If you don't like my prices, well, where else can you go?"

Lukas is a respected member of the local intellectual community. Since he is an expert in magical collectibles, he is especially favoured by rich nobles, who are always trying to wheedle a bit of free advice out of him on what sort of treasures are particularly valuable. He is also a sought-after guest at parties, where an offhand comment from Lukas - "My, Chancellor, I see you have a set of Janacek Globes" - prompts the envy and admiration of other aristocratic collectors.

Lukas is quite proud of his Dwarf heritage, and makes a conscious effort to treat Dwarfs generously in trade and

Section Three: People and Places

friendship. In fact, his manner toward them borders on the patronising: "Oh my, yes, we Dwarfs have to stick together, don't we?" However, he is quite at home socialising with human and Elven scholars, wizards, nobles, and other professionals.

Lukas employs six Dwarf bodyguards, when he can get them. He outfits them with chain mail and pays them well. Typically, two guard his home in an upper-class section of town (in Middenheim he lives in the Nordgarten district; in Marienburg, it will be Noordmuur). Two remain at the Vermilion Pawn at all times, while two accompany him as bodyguards on his walks to and from his home, his shop, and on his social visits.

Master Lukas Pfandleiher: Level 2 Wizard

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	52	25	3	5	10	43	1	38	51	67	58	85	32

Skills: *Arcane Languages - Magick, Daemonic Magick; Astronomy; Brewing; Cartography; Cast Spells - Petty Magic, Battle Magic 1 & 2, Daemonic Magic 1 & 2; Chemistry; Demon Lore; Evaluate; Herb Lore; History; Identify Plant; Identify Magical Artifact; Identify Undead; Linguistics; Magical Awareness; Magic Sense; Meditation; Night Vision; Numismatics; Read/Write; Rune Lore; Scroll Lore; Secret Language - Classical; Speak Additional Languages - Dark Tongue.*

Trappings: Leather jerkin; short sword; whistle (to attract the Watch if needed); Amulet of Adamantine (shaped as a daemonic hand - provides T 7); Wand of Jet (command is "Have at thee!").

Magic Points: 18



Alignment: Neutral

Spells:

Petty Magic: Gift of Tongues; Glowing Light; Open; Protection from Rain; Reinforce Door; Sleep.

Battle Magic 1 (including Daemonic spells): Aura of Protection; Cause Panic; Mystic Mist; Summon Energy; Zone of Sanctuary.

Six Dwarf Bodyguards

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	65	22	5	4	9	34	2	20	47	31	52	48	20

Skills: *Disarm; Specialist Weapon (Fist); Street Fighting; Strike Mighty Blow; Strike to Stun.*

Trappings: Knuckle dusters; axe; sleeved mail coat; mail coif; shield; 2D6 GCs.

Lukas's Routine

Lukas keeps irregular work hours - to discourage plotters, he says. The chance of finding him at the shop during daytime is 50%, and 10% during the night. The rest of the time, he is either at home (where he refuses to see clients), doing research at the Magicians' Guild or the University, or on social engagements.

When he's at the shop, guards fetch food for Lukas. In addition, several dozen live rats are delivered weekly, most of which are fed to the dogs. Most, but not all...

THE PAWNSHOP

The formidable stone structure squats among shabby old book stores, alchemical wholesalers and other shops of scholarly and antiquarian interest. Locating the place is a simple matter of enquiring among the local shopkeepers, or wandering around looking for a stone building with a red chess pawn on the door.

The shop itself is a massive, windowless stone vault, resembling a military blockhouse. The stonework is Dwarfish, dry-mortared and ponderously secure. The arched stonework of the roof is supported by thick interior walls: "Bedrock solid!" a Dwarf might remark with satisfaction, "and as good as you're likely to see above ground." Built by Dwarfish stonemasons, the Vermilion Pawn appears to be (and, indeed, is) more secure than the average bank or prison.

A walk around the building reveals only the front door and a sturdy timber shed with a rear entrance. If Master Lukas is in, two war dogs on disconcertingly long chains are tethered in the back, ever-so-enthusiastically greeting casual visitors.

During construction, Lukas made filings from worthless cursed magic items and scattered them in the stonework to confuse magical probing. To anyone with *Magical Awareness*, the entire structure seems imbued with magic power.

1. Front Door

This is thick oak, reinforced by iron. A red pawn is painted on the door, together with a notice reading:

'Knock loudly and wait.'

Lukas scrutinises visitors from the Service Chamber through a concealed wide-angle peep lens. Unless a Daemon or a full regiment threatens, Lukas usually releases the locks and bolts.

Apocrypha Two: Chart of Darkness

2. Booth

This narrow room is fitted with a wooden bench for patrons. "Come in, and close the door behind you, for your own privacy and mine," Lukas invites, and will proceed no further until the outer door is closed and locked.

Lukas watches patrons through peep-holes. If he suspects foul play, he releases Black Lotus powder bombs through a mechanism in the ceiling of the booth. He dumps the first dose, and, if the miscreants seem merely foolish or stupid, he may open the locked door and allow them to escape to warn others against funny business. If his victims appear to be real criminals, he leaves the door locked, dumps a second dose, and sends a guard for the City Watch.

If all is in order, Lukas opens the iron shutters on the 2ft by 2ft window between the Service Chamber and the Booth. All business is conducted through this window, and at the first sign of trouble Lukas will slam the shutters and pour on the Black Lotus.

3. Service Chamber

Lukas keeps his business records and minor magical trinkets in here, along with a few basic reference texts and analysis tools. These allow him to identify most common potions and devices while the patron waits.

Note that all items must be analysed and appraised by Lukas before he will even discuss offering a loan against the item, or consider purchasing the item.

The procedure is simple: Lukas explains his terms (see below) and if the patron agrees he is charged an initial 10GC for each item to be identified, appraised, pawned or offered for sale. Lukas then withdraws and seals the shutters while he performs basic tests on the items. Note that if Lukas can't identify the object with his simple tests, the client must still pay the 10 GC advance, as the Dwarf always warns his customers.

If the tests reveal the nature and value of the item, he opens the shutters, and collects the balance for his analysis before announcing his findings. If the item requires further study and research, Lukas informs the clients and estimates when they should return for the final report.

Patrons interested in purchasing something from Lukas must explain what they seek and how much they are willing to pay before Lukas will reveal whether he has the item in question, or what he will charge for it. Bargaining will affect the sale price in the usual manner.

If the bargaining is successful, the shutters are sealed, Lukas retrieves the object, returns, opens the shutter, and concludes the deal. If Lukas and the client cannot come to terms, Lukas politely asks the client to leave, and closes the shutters. Troublesome clients are assisted from the premises by the guards or, or if necessary, the Watch.

Lukas's Business Practices

Pawning Items

Lukas offers 50% of appraised value as a cash loan secured against the item. His terms are 1% interest per day on the loan with a minimum credit charge of 20 GC (to cover the cost of his appraisal).

Thus, if he appraises your Ring of Warding at 500 GC, he'll loan you 250 GC on the ring. You take the loan and repay it in ten days. At 1% per day, Lukas requires the 250 GC loan, plus 25 GC interest for 10 days, for a total of 275 GC. If you paid it back in one day, you'd only owe 2 GC and 10 shillings in interest, but you'd still have to pay the loan (250 GC) plus the 20 GC minimum credit charge.

Identifying Items

A flat fee of 20 GC + 5% of the appraised value is charged for item analysis, with 10 GC paid in advance.

His standing offer is, "If you think my appraised value is too high, I'll buy the object from you for that amount. If you think the value is too low, be thankful – your 5% fee is thereby reduced."

If Lukas can't fully identify the item with his basic analysis test, he offers his 'advanced research' services. "If I can't identify it by mundane methods, you can either take the object to someone else, or pay my advanced research fee: 200 GC and 5% of the appraised value, plus expenses for advanced research."

Advanced research takes from 4-6 weeks, with no guarantee of success. However, if Lukas can't identify the item, the client only pays the 10 GC basic fee, and is always free to retrieve the item and take it elsewhere for identification.

Identifying Magical Items

In addition to revealing whether or not an item is magical, the skill *Magical Sense* also reveals the number of powers (i.e. how powerful the item is). To discover just what these powers are, a character with the skill *Identify Magical Artefact* must study the item for an hour or so, and for each





successful **WP** test (only one is permitted per hour) a single power is revealed. Once the character fails the test he cannot gain any more information.

It is this latter skill that Lukas uses, and the first power learned will always be a general notion of the object's history or function. A Cure Light Injury ring, for example, would be identified as a healing ring, or a Dagger of Death might be recognised as the work of Mario Fettucini, a Tilean sorcerer formerly employed by the Assassins of Sartosa.

With repeated **WP** tests, specific powers (with passwords if applicable) can be identified. Some items require a specific invocation to activate their magical properties, and since this is generally a security precaution, rarely is the invoking phrase clearly marked on the device.

In addition to these standard methods of investigation, Lukas also has recourse to a vast collection of books and tools that he can use if his *Identify Magical Artefact* skill is not sufficient. This reference material and equipment forms the basis of his advanced research, and allows him to continue gaining information where he left off. Learning everything about an item is extremely difficult for a typical adventurer, but mere child's play for experienced magical scholars like Lukas. With this method, Lukas must make an **Int** test to obtain information on each power.

Items with functions deliberately or accidentally obscured, and items of inherently obscure function, provide more serious challenges to magical scholars. Various elaborate research procedures are available, most of which are either time-consuming or dangerous, and none of which guarantee success.

For these very difficult cases, Lukas can always ask his Daemon for an appraisal (see below). Lukas generally saves this as a last resort, since the Daemon charges in quarts of humanoid blood. Lukas is a nice fellow, and dislikes such practices, but he is also a practical businessman, and will use this resource when all other means have failed.

Purchasing Items

Lukas attempts to sell items for double their appraised value. On the black market he sells for a lower price, but at a greater volume.

Since it is almost impossible to buy magical items elsewhere, the doubled price is really rather fair: "Folk looking

for a specific item are happy to pay, and folk who complain about the prices have no business shopping in the first place," he says.

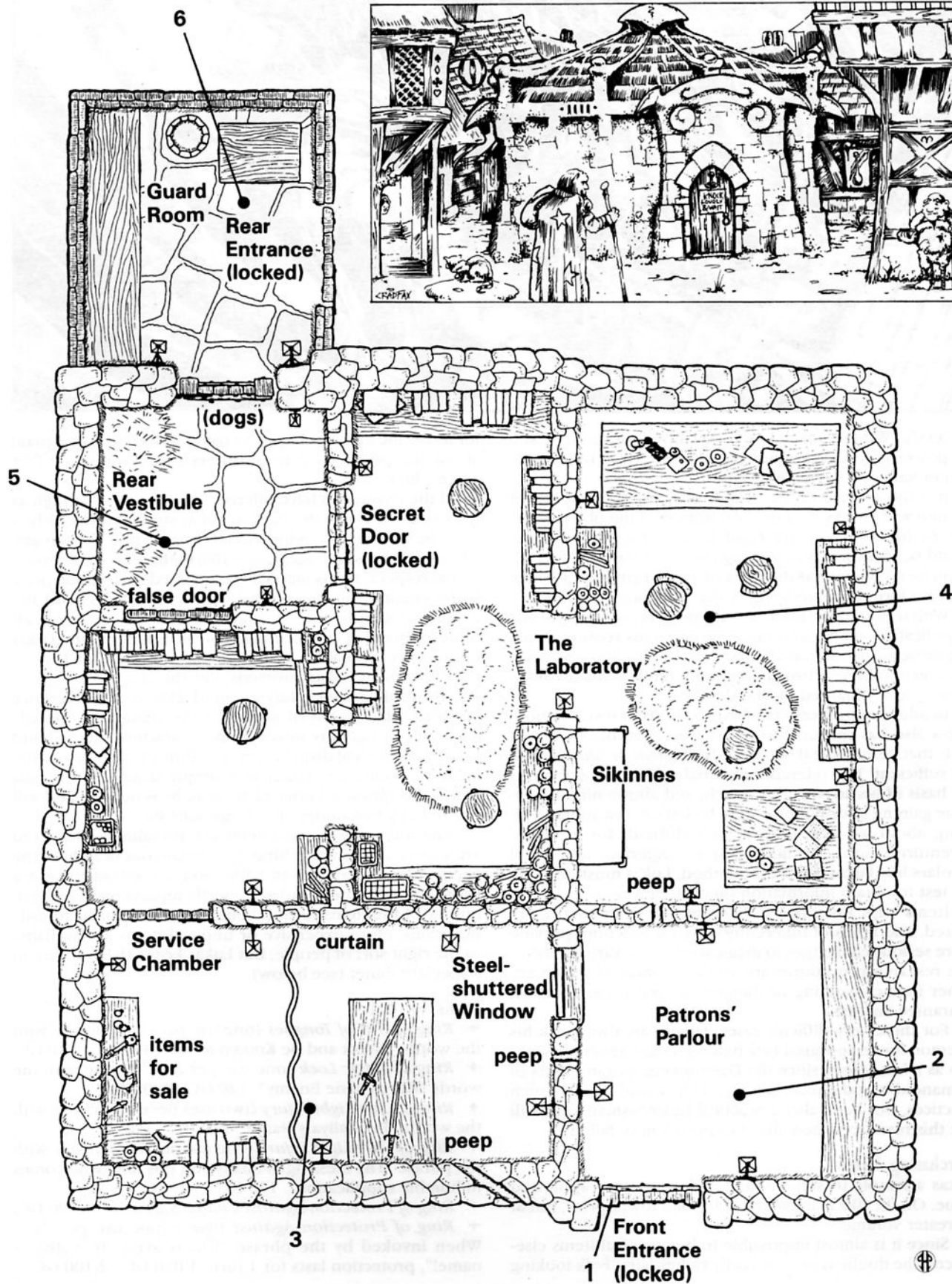
If the characters have offered a price at least as high as this, Lukas will sell the item to them straight away. Otherwise, he will *baggle*, trying to find the best price he can get. Obvious experts in magic gain +10% to the test out of professional respect; Lukas may also be inclined to drop the price if the client is buying several items. Both Lukas and the characters should test – if both succeed, the process continues; if both fail, negotiations have broken down and Lukas delivers an ultimatum of paying the full price or leaving immediately. If Lukas succeeds and the characters fail, he will drop his price slightly (around 25% of the difference between what he asked and what the characters offered) and refuse to go any lower. If the characters succeed and Lukas fails, he will drop his price slightly (as above) and the haggling continues. Lukas will simply laugh off any bids below the appraised price of an item; he is no fool, and will not sell at a loss under any circumstances.

The following magical items are available for sale, and are stored on shelves behind the curtain, out of sight of the clients. Lukas's appraised value and his asking price are listed after each item. Lukas honestly reports the true capabilities of the items to his clients – a policy he steadfastly maintains. More expensive or unusual items are available to the right sort of people, but Lukas keeps these secure in a special cabinet (see below).

Items for Sale

- + *Ring of Gift of Tongues* (one use per day). Invoke with the words "Speak and Be Known to Me". 120 GC / 240 GC.
- + *Ring of Magic Lock* (one use per day). Invoke with the words "Bar to Mine Enemy". 120 GC / 240 GC.
- + *Ring of Cure Light Injury* (two uses per day). Invoke with the words "In Shallya's Name". 270 GC / 540 GC.
- + *Ring of Cure Light Injury* (one use per day). Invoke with the phrase "The blessing of Shallya on this one, who comes in humble supplication". 170 GC / 340 GC.
- + *Ring of Protection Against Chaos*. 3,250 GC / 6,500 GC.
- + *Ring of Protection Against Chaos* (one use per day). When invoked by the phrase "Chaos avert! In Solkan's name!", protection lasts for 1 turn. 1,050 GC / 2,100 GC.

THE VERMILION PAWN



★ *Ring of Protection Against Chaos* (three uses per day). When invoked by the phrase "By the Hammer of Sigmar, Blast Ye, Chaos Fiend!", protection lasts for 1 turn. 1,150 GC / 2,300 GC.

★ *Knight's Helm*, +1 AP to the head: in battered condition. 410 GC / 820 GC.

★ *Sword of Protection*, +1 AP to all body areas (one use per day). When invoked by the phrase "Ward mine enemies!", protection lasts for 2D6 rounds. 190 GC / 380 GC.

★ *Sword of Fear*. When invoked by the phrase "Yield or die!", the wielder causes *fear* in their opponents for 2D6 rounds. 500 GC / 1,000 GC.

★ *Dagger of Death*: +2 damage. 875 GC / 1,750 GC.

★ *Mace of Sleep* (one use per day). Invoke with "Sweet dreams", and any victim struck in the next 2D6 turns makes a *Magic* test with a -10 penalty or falls asleep for 1D6 turns. 150 GC / 300 GC.

★ *Spear Head of Undead Bane* (two uses per day): Invoke with "Serve Mórr and die, Undead!", and the bane effect will last until the next creature is struck. 475 GC / 950 GC.

4. The Lab

Lukas does most of his Advanced Research here. His client services take up only as small portion of his time. The remainder is spent on personal projects – magical studies or researching items he has purchased for his own collection. Even the Magicians' Guild does not have such a fine collection of magical reference books pertinent to Lukas's trade. The value of the reference works and tools is incalculable. It would be impossible to list every tome and tool; instead, if characters get into the lab and start asking awkward questions about Lukas's equipment, the GM should improvise extensively.

Magical items of great value or interest are stored inside what appears to be a metal cabinet. This is enchanted with a spell similar to a *Ward of Forbiddance* (see *Realm of Sorcery*); anyone other than Lukas who attempts to open the cabinet must make a *WP* test or find themselves unable to do so. In addition, anyone who does manage to open the cabinet sets off the other effect of the spell, immediately summoning Sikinnes, a Lesser Daemon who is sworn to serve Lukas for 1001 years. The Daemon is intelligent, can speak and is incredibly vicious. It can form thousands of tiny toothy mouths, each of which delivers a serpent's poisonous bite. (When Sikinnes is around, Lukas feeds it a live rat daily – a discouraging experience for the rat, you can be sure.)

Sikinnes – the Daemon Cabinet
Sikinnes normally keeps his mouths shut, as ordered by his master. How-

ever, as explained above, if someone touches the cabinet without Lukas's consent, Sikinnes gleefully materialises on top of (or even inside, as he's not that big) the cabinet, forms 1D6 sinuous stalks ending in mouths and chews on the improvident victim. PCs will be automatically *surprised* (unless they have seen this happen before, in which case they are allowed an *I* test). This will allow Sikinnes to deliver 1D6 successful bites at \$1, each with the additional effect of adder root (see *WFRP*, p.82). Unable to contain his amusement, Sikinnes then chatters like a magpie, gloating over his triumphant attack, mocking the probably-dying victim, and generally making a nuisance of himself.

Life as Lukas's servant is not such a hardship for Sikinnes. "Try a couple of eons as a Lesser Daemon sometime, and see how you like it," he observes. "The Greater Daemons stand around all day and kick molten rock and ectoplasmic slime on you. No fun, believe you me."

When summoned, Sikinnes causes *fear*, but is unable to leave the cabinet. Whilst in contact with it, he is not subject to *instability*. If the cabinet is destroyed, he is free to attack as a Lesser Daemon.

Contents of the Cabinet

In the cabinet are four items for sale, all quite valuable but only of interest to collectors. No sensible adventurer would consider paying such prices.

★ *Boots of Gucci*: When invoked with the words "Grace is beyond style", spoken in Tilean, the wearer receives a +40 bonus to *Fellowship* as long as the boots remain on their feet. Primarily of interest to collectors, for Gucci is a enchanter of wide renown. 8,000 GC / 16,000 GC.

★ *The Sword of Tain-Ella*: The secrets of recharging this Elven sword – as well as the function of the device – are lost, but the sword retains its enchantment. Tain-Ella is recorded as having been a Sea Elf merchant prince of late 23rd Century. A collector's item. 1,500 GC / 3,000 GC.

★ *The Hand of Hardarin*: a Wand of Jet in the form of an ebony staff with a carved fist at the top. Currently it will only function when invoked by Hardarin, who has been dead for 75 years. It might be possible for the command phrase to be altered by a master enchanter, but it would destroy the collectible value of the item. 5,000 GC / 10,000 GC.

★ *The Rod of the Fifth Part*: an ancient device of obscure origin and function, but has a wide reputation in folklore as a staff of great power if the other parts were assembled. At present, no more than a fabulously expensive curiosity. 10,000 GC / 20,000 GC.

Two other items are on display but not for sale; neither is particularly valuable, but both are remarkable.

★ *Tiny Armour*: a badly battered miniature suit of armour for a humanoid two inches tall, engraved with three



Apocrypha Two: Chart of Darkness

runes, none of which have been identified by Lukas. Its origin, function and value are unknown.

★ *A gold-plated Fimir skull:* Lukas has identified it from ancient chronicles as a decoration from a Fimir battle standard, but has been unable to determine any details of the object's function. Value unknown.

5. Rear Vestibule

When Lukas is not present, two war dogs are here, unchained. Otherwise, they are kept chained outside the building's rear entrance.

Any attempt to open the false door causes a triple dose of Black Lotus bombs to drop from a concealed trap door in the ceiling. The release catch for the secret door is between two stones to the left of the false door at knee-height. A thin object three inches long must be inserted between the stones and pressed down in order to release the catch, which then remains open for one round – just time enough to step to the secret door and go through. However, pressing the catch does not reveal the location of the secret door, so those clever enough to find it will probably assume it opens the false door – heh, heh!

6. Guard Room

When Lukas is not present, two guards sit here and take turns napping. When Lukas is present his personal bodyguards take over, permitting the regular guards to run errands or take time off. Lukas is a gracious and generous employer. Both Lukas and the guards on duty have keys to the sturdy locks on the rear entrance. Only Lukas has the key to the locks on the door from the guard room to the rear vestibule.

Additional Security Measures

Player characters contemplating breaking and entry upon The Vermilion Pawn should be permitted an **Int** test to anticipate some of the following deterrents, or may be informed of them by local criminals, at your discretion.

Lukas has designed elaborate precautions to protect his lab and his wares, but he knows that making his shop a fortress is not sufficient to discourage the dedicated thief. Therefore, he pays a substantial protection fee to the prominent racketeering bosses of the city. No sensible local thief would think of encroaching on the territory of these powerful crime bosses.

Further, Lukas has powerful friends in the Magicians' Guild, who would be happy to help him track down anyone who violated his privacy or ransacked his treasures and research facilities. Consequently, Lukas will not risk his life in defence of his shop, confident that he can pursue thieves later and wreak a terrible vengeance upon them.

Sikinnes – Lesser Daemon

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	42	4	5	12	60	2	89	89	89	89	89	14

In unbound form, Sikinnes appears much like a traditional Daemon, but with a very long tongue that flicks around with lightning speed. His *bite* attack is poisonous, and as with the Daemon's bound form, has the effect of adder root.

This unique Daemon also has the skill *Identify Magical Artefact*, and is allowed as many attempts at discovering powers as he has quarts of blood. Failure to make the **WP** roll does not preclude further effort, and only a highly protected item will be immune from the monster's proings.

Two Wardogs

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	0	3	3	7	30	1	-	43	14	43	43	-

Both are trained only to accept food from Lukas.

ADVENTURE HOOKS

The Vermilion Pawn can feature in campaigns as a location to be visited at need or else as a source of adventures in its own right. Perhaps the best approach is to let characters visit the shop once or twice, and then get drawn in more deeply when one of the following happens:

1. A valuable magical item is stolen from the player characters or from a patron or cult of the PCs. It is suggested that they approach Lukas and enlist his aid, anticipating that the thieves may try to pawn the purloined magical item at his shop.

2. A master sorcerer with a unique teleport booth enlists the aid of the PCs. "A fellow has a fine pair of magical boots I want. I'll teleport you inside his lab, right past all his defences, and all you have to do is find the boots. I'll give you one hour, then teleport you right out. Safe as houses."

3. Lukas gets a wind of a plot to break into to his lab. He hires the PCs as extra guards, though as he says, "I doubt I'll need much help, I can take care of myself." In particular, Lukas has not seen fit to reveal the security secrets of his lab to his temporary employees. Pride cometh before a fall. Four Chaos mutants enter the patron's parlour. One with *incredible strength* rips the iron shutters aside before the Black Lotus takes effect. The PCs, sitting in the guard room, hear a shriek and a sound of rending metal shutters. Now what? Lukas managed to open the front door before he was bashed unconscious. Now the mutants, still groggy from the Black Lotus, are loose inside the lab.

CAMPAIGN TIP: MAGICAL ITEMS

The magical items listed for sale in the Vermilion Pawn embody the two basic principles of the Ideal Warhammer Fantasy Magic Item:

Colourful Detail: The invoking phrases and curious histories, for example, give the items a little personality. Without this approach, magic items are generic shotguns in their fantasy contexts.

Limited Power: Important for two reasons: first, because it keeps the campaign's Magic Quotient under the GM's control; and second because invoking an item with limited daily 'charges' is a significant tactical decision, developing prudent applications of a scarce resource.

A FINAL NOTE

My one regret about 'The Vermilion Pawn' is that Sikinnes is in a place where no PC is ever likely to encounter him. Perfectly plausible – and a great relief to the PC, no doubt – but it seems a shame to waste so charming a little nasty. So maybe lots of sorcerers, Chaos baddies, and rich, evil folk have cabinets with Daemons like Sikinnes to defend them lying around where PC burglars can find them.

Or maybe you want to leave one lying around in the street somewhere. You're welcome.

Chapter 12

Morbog's Marauders

DA BOYZ TO ENTERTAIN YOU

Morbog's Marauders are a cheerfully vicious band of eighty-odd Orc and Goblin raiders, ready to march *en masse* into your campaign and cause trouble.

Why do you need this? Well, some player characters are a little reluctant to go out into the wilds and mix things up with the really-neat-monster-bad-guys lurking around the edge of the world. It seems these PCs would rather hang about town, engaging in dull political intrigue and the occasional dry-gulching or bushwhacking of an unarmed merchant, than go out and seek their fortune in a dark, hideously



dangerous den of ravaging, blood-crazed man-flesh eaters. Besides, you've got lots of neat orc'n'gobbo figures and bringing them out will make a change from figuring out the details of some complex city power-struggle with cults, intrigue and other stuff that your players will promptly ignore. So here's a bunch of ravaging, blood-crazed man-flesh eaters who will happily go into town after the PCs and dig them out.

The Marauders pose some interesting, unusual and serious challenges for your players, not least of which is how to stop an organised bunch of at least semi-intelligent monsters from despoiling, pillaging and eating everything you hold near and dear when they outnumber you by at least a factor of ten. Admittedly, four-score Orcs are going to be dead meat if they tangle with the Middenheim Militia or a brigade of the Emperor's finest, but, since they specialise in attacking Small Townes, guarded by Ye Average Weedy Small Towne Militia, and being long gone before the cavalry shows up, this isn't a problem.

The challenge facing the PCs involves (a) delaying the Marauders until help arrives, or (b) welding the hapless farmers into a potent fighting force, in *Seven Samurai* style, and beating the Marauders on the field of battle.

Oh, right. Or (c) maintaining their self-respect after high-tailing it to the hinterlands.

Morbog's Marauders are the Old World equivalent of the motorcycle gangs which, according to movie lore, terrorise much of the United States' West Coast. Ugly, foul-tempered and even fouler-smelling, they represent the pinnacle of Orcish civilisation. Based in a mountain range located conveniently near to your campaign area, from time to time the Marauders sally forth from their hidden stronghold to terrorise nearby Human villages. Though their exact numbers vary from excursion to excursion, the Marauders are composed of around eighty Orc foot soldiers, a dozen Goblin Wolf Riders and between twenty and thirty Snotlings as slaves (and emergency food supply).

ORGANISATION

The Marauders are organised into five units: four of 20 Orcs and one of 12 Goblin Wolf Riders. Additionally, four or five Orc teamsters manage the gangs' three supply wagons and the 27 Snotlings who pull them.

Top dog is Morbog Throatlitta, an iron-fisted Orc of fearsome reputation. Beneath Morbog is Bulg, his lieutenant, and the unit leaders Gaglug Dogbreath, Sogrodd Stunty-Flayer, Margrogg, Momma and Boggradd Tusker.

Discipline is efficiently enforced, by Orcish standards: everybody does what Morbog says or he kills them.

Da Boss

Morbog Throatlitta is a mercenary turned bandit. He achieved his present position by the time-honoured traditions of treachery and ferocity, and by defeating the previous leader, Roglobb Gutripper, in single combat. That he issued the challenge mere minutes after a Stunty stuck Roglobb in the stomach with a battle-axe only enhanced his reputation for shrewdness.

In his youth, Morbog regularly fought against the Stunties, and the Dwarfs' superior unit cohesion and drill played a significant part in successive Orcish defeats. He has tried to impose the Stunties' discipline on his band, albeit with only limited success, as that kind of organised

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activity is somewhat alien to Orcish psychology. But he must be doing something right; the band has been highly successful – and, as he hasn't yet been sliced open by a Stunty, no one has seriously challenged his rule.

Da Vice-Boss

The second-in-command is the aptly named Bulg, a good-natured (for an Orc, anyway), easy-going kind of Orc. Intelligent and a fierce fighter, Bulg lacks ambition and is quite satisfied with his position. This distinctly un-Orcish outlook makes Bulg an excellent number two.

Da Stunty-Fodder

The rest of the gang are your average Orcs and Goblins: a fun-loving bunch of bloodthirsty killers out for a good time.

The Marauders recruit in the same way as the old British Navy (by press-ganging likely lads after a few too many beers) so desertion is something of a problem, but, as the Marauders' disciplinary techniques are even more inventive and brutal than those of the British Navy, most recruits don't try to run away more than once.

The Marauders are divided into five units (four infantry, one cavalry), each with its own particular charm.

Gaglug Dogbreath and Co. – da Wulfboyz

These are, obviously, the cavalry. Consisting of 12 Goblins on Giant Wolves, their primary job is to make sure that the Marauders aren't surprised by an enemy force; on the march, the cavalry roams far ahead, to the sides, and behind the column looking for enemy activity. This means that they often operate out of Morbog's sight, so Da Boss affords them a large degree of autonomy.

Gaglug, like many cavalry commanders, is a glory-seeker, always on the look-out for a chance to do something incredibly foolhardy and romantic. When encountering enemy cavalry, even if heavily outnumbered, Gaglug is likely to sound the charge and attack without hesitation.



It must be conceded that this is remarkably effective when used against Human cavalry, often comprised of guys perched on horses which tend to panic when confronted by Wolves. Still, some day he's going to pick a fight with somebody on well-trained horses and get a nasty surprise.

In pitched battles, Morbog uses his cavalry on the flanks. They ride far around the battlefield and attempt to hit the enemy from the rear, disrupting communications, panicking the men, and, hopefully, killing or scattering enemy commanders.

Another function of the cavalry is to round up deserters. This doesn't particularly endear the Wolf Riders to Morbog's troopers, who are more than a little disgruntled at being herded like sheep – and by stinking Gobbos at that. Needless to say, the Wolf Riders sleep with their mounts, ensuring that the Orcs don't express their annoyance in the traditional fashion.

The Wolf Riders' banner displays a stylised wolf ripping the throat out of a horse. Each unit member wears a horse's skull motif on a chain around his neck.

Sogrodd Stunty-Flayer's Gang

These are the Marauders' shock troops. Remarkably fearless in battle, their motto is "We never met a Stunty we didn't like... WITH SAUCE!" Usually anchoring the centre of the line, the Stunty-Flayers deal more damage (and take more casualties) than any other unit.

In reward they receive first choice of treasure (after Morbog and Bulg) and the best recruits. They also march at the front of the column, where, as they proclaim, "Everybody else can eat our zoggin' dust!"

The Stunty-Flayers' battle standard is a jet-black banner with a golden lightning bolt slashing across it. Unit members sport similarly shaped scars on each cheek (gained from the gang's strikingly disgusting initiation ceremonies).

Margrogg's Maggots

The Maggots are an unknown quantity; virtually the entire unit is composed of new recruits. Though Margrogg, their leader, is a seasoned veteran, he is an untried unit leader, and Morbog is keeping a close eye on him. In battle, the Maggots are stationed adjacent to Sogrodd Stunty-Flayer's gang, where it is hoped they will benefit by example.

Margrogg has not yet determined his unit's battle standard. Experiments with sticking large numbers of insect larvae on a banner have thus far proven unsuccessful. Margrogg keeps himself smeared with dung, ensuring that he is always surrounded by swarms of flies. He sees this as living up to the unit's inspiring name, but his unit has not yet acquired this charming habit.

Boggradd Tusker's 'Ogg Boyz

Despite their uncomplimentary moniker, the 'Ogg Boyz are good, steady, uninspired fighters. They follow orders well, and Morbog considers them trustworthy (by Orcish standards). Their reliability qualifies them for important, but not necessarily glamorous, jobs such as guarding treasure, holding a flank without direct supervision, going off on their own to gather food, etc.

Boggradd's Boyz have no war banner, but Plonki, their pig mascot, accompanies them into battle (unless, of course, she's been eaten and they haven't had time to fetch a new one). The unit members wear head-dresses adorned with the finger-bones of those they have defeated in battle.

Momma's Boyz

Momma's Boyz are without question the greediest and laziest unit in the outfit. They are an undisciplined rabble, even for Orcs. On the march, Morbog or Bulg has to ensure that

they keep pace with the rest of the gang. They're terrible defensive fighters who will break in the face of any determined assault. However, tell them there's loot, booze or food in town, and all they have to do is take care of those 'orrible 'oomans in the way, and they'll charge in like sharks in a feeding frenzy.

As shooting at opponents from a safe distance places little strain on either the negligible courage or the boundless rapacity of the Boyz, Morbog has given them the gang's small supply of bows and arrows.

Momma's Boyz' war banner shows a stylised sun in the middle of which is a heart pierced by a sword. Each of the Boyz festoons himself with as much cheap jewellery and trinkets as he can carry; the more of this tawdry sparkling stuff an Orc can display, the higher his status with the Boyz. Theft of a unit member's ornamentation is common, and more than once an attack has slowed down or stalled because the Boyz have stopped to fight over fallen comrades' jewellery.

Incidentally, Momma is a male Orc. He tends to react rather violently to any comments about his name.

STRATEGY AND TACTICS

Morbog's objectives are straightforward: move in unchallenged, despoil, pillage and burn, then get out before any

opposition develops. It follows that if his victims show more determination than expected, Morbog will back off and look for easier prey.

However, Orcs have great contempt for leaders who run away from danger, and this contempt is usually expressed by the repeated application of pointed objects to the subject's torso. While Morbog is immune to that particular form of contempt, by virtue of his ability to break any Orc who tries it into tiny bits, he does have to sleep. Thus, he finds it worthwhile to keep the respect of his subordinates.

So, unless the adversary is really tough, the Marauders will attack. If they win, fine. If they lose, well, getting whipped takes the edge off the most ardent bloodlust, and the Orcs can retreat without shame or dishonour.

In battle, the Marauders evince all the finesse and style of your average bunch of football thugs. Frontal assault is their meat and drink; sissy manoeuvres such as flanking attacks are only to be used as a last resort.

Unit Cohesion

A single Orc, off by himself, is quite likely to decide that perhaps this business of wandering around in far-off lands populated by hostile Stunties, Humans and Elves is not such a hot idea. He misses his wife and pups, he isn't getting enough to eat, and his feet hurt. Such an Orc may just decide to chuck it all in and head for home.



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Morbog is quite aware of this unfortunate tendency among his troopers. Thus, as a rule, his Orcs operate in units. Occasionally, they may split down to units as small as 10-Orc teams, but only the best troopers (Wolf Riders and Stunt-Flayers) will be allowed to do this, and only then under special circumstances.

In game terms, this helps the GM who finds himself running a skirmish between the PCs and large numbers of Orcs. A unit member is forbidden to go beyond 12 yards from the rest of the unit. Orcs beyond this range will not gain any benefits from the unit leader's **Leadership** rating; if possible they will attempt to get back within this distance as soon as possible.

Morbog, Bulg and the Wolf Riders may ignore the above.

Army Cohesion

Morbog likes to keep everybody in sight. Since he's usually operating deep in hostile territory, he recognises the danger in splitting his forces up. It simply makes good tactical sense to keep everybody in easy support distance of each other. And it's not unknown for entire Orc units to leg it or attack each other when left unsupervised.

Thus, an Orc unit will almost always be within 48 yards of another unit. Orc units outside this distance without special orders will always attempt to get back within range as soon as possible.

Morbog may order units to go outside this range for specific purposes, e.g. "Stay 'ere an' guard dis bridge or I'll bite yer brains out." Discipline (i.e. fear of punishment) will keep those Orcs on the job for around 2D6 hours; after that time, however, there is a good chance that the unit will begin to disintegrate in an amusing fashion.



When a unit has been on its own for 2D6 hours, make a **Leadership** roll for it every two hours (based on the unit leader's **Leadership** rating). If successful, the unit continues to follow Morbog's orders. If it fails by less than 30%, 1D6 Orcs are inspired to do something other than what they were ordered to. If it fails by 30% or more, then 2D6 Orcs slip off. See the Orcish Malingering Table below for entertaining examples of Orcish behaviour.

UNIT BEHAVIOUR

This section provides you with a bunch of fairly silly charts and tables you can use to determine how Morbog's Marauders react to circumstances. While these are not exhaustive (or even necessarily sensible) they may give you hints on how the Bad Guys do things.

Initial Onslaught Table

Use this table when a unit of Orcs unexpectedly meet a bunch of PCs. Make a **Leadership** roll for the unit and apply the modifiers listed below. Use the **Leadership** of the highest-ranked leader on the spot.

Ld Roll	Initial Response
Succeeds by 30%+	Unit reacts like a well-oiled machine, immediately doing whatever is most appropriate.
Succeeds by up to 30%	Unit mills around for D6 rounds; then does whatever seems to be most appropriate.
Fails by up to 30%	Unit mills around for D6 rounds; each round D3 Orcs leave for Parts Unknown.
Fails by 30%+	2D6 Orcs run away. Remaining Orcs do something wildly and entertainingly inappropriate: charge the enemy, impeach (i.e. murder) the leader, etc.

Note: Unless the Marauders are defeated in the battle, 75% of the deserters will be recovered after the fight.

Orcish Malingering Table

Roll a D100 on the following table whenever an unsupervised bunch of Orcs fail their **Leadership** roll.

- 01-14 **Horseplay:** Several Orcs are engaged in a fierce brawl, while others place bets on the outcome. The fighters take D3-1 **Wounds** during the conflict.
- 15-28 **Rough-housing:** Like Horseplay, except that the Orcs use weapons. Fighters take D6 **Wounds**, bystanders take D3.
- 29-43 **Foraging:** The Orcs go off and look for something to eat. If guarding the supply train, D6 Snotlings disappear mysteriously.
- 44-58 **Pep Rally:** Some of the Orcs in the unit hold a competition to see who can come up with the best derogatory terms for another unit. If the other unit comes within hearing distance while this is going on, see the description for Rough-housing, above.

- 59-74 **Furlough:** The Orcs are off somewhere, catching a kip. They will reappear whenever the GM sees fit.
- 75-89 **Bull Session:** The frustrated Orcs plot to kill Morbog and take over the Marauders. Note that they never have the guts to carry it out.
- 90-00 **Sick Leave:** The Orcs decide they have contracted some horrible sickness from exposure to all that unhealthy fresh air and sunshine. They go to Morbog and make elaborate pleas to be allowed to go home and die. Morbog listens sympathetically, knocks a few heads together, and sends them back to their unit.

Just Following Orders Table

Roll on the following table whenever Morbog gives orders to a unit. Use Morbog's **Leadership** score and apply the **Leadership** modifiers listed below. If the unit is any distance from Morbog, Da Boss must either go and give the orders himself or send a messenger, both of which take time.

Ld Roll	Result
Succeeds by 30%+	Unit immediately does just what Morbog wants it to.
Succeeds by up to 30%	Unit takes D6 rounds to get sorted out, then does what Morbog wants.
Fails by up to 30%	Unit either does nothing or dithers for D6 rounds and then does the wrong thing.
Fails by 30%+	Unit either <i>panics</i> (2D6 Orcs run away and the remainder mill round chaotically); <i>frenzies</i> (everybody rushes off to find something to kill – even another unit); or does what the GM finds most entertaining.

Discipline

When one or more Orcs have been found guilty of some inappropriate behaviour, pick one of the following:

Warning: Morbog boxes his ears, then sends him back to his unit.

Stern Warning: Morbog clouts him on the head (causing D3 Wounds – Morbog may not just use his fist), then sends him back to his unit. The Orc's prestige goes up a lot in his unit.

Demotion: Orc is demoted to honorary Snotling. Gets to pull a cart, and will be eaten if the army runs out of food before he is promoted back up to Orc.

Fines: Since most Orcs have no money, an Orc is fined a body part: teeth, fingers and ears for light offences; arms, legs or sensitive bits for serious offences.

Execution: Typically in some incredibly disgusting fashion. Have a look at the Spanish Inquisition, and the Roman and Aztec Empires, for examples.

Leadership Modifiers

Morbog is accompanying unit	+20
Bulg is accompanying unit	+10
Unit surprises PCs (or both are surprised)	+10
Unit has defeated PCs previously	+10
Unit is attacked in flank or rear	-10
Unit has lost to PCs previously	-10
Unit is separated from rest of army.	-10

STAGING TIPS

When designing adventures around the Marauders, it's important to remember that they significantly outnumber and outgun the average bunch of PCs. The Wolf Riders are probably as fast or faster than the PCs, and although Momma's Boyz' BS is not particularly high, if they all fire off a volley of arrows at the PCs, somebody is probably going to get well perforated. In hand-to-hand combat, a unit of Orcs will, at the very least, challenge the PCs. Two or more units will probably wipe them out – if they don't, you've been too generous with the experience points and magic items.

To stand a good chance of success, the PCs must be able to attack smaller groups of Orcs and use their mobility and tactical superiority to the best advantage. Most importantly, they have to have the option to run away when things begin to get ugly – in other words, employ guerrilla tactics. The PCs should also consider the benefits of involving the locals in an impromptu militia group.

Use Maps

To help them to deal with Morbog and his merry band in a sensible way, you have to provide the players with fairly detailed descriptions of the terrain area in which the encounters take place. If your scenario revolves around the PCs trying to stop or delay the Orcs from getting from Point A to Point B, you should draw up a fairly detailed map of the area between the two points, so the PCs can pick spots at which to set up ambushes.

The terrain must be complicated enough to support the PCs' actions. Flat, open plains, for example, will not pro-



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vide any chance of taking cover or gaining surprise. If the PCs are spotted, it will be nigh on impossible for them to lose their pursuers. Guerrilla tactics are only effective in mountains, forests or other places with plenty of annoying choke points where the PCs can make stands: rivers behind which they can snipe at the enemy without fear of retaliation, steep gorges where they can drop boulders onto Orcs' heads, etc.

Once you've shown the players your handsomely drawn map, they should use it to plot their overall strategy for the attack, defence, ambush or whatever. Of course, the map isn't detailed enough for them to lay out their positions for each assault. However, they could decide to lay an ambush at the only ford on the big river, block the only pass through the mountains, or hit the Orcs when they travel down the single track that leads through the forest.

Notice the phrases 'only ford' and 'only pass'. Here's a sneaky trick to convince your players of your GMing brilliance. If you design your map so that the choke points and best defensive terrain on it are obvious, your players will almost certainly choose to fight from them. Bearing this in mind, you can make up smaller-scale tactical maps of these areas ahead of the game. When the players say, "Okay, we're setting up at the pass. What's it look like?" you can smile smugly and whip out your smaller map.

Morbog Has No Idea What He's Up Against!

It is important to remember that, at first anyway, Morbog is going to be unsure of the nature of his opposition. If the PCs attack from one of his flanks, he might reasonably fear that this is nothing more than a diversion to cover a larger, more dangerous assault from the other side. Until he is sure, he is not going to order his entire cavalry resource to chase after the enemy, nor is he going to leave his supply train unsupported and send his entire force into unknown terrain after an unknown number of zoggin' humies.

Of course, if the PCs are particularly successful and do too much damage, he may lose his temper and do just that, giving clever PCs the opportunity to bushwhack the supply train or lead their pursuers into an even nastier ambush. As GM, your challenge is to provide situations which allow the PCs to pursue such options.

How To Teach Old Dogs New Tricks

Some players, used to the standard encounters that take place in most roleplaying adventures, might be a little slow to figure out the guerrilla methods necessary to beat Morbog.

In standard roleplaying adventures, the Bad Guys come in smallish groups and are conveniently separated from immediate tactical support, either by distance or inclination (i.e. the Bad Guys are so nasty that nobody else will come to their aid). Players have come to expect this and are used to fighting the opposition in glorious, heroic, hand-to-hand, to-the-death (the monsters' death) combat.

Needless to say, such tactics are not appropriate when encountering the Marauders. PCs who heroically plough into combat with Morbog's small army, instead of picking them off in manageable numbers, are not very likely to be around for long. Some players may not realise this. Others, while recognising the futility of frontal assault, may simply not have any better ideas. Here's some tips to steer them in the right direction.

Orders: If the PCs are part of some military or paramilitary organisation, you can take the role of their superior officer and give them helpful orders like, "Use hit and run

tactics; attack isolated units at your discretion but don't engage the main force."

By Example: As the PCs watch, another group of doughty fighters heroically attack (and are eaten by) the Orcs. Apart from briefly satiating the Orcs' appetite, this should give the PCs food for thought. If they need further help, a battered survivor of the fight stumbles into their midst, gives them sage words of advice, and then (of course) drops dead at their feet.

The Old Campaigner: Two or three Orc scouts (well in advance of the rest of the band) have captured a wagon-load of refugees. The PCs kill the Orcs and rescue the villagers, one of whom is a crochety, toothless, arthritic old man, the scarred veteran of a thousand campaigns, who gives them big helpings of his hard-won wisdom.

The Last Resort: "You really want to charge into 80-odd Orcs? Hmm. How interesting. Well, okay, but first, everybody make Cool rolls..."

ADVENTURE HOOKS

Sherman's March

The Marauders have been spotted heading towards a largely unprotected town. The PCs, being unfortunate enough to be in the area, volunteer (or are ordered) to delay the column until the Empire's troops can come to the village's defence. The village is entirely populated by pudgy Halfling pacifist bakers who are not the slightest use in a fight, so the PCs are on their own.

The PCs now get their chance to dutifully chop down the picturesque scenery and block the road. They can shoot at the Orc leaders from heavy cover, make slashing assaults against the column's flank and rear, and generally keep very fit. If they do well, the main force of good guys show up in time to save the village; if not, they show up after the village is sacked.

Red Dawn

The Marauders have marched in and taken over a small isolated valley. They're busy pillaging and making fun of the poor, helpless villagers and farmers. The PCs get to tie bandannas round their heads, oil up their muscles, and do a Rambo number on the enemy - i.e. pick 'em off one by one, make hit-and-run attacks against their supply train, etc.

Expecting little opposition, the Orcs have conveniently split into units, each occupying a village or hamlet several hours' distance from the others. The PCs mess up one or two of these before the enemy figures out what's going on. Then the Orcs get together and fall back into defensive positions, sending the Wolf Riders out to track down and destroy their attackers.

The PCs engage in several running battles with the Wolf Riders, eventually killing enough Gobbos to make them very unhappy. Morbog gets fed up, burns a bunch of villages, takes his laden treasure wagons and some villagers/slaves/lunch, and heads back to the hills. The PCs can either attempt to harass the retreating column and rescue the villagers, or cravenly decide they've done enough and go home.

Morbog Marks the Spot

The Marauders have made a semi-permanent camp in a valley - right on the spot where the PCs believe something interesting is buried. How can they convince an entire warband of Orcs to move from somewhere they're happy - or alternatively, how can they sneak into the middle of a busy Orc encampment to do some heavy earth-moving? Bonus experience points if they can convince the Orcs to do the work for them.

Morbog Throatlitta

Morbog is short and powerfully built. He sports an impressive array of facial scars (from his mercenary days), wears a black breastplate and pot helmet and carries a very evil-looking battle-axe. He shows off with a string of dried Stunty ears worn as a necklace.



M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	55	5*	5	16	50	3	50	70	55	65	50	20

Skills: *Acute Hearing; Dodge Blow; Lightning Reflexes; Orientation; Ride; Specialist Weapon: Two-handed Weapons; Strike Mighty Blow; Strike to Injure; Very Strong.* (* indicates already included in profile).

Trappings: Breastplate (2 AP, body); helmet (1 AP, head); magic battle-axe (+2 damage: acquired it from an almost dead Chaos Stunty).

Bulg

Bulg is named after his appearance and doesn't seem to mind. He's easily identifiable by being big and fat, with a leering Orc face tattooed across his huge belly. If you get close enough, you notice the left ear is missing. Bulg keeps things simple and carries a notched sword and shield (which sports the same design as the tattoo).



M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	60	40	4	5	14	55	3	35	55	45	75	45	20

Skills: *Consume Alcohol; Disarm; Ride; Strike Mighty Blow; Strike to Injure.*

Trappings: Sword; shield (1 AP, all); dirty loincloth; cask of grog strapped to back.

Gaglug Dogbreath, Sogrodd Stunty-Flayer, Margrogg, Momma and Boggradd Tusker

They're your standard motley lot. Gaglug smiles and talks to himself all the time. Sogrodd is more audible than noticeable, suffering from severe bowel problems. Nobody's too sure what Margrogg really looks like underneath the layers of filth but they know when he's around all right. Boggradd is a true beacon: he has an enormous nose and a voice that sounds like a foghorn. Momma is hyperactive. They all dress in leather jackets and hobnail boots.



M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	35	4	4	7	30	1	30	35	20	30	30	20

Skills: *Flee!; Ride; Strike Mighty Blow.*

Trappings: Leather jacket (0/1 AP – arms, body); hobnail boots; sword; bow & arrows; shield (1 AP, all); several GCs worth of shiny trinkets.

Sogrodd's Gang: 20 Big 'Uns

Especially mean and ugly-looking footsoldiers. They don't feel pain like you and me.



M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	35	4	4	7	30	1	30	35	20	30	30	20

Skills: *Strike Mighty Blow.*

Trappings: Sword; shield (1 AP, all); armour (1 AP, body).

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Gaglug's Wulfboyz

Typically malicious Goblin cavalry.



M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	25	3	3	7	20	1	20	24	20	20	20	20

Skills: *Fleet; Ride.*

Trappings: Spear; bow & arrows; bits of fluff and old meat; saddle-sores.

Great Wolves: Goblin Riding Animals

Big, ugly, mean-looking doggies. Almost certainly disease-ridden.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	40	-	3	3	5	30	1	-	10	15	15	15	-

Skills: *Acute Hearing; Fleet Footed.*

Trappings: Bad temper; ravenous appetite.

Boggradd's Unit: 20 More Orcs

Grizzled veterans of a thousand campaigns.



M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	40	25	3	4	7	20	1	30	30	20	30	30	20

Skills: *Sleep on the March.*

Trappings: Sword; spear; helmet (1 AP, head); shield (1 AP, all).

Momma's Boyz: 20 Arrer Boyz

Shifty-looking Orcs festooned with cheap jewellery and tawdry trinkets.



M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	30	3	4	7	20	1	25	30	20	30	30	20

Skills: *Fleet; Pick Pockets.*

Trappings: Swords; bows & arrows; 1GC worth of cheap and tacky jewellery.

The Maggots: 20 Orcs

Grunting, snivelling Orc foot soldiers.



M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	25	3	4	7	20	1	30	7*	20	30	30	20

* They haven't been in action yet, so nobody's sure what their **Leadership** is like – it's up to you (a cheap trick to help you balance the scenario).

Skills: *Flee!*

Trappings: Sword; spear; shield (1 AP, all); armour (1 AP, body).

27 Snotlings: Beasts of Burden, Ambulatory Larder

Little, ugly-looking critters.



M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	20	20	1	1	3	30	1	15	15	15	15	15	15

Skills: *Dodge Blow, Flee!*

Trappings: None. No way.

Chapter 13

The Pandemonium Carnival

THE CIRCUS IS COMING TO TOWN

This is a short road encounter that can be dropped into the middle of an on-going adventure. You could simply use it as one more odd encounter to worry your players, or you could set up some of the characters here as potential allies or enemies for your PCs. After all, a wise GM creates long-term stories as well as quick adventures. The Adventure Hooks section gives other ideas as to how it could be linked in to other events in your campaign.

INTRODUCTION

On every Imperial highway there are travellers of many kinds. Most are travelling with a purpose; some stay on the move because they have no homes; but for a few the journey itself has become the end rather than the means.

Five heavily armoured bullock carts and three brightly painted caravans make an interesting sight on the roads of the Empire at any time. Five heavily armoured carts that haven't been attacked and robbed are doubly interesting. Anything that needs that much guarding must be very valuable indeed. Or very dangerous. Perhaps the words picked out in cheerful colours on the canvas side-awnings give some clue as to why these particular carts can travel safely:

**DOCTOR WOLFGANG HOLLSEHER'S PANDEMONIUM
CARNIVAL & PERIPATETIC MENAGERIE OF WONDERS**
*The Greatest Collection of Monstrosities and Bizarre
Creatures of Dark Foulness held in Captivity.*
*By appointment to Crowned Heads of the Old World
and of many Lands Beyond.*
*An Amazement to All who view the Menagerie
and Its Denizens.*
Accept no Substitutes! Believe only your Own Eyes!

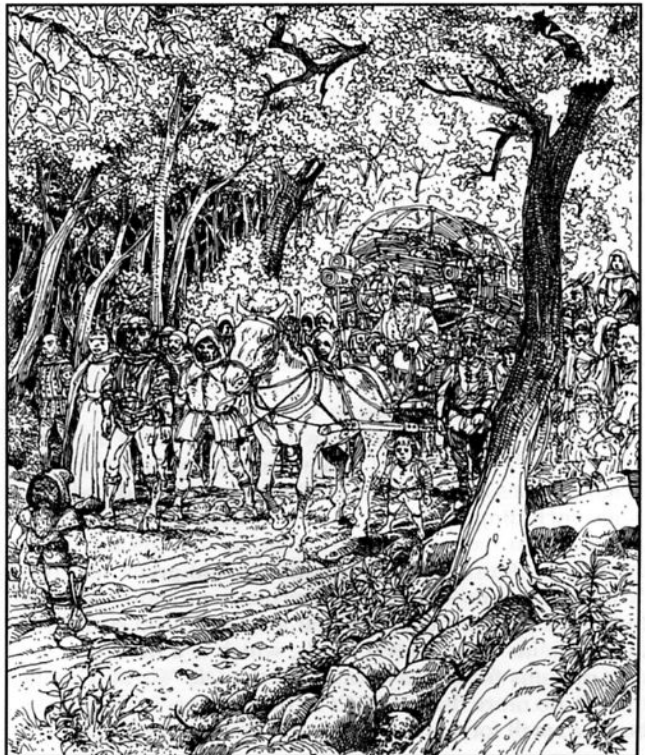
Not many bandits can read, even when the words are short and to the point. Longer words defeat even literate bandits entirely and leave the few properly educated ones singularly unimpressed. But even the most stupid, most ignorant bandits know to leave this particular collection of travellers well alone.

WOLFGANG & HIS MEN

The Pandemonium Carnival and Peripatetic Menagerie of Wonders is exactly what its name says: it is a travelling zoo of strange animals, some of them trained and all owned by Doctor Wolfgang Hollseher. He is a self-proclaimed soothsayer, sage, herbalist, traveller, one-time actor and theatrical impresario, an expert several times over upon animals both mundane and unnatural, friend to the nobility of several prominent states, writer and collector of folklore, alchemist, fencer, drinker, chef of distinction and horse doctor of no mean skill. And those are merely the accomplishments that he chooses to tell people about.

Wolfgang, as you may have gathered, is not a man who undersells himself, his carnival or menagerie. He has good cause to be proud of his menagerie, for there are few such collections of Beastmen in captivity anywhere in the Old World, let alone carried around aboard carts. Only the peeling paint on his carts gives an impression that the better days are gone.

Wolfgang is assisted in his work by a team of eight humans and a Dwarf. His chief assistant in most matters is Benbow, who was once a sailor from Albion and is still a very tough man. Benbow gives orders to the keepers and handlers: Big Anders, Little Anders, Bertoldo, Ivan, Magda and Mikhail. They do all the hard work. The final human is Granny Haller, and Benbow knows better than to tell her anything. She cooks for the rest and tells fortunes when the



Apocrypha Two: Chart of Darkness

menagerie is set up for a fair. The final member of the menagerie troupe is an interesting and, perhaps, unexpected person: Magnus the Dwarf is obviously too well dressed and soft looking – for a Dwarf, for these things are relative – to be a manual worker. It's also well known that Dwarfs simply don't make good animal handlers, but Magnus is Wolfgang's "vet" for the menagerie. In return for his work helping to keep the Beastmen alive, Magnus is being allowed to study them. He is, in fact, a Loremaster who is taking the opportunity to study Wolfgang's collection.

As might be expected, the Beastmen are a varied lot, and one of them isn't even a true Beastman. In all, there are twelve specimens penned up in Wolfgang's armoured carts. They vary in size from the massive Urzo who is twice the size of a man, down to the tiny Twins, identical "pocket Beastmen" who are barely one foot tall. The prize in the entire collection is the "Imperial Beast", a Beastman with an actual golden pelt! The other prize specimen is not actually a Beastman as such: Rassarak is a white-haired and blind Skaven.

The good doctor and his staff have acquired considerable skill and bravery in keeping these monsters under control. They have also amassed a great deal of practical knowledge on the subject of the Old World's Beastmen – mostly on the tricky subject of keeping them alive, but they could become a valuable source of information when it comes to killing them as well.

The menagerie has spent many years wandering between the major cities of the Old World. Wolfgang has shown his Beastmen in cities from Kislev to Estalia and many points in between. Now, however, Wolfgang, his assistants and even his stock of creatures are getting older, so the menagerie travels only within the Empire, wandering from one fair to another. Time is catching up with them all.

THE CARTS

The Pandemonium Carnival is made up of eight vehicles: Wolfgang's personal coach, a sleeping caravan for his servants, a baggage cart and five wheeled cages for the exhibits.

The cages are the vehicles that really stand out. These are substantial vehicles, each a heavy iron cage mounted on a strong chassis. Each one is pulled by a team of four oxen, and has unusually broad-rimmed wheels.

When on the move, the cages have thin wooden panels and canvas awnings that hide the iron bars and the captives within. Each cage side-cover can be removed separately so that the inhabitants can be seen as required. The iron cages themselves are always kept locked. Wolfgang has the only set of keys and he never, ever lets his collection out of the cages while they have breath in their bodies. The carnival workers are used to handling their charges without physical contact and have no need to go into the cages anyway. The Beastmen have learned the importance of good behaviour as well: those who fail to 'behave' are not fed.

Wolfgang's coach, also drawn by oxen, leads the train and is usually kept locked. When the carnival is set up, this coach doubles as the box office. It contains his bed and trappings, including the books and other items detailed below. It is the most recently painted of all the wagons and by far the most colourful, with cheerful red and green lettering down both of its sides (the advertisement shown above). Built into the floor over the rear axle is an iron strongbox that contains the Carnival funds, which is a mixed collection of coins from every corner of the Old World. Usually there is no more than 250GCs or thereabouts in the strongbox – a small fortune to many who visit the Menagerie.

The menagerie workers' caravan is almost as colourful as Wolfgang's. It has two awnings that drop down from each side to double the amount of space available for sleeping, and a cast-iron stove that keeps the place warm and cosy in all weathers. When the caravan is packed up, it has no room for anyone, as everything that the menagerie might need on the road is stored inside. Everything has its place, from blankets and poultices to cooking pots and herbs, and there is a 60% chance of finding any standard item in the caravan. There's even a supply of dry firewood for days when it has been raining. Granny normally acts as driver for the caravan when the carnival is on the move.

The baggage cart is used for items that don't need to be unpacked at every overnight stop. This stuff includes the platform Wolfgang uses for his display of (stage) magic, and the flags and bunting used to decorate the carnival pitch. There's even a cunning collapsible three-piece flagpole, so that Wolfgang can fly always fly a banner advertising his show to the locals. One piece of gear that is unpacked at every stop is a set of wicker fences that are used to pen in the menagerie's animals at night. Because he finds it difficult to walk all day at the speed of the carts, Magnus has become its regular driver.

Only the first cage-cart has a driver all the time. The halters of the oxen on the rest are generally tied to the cart in front. The menagerie workers usually walk alongside the carts and keep an eye on progress.

The goats, geese and chickens wander along behind the caravan and forage for extra food while the whole menagerie is on the move. The animals never wander far because they are always fed well when the carnival stops for the night. These are all, of course, walking provisions for the carnival in its progress between towns. Little Anders and Magda are in charge of the domestic animals.

Order of Travel

The order of travel for the carnival on the move is always Wolfgang's cart, the baggage cart, the cage-carts, the sleeping caravan and finally the carnival's flock of goats, chickens and geese.

When the menagerie is set up for a show the carts are usually drawn up in a rough horseshoe arrangement with Wolfgang's cart at the open end of the horseshoe to act as a box office.

When camped for the night, the carts are often drawn into a loose circle with the sleeping caravan in the middle and the oxen hobbled nearby. One member of the staff (Magda stands duty, just like any of the men) is always awake, and the Beastmen themselves make a superb early warning system for approaching trouble.

The workers never have an open bonfire at any campsite. Wolfgang has instilled a morbid fear of fire into his Khornate Beastmen as a way of keeping them under control and an open fire would alarm them unnecessarily, if it didn't throw them into an utter frenzy.

Books & Other Items of Interest

Among Wolfgang's possessions are three interesting books that he and Magnus have been working upon. The first is a copy of an old text, *A Treatise On the Corrosive Effect of Chaos upon the Minds and Bodies of its Servants, and the Signs by which such Wretches may be Identified in the Early Stages of their Wickedness*. The subject matter of this work is self-explanatory; unfortunately, while it is quite detailed in many respects, it is also quite wrong in some of the observations it contains. It claims, for example, that Chaos al-

ways marks its victim with a visible mutation before any moral rot sets in, which is often the opposite of the truth.

The notes and marginalia which Magnus and Wolfgang have added to the book are probably of much more interest to any true scholar of Chaos than the original text itself. It could be sold for up to 250GCs if the right customer could be found. Any Witch Hunter would be willing to pay good money for this book, but it's more likely that they would probably accuse the book's holder of an unhealthy interest in the "witcherie of Chaos" just so that they could get their hands on it for nothing.

The second book is Wolfgang's extensive *Journal and Notes Upon Beastmen and the Foul Behaviours and Unnatural Habits Thereof*, which is more in the nature of a portfolio of scribbled notes and sketches than a proper book. It's obvious from a cursory glance through these papers that Wolfgang has been very thorough in his work. There are anatomical drawings, lists of dietary habits, and much else as well, which would be of interest to almost any scholar or loremaster in the Old World who was studying not just Beastmen but the effects of Chaos generally. This book would probably fetch around 300GCs from the right customer.

The final volume is a printed copy of a book entitled *Treatise Upon the Nature of Warpstone and Its Uses in the Arts Alchemical and Medical*. Wolfgang is identified as the author, and the book was printed in the city of Parravon in Bretonnia. Again, it should be clear from the extensive notes that Wolfgang has made in the book's margins that he has been hard at work upon a second edition. This annotated edition of the work could be worth 250GCs to a knowledgeable customer.

However, any Witch Hunter within the Empire would have good reason to view the possessor of this tome as a very dangerous servant of Chaos because the book requires the use of Warpstone in all of its preparations. The book includes treatments for every common disease, and these have a 90% chance of success. Unfortunately, given the use of Warpstone in these cures, there is a 1% chance that the patient will develop a Chaos mutation of some sort. Wolfgang's own notes point this out, but he is no nearer to a solution to these unfortunate side-effects than when he started work. An Alchemist with this book in his possession can substitute Warpstone for any other single ingredient in an experiment, but with a 2% chance that he and anyone who uses the preparation will start to develop a Chaos mutation as a result. In all his work, Wolfgang has been very, very lucky to date!

Wolfgang owns numerous licences for his menagerie granted by various nobles and temple authorities from all over the Old World. Over the years, he has always been careful to stay within the letter of the law and he has kept every document that allows him to show his Beastmen. As a result, he rarely has difficulty in persuading any local authority that he should be allowed to set up his carnival.

Finally – and these are damning items in the eyes of any opponent of Chaos should their existence ever become public knowledge – Wolfgang has four glass vials of a liquid which is a combination of Warpstone and oil of vitriol (sulphuric acid). Anyone unlucky enough to be splashed with the contents of a vial of this Warp Acid is treated as being hit by burning oil. If they survive, roll D3-1 and make that many T tests: the character will develop one random Chaos mutation per failed test. Anyone foolish enough to drink the Warp Acid will develop D3-1 random Chaos mutations and are treated as having taken three doses of the worst kind of toxin for their race! Wolfgang has been using this substance in his occasional alchemical experiments to manufacture gold, so far without any success.

THE COLLECTION

The twelve Beastmen in Wolfgang Hollseher's menagerie are as follows:

Cage 1: Urzo

Urzo, the largest Beastman in the collection, is also amongst the most passive. Rather old for a Beastman, he actually looks a little tatty and has been ill for some time. Wolfgang suspects that Urzo needs something extra in his diet but has yet to work out that this "extra" is human flesh!

Cage 2: Rassarak

While not a Beastman, Rassarak the Skaven is still a figure to inspire the chill of fear in most inhabitants of the Old World. Although blind, Rassarak's hearing is exceptional and, in an alarming fashion, he can "watch" spectators with uncanny accuracy, almost giving the lie to his blinded eyes.

Cage 3: Beastmen of Khorne

These three Beastmen, normally savage creatures, have been cowed by Wolfgang and his assistants. They are now terrified of fire, and will do anything to stay away from a flame, even something as seemingly innocuous as candlelight! Their feeding time (when a live goat is thrown into the cage) is always a crowd-pleasing event.

Cage 4: the Twins and the Imperial Beast

The Twins occupy about one third of this cage, with the Imperial Beast in the remaining section. The Twins are tiny, furry, goat-horned Beastmen less than a foot tall, while the Imperial Beast is only around Dwarf size. However, the most notable feature is his fur, which is the colour of purest gold! Wolfgang occasionally jokes that the Beastman will finally pay his way when he's dead, but he knows that the creature is a real marvel and too valuable an attraction to simply kill for his pelt.

Cage 5: the Farmyard Beastmen

The "farmyard" collection of a goat-headed, a cow-headed and two chicken-headed Beastmen are the "comedy item" of the menagerie. However, all four of them are more dangerous than they appear thanks to their venomous spittle. The workers are always careful to keep the paying public at a safe distance away from their cart, and have buckets of clean water within reach to wash anyone unlucky enough to be spat upon.

ADVENTURE HOOKS

The Menagerie can be used as the basis for a small adventure, as a chance encounter on the road, as a sub-plot in a larger adventure, or a running theme in a campaign. The outlines given below are possible ways that you can introduce the Menagerie into your game.

Letters to a Friend

Thanks to his extensive travels, Wolfgang is sometimes prepared to convey messages for some of his secret clients. He won't go out of his way to take a letter somewhere special, but if it happens to be on his route, he will get a letter to its

destination with extreme discretion, if not with great dispatch. Wolfgang makes an excellent courier. Rather, Urzo makes an excellent guard, because letters are concealed in a compartment beneath his cage, just above the rear axle.

The PCs might become involved in trying to get hold of Wolfgang's cargo of letters. In this case, one particular letter names all the guild officials in Nuln who have taken bribes from a Tilean merchant in return for turning a blind eye to corruption or the breaking of trade-laws. Such a list could be extremely valuable to the Guild masters in rooting out corruption, to the City Watch in doing the same, and to the Imperial authorities as a way of expelling Tileans from the Empire, and all three would pay well for it – as would business rivals of the Tilean merchant who want the letter to further their aims, and of course the Tilean herself.

The only problem they now have is in finding the letter without letting Wolfgang know they are looking for it.

All the Fun of the Fair

While attending a small fair, one of the goat-headed Beastmen manages to escape and then disappears into the cellars of a nearby manor house, dragging a small child with it. The parents are, quite naturally, distraught and Wolfgang is rather upset when the locals decide that the business is his fault. He's even more upset when the locals begin to talk of lynching those who consort with the Powers of Darkness.

Wolfgang begs the PCs to perform a simple task: descend into the cellars and rescue the child. He will pay them some 20GCs for the child's return providing they also manage to capture his valuable Beastman at the same time. If they rescue the child but are forced to destroy his exhibit, he will pay them 10GCs instead, and a further 1GC when they bring back the Beastman's corpse.

A further complication arises when it emerges that the older cellars under the house connect with a series of wine vaults and, beyond them, even older caves.



Robbery!

Of course, Wolfgang does not have to be all that benign.

The fair has come to town, and a series of robberies has been plaguing the locals. As outsiders to the town, the PCs are immediately suspect. The Captain of the local Watch offers them a simple proposition: find the real thieves, and he won't necessarily have to arrest them. Next night, the problem becomes even more serious, as the richest man in the locality is found dead in his bed. His bedroom door is locked from the inside. As far as the locals are concerned, the PCs must have done it. Adventurers are always trouble for decent folk!

The real culprits are the Twins, Wolfgang's diminutive Beastmen. He has been using them to commit robberies, having trained them to retrieve "shiny" objects and sheets of paper in return for scraps of food. Paper and jewellery are light enough for them to carry, and both can be very valuable to a man with the right connections. Wolfgang has fallen on harder times than he cares to admit, with the carnival's large overheads. He can see a bleak future as he gets older, and has no wish to spend his last years begging.

Tracking the Twins back to Wolfgang will prove a challenge. Persuading the cynical Watch Captain that the robberies are the work of tiny, furry Beastmen may be even tougher! After all, what the Watch Captain wants is someone he can take before the magistrates.

Wolfgang will claim that he has spent years breeding the little Beastmen so that one day they will be small and docile enough to make pets for wealthy nobles. Unfortunately, the tiny Beastmen's ill-tempered nature has become completely ingrained.

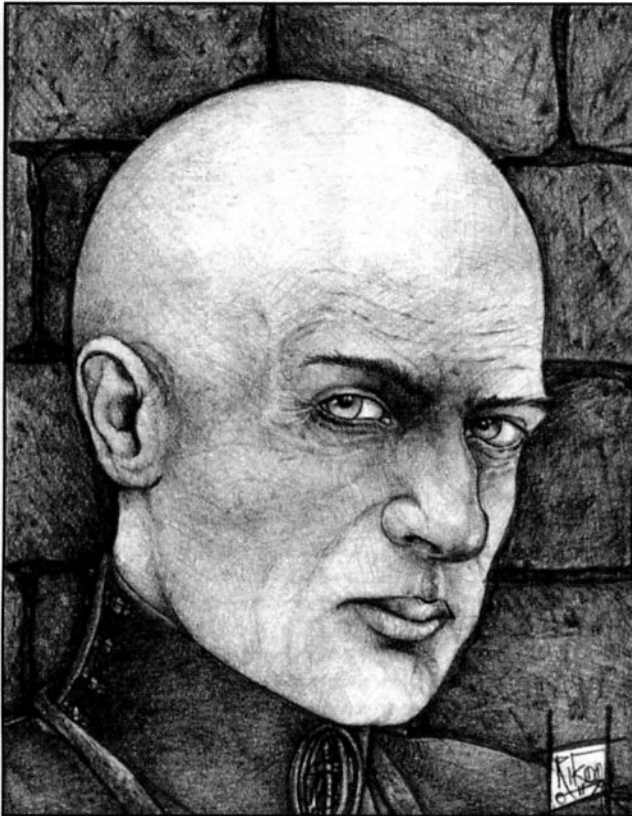
If the PCs get too close to the truth, Wolfgang will send his "pets" out with a new mission: the assassination of the Watch Captain. Everyone in town knows that the Captain suspected the adventurers, them being strangers in these parts, and then he turns up dead in a locked room...

The Compleat Cultist

Wolfgang can also have enemies who take an active interest in his downfall. His association with Beastmen is well known, and from there it is a short step to believing that he communes with the Powers of Chaos.

Wolfgang is accused of witchcraft and hurled into prison at the behest of a Witch Hunter who is convinced that the carnival is a source of evil wherever it goes. The local magistrates are inclined to agree with him, especially when the Witch Hunter produces all kinds of "testimonials" from Bretonnia concerning murders, farm animals dying and children being born deformed whenever the carnival was in the area. All of these phenomena are common enough occurrences in Bretonnia, but the local magistrates don't necessarily know that!

As a result, Wolfgang hires the adventurers to prove his innocence. All they need to do is get to his wagon and recover his letters and books. These list all the nobility of the Empire and beyond who have been impressed by his learning and honesty, including letters from senior clergymen which state that Wolfgang is definitely not a servant of Chaos. The only problem is that the Witch Hunter has had all the carts placed under lock and key and won't let anyone near the "polluted things". Wolfgang is willing to promise the adventurers 100GCs for recovering these letters, providing they can produce them before the magistrates make their final judgement. Meanwhile, the Witch Hunter divides his time between haranguing the magistrates and supervising the construction of a stake and pyre!



In addition to the public immolation of Wolfgang, the Witch Hunter wants control of Wolfgang's property and in particular he wants the hide of the "Imperial Beast", which ought to be worth a fortune. Of course, being a Witch Hunter, the adventurers' chief opponent has no reason to stop with Wolfgang. Anyone who associates with Wolfgang is equally suspect, liable to be arrested, and will be lucky to escape the Witch Hunter's form of justice.

OTHER IDEAS

Rassarak the Skaven need not be just the poor blind creature that he appears. He could be a powerful Skaven seer and prophet. His followers have spent many months carefully hunting for him and now they have found him. As the adventurers are offered the chance to camp with the carnival, the Skaven are gathering in the surrounding woods, ready to attack the Menagerie and free Rassarak.

Granny Haller could be a true witch and practitioner of magic. Unfortunately, her magic isn't of the cleanest and she has had an unfortunate track record in brewing love potions that united their drinkers – in the grave. Granny's not bothered, as long as she gets their gold before they drink the stuff! There could be more than one Bounty Hunter after her for a string of casual murders.

CHARACTER PROFILES

Wolfgang Hollscher

Wizard 1, previously Alchemist 2, Alchemist's Apprentice, Spy, Charlatan and Physician's Student

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	39	2	3	10	55	2	51	47	58	68	50	60

Appearance: Wolfgang is a small man. His spectacles give him a studious appearance that is belied by his ready smile. He also gives the impression of a man who has seen better days. His clothes are always clean and of good quality, but they are cut in a mercantile style which is a more than a little out of date and are patched at the elbows and knees.

Personality & motivation: Wolfgang comes across as a quiet man who enjoys listening and watching more than talking except, that is, when he is earning money with his Menagerie. At this point, the natural showman in him comes to the fore, and he can't help himself from making grand announcements, no matter how spurious, to lure more customers in.

Wolfgang is driven by the need to understand. He wants to know causes as much as effects, even if this leads him into matters that are none of his concern. This makes him a natural busybody where people are concerned, but he always manages to be discreet: knowing and telling are two very different things for Wolfgang. This single-mindedness has proven quite useful in his long-term profession as a spy. Over the years Wolfgang has proven his worth to noble families and city guilds. He specialises in what might be termed "commercial work", and is expert at ferreting out the wealth and/or debts of an individual, a family, a guild, or even a whole town! Such information often proves valuable as a trade item.

Over the years he has spied for many wealthy men and makes it a policy to be completely close-mouthed about this aspect of his life. Even Benbow, who has worked for him for years, knows only that his master misses very little. His need for knowledge is also what has led him in such a curious career path; starting all over again as an apprentice in search of knowledge was not easy, but he did it!



Apocrypha Two: Chart of Darkness

Although he can be amoral in his quest for information, Wolfgang isn't evil. He always honours his word once given, and the thought of needless suffering upsets him tremendously. That said, his curiosity does have one (possibly unfortunate) side effect: he can sometimes seem very cruel when his work is involved. Wolfgang is quite capable of vivisectioning something in the cause of Knowledge, all the while telling his victim that his is a high honour to be advancing Learning in this fashion. It's the facts that he wants – not his subject's death.

Quotes: "I am a doctor of the Arts Alchemical, Medical, Spiritual and Practical. The last, Sir? Madam Experience was my teacher, the Lessons of my own devising!"

"I travel with whom I like, where I like. Learning has no boundaries. There are no ducal borders, no kingdoms, no principalities with high, shuttered walls in the Lands of Knowledge that I wander. There is only Discovery and Wonder, Sir!"

"There are rules to everything, Sir. Everything. Even the darkness of Chaos obeys rules of some kind – rules that can be used against it, I'm sure – if only we can puzzle them out."

"Enough of me! Tell me all about yourself, Sir, your family, your profession, your homeland. I can never learn enough about the people I chance to encounter upon the road!"

"Why, that's a fascinating reaction to the stimulus. The pain will be transitory, if I cut this linkage to the spine. Now I wonder what would happen if..."

Skills: *Act, Arcane Language - Magick, Blather, Brewing, Cast Spells - Petty Magic, Battle Magic 1, Charm, Chemistry, Cryptography, Evaluate, Heal Wounds, Herb Lore, Identify Plants, Magic Sense, Manufacture Drugs, Palm Object, Prepare Poison, Public Speaking, Read/Write, Rune Lore, Scroll Lore, Secret Language - Classical, Shadowing, Sixth Sense, Wit.*

Spells: 21 magic points

Petty: Gift of Tongues, Magic Alarm, Magic Lock, Open, Produce Small Creature, Sleep.

Battle 1: Cure Light Injury, Immunity From Poison, Steal Mind.

Trappings: Books (all standard for Alchemist and Wizard 1) and code book in caravan; dagger, medical instruments, testimonials, wizard's staff (not usually carried).

Note that Wolfgang will be a cool and collected opponent should he cross swords (metaphorically speaking) with the PCs, and should be played as such. He will use any and all his skills to the full to gain an advantage and is capable of assessing risks and benefits accurately in all circumstances.

Magnus Bugman

Foremaster, previously Scholar,
Student, Artisan – Brewer
and Artisan's Apprentice

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	51	35	4	6	13	60	1	54	86	78	95	88	36

Appearance: Magnus is wiry for a Dwarf, and appears to be in late middle age. His clothes and grey hair and beard are fastidiously groomed. A magnifying lens dangles from his belt at all times, since his eyes have become weak with much reading.

Personality & motivation: Having been born into a clan of famous brewers, Magnus was obliged by family pressures to follow the trade, but always hankered for something more. In what spare time he could find, he frequented the

libraries and archives of his Hold, reading chronicles of the Goblin Wars and the Incursions of Chaos. To the despair of his family, he finally left brewing behind for scholarship, and has made a particular study of Chaos and its creatures.

Wolfgang is one of the few people he has met who appreciates his knowledge, and combined with the opportunity to study living Beastmen at close quarters, he finds his current occupation much to his liking. The disapproval of his family has left him bitter and defensive about the worth of scholarship in general and his own studies in particular, and he is quick to become offended at any perceived slight on himself or his work. He is almost always lost in his own thoughts, which can make a conversation with him somewhat difficult – more so if he decides that the person talking to him is an idiot and starts deliberately ignoring them!

Quotes: "Hmph. You're entitled to your opinion, I suppose. Wrong, but entitled nonetheless."

"This one looks out of sorts. Probably needs more blood. Give it a few extra hearts, kidneys and livers along with its usual feed – Granny will find them for you."

"Don't complain to me. Nobody ripped your money from your hands and forced you in here. If you can't stand sight nor smell of them, you can close your eyes, hold your nose and push off."

Skills: *Animal Care, Arcane Language - Arcane Dwarf, Arcane Language - Magick, Art, Astronomy, Brewing, Cartography, Chemistry, Consume Alcohol, Cryptography, Daemon Lore, Drive Cart, Evaluate, Herb Lore, History, Identify Plants, Linguistics, Magical Awareness, Magical Sense, Mining, Numismatics, Read/Write, Rune Lore, Scholarship, Scroll Lore, Secret Language - Classical, Secret Signs - Artisan, Speak Additional Language - Old Worlder, Super Numerate.*

Trappings: Robes, warhammer, writing kit, and sheaves of notes in Arcane Dwarf.



Benbow

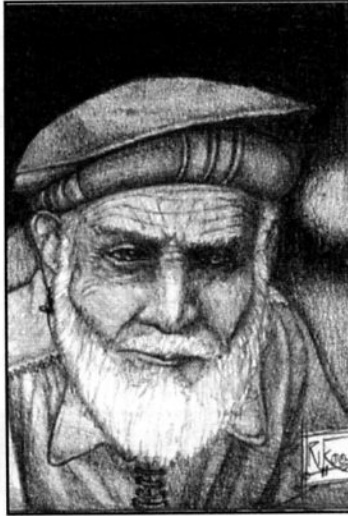
Muleskinner,
previously Seaman, Slaver
and Mercenary Captain

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	55	64	4	4	13	70	3	53	64	39	54	53	53

Appearance: Benbow looks exactly like what he is: an old sea dog. Even though it has been years since he went to sea, he has never lost the look and the habits of his earlier life. His hands are hard and calloused; his eyes watchful of the sky and weather; his face has been weathered to the texture of old leather by a hundred storms and years of salt-spray and sun. He always wears a single gold anchor-shaped earring.

Benbow always stands carefully, even on dry land miles from the ocean, his legs braced against an unexpected swell.

Personality & motivation: Benbow is from the northern part of Albion, and still speaks with a strong accent, even after 10 years of wandering the Empire and the Old World in Wolfgang's company. He left home in search of adventure and fell in with Wolfgang almost by accident when he found himself without a berth in Marienburg. Benbow's attempt to be a Captain of Marines had been a disaster, and the chance to move on prudently before his former troops tracked him down was too good to miss.



Quotes: "Well, I've seed some things in me time."

"I b'ain't afeared o' nothin' o' woman nor animal born. But bein' careful aroun' these beasts b'ain't bein' afeared. S'bein' careful. That's why I still gots all me fingers an' all me arms an' all me eyes an' all."

"Take care. Little 'uns is worse than them growed beasts. Least a growed beast's likely 'ad some sense knocked into 'im. Them little buggers is right nasty 'til someone learns them better."

"Battle's not what's cracked up to be. Battles at sea b'ain't even that."

Skills: *Animal Care, Consume Alcohol, Dodge Blow, Drive Cart, Gamble, Ride Horse, Row, Sailing, Scale Sheer Surface, Speak Additional Language - Arabyan, Specialist Weapon - Whip, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Swim.*

Trappings: Travelling clothes, leather jerkin, whip, sword, dagger

"Granny" Haller

Charlatan,
previously Entertainer (Fortune Teller),
and Trader

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	25	44	2	3	11	70	1	53	44	49	44	63	65

Appearance: Granny is aware that a portion of her livelihood depends upon yokels taking her for a genuine witch with real magical powers, and she plays the role to the hilt.

Her clothes are a ragged accumulation of many colours and fabrics, and her curly grey hair is teased into a wild mane, with beads, bones and other small objects braided in here and there. Her three remaining teeth are a deep greyish-yellow, and one bright blue eye peers out from behind a lock of hair that almost always hangs down over her berry-brown, wrinkled face.

Personality & motivation: Granny's long life has been a hard one, mostly spent moving from town to town and village to village with traders, and always on the edge of poverty and starvation. If she ever had a family, she never speaks of them.

Growing older, she noticed that the young and gullible took more interest in her "herbal preparations" than in her more mundane goods, and since the young and gullible

are the class most easily separated from their money, she cashed in on her age and natural acting talents to sell charms and potions – all bogus – to the sick and lovelorn across the Empire. Wolfgang treats her well, gives her a fair share of the take in return for her cooking and lets her peddle her charms on the side, which makes this one of the most comfortable jobs she's ever had. The presence of his Beastmen lends even more credibility to her wise-woman image, making for better trade than ever before. This is a good life, by her standards, and she wants it to last – at least, as long as she does.

Quotes: "No, no, no. You don't build the fire like that."

"When you've lived as long as I have, then you can tell me how to do a job."

"When I was a girl, we listened to older people. Yes, we did."

Skills: *Acting, Blather, Charm, Cook, Disguise, Divination - Palmistry (see p.82), Divination - Tea-Leaf Reading (see p.83), Evaluate, Haggle, Numismatics, Palm Object.*

Trappings: Assorted powders, potions and charms, all fake (at the GM's discretion, some may have interesting but unplanned effects), necklace of chicken bones, ragged clothes, cooking equipment.



The Menagerie Staff

Big Anders, Little Anders,
Bertoldo, Ivan, Magda and Mikhail

Muleskinners,
previously Herdsmen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	35	33	2	2	7	30	1	27	25	33	37	24	25

Appearance: Big Anders is of medium height, but very bulky. Little Anders is tall and wiry. Bertoldo is of medium height and build, and noticeably better-dressed and more gregarious than the others. Ivan and Magda are a middle-aged couple, both sullen but hard-working. Their son Mikhail is in his early teens, and mostly keeps to himself.

Personality & motivation: Although the menagerie has seen better days, it's still a much easier and more lucra-



Apocrypha Two: Chart of Darkness



tive living than herding sheep and tending to farms, which is what most of the staff were doing before they hooked up with Wolfgang. Most of them started as customers, but were quick to grasp the opportunity of getting away from their rural lives, seeing something of the world, and having an adventure or two. Not to mention getting paid in cash instead of mutton and turnips. They like feeling superior to those who pay to see the show, and are quick to assert their

knowledge of Beastmen and their experience of the world.
Quotes: "Don't put your fingers in there, lessen you wants 'em tore right off."

Skills: *Animal Care, Drive Cart.*

Trappings: Clothes, daggers.

THE BEASTMEN

Urzo

Urzo is a massive creature almost the size of an Ogre. His goat-like head is armed with impressive horns, and together with his hooved legs give him a daemonic appearance that makes him a money-spinner for Wolfgang. His skin is covered in horny plates like an armadillo, and his hands could crush a human skull like an egg. Despite this he is docile, used to being in a cage and fed regularly. When faced with a crowd he will rattle the bars of his cage, snarl, growl and reach out as if to tear an unwary yokel limb from limb, but this is an act. While he could be dangerous if roused, Urzo has been with Wolfgang long enough to know what is expected of him, and what behaviour means bigger rations.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	5	5	16	30	1	28	29	24	29	24	10

Special Rules

Urzo's tough skin gives him 2 points of armour on all locations. He can attack with a *claw*, a *bite* or a *gore*, according to circumstances. He has come to think of the menagerie staff as sources of food, and has a 25% chance of going into *frenzy* if he sees anyone attack any one of them.

Khornate Beastmen

The three Khornate Beastmen all bear the mark of the Blood God on their bodies. One has a massive chest scar in the form of the skull-rune, another's face has been warped into the same symbol, and the third has the design in yellow fur on its dark red back. All have sharp horns, long fangs and clawed hands and feet. Unlike Urzo, these three are still full of bloodlust, and their ferocity is no act. They will destroy anyone or anything they can reach – which, luckily, is only a couple of feet beyond the bars of their cage.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	3	4	11	30	1	34	25	22	24	23	5

Special Rules

Wolfgang has instilled a *fear* of fire into these three creatures; it is the only means he has of controlling them. They all have horns, claws and teeth, and will attack with whatever is most convenient at the time. They are subject to *frenzy* given almost any stress.

Rassarak

Rassarak is a pure white Skaven, who has been blind from birth. As mentioned above, though, his hearing and smell have become incredibly sharp to compensate for his loss of vision, and he is at little disadvantage. He is chafing at his imprisonment, but is patiently waiting for the right opportunity to escape.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	13	3	3	7	40	1	24	28	32	27	32	15

Special Rules

Rassarak's *bite* has a 35% chance of causing *infected wounds*.

The Twins

These two Beastmen are fierce out of all proportion to their size, and will hurl themselves at the bars of their cage, snarling and snapping at anything that moves.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	41	25	1	3	4	40	1	24	22	18	14	21	3

The Imperial Beast

This is the creature with the golden pelt, which really is made of fine gold! The pelt itself confers immunity from threats such as acid, electricity, and fire. If the Imperial Beast was killed, the pelt would be worth a minimum of 1,000GCs, as its hair could be spun into fine thread and then made into superlative cloth of gold. However, such a garment would have a 15% chance of infecting its wearer with a Chaos mutation, no matter how pure they had previously been.

Alternatively, the pelt could be smelted down to make coinage, although it will only yield enough gold to make 75GCs. Anyone involved in this smelting has a 50% chance of developing a Chaos mutation. Anyone handling ingots or coins made from the pelt with their bare hands has a 10% chance of mutating. Gloves will protect a user. There is no way of removing the taint of Chaos from this gold.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	3	4	11	30	1	12	18	18	14	15	5

The "Farmyard Beasts"

Venomous spittle makes these creatures more dangerous than their comical appearance would suggest.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	45	3	4	11	30	1	30	29	24	29	24	10

Special Rules

Each of these Beastmen can spit poison up to 3 yards, using their BS score. Each hit causes the victim to make a *poison* test (at -10 if the spittle hit an exposed area of skin, -20 if it hit the eyes) or suffer the effects of one dose of the toxin most appropriate to his or her race.

Chapter 14

Gotrek and Felix

THE SLAYER AND THE SCHOLAR

The Dwarf stood silhouetted in the doorway, his squat form filling it lengthwise. Torch light illuminated the strange tattoos that covered his half-naked body and turned his eye-sockets into shadowy caves from which mad eyes glittered.

Here are some details on how to include the legendary heroes Gotrek and Felix in your campaign. The statistics given are for the characters some time after the start of their adventures, but before the tales recounted in the novels *Skavenslayer*, *Trollslayer* and *Daemonslayer*. Of course, you may wish to alter their details to fit in better with your own campaign, and should feel free to do so. However, we do suggest you read the stories before using these characters, as they give you a better idea of their motives and personalities than we can give in the limited space here.

Felix and Gotrek make ideal 'reinforcements' for a weak group of adventures, especially when the going gets rough. You should be careful that the player characters don't simply rely on Gotrek to do all the fighting and take all the risks – and make sure they treat him with suitable respect, or else! Gotrek is also unlikely to tag along on someone else's quest: his own travels and heroic deeds come first.

If you want to spin off a whole adventure or sub-plot revolving around Felix and Gotrek, then we suggest giving the adventurers a plot-objective that overlaps with whatever Felix and Gotrek are doing, where the PCs must either try to outwit, out-manoeuvre or outrun the duo to succeed. For example, the abandoned and lost Dwarf holds of the *Doomstones* series would be a natural place to encounter these two, and Gotrek would definitely be interested in the lost Dwarf treasure of the *Doomstones*, but he may be intent on returning them to what he considers their rightful owners – Dwarf scholars in the Worlds Edge mountains – and his reaction when he discovers their true nature and fate could make for a very interesting adventure.

GOTREK GURNISSON

"Fear, manling? A Trollslayer knows no fear."

Gotrek Gurnisson is a Dwarf with a problem: he is a Trollslayer – a Dwarf with a self-imposed deathquest. He seeks to atone for a personal crime, the nature of which it is

better not to enquire into. However, he is simply too tough, too lucky, and just too plain mean to die; he seeks out the most dangerous foes and situations and invariably overcomes them.

In appearance, Gotrek is a typical Trollslayer: nasty, brutish and short. A crest of hair rises from his shaven tattooed head, and his body is covered in tattoos. His expression is perpetually belligerent.

Gotrek must be one of the deadliest hand-to-hand fighters in the Old World. Again and again his axe has brought red ruin to his enemies. His combat competence, combined with his insane disregard for personal safety, make him a truly terrible opponent.

He is an extensively travelled Dwarf. He has ranged far and wide over the mountain ranges of the Old World and spent time in the greatest cities of the Empire. As an Imperial Dwarf he maintains a front of stalwart contempt for mankind's new technological civilisation, although secretly he is rather impressed by what he's seen.

Gotrek maintains a front of being a savage, uneducated brute. The reality is somewhat different. He was trained as an engineer in his youth, and has demonstrated some knowledge of the inner mysteries of the Masonic Cult. He can read and write, and is surprisingly knowledgeable on a number of subjects.

Like all Dwarfs, Gotrek is proud, loyal to his comrades and implacably opposed to his enemies. When not actively seeking death, he is a sad character, given to fits of depression and melancholia interspersed with bouts of rage. He has lost his entire family, which for a Dwarf causes more sorrow than a human can comprehend. He is bitter and lonely, and his one real friend is the human poet and renegade Felix Jaegar.

Player characters could encounter Gotrek in a tavern when he is between adventures. If they are polite he will be civil, in an intimidating sort of way. If they are outnumbered in a brawl he'll jump in. If they can offer him a sufficiently doom-laden adventure he'll accompany them dragging Felix, under protest, in tow. Alternatively the PCs might encoun-



Apocrypha Two: Chart of Darkness

ter him in the middle of howling wilderness engaged in yet another lunatic quest. If they're really unlucky they'll find themselves involved.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	89	09	8	8	16	49	4	59	89	59	89	89	19

Skills: *Acute Hearing; Arcane Language - Arcane Dwarf; Art; Astronomy; Carpentry; Cartography; Concealment Rural & Urban; Consume Alcohol; Disarm; Dodge Blow; Drive Cart; Engineer; Evaluate; Follow Trail; Frenzied Attack; Game Hunting; Gem Cutting; Haggle; History; Identify Magical Artefact; Lightning Reflexes*; Luck; Metallurgy; Mining; Numismatics; Orientation; Read/Write - Khazalid, Old Worlder; Scale Sheer Surface; Secret Language - Battle, Classical; Secret Sign; Silent Move Rural, Urban; Sixth Sense; Smithing; Speak Additional Language; Specialist Weapon - Double-handed Weapons, Fist Weapons; Spot Traps; Stoneworking; Street Fighter; Strike Mighty Blow; Strike to Injure; Strike to Stun; Very Resilient*; Very Strong* (* included in profile).*

Trappings: Two-handed axe (I -10, D +2); chain shirt (1 AP, body only); worn, travel-stained clothing including winter/bad-weather gear; 20 GCs, 12 shillings, 3 pennies; beer mug; stone bottle of ale (between meals only).

FELIX JAEGAR

"Honestly, gentlemen, I don't want any trouble."

Felix Jaegar is a man with a problem: Gotrek Gurnisson. He has sworn to accompany the Trollslayer and record his death in an epic poem. To tell the truth he'd rather be at home in Altdorf studying Classical Literature but an oath is an oath...

How did a presentable, good-looking, articulate, well-educated student at the Imperial University in Altdorf come to be following a crazed Dwarf berserker through all the god-forsaken lands of the Old World? This is a question that has often troubled Felix.

Fate has a way of playing strange tricks on a man, of sidetracking his life from its obvious path. This is what happened to Felix. Despite his pretensions to being a poet he seemed destined to follow in his father's footsteps as a wealthy wool merchant. That was until the day the bullying Wolfgang Krassner challenged him to a duel. From there things swiftly went downhill.

Felix accidentally killed Krassner and was expelled from the University during the ensuing scandal. Felix's upright and respectable father disinherited him. Embittered, Felix took to politics, becoming a street-corner agitator against a society he increasingly perceived as corrupt. He was one of the instigators and leaders of the now infamous anti-Window Tax march, which first degenerated into a riot, and then into a bloodbath when the Imperial Cavalry intervened.

Felix was pulled out from under the hooves of the cavalry by the drunken Trollslayer, who then cut them a path to freedom. They made their way to the Maze: the seedy, criminal quarter of Altdorf. When Felix woke up after an epic pub-crawl he was horrified to discover that he had sworn to accompany Gotrek and record his death. Since he was being sought by the authorities he had no option but to leave town in the Dwarf's company. Since then he's had cause to regret swearing that oath.

Felix Jaegar is an amicable young man, about six feet in height with blond hair and a duelling scar on his cheek. He has a perpetual, twitchy, worried expression on his handsome face, as befits one who is both a wanted outlaw and an associate of Gotrek Gurnisson. He speaks with the pro-



nounced accent of an Altdorf intellectual, and his hesitant manner often causes people to underestimate him. Life as an outlaw has made him hard. Although he is not the sort of person to seek out adventure he has become capable of taking it in his stride if he has to.

Player characters are most likely to find Felix in the company of Gotrek. Felix is polite and well-spoken, and will respond with courtesy to even the rudest of people. He will be especially interested in talking with any academics, or anyone with news from Altdorf.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	49	39	4	4	8	49	2	39	35	39	39	39	39

Skills: *Arcane Language - Magick; Cartography; Concealment Rural, Urban; Disarm; Dodge Blow; Drive Cart; Etiquette; Excellent Vision; Follow Trail; Game Hunting; Heraldry; History; Lightning Reflexes*; Numismatics; Public Speaking; Read/Write - Old Worlder; Ride; Secret Language - Classical; Silent Move - Rural, Urban; Specialist Weapon - Fencing Sword, Fist Weapons; Spot Traps; Street Fighter; Strike Mighty Blow; Strike to Injure; Strike to Stun; Swim; Wit (* included in profile)*

Trappings: Sword; left-handed dagger (D -2, P -10); chain shirt (1 AP, body only); travel-stained clothes; writing materials; minor book (or two) from library; money bag containing 47 GCs, 23 shillings and 7 pennies.

Section Four: of Divers Matters

Being a COLLECTION OF WORKS whose DIVERSE NATURE denies them the convenience of READY CLASSIFICATION, but whose EVIDENT INTEREST and GENERAL USEFULNESS forbid that they should be here omitted on such PEDANTIC GROUNDS as MERE VARIETY.

IN PRIMIS:

A LEARNED DISCOURSE by MASTER PAULUS COCHBRUNN of ALBION, on the matter of the BACKGROUND of members of the ADVENTURING CLASSES, rich in PERSONAL DETAILS and MINUTE PARTICULARS, previously published to WIDESPREAD ACCLAIM, and presented here in a NEW AND IMPROVED VERSION with MANY NECESSARY CORRECTIONS.

SECUNDUS:

A REPRESENTATIVE extract from the FAMOUS and TRUSTED work of MISTRESS HORTENSIA PUDDLEFOOT, lately of the Moot and WELL-KNOWN throughout the Old World for her UNRIVALLED KNOWLEDGE OF HERBS and their MANY SALUTARY APPLICATIONS.

TERTIUS:

An enquiry into the ARCANE and MYSTERIOUS matter of DIVINATION, including a THOROUGH AND PAINSTAKING DESCRIPTION of the MANY ARTS OF PREDICTION, with USEFUL AND INTERESTING notes on the PROCESS and RESULTS of each. The SEVERAL CLASSES of soothsayer are COMPLETELY DESCRIBED, and the matters both GOOD AND ILL that may proceed from the exercise of their VARIOUS METHODS.

QUARTUS ULTIMUSQUE:

An examination of the MOST DETAILED PARTICULARS of enchantments as they be applied to the ANCIENT AND NOBLE ART OF TOXOPHILY, which will prove to be of the GREATEST and MOST ABSORBING INTEREST.

Chapter 15

What a Character

BACKGROUND DETAIL FOR PCS AND NPCs

The information in this chapter can be used as a quick and convenient way to give a character more depth. As well as name lists for human citizens of the Empire, Dwarfs, Elves and Halflings, there are tables for determining a character's height and weight, hair and eye colour, distinguishing characteristics, place of birth and family background.

Players can use this chapter to breathe life into a newly created character very simply. At the GM's option, players can pick from the various tables, or reroll or ignore results that don't match with their developing conception of their character. Also, the GM has the final say on whether, and to

what extent, a character's distinguishing characteristics affect his or her profile.

The GM can use this chapter to develop interesting NPCs just as quickly. A conversation overheard in a tavern becomes all the more interesting if one of the speakers is a huge man with red hair, a strawberry birthmark and one eye, while the other is a scrawny-looking Dwarf with many scars and a stutter, rather than if they are both generic and undescribed cardboard cut-outs.

CHARACTER NAMES

Human Names

Forenames

The following lists give common Imperial forenames. You can select names from the list as you need them, or roll D1000 if you prefer (i.e. roll 3D10, count the first as 'hundreds', the second as 'tens', and the third as 'units'). The list is not exhaustive, but includes most of the more popular forenames in use in the Empire.

Suggestions for names of people from Marienburg and the Wasteland can be found in *Marienburg: Sold Down the River*, p.149.

In the tables, some names can have more than one form (including informal shortened forms) and these are shown under the same listing. Some names are followed by a number; the meanings of these are as follows:

1. These names can be combined to produce a compound name, e.g. Karl-Franz, Hans-Peter, Anna-Lise, Marie-Astrid.

MALE FORENAMES

001-002	Adam	267-268	Emmerich	547-548	Hildebrand(t)	727-728	Ralf ⁶
003-006	Adelbert ²	269-292	Erich	549-550	Holger ⁵	729-736	Rolf ⁵
007-022	Adolf/Adolphus ²	293-324	Ernst	551-554	Hugo ^{6,7}	737-738	Reinald
023-026	Albert	325-332	Erwin	555-556	Hultz	739-746	Reiner
027-034	Albricht/Alberich/Albrecht	333-334	Faustmann	557-558	Humfried	747-754	Reinhard(t)
035-036	Aldhelm	335-336	Felix ^{2,6}	559-562	Jakob	755-762	Reinhold
037-044	Alex/Alexei ³ /Alexis ³	337-340	Ferdinand	563-566	Joachim ⁴	763-766	Reinwald
045-048	Alfred/Alfried	341-372	Franz ¹	567-598	Johann ¹ /Johannes	767-770	Rudiger/Rutger
049-050	Alfricht	373-404	Friedrich/Fritz ¹ /Frederik	599-606	Josef ¹	771-778	Rudolf/Rudi
051-066	Anders ^{4,5}			607-608	Kaspar	779-780	Ruprecht
067-074	Andreas	405-408	Gebhard(t)	609-610	Kastor	781-788	Siegfried
075-082	Anton ^{6,7}	409-412	Georg ^{1,3}	611-614	Knud ⁵ /Knut ⁵	789-792	Sigismund/Siggi
083-084	Arthur	413-420	Gerhard(t)	615-638	Kurt	793-800	Sigmund/Siggi
085-088	Axel	421-424	Gottfried	639-640	Lorenz ⁶	801-802	Stehmar
089-092	Barthelm	425-428	Gotthard(t)	641-642	Leonhard	803-818	Stephan/Stefan
093-100	Bengt ⁵	429-432	Gottlieb	643-646	Leopold	819-820	Theodosius ^{2,6} /Theo
101-116	Bernhard(t)	433-434	Gregor ³	647-648	Luitpold	821-822	Theophilus ^{2,6} /Theo
117-132	Berthold(t)	435-438	Gunnar	649-656	Ludovicus ² /Ludwig	823-830	Thomas
133-140	Boris	439-446	Gunthar/Gunther	657-660	Lukas	831-832	Tobias ^{2,6}
141-164	Bruno	447-462	Gustaf/Gustav	661-664	Magnus ²	833-840	Udo
165-196	Carolus ² /Carl ¹ /Karl ¹		Gustavus ²	665-672	Martin	841-844	Uhler
197-220	Claus/Klaus	463-466	Hals	673-676	Matthias	845-852	Ulrich
221-228	Conrad/Konrad	467-498	Hannes ¹ /Hans	677-684	Max ¹ /Maximillian	853-856	Viktor ³
229-232	Diehl	499-500	Hartwig	685-686	Moritz ⁶	857-860	Vorster
223-240	Dieter	501-516	Heinrich	687-694	Niklaus/Nikolas/Nikolaus	861-868	Waldemar
241-244	Dietrich	517-524	Heinz ¹	695-698	Olaf ⁶	869-876	Walter
245-248	Eberhard(t)	525-526	Heironymus ²	699-700	Oskar ⁷	877-909	Werner
249-250	Eckhard(t)	527-534	Helmut	701-708	Otto	910-942	Wilhelm
251-254	Edgar	535-536	Hergard	709-716	Paul ¹ /Paulus	943-959	Wolf
255-262	Ehrhard(t)	537-544	Herman(n)	717-724	Peter ¹ /Pieter	960-983	Wolfgang
263-266	Ehrmann	545-546	Herpin	725-726	Quintus ²	984-000	Wolmar

FEMALE FORENAMES

001-005	Agnes ²	506-515	Hunni
006-015	Agnetha ^{2,5}	516-530	Ilsa/Ilse
016-020	Alexa ³	531-550	Inga
021-030	Alfrida ⁵	551-570	Ingrid ^{4,5}
031-035	Alice/Alicia	571-575	Irene/Irina ⁶
036-040	Amalie	576-590	Isolde
041-060	Andrea	591-615	Johanna/Janna
061-065	Anika	616-620	Juliane ⁶
066-090	Anna ¹	621-625	Karelia ⁵
091-095	Astrid ^{1,4,5}	626-635	Karin ⁵
096-100	Barbara ^{2,6}	636-645	Karoline ^{6,7}
101-105	Beatrice ^{2,6}	646-660	Katharine/Katrina ^{6,7}
106-115	Berta/Bertha	661-680	Kirsten ⁵
116-125	Bianka ⁶	681-690	Klara ^{2,6}
126-130	Birgit ⁵	691-700	Leonore/Leni
131-145	Brigitte/Gitta ^{4,5}	701-710	Ludmilla
146-155	Britt/Brita ⁵	711-715	Luise/Lise ¹
156-170	Brunhild(e)	716-720	Magdalene/Magda
171-180	Charlotte/Carlott;	721-725	Margaritha ^{6,7}
181-190	Carina ⁶	726-735	Marianne
191-200	Carmilla ^{2,5}	736-750	Marlene
201-205	Claudia ^{2,6,7}	751-760	Martha/Marte
206-215	Dagmar	761-765	Martina
216-220	Elena ⁶	766-775	Marie ^{1,6,7} /Maria ^{1,6,7}
221-230	Elfrida ⁵	776-780	Mathilde/Tilda ^{6,7}
231-250	Elisa/Elise	781-785	Nastassia ³
251-260	Elisabeth	786-790	Natasha ³
261-275	Elsa	791-795	Ottilia
276-285	Emmanuelle ^{6,7}	796-800	Petra ⁶
286-295	Emilie	801-815	Regina/Regine/Gina
296-300	Erika ⁵	816-830	Renata/Renate
301-305	Esther ⁶	831-835	Selena ⁶
306-315	Etelka	836-850	Sigrid ⁵
316-340	Eva	851-855	Sigrun ⁵
341-350	Franziska ⁷	856-860	Silma
351-360	Frida ⁵	861-870	Solveig ⁵
361-370	Gabrielle/Gabi ⁷	871-880	Sophia ⁶
371-385	Gerda	881-890	Susanne ^{2,6} /Susanna ^{2,6} / Susi
386-390	Gertrud(e) ²	891-895	Theodora/Dora ⁶
391-400	Gilda	896-900	Theodosia/Theda ⁶
401-415	Greta ⁵	901-910	Therese ⁶
416-425	Gretel	911-920	Thylda
426-435	Gretchen	921-935	Ulrike/Ulla
436-450	Hanna	936-960	Ursula/Uschi
451-460	Hedwig	961-965	Veronica ^{6,7}
461-470	Heidi	966-975	Wanda
471-475	Helena ⁶	976-985	Wertha
476-495	Hilda	986-000	Wilhemina/Mina
496-505	Hildegard		

Surnames

As in mediaeval Europe, the forename is most commonly used to identify a person, and the surname is used when the identification needs to be more precise – when the use of the forename alone is not sufficient. Family surnames aren't always handed down from parent to child, as we do today. Instead, most people adopt their surname when they leave home, or become adult, to distinguish themselves. Often, this will mean using a 'family' name, but there are many cases of children giving themselves an entirely new surname.

Surnames can be drawn from a variety of sources:

1. Place names: for example, Johann Dunkelberg, 'Johann from Dunkelberg'. Any of the various placenames mentioned in the *WFRP* rulebook or in any part of *The Enemy Within* campaign would be usable as a surname. The nobility often add 'von' or 'von der' before the placename, particularly in cases where the surname is part of a title.

2. Occupation: for example, Johann Schmidt, 'Johann the Smith'. This can become fossilised in use, and it is quite common for a character to be known by the occupation of his or her parents or grandparents, when he or she actually follows a quite different profession; so 'Johann the Smith' might actually be a carpenter or a boatman. Of course, if Johann wishes to be known as Johann Zimmermann (Johann the Carpenter) or Johann Bootmann (Johann the Boatman), there's nothing to stop him changing his surname – he simply does it!

An English-German dictionary can be a very useful source of names of this type. A few surnames associated with common professions are listed below:

<i>Baker</i>	Bäcker
<i>Blacksmith</i>	Schmidt
<i>Brewer</i>	Brauer
<i>Boatman</i>	Bootmann
<i>Builder</i>	Baumeister or Bauer
<i>Butcher</i>	Fleischer
<i>Carpenter</i>	Zimmermann
<i>Cobbler</i>	Schuster
<i>Cooper</i>	Küfer
<i>Engraver</i>	Graveur
<i>Farmer</i>	Bauer
<i>Glass Maker</i>	Glaser
<i>Hunter</i>	Jäger
<i>Jeweller</i>	Juwelier
<i>Merchant</i>	Handler
<i>Pedlar</i>	Hausier
<i>Potter</i>	Topfer
<i>Printer</i>	Drucker
<i>Scribe</i>	Schreiber
<i>Shipwright</i>	Schiffbauer
<i>Stonemason</i>	Maurer
<i>Tailor</i>	Schneider
<i>Tanner</i>	Gerber

This practice is most commonly used among members of the nobility.

2. These names are archaic, but are still in use occasionally. They are most popular among the nobility and the older generations.

3. These names show Kislevite influence. They are most common in the north and east of the Empire, but are not unknown elsewhere.

4. These names show Wastelander influence; they are most common in the north-west of the Empire, but are also used in other areas.

5. These names show Norse influence; they are most common in the extreme north of the Empire, but are also used in other areas.

6. These names are more common in the south of the Empire than elsewhere.

7. These names show Bretonnian influence; they are most common in the west of the Empire, but are also used in other areas.



Apocrypha Two: Chart of Darkness

3. Nickname:

for example, Johann Grosz, 'Johann the Fat'. If a character has a particularly noticeable physical trait which people use to refer to them, this might be used as their surname. Using the list of physical traits in this article together with an English-German dictionary can give you a wide range of descriptive surnames. Here are a few examples:



<i>Large nose</i>	Nase
<i>Scar on face</i>	Narbe
<i>One eye</i>	Einauge or Augenlos
<i>One arm</i>	Einarm or Armlos
<i>Attractive face</i>	Schön
<i>Huge frame</i>	Grosz or Stark
<i>Big belly</i>	Grosz
<i>Bald</i>	Kahl
<i>Hairy</i>	Haarig
<i>Huge beard</i>	Bart or Grossbart
<i>Stooping</i>	Bücker
<i>Very tall</i>	Lang
<i>Very short</i>	Kurz
<i>Very skinny</i>	Dunn
<i>Pale-skinned</i>	Blass or Bleich
<i>Stutter</i>	Stotter
<i>Loud voice</i>	Laut

4. Parent or Ancestor: For example, Johann Hanson, 'Johann, son of Hans'. Naming yourself after a famous parent or ancestor – real or imagined – is very common. Sigmarrsson may be one of the most used surnames in the Empire. This form of surname is particularly prevalent in the north of the Empire, possibly as a result of Norse contacts and influence. The form 'von' is sometimes used to imply a connection with a famous person – von der Magnus, for example.

With an English-German dictionary and a bit of imagination, you can come up with many more surnames for PCs and NPCs, as you'll see from the published adventures in *The Enemy Within* campaign. The nobility will use 'von' more often than the lower classes, and the artisan classes – where one family has been in the same business for generations – will often take the name of their craft for their own. In general, surnames derived from placenames and nicknames will be most common among the peasantry and the urban lower classes. 'Hans Brandstadt', for example, won't be very effective as a name if Brandstadt has thousands of inhabitants and every fifth male is called Hans, while 'Ludwig Johannsson von Altdorf' is too grand-sounding to be a good name for a thief or beggar – a nickname like 'Flink' ('the nimble') would sound better.

Dwarfish Names

Forenames

Dwarfs' forenames tend to be short – no longer than two syllables – and gritty-sounding. Dwarfs often borrow names

from their Human neighbours if they like the sound of them; hence the number of Norse-sounding names used by Dwarfs in The Empire (and these are even more prevalent among the Norse Dwarfs), and the occasional use of Imperial Human names such as Joseph and Tom, as by Joseph Bugman and his lieutenant 'Owd' Tom Thyksson. Here are a few examples of Dwarf male forenames:

Bel(e)gol	Dwinbar	Grond	Kettri
Bardin	Fimbur	Grum	Mordin
Brokk	Garil	Grund	Mundri
Brond(i)	Gomrund	Grunni	Ragni
Dimrond	Gorim	Haakon	Rungni
Dimzad	Gorm	Hargin	Sindri
Drumin	Gottri	Hergare	Storri
Durak	Grom	Ketil	Thingrim

Female Dwarfs are seldom encountered by members of other races, so comparatively little is known about their names. Like their male counterparts, they do tend to use Human names on occasion; names like the Norse Sigrun, Astrid, Asta and Sigrid and the Imperial Gerda, Berta and Ulla. Many Dwarfish female names are created by taking a male forename ending in -i and replacing the -i with an -a, hence Grunna, Kettra, Sindra and so on.

Surnames

Dwarfish surnames follow two basic patterns. Some follow the Human Norse practice of being based on their parents' names (e.g. Gottri Gurnisson, Grunna Ragnisdottir), while others (nearly all applied to males) are nicknames, generally to do with some aspect of physical appearance, strength and martial prowess. Greathammer, Ironbeard, Hook-nose and Goblin-render are typical examples. In addition to the forename and surname, a clan or hold name is also used on formal occasions or when addressing a member of another race or hold, hence Gomrund Forkbeard of Karak-Kadrin.



Elven Names

The Elves – being typically complicated – use a system of names which is almost incomprehensible to outsiders. The principle is to have a name which sounds beautiful (apparently the consonants 'l' and 'r' make particularly beautiful sounds), and which has a beautiful meaning. However, the meaning attached to a name is often whatever the name-bearer wants it to be. The Dwarfs delight in telling the story of an Elven Prince who insisted that his name was translatable as 'Far-Wisdom', but the words of which it consisted could also be translated as 'Belch Eyeballs'.

Elven names defy analysis. The use of one, two or three names is equally common, and each name is normally made up of two parts, each providing something to the overall meaning. Occasionally, an Elf who has taken to living in Human society will adopt one or more names which are from the Old Worlder tongue. Such names tend to express rural themes, and continue the Elven tradition of something which sounds beautiful and expresses 'noble' feelings. Goldleaf, Dewgatherer, Airwarmth and Greenlight are common such names.



The table to the right allows you to create more traditional Elven names; roll once for a prefix, and then again for a suffix, and blend the two parts together, adding or deleting extra letters to make an easily pronounceable name. Both names come from the same stock of elements, and there does not appear to be any distinction between 'forenames' and 'surnames' in Elven eyes. Some Elven names, particularly those of the little-seen Elven nobility, may have three elements (effectively they have two suffixes); this is rumoured to be a High Elf tradition, but it is not sure that even the Elves know this for certain.

There is very little difference, to non-Elves at least, between Elven male and female names. Dwarfs and some Humans gleefully contend that this is because there is very little difference between male and female Elves in all other respects. Names generated using the table above are suitable for Elves of either sex, although most names can be given an emphatic feminine form by removing the last consonant and/or adding a vowel to the end, hence Sarellian can become Sarellia or Sarelliane.

Halfling Names

Forenames

Being the most Humanised of the non-human races, Halflings often use names which are largely recognisable as being in Old Worlder. The Halflings of the Moot use those Imperial names which they find pleasing. Although they love long and grand-sounding names for their genealogies, they also like a name which can be shortened comfortably for everyday use. Names like Maximillian, shortening to Max, Ludwig, shortening to Ludo, Thomas, Hugo, Adam, Albert, Agnes, Eva and Frida, are all common among Halflings. Essentially, if a Human name has a 'cosy' sound (or better yet, sounds vaguely grand and has a cosy-sounding abbreviation), it will appeal to the Halflings.

The use of nicknames and pet-names is also common; a Halfling will always have a 'proper' forename for use in family trees and so on, but Heironymus Greenhill may be known as Hiro or even Scrumper to his friends, and non-Halflings might know him by that name for years without finding out his 'proper' name.

Surnames

Halflings prefer distinctive and cosy-sounding surnames, and if two Halflings have the same surname, then they are definitely related somehow. It may take several dozen generations (and a like number of fruit pies and spiced ales) to trace the connection, but it will definitely be there, and they will find it in the end. Names like Haleberry, Greenhill, Furfoot, Hayfoot, Greendale, Warmfeet and Brandysnap are common, and show off the Halflings' love of food and drink, and their pride in their hairy feet.

ELVEN NAMES

Roll 1: Prefix

01-03	Acs
04-05	Air
06-08	Al(d)
09-10	Am
11-12	Ang
12-13	Ca(l)
14-15	Car
16-17	Dol
18-19	Edri
20-21	Eldi(r)
22-24	Ell
25-26	Epon
27-29	Err
30-31	Fan
32-33	Far
34-36	Fil
37-38	Gal
39-40	Gil
41-43	Hal
44-45	Har
46-47	Has
48-49	Ilu
50-51	Im(ra)
52-53	Io
54-55	Lar
56-57	Laure(l)
58-60	Lin
61-63	Lor
64-66	Lora(l)
67-68	Mal
69-70	Mar
71-72	Mor
73-74	Orr
75-77	Pel
78-79	Ral
80-81	Shas
82-84	Sir
85-86	Tall(a)
87-88	Ter
89-90	Tor
91-92	Ullia(l)
93-94	Urdi(th)
95-96	Val
97-98	Vir
99-00	Yav(a)

Roll 2: Suffix

01-03	alion
04-05	andar(a)
06-08	andil(e)
09-10	andilas
11-12	andiril
12-13	ane
14-15	anel
16-17	arel
18-19	err
20-21	avandrel
22-24	core(l)
25-26	coran(na)
27-29	dil
30-31	drigar
32-33	ellion
34-36	endil
37-38	fan(a)
39-40	far
41-43	galiel
44-45	gran(a)
46-47	hal(i)
48-49	hil(e)
50-51	holen
52-53	huir
54-55	ia(n)
56-57	ina(l)
58-60	inde(l)
61-63	irllan
64-66	lad
67-68	llana(n)
69-70	lor
71-72	mal
73-74	maris
75-77	mir
78-79	mor
80-81	nor
82-84	oth
85-86	ras
87-88	riel
89-90	rond
91-92	thin
93-94	thol
95-96	uviel
97-98	wen
99-00	wine

WEIGHT

The following tables can be used to generate a character's weight. Roll on Weight Table 1 to determine a character's build, and apply any modifiers to the roll on Weight Table 2. Consult Weight Table 3 to determine whether there are any further modifiers owing to the character's height. Weight Table 4 is optional; it can be used if you wish to make female characters generally lighter than males. Finally, Weight Table 5 can be used as an option, to reflect how the weight of extremely fat or thin characters affects their profiles.

Weight Table 1: Build

D6	Human	Dwarf	Elf	Halfling
1	puny	light	puny	light
2	light	average	light	average
3	average	average	light	average
4	average	heavy	average	heavy
5	heavy	heavy	average	massive
6	massive	massive	average	massive

Apocrypha Two: Chart of Darkness

Puny characters must subtract 20 from their roll on Weight Table 2, and subtract 2D10 lbs from their final weight.

Light characters must subtract 10 from their roll on Weight Table 2.

Average characters have no modifier.

Heavy characters add 10 to their roll on Weight Table 2.

Massive characters add 20 to their roll on Weight Table 2, and add 2D10 lbs to their final weight.

Weight Table 2: Base Weight

D100	Human	Dwarf	Elf	Halfling
01	105 lbs	90 lbs	80 lbs	75 lbs
02-03	110 lbs	95 lbs	85 lbs	75 lbs
04-05	115 lbs	100 lbs	90 lbs	80 lbs
06-08	120 lbs	105 lbs	95 lbs	80 lbs
09-12	125 lbs	110 lbs	100 lbs	85 lbs
13-17	130 lbs	115 lbs	100 lbs	85 lbs
18-22	135 lbs	120 lbs	105 lbs	90 lbs
23-29	140 lbs	125 lbs	110 lbs	90 lbs
30-37	145 lbs	130 lbs	115 lbs	95 lbs
38-49	150 lbs	135 lbs	120 lbs	100 lbs
50-64	155 lbs	140 lbs	120 lbs	100 lbs
65-71	160 lbs	145 lbs	125 lbs	105 lbs
72-78	165 lbs	150 lbs	130 lbs	110 lbs
79-83	170 lbs	155 lbs	135 lbs	115 lbs
84-88	175 lbs	160 lbs	140 lbs	120 lbs
89-92	180 lbs	165 lbs	140 lbs	125 lbs
93-95	190 lbs	170 lbs	145 lbs	130 lbs
96-97	200 lbs	175 lbs	150 lbs	135 lbs
98-99	210 lbs	180 lbs	155 lbs	140 lbs
00	220 lbs	185 lbs	160 lbs	145 lbs

weight or underweight, look up the final weight on the appropriate column of Weight Table 2, and refer back to the dice roll column. A character is overweight if the final weight corresponds to a dice roll of 96 or more, and underweight if the final weight corresponds to a dice roll of 05 or less.

Thus, a Human character weighing 200 lbs or more is overweight, and a Human character weighing 115 lbs or less is underweight.

Profile adjustments may be generated using the following table:

D6	Overweight	Underweight
1-2	T +1	T -1
3-4	T +1, I -10	T -1, I +10
5-6	T +1, I -10, M -1	T -1, I +10, M +1



Weight Table 3: Height Modifier

Height	Human	Dwarf	Elf	Halfling
3ft 3in or less	-	-	-	-D10 lbs
3ft 4in - 3ft 6in	-	-	-	-D6 lbs
3ft 7in - 4ft 0in	-	-	-	nil
4ft 1in - 4ft 3in	-	-	-	+D6 lbs
4ft 4in - 4ft 6in	-	-2D10 lbs	-	+D10 lbs
4ft 7in - 4ft 8in	-	nil	-	-
4ft 9in - 5ft 3in	-2D10 lbs	+2D10 lbs	-	-
5ft 4in - 5ft 6in	-D20 lbs	-	-D20 lbs	-
5ft 7in - 5ft 8in	-D10 lbs	-	-D10 lbs	-
5ft 9in - 5ft 11in	nil	-	nil	-
6ft 0in - 6ft 2in	+D10 lbs	-	+D10 lbs	-
6ft 3in - 6ft 5in	+D20 lbs	-	+D20 lbs	-
6ft 6in or more	+2D10 lbs	-	-	-

Weight Table 4: Gender Modifier (Optional)

Weight Table 1 assumes a male character; for female characters, apply the following additional modifiers:

D6 roll	Human	Dwarf	Elf	Halfling
1	-2D10 lbs	nil	nil	-D20 lbs
2	-D20 lbs	-2D10 lbs	nil	-D10 lbs
3-4	-D10 lbs	-D20 lbs	nil	-D6 lbs
5	-D6 lbs	-D10 lbs	nil	nil
6	nil	-D6 lbs	nil	+D6 lbs

Weight Table 5: Characteristic Modifiers (Optional)

If a character is a lot heavier or lighter than average, the GM may optionally impose some modifiers to the character's profile. To find out whether a character is seriously over-

HAIR COLOUR

Use the table below to generate characters' hair colour.

Notes:

1. Dwarfs and Elves often dye their hair; this table only gives the base colour.

2. Not necessarily the original colour. For older characters (Humans of 35+, Dwarfs of 90+, Elves of 100+, Halflings of 70+), players can make two rolls. The first is the 'natural' hair colour. The second, if the result is white, shows that the hair has turned grey or white with age.

This table is based on the normal colours for characters from the Empire, the Wasteland, Bretonnia, Albion and Kislev. If the character was born anywhere else, some modifiers should be allowed. Norse Dwarfs and Humans, for example, could roll 3D20, while Tileans or Estalians might roll 3D10+70 and characters from Araby might roll D6+94.

D100	Human	Dwarf ¹	Elf ¹	Halfling
01-05	White ²	White ²	White ²	White ²
06-10	White ²	White ²	Silver	Ash-blond
11-15	Silver	Ash-blond	Silver	Ash-blond
16-20	Silver	Ash-blond	Ash-blond	Corn
21-25	Ash-blond	Corn	Ash-blond	Corn
26-30	Corn	Yellow	Corn	Corn
31-35	Corn	Yellow	Corn	Yellow
36-40	Corn	Red	Yellow	Yellow
41-45	Yellow	Red	Yellow	Copper
46-50	Copper	Copper	Copper	Red
51-55	Copper	Copper	L. Brown	L. Brown
56-60	Red L.	Brown	L. Brown	L. Brown
61-65	L. Brown	L. Brown	M. Brown	L. Brown
66-70	L. Brown	M. Brown	M. Brown	M. Brown
71-75	M. Brown	M. Brown	Dark Brown	M. Brown
76-80	M. Brown	M. Brown	Dark Brown	M. Brown
81-85	Dark Brown	Dark Brown	Sienna	Dark Brown
86-90	Dark Brown	Dark Brown	Blue-black	Dark Brown
91-95	Sienna	Blue-black	Black	Sienna
96-00	Black	Jet black	Black	Jet black

EYE COLOUR

Use this following table to generate characters' eye colour.

This table is based on the normal colours for characters from the Empire, and holds good for the Wasteland, Bretonnia, Albion and Kislev as well. If the character was born anywhere else, some modifiers should be allowed. Norse Dwarfs and Humans, for example, could roll 2D20 or 3D20 to get the result, while Tileans, Estalians and Arabs might roll 3D10+70 or even D10+90.

Players might also wish to disallow certain hair/eye colour combinations, if a bizarre mix is going to jar their sensibilities. It is probably best to generate hair colour first, and re-roll any eye colour rolls that don't suit. As an option, you might allow a character a 1% chance of having eyes of different colours; while this will make the character interesting and instantly recognisable, it might be taken in some quarters as the mark of Chaos...

D100	Human	Dwarf	Elf	Halfling
01-05	Grey	Pale Grey	Pale Grey	Pale Grey
06-10	Pale Grey	Pale Grey	Grey-blue	Blue
11-15	Grey-blue	Blue	Grey-blue	Blue
16-20	Grey-blue	Blue	Blue	Hazel
21-25	Blue	Hazel	Blue	Hazel
26-30	Blue	L. Brown	Green	Hazel
31-35	Blue	L. Brown	Green	L. Brown
36-40	Green	L. Brown	L. Brown	L. Brown
41-45	Hazel	L. Brown	L. Brown	Copper
46-50	Hazel	Copper	Copper	M. Brown
51-55	L. Brown	Copper	M. Brown	M. Brown
56-60	L. Brown	M. Brown	M. Brown	M. Brown
61-65	L. Brown	M. Brown	M. Brown	M. Brown
66-70	L. Brown	M. Brown	M. Brown	M. Brown
71-75	M. Brown	M. Brown	Dk. Brown	M. Brown
76-80	M. Brown	M. Brown	Dk. Brown	M. Brown
81-85	M. Brown	Dk. Brown	Silver	Dk. Brown
86-90	Dk. Brown	Dk. Brown	Blue-purple	Dk. Brown
91-95	Dk. Brown	Blue-purple	Silver-green	Dk. Brown
96-00	Purple	Purple	Black	Dk. Brown

DISTINGUISHING CHARACTERISTICS

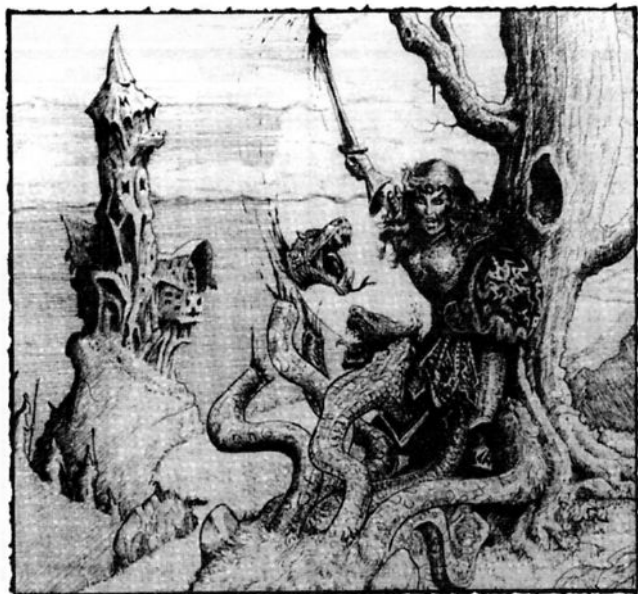
The table below gives certain peculiarities and physical traits which can form the basis of a character description. Some of them have suggested modifiers. GMs may use these modifiers for NPCs if desired, and may even apply them to player characters if they are sure players will accept bad rolls as well as good. Most characters will have D6-2 Distinguishing Characteristics (treat 0 or less as 0).

D100	Characteristic	Effect
01-02	Large nose	nil
03-05	Flat nose	nil
06-07	Hook nose	nil
08-10	Scar on face	-10 Fel
11-12	One eye	BS x 1/2
13-15	One arm	-10 Dex
16-17	Charismatic eyes	+10 Fel
18-20	Attractive face	+10 Fel
21-22	Huge frame	+10% Weight
23-25	Big belly	+10% Weight
26-27	Limp	-1 M (min. 2)
28-30	Bald	nil
31-32	Very long hair	nil
33-35	Curly hair	nil
36-37	Excessively hairy	nil
38-40	Long Beard	nil
41-42	Very short hair	nil
43-45	Stooping	nil
46-47	Barrel-chested	+1 S
48-50	Very tall	+10 Ld
51-52	Very short	-1 M (min. 2); -10% Weight
53-55	Very skinny	-10% Weight
56-57	Pale-skinned	nil
58-60	Scarred skin	-10 Fel
61-62	Sneer	-5 Fel
63-65	Haughty expression	-5 Fel; +5 Ld
66-67	Broken teeth	-10 Fel
68-70	Very white teeth	+5 Fel
71-72	Lisp	-10 Fel
73-75	Stutter	-10 to tests on communication skills
76-77	Very clear voice	+5 to tests on communication skills
78-80	Strong accent	-5 to tests on communication skills
81-82	Loud voice	+5 Ld; -5 Fel
83-85	Bushy eyebrows	nil
86-87	Big ears	nil
88-90	Moustache	nil
91-92	Birthmark	nil
93-95	Short legs	-1 M (min. 2)
96-97	Rough hands	-10 Dex
98-00	Long nails	nil

PLACE OF BIRTH

The following list of places gives some guide as to the likely birth-places of characters beginning their adventuring careers in the Empire – specifically in Altdorf, the starting-point of *The Enemy Within* campaign, although the table can be adjusted as required for adventurers starting in any other part of the Empire.

It is assumed that few characters will have travelled far to get to this point, and therefore that foreigners will be rare. Player Characters ought to come from the Empire, unless the GM has a strong reason for deciding otherwise. If an NPC comes from a part of the Old World which has not



Apocrypha Two: Chart of Darkness

Origins Table 1: THE EMPIRE

D100	ORIGIN	75-77	Stimmigen
01-25	Altdorf (urban)	01-60	Stimmigen
26-50	Altdorf (rural)	61-70	Merretbeim
01-06	Teufelfeuer	71-80	Mistbausen
07-11	Rechilich	81-90	Naffdorf
12-17	Heiligen	91-00	Pfeiffer
18-23	Glucksbalt		
24-29	Harts Klein	78	Blutroch
30-35	Schlafebild	79	Weissbruck
36-41	Hochloff	80	Bogenhafen
42-47	Rottefach	01-50	Bogenhafen
48-53	Walfen	51-62	Finsterbad
54-59	Furtild	63-75	Ardlich
60-65	Grossbad	76-88	Herzbald
66-71	Bundesmarkt	89-00	Grubevon
72-77	Brauenwurt		
78-83	Dorchen	81-83	Kemperbad
84-89	Geldrecht	01-50	Kemperbad
90-95	Kaldach	51-60	Bergbof
96-00	Autler	61-70	Brandenburg
		71-80	Jungbach
51-54	Grunburg	81-90	Ostwald
01-50	Grunburg	91-00	Stockbausen
51-62	Aussen		
63-70	Silberwurt	84-86	Ubersreik
71-85	Kleindorf	01-51	Ubersreik
86-00	Hornlach	51-57	Buchedorf
		58-64	Flussberg
55-59	Auerswald	65-71	Geissbach
01-50	Auerswald	72-88	Halbeim
51-60	Dresschler	89-95	Messingen
61-70	Gladisch	96-00	Wurfel
71-80	Koch		
81-90	Sprinthof	87-88	Marienburg
91-00	Stecbe	89-90	Nuln
		01-60	Nuln
60-63	Delberz	61-80	Wissenburg
01-55	Delberz	81-00	Pfeildorf
56-70	Mittelmund		
71-85	Schwarzmarkt	91	Averheim
86-00	Turmgever	92	Streissen
		93	Wurtbad
64-67	Dunkelburg	94	Talabheim
01-58	Dunkelburg	95	Middenheim
59-65	Barfsheim	01-60	Middenheim
66-72	Gemusenbad	61-80	Bergsburg
73-78	Härke	81-00	Salzenmund
79-85	Rubfurt		
86-92	Schattental	96-00	Foreigner:
93-00	Steindorf		Roll on Origins Table 2
68-71	Carroburg		
01-50	Carroburg		
51-60	Anseldorf		
61-70	Dunkelbild		
71-80	Punzen		
81-90	Schattenlas		
91-00	Weidemarkt		
72-74	Schoppendorf		
01-50	Schoppendorf		
51-60	Brasthof		
61-70	Esselfurt		
71-80	Priestlicheim		
81-90	Ripdorf		
91-00	Zeder		



been sufficiency detailed, the GM can be vague about his or her origins – it wouldn't be anywhere the Player Characters would have heard of anyway. The maps in the *WFRP* rulebook and *The Enemy Within* campaign supplements show the locations of the places listed on the tables.

A table of birthplaces for characters from Marienburg and the Wasteland can be found in *Marienburg: Sold Down the River*, p.149. More complete place of birth tables for nonhumans, and for characters from other parts of the Warhammer world, will be published in forthcoming *WFRP* supplements by Hogshead Publishing.

Humans

Use Origins Table 1 and, if necessary, Origins Table 2 to determine where Human characters come from.

Dwarfs

By and large, Dwarfs will be from the same kinds of places as Humans; the kind of Dwarf who becomes an adventurer is going to have been reasonably 'humanised' anyway. To determine the origins of Dwarf characters, roll on the following table:

D100	Origin Roll
01-75	Roll on Origins Table 1 above
76-00	Roll on Dwarf Origins Table below

Dwarf Origins Table

D100	ORIGIN
01-20	Norsca
21-30	Black Mountains
31-40	Grey Mountains
41-50	The Vaults
51-00	Worlds Edge Mountains
01-10	Karak Kadrin
11-15	Karaz-a-Karak
16-20	Zhuflbar
21-60	Other Northern Dwarf settlements
61-65	Karak Azul
66-70	Karak Eight Peaks
71-00	Other Southern Dwarf settlements

Origins Table 2: OUTSIDE THE EMPIRE

D100	ORIGIN	46-70	Estalia
01-25	Brettonnia	01-50	Bilbali
01-12	L'Anguille	51-00	Magritta
13-24	Bordeleaux	71-90	Tilea
25-36	Brionne	01-20	Luccini
37-48	Couronne	21-40	Miragliano
49-62	Gisoreux	41-60	Remas
63-74	Mousillon	61-80	Sartosa
75-88	Parravon	81-00	Tobaro
89-00	Quenelles	91-98	Border Princes
26-45	Kislev	99-00	'Outworlder'
01-25	Erengard	01-20	Norsca
26-75	Kislev	21-45	Araby
76-00	Praag	46-70	Albion
		71-85	Southlands
		86-00	Steppes

Elves

Elves do not normally come from the same locations as the other races. Since Player Characters should only be Wood Elves, the potential locations are very limited. Also, Elves do not freely talk about their homelands, for fear that this information would be used by an enemy. Therefore, most Elves talk of their home as being 'The Forest'; if pressed – and if they trust their questioner with the information – they might nominate the particular forest, but they will not divulge the name of the actual settlement.

If an Elven placename is important to you, then use the table given earlier in this booklet for generating Elven names, following the pattern Prefix-PrefixSuffix. The resulting name may be hyphenated if you wish (as in Terr-Edrriel, Far-Farcoral or Ullialor-Galiel).

To generate the Forest-homeland randomly, use the following table:

D100	Homeland
01-10	Drak Wald Forest
11-25	The Great Forest
26-35	Reikwald
31-75	Laurelorn
76-80	The Mirror Moors
81-95	Athel-Loren
96-00	Bois Delouere (Bretonnia)

Halflings

Halflings are very well integrated into Human society, and may be found almost anywhere where Humans settle. However, the importance of the Moot as the Halfling homeland must not be overlooked. Roll on the following table to determine the origins of a Halfling character:

D100	Origin
01-59	The Moot
60-00	Roll on Origins Table 1

LANGUAGES

Obviously, the languages that a character is able to speak will largely be determined by where he or she comes from. The Language Summary printed on page 291 of the *WFRP* rulebook shows how the various languages and dialects of the Old World break down.

To avoid making life difficult, the GM should allow new player characters to be fairly fluent in Reikspiel, even when they come from some far-off land. Of course, many interesting diversions can be introduced if a PC is stumbling over a 'foreign' tongue, but don't let these overpower the game-play unless there's a good plot reason.



95% of Human characters rolled up using Origins Table 1 are going to have Reikspiel – Old Worlde – as their first language, and another 4.98% are going to be from places speaking another dialect of the Old Worlde tongue. However, for those rare characters from the far-flung parts of the world, their first language will be completely different from that spoken by everyone around them, and GMs will either have to be flexible and allow the character to be bilingual, or cope with having a PC who needs sub-titles.

FAMILY BACKGROUND

It might be important to know a character's family background; at least, it always helps characterise a PC. The information and methods in this section are all optional, especially where PCs are concerned. As GM, you should feel free to ignore or amend any results you don't feel comfortable with.

Brothers and Sisters

Character Race	No. of Siblings	Age Difference
Human	D6-1 ¹	3D4-3
Elf	D6-1	3D10
Dwarf	D4-1	2D10
Halfling	2D4-2 ²	2D6-2

Notes

1. If the die roll is 6, roll again and add 4.
2. If either die rolls 4, roll it again and add 3. If both dice roll 4, roll both again and add 6.

Each sibling has an equal chance of being male or female, and an equal chance of being younger or older than the character. Where the age difference is 0, there is a 20% chance that the character is a twin (or triplet, or whatever). Twins, triplets, and other multiple births have a 10% chance of being identical.

Parents

Roll a D100 and consult the following table to see if the character's parents are still living:

D100	Parental status
01-25	both parents living
26-45	father dead
46-60	mother dead
61-00	both parents dead

The older a character is, the more likely it will be that the parents have died. Modify the roll as follows:

Human:	Add 10% for each full 10 years over 20
Elf:	Add 20% for each full 20 years over 160
Dwarf:	Add 10% for each full 20 years over 120
Halfling:	Add 10 % for each full 10 years over 50

Check the following list and roll the relevant dice to determine the age of surviving parents:

Human:	15 + D6 years older than oldest child
Elf:	60 + D20 years older than oldest child
Dwarf:	40 + 2D10 years older than oldest child
Halfling:	30 + D10 years older than oldest child

Apocrypha Two: Chart of Darkness

Spouses and Children

Consult the following table to see if the character has a family of his or her own:

Age	Human	Elf	Dwarf	Halfling
16-20	30%/25%	-	-	-
21-30	60%/55%	-	-	-
31-40	80%/75%	-	-	20%/15%
41-50	65%/80%	-	-	20%/15%
51-60	40%/75%	10%/5%	-	50%/45%
61-70	20%/60%	25%/15%	10%/5%	65%/60%
71-80	10%/40%	40%/25%	25%/15%	80%/75%
81-90	5%/20%	60%/35%	40%/25%	80%/75%
91-100	-	70%/40%	60%/35%	80%/80%
101-110	-	80%/45%	70%/40%	80%/80%
111-120	-	85%/50%	80%/45%	75%/80%
121-130	-	90%/55%	85%/50%	65%/75%
131-140	-	90%/60%	80%/55%	55%/70%
141-150	-	95%/65%	75%/60%	30%/50%
151-160	-	95%/70%	70%/65%	5%/25%
161-170	-	95%/75%	65%/70%	-
171-180	-	95%/80%	60%/70%	-
181-190	-	95%/85%	30%/65%	-
191-200	-	85%/90%	5%/35%	-
201-210	-	55%/95%	-	-
211+	-	30%/95%	-	-

The number before the slash is the percentage chance that the character has a surviving spouse; the number after the slash is the percentage chance that the character has surviving children.

Generate the number of children using the Brothers and Sisters chart above. The eldest child's age can be found by following the guidelines for generating parents' ages above, taking the character's age as the parent's age and working backwards.

If you feel like it, you can generate in-laws, aunts, uncles, cousins and heaven knows what else for several dozen generations with this technique; Halflings in particular are very fond of genealogy, but a good spread of relatives can provide a rich depth of background (and who knows, occasional material assistance) for any character.

The options above are only going to be used where you want to flesh out a PC's background or develop some ideas about an NPC. Obviously, you will have to sort out any anomalies. But even anomalies can give you insight: consider a 22-year-old male Human, his mother dead, no sisters, no wife – and with 4 kids, the eldest of whom is just one year old. None of the children turn out to be twins, so maybe they are all illegitimate, or the man keeps a harem. And maybe this tells you that he has a complete disregard for women, he uses them for pleasure, but has no serious contact with them. What price his two little daughters? And how will a character like that react to a female PC?

Family Occupation

You can also create careers for the character's family (separate ones for each, if you prefer) by following the notes on creating NPCs on p.110 of the *WFRP* rulebook. This will tell you the Career Class, final career and career path of the character's parents and siblings.

Use this information to give extra colour to your characters – perhaps mother was a Wizard, even though father was nothing more a simple Entertainer. Or it might lead to a Roadwarden who is the brother of a Poacher! Coming up with stories to explain that can not only create more interesting characters, but can also give you ideas for adventures.

You might even like to determine occupations for any siblings or other relatives if you wish – if one parent was an Artisan, at least one child will probably follow into the family business, but otherwise you have a free choice, following the notes in the *WFRP* rulebook.



Chapter 16

Puddlefoot's Common Herbal

HERBS IN THE OLD WORLD

The herbs described in *The Enemy Within Campaign Vol. 1: Shadows over Bögenhafen* (p.36) are a small sample of those that may be found growing throughout the Old World. Textbooks on herbs and their uses have been rare, and herbalists have tended to rely on local knowledge and herb lore handed down from teacher to student, perhaps because of the herbalists' traditional links with the Old Faith, which distrusts writing, or perhaps because of widespread illiteracy in the rural areas where herbal medicine is strongest.

Because of this, the publication of Hortensia Puddlefoot's *Common Herbal and General Concordance of Regional Herb Names* has generated some excitement – and not a little controversy – among physicians, herbalists and academics. This renowned herbalist from the Moot has spent much of the last century collecting information on useful plants of all kinds, the names by which they are known in different parts of the Old World, and their different preparations and uses.

The following extract covers a selection of herbs that may be of use to adventurers, following the format established in *The Enemy Within*.

AGURK

In the Moot we call this herb Shiverweed. It is also known as Zitterwort in the Empire, Trema in Tilea and Gysenblat in Norsca. The Elves call it *Echryddeillen*. It grows in open grasslands where the soil is well-drained but not too sandy. To prepare it, pick the leaves, strip and discard the stalks, and hang up to dry beside the fireplace for at least a week. This herb is useful for improving the circulation, and also for helping a patient sweat out a heavy cold. Never use it for a fever, since it can cause the patient's temperature to rise. To use the herb, add the leaves to a dish of boiling water, let stand for a minute or two until the water begins to take on a little colour, and then let the patient inhale the

fumes for three or four minutes. After this time, the patient should start to shake; make him comfortable and keep an eye on him for three or four hours. If the trembling has not subsided by this time, you may safely administer a mild sedative. Dispose of the infusion carefully, and never let it be drunk – it can cause fatal convulsions if taken internally.

Availability: Rare. Autumn. Grasslands.

Price: 1 GC and 5 GC

Method of Application: Inhale

Preparation: 1 week

Dosage: 1 week

Skills: None

Tests: Int

Effects: *inhaling the fumes from an infusion of Agurk causes mild shaking unless a successful T test is made (Immunity to Poison +10). If the test is failed, the fumes cause mild shaking (Dex -20) for D4 hours.*

GRAVEROOT

Also known as Grabwort, Dead Man's Finger, Ghostbane and Morr's Root, this plant is attracted to shady, sheltered locations with slightly damp soil. It flourishes especially in graveyards, which, together with its well-known magical properties, has led some people to theorise that it somehow feeds on the magical energies of the bodies buried beneath it.

The root, when dried and grated, may be used in a number of preparations and magical spells concerning the Undead, and it seems to affect them as



Graverooot

poison would affect a living creature. An infusion of the root seems to have no particular effect on a living patient, except to cause vomiting at higher concentrations. Less well known is the fact that a hot poultice made from both the leaves and root of this plant speeds the healing of *infected wounds* caused by Undead creatures, and can also be effective in the treatment of the disease known as *Tomb Rot*.

Availability: Very rare. Autumn/Winter. Forest clearings, graveyards.

Price: 5 GC and 20 GC

Application: Brew, blade venom or poultice

Preparation: 2 weeks

Dosage: n/a against Undead; 1 week to treat diseases.

Skills: *Herb Lore* or *Prepare Poisons*, according to the circumstances

Tests: Int

Effects: *Against Undead: as described in the WFRP rulebook (p.81). Treating infected wounds: halves healing times and adds a +20 bonus to the patient's T test against permanent W loss. Treating Tomb Rot: adds a +20 bonus to all tests made by the patient.*

JUCK

Also known as Nettlesap, Klosaft, Itching Weed and by several other names with the same meaning, this plant is well-

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known to young boys who live in rural areas, who use it for all kinds of practical jokes. Growing in woodlands and flowering before the trees put on enough leaf to block sunlight from the forest floor, the sap of this plant can also be used to help restore feeling to the skin in cases of numbness caused by cold or injury. On one occasion, I used it in a concentrated form – boiled until it reached the consistency of hot custard – as a treatment for frostbite, and was able to restore feeling to a foot which otherwise might have had to be amputated. Because of the itching it causes, you may sometimes need to administer a mild sedative to the patient, especially if you use Juck repeatedly, or over a large area such as an entire leg.

Availability: Scarce. Spring. Forest.

Price: 1 GC and 13 GC

Method of Application: Smear

Preparation: 2 weeks

Dosage: 1 day

Skills: Chemistry

Tests: Int

Effects: D6+4 minutes after application, the treated area begins to itch horribly. The affect lasts for D20+40 minutes, and in that time the afflicted character is -20 on all tests (halved on a successful WP test) from the distraction.

MAGE-LEAF

I was unsure at first as to whether to include this herb, since it has no known medicinal value. However, its magical properties are sufficiently well-known that I thought it might be useful at least to mention the different names by which this plant is known, to avoid any mistaken impression that there are several different plants with similar properties. The Elven name for Mage-Leaf is *Daionillysetwyn*, which I am told means "the good plant". In Norsca it is known as Troldblät, in Bretonnia as Feuille Sorceiere, in Tilea as Folimaggi – a corruption of the Classical *Folia Magii* – and in Albion as Draodill, meaning "the leaf of the Druids".

Availability: Very Rare. Spring. Hills. Cannot be cultivated.

Price: 10 GC and 60 GC

Method of Application: Ingest

Preparation: None (see below)

Dosage: see below

Skills: None

Tests: Int

Effects: Mage-Leaf is eaten raw, and remains effective for three days after picking. As its name suggests, it is used exclusively by spellcasters. Each dose restores one **Magic Point**, up to the character's power level. Roll a D6 each time a dose is taken; if the score is less than the number of doses already taken that day, the dose has no effect.

SCHLAFENKRAUT

Known in the Moot as Dreamleaf, in Tilea as Dormifolio, and to the Elves as *Paraudiel*, this plant grows mostly in open grasslands, and is especially prolific when the last snows of winter are melting. It also grows well in open marshy areas and beside streams whose banks are not too high. It is a very good sedative and sleeping-draught, and may be combined with other preparations, with no fear of any ill effects resulting. The dried leaves are steeped in water which has boiled and been left to stand for a minute or so – if the water is boiling when the leaves are put in then they will scald and the resulting infusion will be unpleasantly bitter as well as less effective. The leaves can also be

added to tea or mulled wine; a little honey will soften any sharpness that it adds to their flavour.

Availability: Rare. Spring. Grasslands.

Price: 10/- and 10 GC

Method of Application: Brew

Preparation: 2 days

Dosage: 3 days

Skills: None

Tests: Int

Effects: The infusion takes effect 10+2D10 minutes after drinking, bringing on a normal sleep; for the first four hours of this sleep, the patient's chances of being woken by noise are halved. If the patient wakes within this time he will be drowsy (as if poisoned) for 3D10 turns unless he makes a successful T test (Immunity to Poison +10). After 4 hours the herb's effect wears off, and the patient is now sleeping normally. A character who wishes to resist the effects of *Schlafenkraut* must make a WP test (Immunity to Poison +10); if this is successful a T test (Immunity to Poison +10) is still required to avoid drowsiness. These tests are repeated every 30 minutes for the four hours of the herb's effect.

SLOWMIND

I know that there are those who regard this plant as nothing more than a poison, but I have found it useful in extreme cases of nervous hysteria where the patient must be kept still to avoid self-inflicted injuries, and also in cases where the pain of a wound or infection makes it difficult for the patient to fall into a healing sleep. Provided the dosage is strictly controlled and the patient's temperature and breathing are watched, I believe there is no significant risk.



The root of this plant, which grows in marshy areas and is often found together with water-lilies, is first soaked in salt water for three days and nights to leach out any impurities, then dried on a pan in front of the fire for two days, or until it sounds woody when tapped with a fork. Then, it is finely grated – mixed with a little nutmeg if available – tied in a cloth bag and hung in the chimney to smoke for two weeks. The powder is then boiled for two days in water with a little vinegar, strained and added in small quantities to a sweet tea or mulled wine.

Availability: Rare. Autumn. Swamp.

Price: 10 GC and 15 GC

Method of Application: Brew

Preparation: 4 weeks

Dosage: 2 weeks

Skills: Chemistry or Prepare Poisons

Tests: Int

Effects: *Slowmind* is a very mild nerve toxin. The infusion has a distinctive bitter taste, and if it is added to a drink there is a normal chance to detect it (+10 if the character has tasted it before). Any character who drinks an infusion of *Slowmind* must make a successful T test (Immunity to Poison +10) or suffer -10 to Int and WP for 2D10+4 hours. Only one dose may be administered at a time.

SPELLWORD

Spellwort is the name by which this plant is known in the Moot. Other names include Unzauber, Wizard's Bane, Feuille Contraire and Witch-Hunter's Friend. It is similar in appearance to Mage-Leaf, and someone without the proper herbal training may easily mistake the two. Made into a tea, the dried leaves can help a patient resist any ailment that comes from a magical cause. It is as well to store dried Spellwort away from ingredients such as Graveroot and Mage-Leaf, since I have found that their magical properties are sometimes diminished by sitting too close to Spellwort for a time.

Availability: Very rare. Summer. Forest.

Price: 10 GC and 20 GC

Method of Application: Brew

Preparation: 4 weeks

Dosage: 3 days

Skills: None

Tests: Int

Effects: Spellwort is related to Mage-Leaf, but has a slightly different effect. Instead of increasing magical energy, it interferes with it. A spellcaster who drinks an infusion of Spellwort loses D4 Magic Points (which may be regained as normal), and anyone drinking the brew enjoys a +10 bonus to all WP tests against spells and magical effects for the next D4 hours.

TRINKWORT

According to Halfling tradition, the knowledge of this plant was given to us by Esmeralda herself, soon after her first husband Bibogenitus brought the knowledge of brewing and winemaking to the Moot. We know it as Sober-root, although the Elves call it *Corrylliamid*. It is found in the deepest forest, often growing between the roots of the lornalim tree, or next to ancient oaks. The bulb is peeled and roasted in a slow oven until it is as soft as a well-cooked apple, and then eaten.

Availability: Very rare.

Autumn. Forest.

Price: 1 GC and 3 GC

Method of Application: Ingest

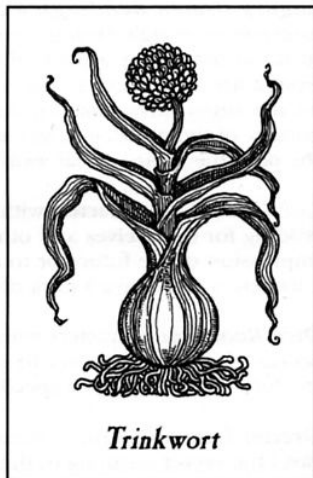
Preparation: 1 week

Dosage: 3 days

Skills: None

Tests: None

Effects: Trinkwort is a bitter-tasting onion-like plant, which has the strange property of neutralising the effects of alcohol. A character who eats one bulb will suffer half the normal characteristic reductions as a result of alcohol; this effect is cumulative with Consume Alcohol skill.



Trinkwort

I don't believe this myself, since it is also known by this name in Norsca and Kislev, where Ulric is worshipped instead of Verena.

It grows on the south side of chalk hills, where there is plenty of sun and not too much wind. The leaves are picked, cleaned, soaked in salt water for two weeks, and then boiled and served like spinach. A little butter and black pepper helps the flavour enormously. I personally don't use it for convalescents, because the headache that occurs when the herb wears off can often undo any good that the patient received from the herb's stimulant effect. However, I will prescribe it for those on watch, or required to search all night for missing travellers, or anyone else who needs to stay awake when they should be asleep, and who doesn't mind paying the price later.

Availability: Scarce. Spring. Hills.

Price: 2 GC and 4 GC

Method of Application: Ingest

Preparation: 2 weeks

Dosage: 3 weeks

Skills: Heal Wounds

Tests: Int

Effects: Vanera is a stimulant that removes the need for rest. It is most commonly used for convalescence, if the patient cannot rest for some reason. For D8 hours after the dose is taken, the character is treated as resting, but may undertake any kind of activity. If the character rests, the benefits of rest are doubled. When the dose wears off, the user suffers a splitting headache for D4 hours, with -10 to both Int and Fel.

VIGWORT

Also known as Fidget, Jumpweed and *Folia Vitae*, this plant grows in sunny open areas, especially those that are being left fallow after grazing last year. The root is dried, grated, and left to steep in diluted vinegar for ten days. The mixture is then boiled, strained, and left to stand in a cool, dark room for four more days. Sweetened with honey and added to hot tea or mulled wine, this preparation gives temporary relief to patients suffering from headaches, drowsiness or lethargy. It should only be used for short-term results; when it wears off, the patient can often be worse off than they were to start with.

Availability: Scarce. Summer. Grasslands.

Price: 1 GC and 5 GC

Method of Application: Brew

Preparation: 2 weeks

Dosage: 1 day

Skills: None

Tests: Int

Effects: this herb is a mild stimulant, and increases a character's I score by 10 for D6+4 turns (minutes). After this time, the character must make a T test (Immunity to Poison +10) or become drowsy (the same as the poison effect) for 2D6-T hours.



Vigwort

VANERA

Some herbalists in the Empire and Tilea believe that the name of this plant comes from the human goddess Verena.

Chapter 17

Lifting the Veil

DIVINATION IN THE WARHAMMER WORLD

The skill of *Divination* (variously called *Divination* and *Divining* in the *WFRP* rulebook) comes with very few guidelines on its use. Roleplaying games generally tend to avoid divination, because it poses a number of problems for the GM. Yet divination plays a major role in folklore and fantasy fiction, and if it is used carefully it can add a great deal to the atmosphere of a *WFRP* campaign, without requiring the GM to be able to see into the future.

There are two main problems in using any form of divination in a roleplaying game: first, no one – not even the GM – knows exactly what is going to happen. The plot of a book or film, on the other hand, is already known – at least to the author – so that omens and divinations can be set up in advance, and would be sure to come true in the end. Second, if the PCs come by too much information too easily, a lot of the challenge disappears from an adventure.

It is not, however, as difficult as it first seems to fit omens and divinations into a *WFRP* campaign. If they are used well, they can add greatly to the campaign's atmosphere, and even make PCs treat the gods and their servants with a little more respect. This article presents an expansion of the *Divination* skill, a few new character careers, and some suggestions for the GM on handling omens and divinations.

DIVINATION SKILLS

The *Divination* skill described in the *WFRP* rulebook is actually a collection of skills, covering various different means of foretelling the future. Just like languages and musical instruments, each divination skill must be learned separately. *Astrology* and *Palmistry* are both types of divination, and are treated here as separate skills.

Astrology: characters with this skill can interpret the patterns and movements of the stars, moons and other celestial bodies, and cast horoscopes for individuals, towns or whole nations.



Augury (Omen Reading): a character with this skill can interpret seemingly meaningless events, such as the pattern made in the sky by a flock of birds, the way smoke rises from a fire, or the behaviour of chickens pecking at grain. To the augur, these small things form part of the greater pattern of the universe, and can be indicative of events in the past, the future, or far away.

Card Reading: characters with this skill can conduct a card reading for themselves and others, either to get a general impression of the future or to answer a specific question. Characters must have a pack of cards to use this skill.

Dice Reading: characters with this skill can interpret the scores of dice rolls, either to get a general impression of the future or to answer a specific question.

Dream Interpretation: characters with this skill can unravel the secret meaning of dreams, which can sometimes be insights into the future or messages from the gods.

Oracle: this skill is better suited to NPCs than to PCs, although with a little effort on the part of the GM a PC oracle might be made to work in a campaign. Characters might be granted oracular powers temporarily as a blessing, or as part of a larger divine plan.

The oracle becomes briefly possessed by the deity, and delivers a verbal message while in a trance. The oracle generally remembers little or nothing of the prophecy after regaining consciousness, and oracular utterances are invariably obscure and difficult to interpret.

Palmistry: characters with this skill can interpret the lines on a character's hand and make predictions about health, romance, destiny and life expectancy.

Scapulomancy (Bone Reading): this skill is very similar to dice reading, except that bones (most commonly the

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shoulder-bones of sheep) are used instead of dice. The way the bones fall, and the position of mystical characters inscribed upon them, are interpreted by the diviner.

Scrying: characters with this skill have the ability to use a crystal ball or some similar device (such as a mirror or a bowl of water) to view events in the future, the past or in some distant location.

Tea Leaf Reading: characters with this skill can interpret the patterns made by tea leaves in an empty cup, and tell what this portends for the drinker.

Visionary: a character with this skill can occasionally (and unpredictably) see glimpses of the future, or messages from the gods, as visions. Visions can be very disconcerting, both to those experiencing them and to innocent bystanders; visionaries are often regarded as being unhinged, often with quite good reason.

DIVINER CAREERS

According to the *WFRP* rulebook, only Seers, Entertainer – Fortune Tellers, and Initiates in the Cult of Mórr can receive the *Divination* skill. Here are a few more Advanced careers that are based around divination, plus some expanded rules for the existing ones:

Astrologer

Astrologers are widely consulted in the Old World, and are respected professionals. There is some professional rivalry between Astrologers and Diviners, though this seldom deteriorates beyond name-calling.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
										+30		+10	+20

Skills

Arcane Language – Magick
Astronomy
Divining – Astrology
Etiquette
Read/Write
Secret Language – Classical
Secret Signs – Astrological
50% chance of Charm
50% chance of Super Numerate
10% chance of Cartography (star charts only)

Trappings

Books of star charts and tables; Drawing equipment; 10D6 Gold Crowns

Entered From

Alchemist's Apprentice; Charlatan; Diviner; Entertainer – Fortune Teller; Hypnotist; Initiate (any religion); Scribe Seer; Student; Wizard's Apprentice

Career Exits

Charlatan; Diviner; Seer; Scholar

Augur

Augurs are priests who specialise in reading omens and interpreting the will of the gods. Although clerics of Mórr are best known for their skill in foretelling the future, every major cult in the Old World has its augurs, who will advise the faithful and make known the will of their particular patron deity.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
										+10	+20	+10	+30

Skills

Arcane Language – Magick
Divining – Augury
Divining – Dream Interpretation
Etiquette
Meditation
Read/Write
Secret Language – Classical
Theology
10% chance of Divining – Card Reading (100% chance for followers of Ranald)
10% chance of Divining – Dice Reading (100% chance for followers of Ranald)
10% chance of Divining – Scapulomancy
5% chance of Oracle
5% chance of Visionary

Trappings

Clerical Robes; equipment for divining skills

Entered From

Initiate; Cleric

Career Exits

Seer; Cleric

Diviner

Diviners are professional omen-readers and seers into the future. They are often well-learned and regard their field as a science, on an equal footing with alchemy and medicine. Their clientele is invariably urban and well-to-do, and their fees are correspondingly high.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
									+20	+20		+10	+20

Skills

Arcane Language – Magick
Charm
Divining – Augury
Divining – Dream Interpretation
Etiquette
Read/Write
Secret Language – Classical
Secret Language – Guilder
10% chance of Divining – Card Reading
10% chance of Divining – Scapulomancy

Trappings

Books of omens and interpretations; equipment for divining skills; 10D6 Gold Crowns.

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Entered From

Alchemist's Apprentice; Astrologer; Charlatan; Entertainer – Bunko Artist; Entertainer – Fortune Teller; Hypnotist; Initiate (any religion); Scribe; Seer; Student; Wizard's Apprentice

Career Exits

Astrologer; Charlatan; Seer; Scholar

Wise Woman

Many villages in the rural Old World have a wise woman. As well as telling fortunes and preparing love potions for the more impressionable village adolescents, she acts as a herbal doctor, midwife, marriage counsellor and general dispenser of advice to anyone who will listen. Wise men are not unknown, but for some reason they are rarer. Witch-hunters regard them as trouble, and will burn them given half a chance. Only Humans and Halflings may enter this career.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
									+10	+10		+20	+10

Skills

Cure Disease
Divining – Tea Leaf Reading
Haggle
Heal Wounds
Herb Lore
History
Identify Plant
Manufacture Drugs
10% chance of Acute Hearing
10% chance of Charm Animal
10% chance of Divining – Card Reading
10% chance of Divining – Palmistry
5% chance of Divining – Scrying
10% chance of Magical Awareness
10% chance of Magical Sense



10% chance of Manufacture Potions

10% chance of Silent Move Rural

10% chance of Sixth Sense

10% chance of Story Telling

Trappings

Tumbledown cottage in a rural village
Assorted herbs and folk medicines
Equipment for any divining skills
2D6 stray cats
50% chance of warts

Entered From

Druid; Herbalist; Herdsman; Hunter; Seer; Trapper; Woodsman

Career Exits

Druid; Seer

Entertainer—Fortune Teller

In order to enter this career, a character must have at least one of the following divining skills, or must immediately acquire one at the cost of 100 experience points, in addition to the points cost of changing careers:

Card Reading
Dice Reading
Palmistry
Tea Leaf Reading

Seer

In order to enter this career, a character must spend 100 experience points to roll for a skill on the following table, in addition to the points cost of changing careers:

Roll	Skill Acquired
01-30	Augury
31-35	Oracle
36-60	Scrying
61-90	Scapulomancy
91-98	Visionary
99-00	Roll twice

Initiates and Clerics

Divination skills available to Initiates and Clerics vary according to their cult affiliation.

Manann: Initiates gain a limited form of *Augury*, which allows them to predict changes in weather. *Augury* (full strength), *Astrology*, *Scrying* and *Scapulomancy* are added to the list from which characters may choose when they rise a level. Clerics of Manann have a 1% chance of gaining *Oracle* and a 3% chance of gaining *Visionary* each time they advance a level; these skills cost 100 experience points each and cannot be used until the point-cost is paid.

Mórr: Initiates of Mórr gain the skill *Dream Interpretation*. The following skills are added to the list from which Initiates and Clerics of Mórr may choose when they advance a level: *Augury*, *Astrology*, *Scrying* and *Scapulomancy*. Clerics of Mórr have a 5% chance of gaining *Oracle* and a 10% chance of gaining *Visionary* each time they rise in level; these skills cost 100 experience points each.

Myrmidia: the skill *Augury* is added to the list from which Initiates and Clerics of Myrmidia may choose when they advance a level. Clerics of Myrmidia have a 1% chance of gaining *Oracle* and a 2% chance of gaining *Visionary* each time they rise in level; these skills cost 100 experience points each.

Ranald: *Augury*, *Card Reading* and *Dice Reading* are added to the list of skills from which Initiates and Clerics of Ranald may choose whenever they advance a level. Clerics of Ranald have a 1% chance of gaining *Oracle* and a 3% chance of gaining *Visionary* each time they rise in level; these skills cost 100 experience points each.

Shallya: Initiates of Shallya gain a limited form of *Augury*, allowing them divine insight into the nature of a disease or other affliction; on a successful *Augury* test, they gain a +10 bonus to all tests they make in treating a patient. *Augury* (full strength), *Astrology* and *Scrying* are added to the list of skills from which Initiates and Clerics of Shallya may choose whenever they advance a level; the skilled character gains a bonus of +10 per level to tests made using these skills to diagnose or treat diseases and similar afflictions. Clerics of Shallya have a 1% chance of gaining *Oracle* and a 2% chance of gaining *Visionary* each time they rise in level; these skills cost 100 experience points each.

Taal: Initiates gain a limited form of *Augury*, which allows them to predict changes in weather. The following skills are added to the list from which Initiates and Clerics of Taal may choose whenever they advance a level: *Augury* (full strength), *Astrology*, *Scrying* and *Scapulomancy*. Clerics of Taal have a 1% chance of gaining *Oracle* skill and a 3% chance of gaining *Visionary* each time they rise in level; these skills cost 100 experience points each.

Ulric: The following skills are added to the list from which Initiates and Clerics of Ulric may choose whenever they advance a level: *Augury*, *Scrying* and *Scapulomancy*. Clerics of Ulric have a 1% chance of gaining *Oracle* skill and a 2% chance of gaining *Visionary* each time they rise in level; these skills cost 100 experience points each.

Verena: The following skills are added to the list from which Initiates and Clerics of Verena may choose whenever they advance a level: *Augury*, *Astrology*, *Scrying* and *Scapulomancy*.

The Old Faith: Druids gain a limited form of *Augury*, which allows them to predict changes in weather. In addition to the skills they gain from their familiars, Druidic Priests may choose one skill from the following list whenever they advance a level: *Augury* (full strength), *Astrology*, *Dream Interpretation*, *Scrying*, *Scapulomancy* and *Tea Leaf Reading*. Druidic Priests have a 1% chance of gaining *Oracle* and a 2% chance of gaining *Visionary* each time they rise in level; these skills cost 100 experience points each.

Gods of Chaos and gods of Law: the followers of neither Chaos nor Law place much faith in divinations. To followers of Law, the future is by definition fixed but unknown, and any attempt to divine future events constitutes an attack on the laws of the universe. To followers of Chaos, by contrast, there is so little chance of gaining any accurate or useful information that the whole process is pointless.

Divination among other races

Dwarfs: The Dwarfs have little time for divination as a rule; more than one Dwarf has been heard to remark that "the best way to foretell the future is to shape it." However, the clerics of most Dwarfish deities will occasionally consult their gods by using Rune-casting, a process that closely resembles card reading but involves small stones inscribed with various runes. Dwarfish deities seldom communicate with their followers by means of Oracles and Visionaries, because the down-to-earth Dwarfish nature is not comfortable with such things.

Elves: Foretelling the future is a popular diversion among the Elves, both for entertainment and for more serious purposes. The Elves excel at *Augury*, partly because they

regard everything in the world as connected to everything else, and believe that the condition of things in the past or far away can be seen in seemingly small events and subtle variations. For the same reason, *Astrology* is a popular skill among Elves, although the calculations and interpretations used differ somewhat from the Human tradition.

Halflings: *Tea Leaf Reading* is much favoured by Halfling fortune-tellers, though they will also use cards and dice. Some Clerics of Esmeralda are skilled in *Dream Interpretation*, although they are very careful to enquire what their questioner had to eat immediately before the dream – toasted cheese, in particular, is thought to undermine the prophetic reliability of a dream.

READINGS AND OMENS

Divination skills can work in two ways – they can be readings, used by skilled characters to try to gain some supernatural insight, or they can be omens, used by deities to communicate with their followers.

Omens are the easiest type for the GM to handle, because they are completely under the GM's control. If a deity has something to communicate to one or more of the PCs, then the GM knows exactly what the message is, and presumably it will not unbalance the adventure by giving too much away.

Readings are a different matter altogether. A PC who is skilled in divination can choose to exercise that skill at any time, and a GM who is caught by surprise may accidentally give too much away, losing suspense and making the adventure too easy for the PCs.

Procedures

The *Divination* skill in the *WFRP* rulebook relies upon *Int* tests, but the following optional rules add a little more detail to the process.

First, the GM must make sure that the skill being employed is appropriate to the situation. As noted above, some Divination skills can address specific questions, while some just provide an impression of the future. In addition, some skills can be used at will, while others simply make a character open to otherworldly communication, but give that character no control over when it happens or what is communicated. In these cases, it is up to the GM to decide when the PC receives information, and how clear or obscure it is. This is covered in a later section.

A character who is actively seeking information through the use of a divination skill – *Astrology* or *Card Reading*, for example – must first make an *Int* test. This determines whether the character is able to obtain any information. If successful, a second test is made, against the average of *Int* and *WP*, to interpret the results of the divination. This roll governs the quality of the information – how clear it is, how complete, and so on.

There is plenty of room for interpretation of these rolls – for example, if a character makes two spectacularly successful rolls but there is no information that the GM can pass on without giving away the whole plot of the adventure, they might find out the winning number in a town lottery taking place a long way away!

Modifiers

There can be various modifiers to both rolls. Circumstances can make a big difference. Obviously, a character trying to draw up or interpret an astrological chart in the middle of a battle is going to incur some serious negative modifiers for

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the disturbance and danger (in addition to counting as immobile), but less extreme circumstances will also have an effect. Here are a few examples; the GM is encouraged to impose similar modifiers for other less-than-ideal conditions.

Working without equipment: -10 or more

Most divination skills require some kind of equipment. It's impossible to conduct a card reading if you have no cards, for example, and some methods, like astrology, require books, charts and other equipment. Use common sense here, to decide whether a divination is even possible without equipment, and to decide the amount of a penalty.

Working with improvised equipment: -10 to -30

In a pinch, a character can whittle some dice from a piece of bone or wood, use a puddle as a scrying bowl, or even make their own set of divining cards. But these will never be as good as the real thing. This penalty will vary according to the amount and complexity of equipment required for the method in question.

Disturbance: -10 or more

A successful divination requires concentration, and any circumstances that affect concentration will effect the divination. When deciding the amount of the penalty, it is important to take into account both the amount of disturbance and the complexity of the method being used. Reading a palm or a teacup in a noisy, ill-lit tavern might only impose a -10 penalty, but trying to calculate a horoscope in the same circumstances will be considerably more difficult: -30 or more. If the character makes a successful WP test, the amount of this modifier is halved.

Complexity of Question: GM's discretion

A detailed question is always much harder to answer than a simple one, and the chances of success are modified to reflect this. The more complex or detailed the question, the higher the penalty – for example, “Where is the Graf’s daughter and who took her there?” is a much more demanding question than “Is she in danger?” or “Did she leave of her own accord?” The more information a character wants from a divination, the tougher it will be.

Supporting Skills: +5 or more

Some non-divination skills can help a character perform a divination. For example, *Astrology* requires a lot of calculation and reference to charts and tables, so a character with the *Super Numerate* skill will find it easier than one without. Here is a list of divination skills modified by supporting skills; the GM is free to add, remove and amend these modifiers as required by the campaign:

<i>Astrology:</i>	Super Numerate +10, Astronomy +10
<i>Augury:</i>	Theology +10, Acute Hearing +5, Excellent Vision +5
<i>Card Reading:</i>	Gamble +5
<i>Dice Reading:</i>	Gamble +10
<i>Dream Interpret:</i>	Theology +10, Meditation* +10
<i>Oracle:</i>	Theology +10
<i>Palmistry:</i>	Excellent Vision +10
<i>Scapulomancy:</i>	Rune Lore +10
<i>Scrying:</i>	Magical Awareness +10, Meditation* +10
<i>Tea Leaf Reading:</i>	none
<i>Visionary:</i>	Theology +10
<i>Priestly Ability:</i>	+2 to +20. Clerics, Priests and Druids gain +5 per level to all divination rolls. Initiates gain +2.

* Modifier applies only if the character meditates for 1D6 turns before scrying or interpreting a dream. No Magic Points are gained by this meditation.

Results

Test made by 30+

The diviner receives a very clear message. Note that a clear message is not necessarily easy to understand; while there is no doubt about the content of the message, its meaning may still be unclear.

Test made by 20-29

The message is fairly clear, but it may be slightly incomplete. For example, it might mention danger but not treasure (or the other way round if you're feeling cruel!) or it might indicate more than one possible answer.

Test made by 10-19

The message is seriously incomplete, and only mentions one or two aspects of the answer to the question. For example, it might mention the colour green and the number five, but not mention Orcs or caves.

Test made by 0-9

The message only mentions one aspect of the answer to the question, and/or is very indirect and cryptic.

Test failed

No information is gained – although this does not necessarily mean that there is no response (see Critical Effects below).

Critical Effects

Whenever a double is rolled (11, 22, 33, etc.), a critical effect takes place instead of the result listed above. A critical success is not necessarily a good thing, but a critical failure is always bad. The divining character can spend a Fate Point to avoid a critical effect, in which case the normal effect takes place.

Critical Successes

A critical success means that the diviner has made closer contact with the Beyond than any mortal ever expects. The precise effect should be tailored to the situation and the method of divination being used, but here are some ideas:

Astrology: The Astrologer inadvertently discovers a new constellation in a very significant position, and gains an Insanity Point through being unable to interpret it.

Augury: The entrails of the sacrificial animal are deformed (or mutated) into a shape of significance to the question: a face, a heraldic emblem, even a map. The Augur gains an Insanity Point, and everyone witnessing the augury must make a CI test or gain an Insanity Point as well.

Card Reading: The cards burst into flames as they are dealt, turning to ash almost instantly and possibly burning their images into the table below. Everyone who witnesses the event (including the card reader) must make a CI test or gain an Insanity Point; Bunko Artists, Illusionists and Charlatans have a +20 bonus to the test, because of their cynical nature.

Dice Reading: The dice spin in place for an unnaturally long time after they are thrown, then rise into the air and slam down on the table (or ground, or whatever), with enough force to do some damage: shatter the table, bury themselves an inch deep in the dirt, and so on. Everyone who witnesses the event (including the dice reader) must

make a CI test or gain an Insanity Point; Bunko Artists, Illusionists and Charlatans have a +20 bonus to the test, because of their cynical nature.

Dream Interpretation: The interpreter begins to have a recurring dream of his or her own, of increasing clarity and intensity. The dream is clearly linked to the case (the GM should make up the details), and it doesn't stop until the case is resolved. Each night the dream recurs, the interpreter must make a CI test or gain an Insanity Point; on the first night, there is a +70 bonus to the test, on the second night +60, and so on until the dream stops.

Oracle: The oracle falls into a trance, and becomes possessed by a deity or other powerful being. This entity's voice issues from the oracle's mouth, conveying whatever message the GM wishes. Everyone who witnesses the event must make a CI test or gain an Insanity Point, with the exception of devout followers of the speaking entity, and the oracle him or herself – who doesn't remember a thing!

Palmistry: The palm reader notices that several significant lines on the subject's hand make a pattern of clear significance to the question being asked. The GM will have to use some imagination on this, but possibilities might include a rune (including the triangular symbol of the Skaven), the symbol of a deity or Chaos god, or even a map. The palm reader must make a CI test or gain an Insanity Point.

Scapulomancy: The bones fall in a clear pattern, which is recognisable even by someone unskilled in any form of divination. It might be a map, a heraldic device or other symbol – even letters spelling out a word. The bone reader must make a CI test or gain an Insanity Point.

Srying: A blinding light bursts forth from the srying device, and when everyone's eyes adjust to the light, an image can be seen clearly, hanging in the light like a hologram. Everyone who witnesses the event must make a CI test or gain an Insanity Point; characters with *Night Vision*, *Excellent Vision* and other sight-based skills must make a T test or lose these skills for D6 days, due to retina damage.

Tea Leaf Reading: The leaves form themselves into a single image, or a group of letters, with absolute clarity. There are no fragments left over, and no tea leaves to be seen anywhere but in the image; the rest of the cup is as clean as if it were freshly scrubbed. Everyone who witnesses the reading must make a CI test or gain an Insanity Point.

Visionary: The visionary falls to the ground (counting as *prone*) while witnessing an incredibly detailed vision that requires him or her to make a CI test or gain an Insanity Point, and to make an *Int* test or be unable to recall all the details when the vision has passed; the amount of information remembered will be proportional to the success or failure of the *Int* test.

Critical Failures

Astrology: The astrologer messes up a vital calculation, resulting in a reading that, though highly detailed, is utterly meaningless. He might inadvertently have got the birth date wrong, and cast a horoscope for a character other than the enquirer – imaginative GMs could use this as a way to get PCs involved in a particular chain of events.

Augury: The augur makes a wrong cut, and the sacrificial animal is completely eviscerated, with guts and organs spilling everywhere in a particularly unpleasant way. Onlookers must make a T test to avoid being nauseated by the sight (-10 to all tests for 30-T minutes; a critical failure indicates that the character spends that amount of time vomiting, counting as *prone* and unable to take any action at all), and there is no chance of gaining any useful information from the reading. The augur takes the same test, at -25.



Card Reading: The reader lays out some or all of the card-spread in the wrong order, so that, for example, a card which relates to the future is placed in a position which relates to the past, a card which relates to enemies and hazards is placed in a position which relates to friends and advantages, and so on.

Dice Reading: The dice come down perfectly balanced on their points, as if unwilling to give a message. Alternatively, they might inadvertently roll off the table, bounce through a window, or even shatter as they are thrown.

Dream Interpretation: The interpreter accidentally reverses the meaning of a key element of the dream, so that the interpretation is opposite in some way from the true meaning of the dream.

Oracle: The oracle becomes possessed by a Daemon, resulting in anything from temporary insanity to the oracle taking on the Daemon's true form and rampaging through the streets. Whether the possession is permanent is up to the GM.

Palmistry: The reader sees a scar, a stray hair or a shadow on the subject's palm, and interprets it as a line. A major (but untrue) element is added to the reading, which might lead PCs on a wild goose chase or change the meaning of the reading entirely.

Scapulomancy: The bones shatter as they are thrown. The thrower and everyone watching up to 3 feet away must make a *risk* test or take a S 1 hit to the face from flying shards. A critical failure on the *risk* test indicates an eye hit; the victim must make a T test or lose the eye.

Srying: The srying device shatters – see the entry for Scapulomancy above for what happens.

Tea Leaf Reading: The cup shatters in the reader's hand. They take an S 3 hit to the palm, leaving a scar that means their palm can never be read accurately.

Visionary: The power of the vision blasts the visionary's mind, causing him or her to gain 1D6 Insanity Points instantly. Even if cured of the insanity, the visionary has lost his or her skill forever, and may never re-acquire it through a future career.

Chapter 18

Archery and Enchantment

MAGIC BOWS AND ARROWS

Archers are very much poor relations of hand-to-hand fighters in terms of the range of magical equipment available, to them which is surprising when you consider that archery is a favourite weapon of the Elves, one of the most magically proficient races in the Warhammer world.

To balance things up, here are some new types of magical arrow, and a special ability system for bows which brings them more into line with hand-to-hand weapons. The special abilities can be applied to other magical missile-weapons, with some discretion and common sense from the GM.

NEW MAGICAL ARROWS

Arrow of Cursed Bone

Used almost exclusively by Undead, this arrow is enchanted with powerful influences of death. Any living creature which is wounded (but not killed) by an Arrow of Cursed Bone must make an immediate **Toughness** test. If the test is failed, the creature is killed, becoming a Zombie under the control of the Undead side's leader.

Arrows of Cursed Bone have no effect on Undead and Ethereal Undead. They cause damage to Elementals and Daemons as if they were magical arrows with no special abilities. An Arrow of Cursed Bone is destroyed when it hits a target.

Arrow of Direful Summonation

Arrows of this type are as much spell components as missile weapons. Their heads are usually finely carved crystal, and they act in much the same way as Spell Jewels.

When the arrow is fired and strikes a solid object, a random summoning spell is triggered. Arrows of Direful Summonation vary in terms of what they will summon but the summoned creature or creatures always appear within 1 yard of the point of impact. Arrows of this type are almost always found singly.

To determine the type of summonation, roll on the following table:

D100	Number	Creature(s) Summoned
01-05	D3	Bloodletters
06-10	D3	Daemonettes
11-15	D3	Plaguebearers
16-20	D3	Pink Horrors
21	1	Bloodthirster
22	1	Keeper of Secrets
23	1	Great Unclean One
24	1	Lord of Change
25-34	1	Air Elemental (size D6+4)
35-44	1	Earth Elemental (size D6+4)
45-54	1	Fire Elemental (size D6+4)
55-64	1	Water Elemental (size D6+4)
65-74	D6	Skeletons
75-84	D6	Zombies
85-89	D3	Mummies
90-94	D3	Ghouls
95-97	D3	Wraiths
98-99	D3	Wights
00	1	Spectre

The summoned creature is not controlled by the firer of the arrow. The arrow is destroyed when the summoning takes place.

Arrow of Far Flight

The arrow has twice the range of a normal arrow fired from the same bow. The standard ranges are given on page 128 of the *WFRP* rulebook.

Arrow of Fear

In addition to causing normal damage, this arrow forces any target that it wounds to make an immediate *fear* or *terror* test, unless it is immune to psychological reactions. Roll on the following table:

D100	Effect
01-75	Fear
76-90	Terror
91-97	Fear †
98-00	Terror †

† All creatures friendly to the target and within sight of it must also make the same *fear* or *terror* test if the target fails the test. The arrow is destroyed when it hits a target.

Arrow of Fire

The arrow bursts into flames while in flight, causing D4 additional damage unless the target is immune to fire (in which case no damage is caused), or if the target is flammable (2D4 additional damage). An Arrow of Fire causes triple normal damage to Water Elementals. The arrow is destroyed when it hits a target.

Arrow of Ice

The arrow is magically transformed in flight, becoming a deadly sliver of enchanted ice. It causes D3 additional dam-

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age on a successful hit unless the target is resistant to cold. The target is always allowed a **Toughness** test to avoid this additional damage.

Arrows of Ice cause triple normal damage to Fire Elementals, but no damage at all to Water Elementals. They have no special effect on Undead, Ethereal creatures, Elementals or Daemons, but will cause damage to these creatures as if they were magical arrows with no other special abilities.

The arrow is destroyed when it hits a target.

Arrow of Madness

This arrow is enchanted to bring madness to any creature it strikes. Living creatures with an **Int** score of 10 or more which are wounded (but not killed) by the arrow immediately gain 2D6 Insanity Points. All other creatures are wounded as if they were magical arrows with no special abilities. The arrow is destroyed when it hits a target.

Arrow of Might

The arrow is enchanted so that it hits with **Strength** 10, instead of the normal **Strength** of the bow from which it is fired. It is destroyed when it hits a target.

Arrow of Mind Stealing

This name covers a range of arrows with similar but not identical effects. Roll on the following table to determine the effect. The arrow causes normal damage on a success-

ful hit, and the magical effect is applied if the arrow wounds (but does not kill) the target. The effect lasts D6 hours.

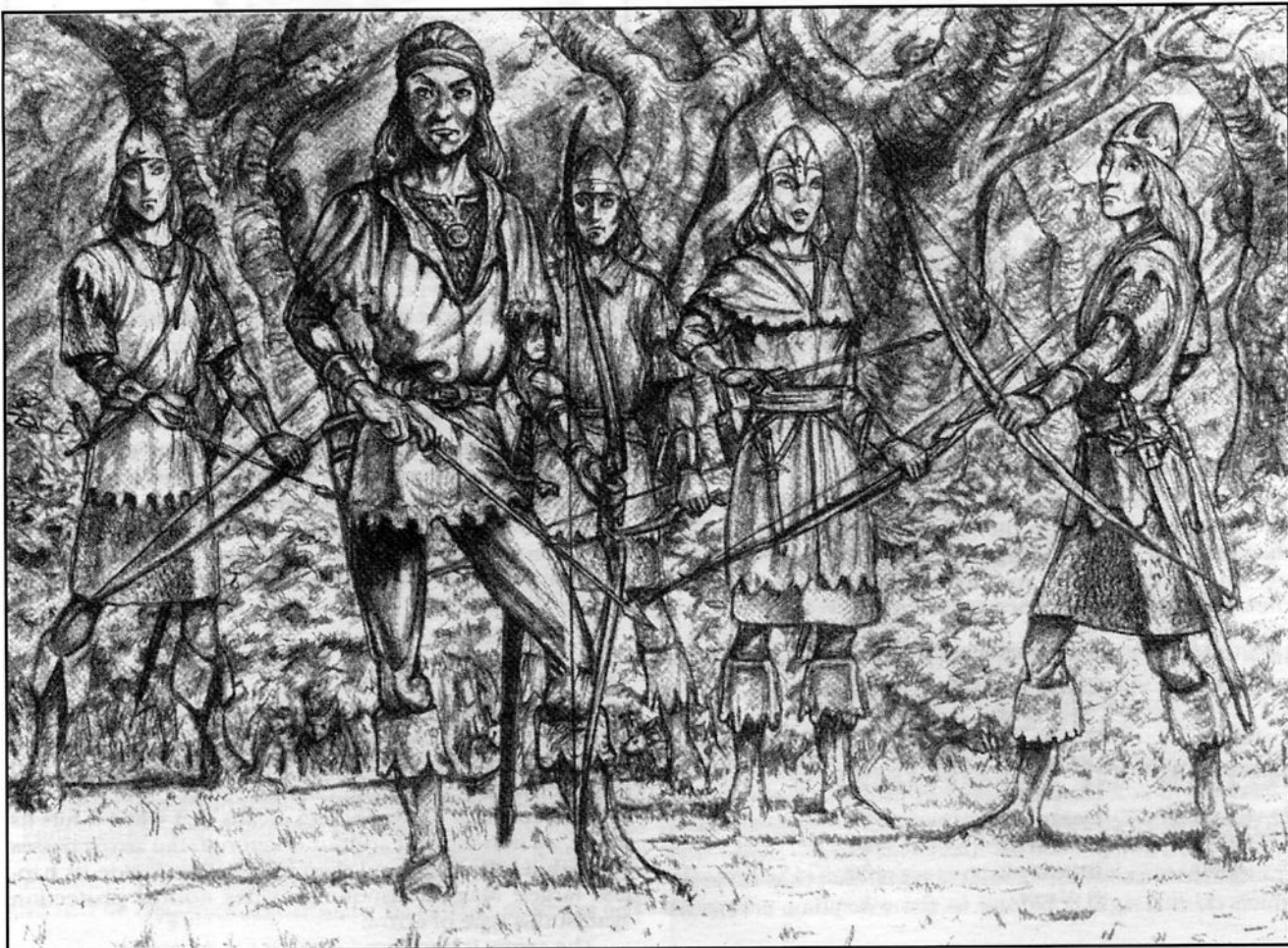
D100	Characteristic	Effect
01-20	Intelligence	-10
21-40	Cool	-10
41-60	Will Power	-10
61-70	Intelligence	-20
71-80	Cool	-20
81-90	Will Power	-20
91-93	Intelligence	-20 †
94-96	Cool	-20 †
97-00	Will Power	-20 †

† Target must make an immediate *Stupidity* test

Arrows of Mind Stealing have no special effect on Undead, Ethereal creatures, Elementals or Daemons; they cause damage to these creatures as if they were magical arrows with no special abilities. The arrow is destroyed if it hits a target.

Arrow of Pestilence

The arrow carries a terrible disease and automatically causes *infected wounds* in any creature it damages (except Undead, Ethereal creatures, Elementals and Daemons). Arrows of Pestilence are much favoured by Skaven and followers of Nurgle. The arrow is destroyed when it hits a target.



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Arrow of Piercing

This arrow is magically sharpened, so that non-magical armour and shields provide no protection against it. Such armour is not taken into account when calculating damage, but magical armour functions normally.

Arrow of Rightful Banishment

This arrow is enchanted to cause *instability* in creatures that do not rightly belong in the everyday, material world, in addition to causing normal damage. Roll on the table given below to determine the precise extent of its effects.

If the arrow wounds but does not destroy the target, it must test for *instability* immediately, subtracting 3 from the dice roll. If the modified dice roll is zero or less, the target is immediately destroyed.

D100	Works Against
01-20	Undead
21-40	Undead and Ethereal creatures
41-60	Elementals
61-80	Daemons
81-85	Undead, Ethereal creatures and Elementals
86-90	Undead, Ethereal creatures and Daemons
91-95	Elementals and Daemons
96-00	All creatures which are subject to instability

The arrow is destroyed when it hits a target.

Arrow of Sleep

The arrow causes no damage. However, on a successful hit the target must make a WP test or fall asleep, as if struck by a *Sleep* spell. There is a +5 bonus to the test for each piece of magical armour and a +10 bonus for a magical shield. Non-magical armour and shields provide no protection from an Arrow of Sleep.

Arrows of Sleep have no special effect on Undead, Ethereal creatures, Elementals or Daemons. They cause damage to these creatures as if they were magical arrows with no special abilities.

Arrow of Sluggish Doom

This name covers a selection of arrows with similar but not identical effects. Roll on the following table to determine the effect. The Arrow of Sluggish Doom causes normal damage on a successful hit, and the magical effect is applied if the arrow wounds but does not kill the target.

D100	Characteristic	Effect
01-10	Move	-1
11-40	Initiative	-10
41-60	Initiative	-20
61-90	Dexterity	-10
91-98	Dexterity	-20
99-00	Initiative & Move	-20



Arrows of Sluggish Doom have no special characteristic-reducing effects when used against Undead, Ethereal creatures, Elementals or Daemons. However, they will cause damage to these types of creatures as if they were magical arrows with no special abilities. The effect lasts D6 hours.

The arrow is destroyed when it hits a target.

Arrow of Venom

The arrow causes *poisoned wounds*. Calculate damage normally; if the target survives the normal damage, it must make a successful *poison* test or die immediately.

Arrows of Venom have no special effect on Undead, Ethereal creatures, Elementals or Daemons. They cause damage to these creatures as if they were magical arrows with no special abilities.

Arrow of the Warp

The Arrow of the Warp has a smoky, indistinct outline, and can never be seen clearly, although it feels solid enough to the touch. This is because it is constantly shifting back and forth between material and ethereal states.

This constant phase-shifting means that when it hits its target, all non-magical armour is ignored: the arrow passes through it ethereally, and then materialises inside its hapless target! Magical armour provides normal protection against this type of arrow.

The arrow is destroyed when it hits its target.

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Arrow of Weakening

The arrow is enchanted to weaken its target. Roll to hit and damage as normal. If the arrow wounds but does not kill the target, roll on the following table:

D100	Characteristic	Effect
01-25	Weapon Skill	-10
26-50	Strength	-1
51-75	Toughness	-1
76-83	Weapon Skill	-20
84-92	Strength	-2
93-00	Toughness	-2

The effect lasts D6 hours. These arrows have no special effect on Undead, Ethereal beings, Elementals or Daemons, but cause damage to them as if they were magic arrows with no special abilities. The arrow is destroyed when it hits.

Arrow of Wounding

The arrow is enchanted to cause more grievous wounds. Roll on the following table:

D100	Wounds
01-50	+1
51-75	+2
76-90	+3
91-95	+4
96-00	x2

Note that these modifiers are to the wounds caused (after armour and toughness effects), rather than to the damage caused by the arrow.

Random Magical Arrows

The following table allows you to select magical arrows randomly from those listed here, in the *WFRP* rulebook and in the forthcoming volume *Realm of Sorcery*:

D100	Arrow Type	Number
01-04	Arrow of Banefulness	1
05-06	Arrow of Bleeding	1
07	Arrow of Cursed Bone	D3
08	Arrow of Direful	1
	Summonation	1
09-12	Arrow of Division	D3
13	Arrow of Doom	1
14-23	Arrow of Far Flight	D6
24-27	Arrow of Fear	D3
28-31	Arrow of Fire	D3
32-35	Arrow of Grappling	1
36-39	Arrow of Ice	D3
40-41	Arrow of Madness	D3
42-51	Arrow of Might	D6
52-53	Arrow of Mind Stealing	D3
54-55	Arrow of Pestilence	1
56-60	Arrow of Piercing	D6
61-65	Arrow of Potency	D6
66	Arrow of Rightful	1
	Banishment	1
67-68	Arrow of Sleep	D6
69-70	Arrow of Sluggish Doom	D3
71-80	Arrow of Sure Striking	D6
81-90	Arrow of True Flight	D6
91-92	Arrow of Venom	D3
94-95	Arrow of the Warp	1
96-00	Arrow of Weakening	D3

Recovering Magical Arrows

Many types of magical arrow are destroyed when they hit a target – their substance is consumed in producing a magical effect, whether or not that effect is successful. Arrows of this type that miss their intended target are also destroyed, as soon as they make contact with something solid (the floor or a wall, for instance).

If an arrow is not destroyed on impact, roll a D6 at the end of the combat in which it was fired. A roll of 1 indicates that the arrow is intact and may be recovered and used again.

Firing Magical Arrows from Magical Bows

Unless specifically stated otherwise in the description of either item, effects are cumulative. So, for example, when an Arrow of Wounding +4 is fired from a bow with Additional Damage +4, damage is increased by a truly devastating +8!

MAGICAL ABILITIES FOR BOWS

As with a magical hand-to-hand weapon, it is first necessary to determine the number of magical abilities (if any) with which the bow is invested.

Once this has been done roll on the Abilities table on the next page to determine the nature of each ability:



Apocrypha Two: Chart of Darkness

Number of Abilities

D100	Number of abilities
01-50	0
51-75	1
76-90	2
91-99	3
00	4

Bows with magical abilities can still wound creatures which are immune to non-magical weapons, even when they are firing non-magical missiles.

Abilities

D100	Ability														
01-25	Accuracy: the bow gives its user a bonus to BS. Roll on the following table: <table> <tr> <th>D10</th><th>BS Bonus</th></tr> <tr> <td>1-4</td><td>+5</td></tr> <tr> <td>5-7</td><td>+10</td></tr> <tr> <td>8-9</td><td>+15</td></tr> <tr> <td>10</td><td>+20</td></tr> </table>	D10	BS Bonus	1-4	+5	5-7	+10	8-9	+15	10	+20				
D10	BS Bonus														
1-4	+5														
5-7	+10														
8-9	+15														
10	+20														
26-50	Additional Damage: the bow fires its missiles with magical speed, causing more damage on a successful hit. Roll on the following table: <table> <tr> <th>D100</th><th>Damage</th></tr> <tr> <td>01-50</td><td>+1</td></tr> <tr> <td>51-75</td><td>+2</td></tr> <tr> <td>76-90</td><td>+3</td></tr> <tr> <td>91-95</td><td>+4</td></tr> <tr> <td>96-98</td><td>x2</td></tr> <tr> <td>99-00</td><td>x2, +4 points</td></tr> </table>	D100	Damage	01-50	+1	51-75	+2	76-90	+3	91-95	+4	96-98	x2	99-00	x2, +4 points
D100	Damage														
01-50	+1														
51-75	+2														
76-90	+3														
91-95	+4														
96-98	x2														
99-00	x2, +4 points														
51-55	Flame Attack: when the bow is used to fire a non-magical arrow, it causes the arrow to burst into flames in mid-flight, causing D4 additional damage unless the target is immune to fire. If the target is flammable, the arrow causes 2D4 extra damage. If the target is a Water Elemental, the arrow causes triple normal damage. If a magic arrow is fired from the bow, it has no effect.														
56-80	Increased Range: the bow is effective at greater ranges than normal for its type. Roll on the following table: <table> <tr> <th>D10</th><th>Range increase</th></tr> <tr> <td>1-5</td><td>x1½</td></tr> <tr> <td>6-8</td><td>x2</td></tr> <tr> <td>9-10</td><td>x3</td></tr> </table>	D10	Range increase	1-5	x1½	6-8	x2	9-10	x3						
D10	Range increase														
1-5	x1½														
6-8	x2														
9-10	x3														
81-85	Mighty Strike: once per day, the bow can invest any one arrow which it fires with an ES of 10. This is in addition to any other properties which the arrow itself may have.														

86-90 Marksmanship: once per day, the bow will fire an arrow of any type so accurately that it cannot miss a target which is within its maximum range, given a clear line of sight. The firer may specify a target area no smaller than 3 inches in diameter, and the arrow will hit it without fail.

91-95 Protection: a character who is holding the bow (including carrying it slung round the neck or shoulder) cannot be wounded by missiles fired from a non-magical weapon of a similar type. For example, a magical long bow with this property will protect its owner against all arrows fired at him from non-magical long bows.

96-00 Self-firing: the bow can be ordered to fire at a particular target, and will hang in the air, firing one non-magical arrow per round at the specified target until the target dies or goes out of range or line of sight, or the bow is ordered to stop by its owner. The bow magically creates non-magical arrows for itself when firing automatically, providing that its owner has one arrow in his possession when ordering the bow to fire. The bow will fire as if it had the BS of its last user.



Section Five:

Adventures

*Being, as is evident from the title above written,
a collection of the MOST THRILLING AND DIVERTING ADVENTURES
available, FROM SOURCES OLD AND NEW, comprising:*

*THE RITUAL: wherein OUR DAUNTLESS HEROES foil a HIDEOUS PLOT
in the FAIR TOWN of DELBERZ, proceeding from a BRUTAL MURDER
to a matter FAR MORE SINISTER;*

*THE AFFAIR OF THE HIDDEN JEWEL: wherein the NOTORIOUS
and DASTARDLY BRIGAND known as THE BLACK ARROW crosses
swords with HIS GRACE, COUNT AMADEUS VON DRAKENSBERG;*

*IRONSTONE PASS: wherein the DEADLY PERIL
that has befallen NUMEROUS MERCHANTS in the
mountains is INVESTIGATED and REVEALED*

And lastly:

*DEEP TROUBLE IN KARAK-ZULVOR: wherein a LONG-LOST DWARFHOLD
is discovered and explored, having suffered MANY CALAMITOUS EVENTS
in its history and now being home to a BAND OF ORCISH RAIDERS
and SUNDRY OTHER PERILS.*

*The last two tales being CUNNINGLY SUPPLIED with DIVERS LINKS
to the epic DOOMSTONES CAMPAIGN of ADVENTURES, which the
ESTEEMED GAME-MASTER may use or not, according to the
NEEDS OF THE OCCASION.*

Chapter 19

The Ritual

A HIDEOUS PLOT IN WHICH MURDER IS ONLY THE START

This adventure is suitable for inexperienced or beginning player characters. It is set in Delberz, but could be used in any urban setting. It pits the PCs against Skaven and their human friends.

In this adventure the PCs witness a cultist, Peter Tavelli, chasing and seemingly trying to kill a young man, who begs for their help. Pursuing Tavelli leads the PCs to a dangerous underground complex where a band of Skaven, led by Skrethth – an unusually dangerous specimen – have joined forces with a group of human cultists. Can the PCs prevent the terrible ritual these groups are planning, and save themselves into the bargain?

The GM should be aware that one or more PCs may end up with *infected wounds* from this adventure and require the attentions of a skilled healer. This is an adventure in which PCs are put up against significant combat opposition, and at the very least the PCs should include at least two (and preferably three) capable Warrior/Ranger types.

The Enemy Within Campaign

Keeping this adventure in Delberz, as written, allows it to be played easily as part of *Death on the Reik* while the PCs are looking for Heironymous Blitzen, Wanda Weltschmerz's tutor. He can be out of town for a couple of days, leaving the PCs time to get embroiled in this adventure.

In *Power Behind the Throne*, Delberz can again be used as the setting if the PCs are given some definite reason for going there. Since they are heading for Middenheim there both must be a good reason for the detour and no time pressure for them to get to Middenheim quickly. A good reason for the detour could be something as simple as a rumour that old Blitzen is dead, which will make Wanda want to find out if this is true (it isn't, he just had a spot of Burning Purple Pucepox and is now fully recovered).

In *Shadows over Bogenhafen*, the adventure would best be set in Weissbruck as the PCs are heading for Bogenhafen.

GM'S BACKGROUND

Skrethth is insane: a renegade Skaven with an impossible goal. He controls a small group of loyal but misguided Clan Skyre warriors. Recently, he and his patrol have exited from the web of tunnels that riddle the Empire into the sewers beneath Delberz. The map said no such exit existed. Skrethth looks upon it as fate.

His last mission involved close association with a necromancer. Skrethth became too heavily involved. Constantly hallucinating from the effects of Black Lotus (*WFRP*, p.82), the young Skaven became fascinated by experiments he could not have hoped to understand. For bodies to be re-animated, there would have to be Warpstone present. It was the stuff that sparked life into everything. If it was there, it could be extracted. And if he found a way to extract it, he would be able to return to his clan and take control. So went his warped reasoning.

The Delberz sewer network has provided him with an opportunity to collect specimens and practise rituals for his flawed quest. Human cultists in the town, members of the Horned Rat-worshipping cult named "The Poison Claw", have been made aware of the group's arrival and are aiding Skrethth in his unofficial mission.

This adventure leads the players into the sewers beneath the city. They will discover that a band of Skaven have recently taken up residence down there, and, with the aid of their human servitors, are carrying out bizarre rituals and sacrifices to their deity, the Horned Rat. The players must try to eradicate (or at least drive out) the Skaven, whilst attempting to save a wealthy citizen from their clutches in the process. As the Skaven presence is significant, the players will need to have their wits about them. Repeatedly choosing to fight will lead to a swift and bloody demise...

CLAW MARK

The following encounter should occur as the PCs are walking back from a late-night drink one evening at their local tavern. Note, however, that they should have a good deal of their equipment with them, certainly a weapon at least, as they will not have time to pick up anything if they left it behind at their place of lodging. If they have Handout 1 from *The Enemy Within vol.1*, they could be preparing to leave the town for Altdorf and adventure. How are they to know that adventure may be closer than they realise?

As they are strolling through a particularly dark and quiet street, a door suddenly bursts open from one of the expensive houses lining the road. A young man, dressed only in nightclothes, rushes out yelling, "Help me, someone, please!" As he catches sight of the characters, he turns and races towards them. A large bruise covers one side of his face. As he races over, gasping for air, a dark shape appears, silhouetted in the doorway of the house. The man gasps one last sentence, "They've got my father... Don't let them take him... Hurry..." before an audible twang comes from the doorway, followed by a much closer thud. The unfortunate young man collapses into the arms of one of the characters, choking and coughing up blood. A crossbow bolt is buried in his back. He is dead.

GM'S Notes

The crossbow quarrel landed in the back of Ernest Dralst, son of Klauss Dralst, a wealthy townsman. Both lived in the rather plush house from which Ernest just emerged. Ernest was asleep in his upstairs bedroom when he was awakened by a sound of someone moving about below. After waking his father, the two of them went to investigate, but were leapt upon by three intruders in the kitchen. Klauss was swiftly overpowered. Ernest, however, being younger and fitter, managed to break free and rush out into the street.

Peter Tavelli, a Poison Claw cultist, raced after Ernest in an effort to prevent him from alerting anyone, after having first ordered his companions to take Klauss back to Skrethth

by way of an old, forgotten, stone passageway which travels right up into the house through a flagstone in the cellar. Meanwhile, Tavelli has succeeded in shooting Ernest with his crossbow, but not before he managed to reach the PCs.

As soon as Tavelli fires the bolt, he retreats back inside the building and watches the adventurers' reaction through the hall window. If they pursue him, he will lead them into a trap in the house before trying to get back to the cellar and into the secret passage. If he is caught or cornered, he will seize a capsule of Manbane from around his neck and bite into it. This Manbane capsule is carried by all humans serving the Skaven, and contains the equivalent of 4 very powerful doses of the drug – the *poison* test to resist its effects is made at a -20% penalty for each dose. A capsule may possibly not kill, but the GM should make sure that this does not happen very often. The use of these capsules is accepted by all the human servitors, and even if the poison does not work, torture will be necessary to extract any information from them, such is their loyalty to Skretth.

The adventurers will probably chase Tavelli into the house and try to apprehend him. If they hesitate for any reason, remind them that in his last words, Tavelli's victim expressed the need for speed. If the PCs still refuse to enter the house at once, the adventure can still be brought back on line. The Skaven will be very interested in capturing them, as they are the only (living) people who know what happened to Klauss. They may be grabbed during their sleep and thrown into the cells in the sewers (see Into The Sewers, below) to await sacrifice. The PCs will then have to escape – Klauss will have been sacrificed by then, so they won't have to worry about rescuing him any more.

UPSTAIRS DOWNSTAIRS

If he sees he is being followed, Tavelli will race up the stairs in the hall, making sure the PCs see him. If they pursue him up the stairs, he will manoeuvre a decorative wine barrel which stands on the landing to the top of the stairs and send it crashing down towards his pursuers. Any characters on the stairs at the time must make an **Initiative** test at a -10% penalty to avoid the barrel. Anyone standing at the foot of the stairs must still make an **Initiative** test, but this time there is a +10% bonus to the roll.

Anyone hit by the barrel will take one S 3 hit, and anyone on the stairs will be knocked down, taking falling damage as the GM judges fit (depending on how far up the stairs the character got). Tavelli will then come back down the stairs, leaping over the banister half way down (a distance of 3 yards). From there he will rush back to the cellar and the enter the sewers via the secret passage. Should any characters have avoided the barrel and be able to go in pursuit of him, he will turn and fire a couple of bolts from his repeating crossbow. If they start to get too close for comfort, he will just make a straight run for it, abandoning any attempt to kill the characters. Tavelli's actions, should he be caught or cornered, have already been dealt with – don't forget that he will use the Manbane capsule in preference to being captured. His profile is as follows:

Peter Tavelli, Footpad and Cultist

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	32	29	3	3	6	36	1	36	29	32	33	32	28

Skills: *Silent Move Rural, Silent Move Urban, Strike to Stun.*

Trappings: Club, repeating crossbow (9 quarrels), mask.

Tavelli is a tall (6'3"), angular man, with a hooked nose, small beady eyes, and black hair. He is wearing a black, wide-brimmed hat that covers most of his face, and a dark blue neckerchief as a mask. His midnight blue cloak is fastened by a cloak clasp identical to the one lying in the kitchen (room 3 below). His grey trousers are neatly tucked into a pair of leather boots. He is also wearing a pale blue tunic and black gloves. Most of the other humans serving the Skaven dress similarly when involved in night missions, but are indistinguishable from any other upright citizen when going about their business during the daytime.

The House

Only brief descriptions of the rooms in the house are given below as it is not anticipated that the players will be spending much of their time there. All the rooms may be illuminated by lanterns hanging from the ceiling, but only the ones in rooms 1, 7, 11 and 12 are currently burning.

1. Hallway

The hallway is opulently furnished with hunting trophies and tapestries which hang from the walls. A plush blue carpet covers the floor. An elaborate staircase in the south-western corner spirals upwards to a balcony that overlooks the hall. There are three tapestries in all, each worth 25 GC, but you should discourage the players from taking them, reminding them of where they are and what they are supposed to be doing. The hunting trophies are not especially valuable.

2. Dining Room

This room is currently in a total mess. Two bodies are sprawled across on the floor. The table is upturned and



Apocrypha Two: Chart of Darkness

shattered glass lies everywhere. What must have been an expensive wooden cabinet has been smashed in along its front; the drawers and their contents have been scattered across the room. The two bodies are those of the servants who tried to oppose Tavelli when he was pursuing Ernest. The ensuing fight succeeded in completely devastating the whole room, leaving nothing of value unbroken.

3. Lounge

This is where Klauss used to entertain his guests while they relaxed after a meal. The room hasn't suffered the same fate as the dining room. Several luxurious armchairs, a large decorative fireplace and an elaborate sideboard provide grand furnishing. Four paintings hang on the walls, each worth 40GC, but again, looting should be discouraged.

4. Kitchen

This large room has a flight of stone stairs leading down into the cellar in one corner. Two clubs rest in a puddle of blood, evident to anyone entering the room. Any character making a successful *Observe* test or searching the room will also find an ornamental cloak clasp with the Horned Rat's symbol on it – three crossed bones forming the shape of an inverted triangle. All the items were dropped during the scuffle between Klauss, Ernest and the men, and the clasp may tell the players just what they are really up against. Any Cleric or Initiate in the party will immediately recognise the symbol as the Horned Rat's – if the player does not know, you should inform him of the fact together with the associated knowledge of its connection with the Skaven.

5. Corridor

This corridor connects the hall to the kitchen. As it is part of the house that guests do not normally see, it is merely stone-flagged, showing none of the splendour seen elsewhere in the house.

6. Storeroom

This is where all the food and other domestic requirements of the household are kept, under lock and key. However, when Klauss and Ernest went to investigate the sounds, they armed themselves with clubs kept here, and Klauss forgot to lock the door in his hurry. Thus the door is slightly ajar, the keys still in the lock.

Inside are several sacks of grain, stacked neatly against one wall along with many other items of food – you may add specific items at your discretion. Also kept in this room is what amounts to a small armoury – a wooden crate marked 'DANGER! EXPLOSIVES' sits innocently in the corner (it contains four bombs – *WFRP*, p.129). There are usually two clubs here, but as mentioned above, Klauss and Ernest each took one, and both are now lying in the kitchen where they were dropped in the scuffle. In addition, there are two lanterns here, three spare flasks of oil, and a tinderbox. The bombs will be very useful to the players in the latter part of the adventure, should they decide to take them now.

7. Balcony

The stairs from the hallway spiral upwards onto this balcony which overlooks the hall below. The floor here is also covered with the blue carpet, but there are no adornments on the walls except for a large, decorative wine barrel situated in a small alcove at the top of the stairs.

8. Guest Chamber

Visitors to the house are normally accommodated here. A large four-poster bed set against one wall, a set of teak drawers and a large wardrobe provide the main furnishings. There is nothing of real value here, however.

9. Servants' Quarters

This large room contains four beds, only two of which have been occupied recently (by the servants now lying dead in the dining room). The room is not as well furnished as the rest of the house, but still represents very good servants' accommodation.

10. Corridor

This corridor separates Klauss and Ernest's bedrooms off from the rest of the house, providing them with more privacy. As with the hall and balcony, the floor is covered with blue carpet. Two paintings also hang on the walls, worth approximately 70GC each.

11. Master Bedroom

This is the largest bedroom in the house, and is where Klauss usually sleeps. An ornate rosewood cabinet is set against the wall opposite the four-poster bed, together with an equally ornate set of drawers and a spacious wardrobe. The drawers are all filled with personal belongings and clothes, but the wardrobe has a false bottom, concealing a secret compartment which contains 200 Crowns, 67 shillings and 300 brass pennies.

12. Ernest's Bedroom

This isn't quite as luxurious as the master bedroom. It's relatively sparsely furnished with a single bed, a wardrobe and drawers.

13. The Cellar

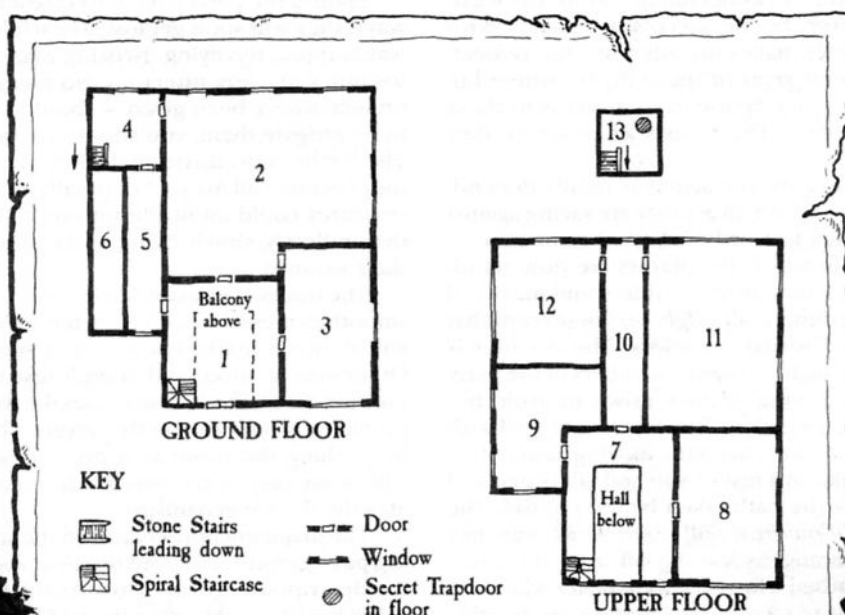
This stone-flagged room is filled with barrels and casks containing a wide variety of fine wines and ales. A flight of stairs leads up into the kitchen in one corner, whilst in another corner, concealed beneath one of the flagstones, is the entrance to an old, long-forgotten tunnel. This tunnel leads into the sewer system, and is the way Tavelli and company gained entrance to the house. Neither Klauss nor Ernest knew of the existence of the passage. The flagstone has not yet been replaced over the hole, as Tavelli has not yet rejoined his companions. When (or if) he manages to do so, he will pull the flagstone back into place behind him, time permitting, making a loud grating sound.

INTO THE SEWERS

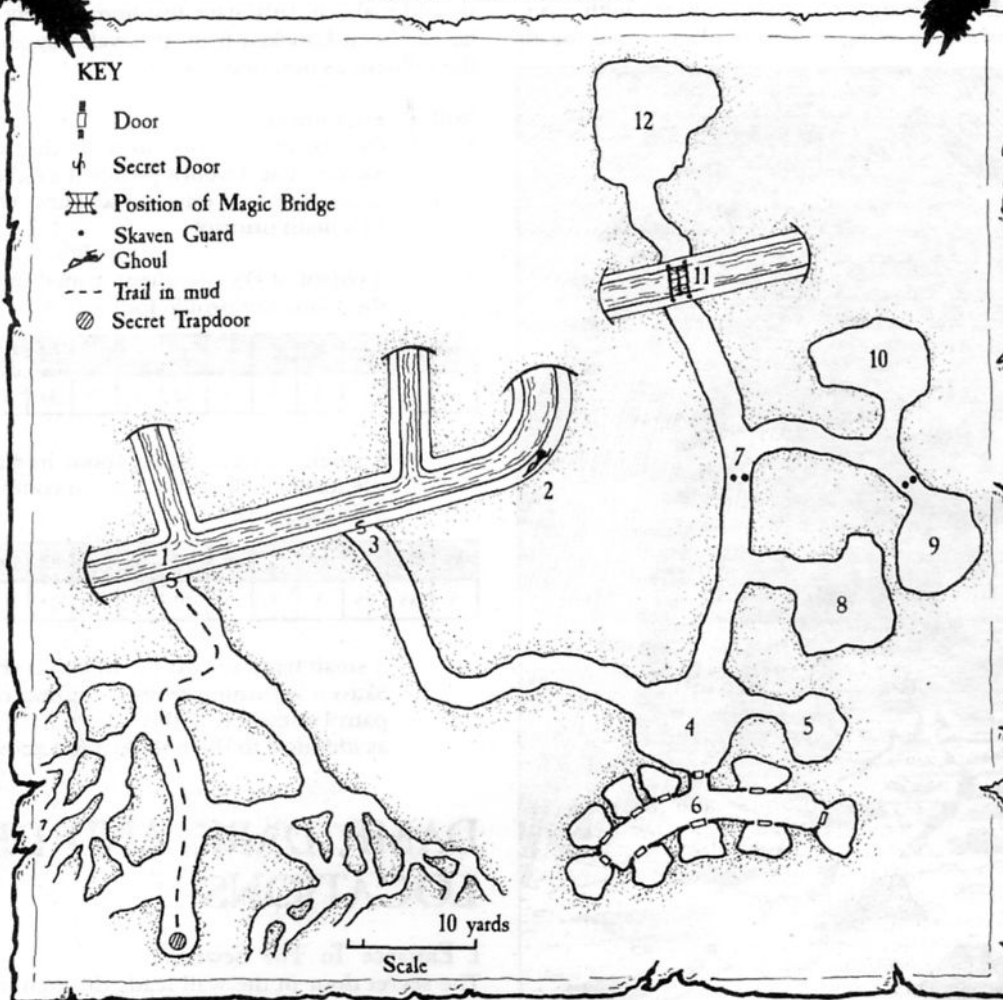
Beneath the hole, a rusty, iron-runged ladder leads down a narrow shaft for 10 yards or so, finally emerging in a rough-hewn stone corridor. The course of the adventure from this point depends very much on what has happened to Tavelli. If he has successfully managed to escape down the shaft he will return to Skretth immediately and report what has happened. However, he will only mention the PCs if they are pursuing him. Thus, the Skaven will be ready for the characters and will step up their guard around the sacrificial chamber, so that when the time for the ritual sacrifice comes (at midnight), it will be much harder for the players to stop it from going ahead, as if it isn't going to be difficult enough as it is!

If Tavelli was killed by the PCs (or if he killed himself), then he will not be missed for some time, as the Skaven have more important things to worry about with the impending sacrifice. Skretth's experiments have not been going well. He really has no idea of how to achieve his goal and is increasingly worried that his followers will soon lose patience. Apart from anything else he is constantly under the influence of Black Lotus, and rational thought (if such can ever be truly grasped by Skaven) is far beyond him.

THE HOUSE



THE SEWERS



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The guard around the sacrificial chamber will not be stepped up, and consequently the players' task will be made a little easier. Any attempt to impersonate Tavelli (by wearing his clothes) will probably be successful (make a *bluff* test each time a character makes the attempt), but remember that there are several areas of the complex where humans are not permitted, and trying to gain access to these areas will arouse suspicion. The cultists know where they can and can't go.

From this point onwards, the action is totally dependent on where the PCs go. Don't forget they are racing against the clock so keep a careful record of elapsed game time.

The rock corridor in which the players are now standing is pitch dark. Characters must provide some means of illumination to see anything at all. *Night vision* (except that possessed by Elves or Dwarfs) is useless. The corridor is also quite low (about 6' high), so some members of the party might find themselves having to duck down to avoid hitting their heads against the ceiling. The floor is covered with a shallow layer of mud (any character moving faster than *cautious* rate must make an I test or slip and fall over), and footprints clearly mark the path taken by the cultists. The PCs needn't possess *Follow Trail* skill to see which way they have gone. In all the branches leading off from the corridor, the mud is undisturbed. However, a character who does have the skill will be able to identify two continuous, roughly parallel tracks as being made by Klauss's heels as he was dragged through here.

The corridor and branching passages are rather frightening, as the PCs will be able to hear strange, far-off noises and grunts echoing in them. The walls glisten with moisture – a greenish-slime being evident in places – and the air

is distinctly cool. GMs should try to create an atmosphere of foreboding down here.

Should the party decide to take any of the side passageways, they will soon get lost, as each leads gradually downwards into a terrifying, twisting maze which works its way for miles in every direction. No further details of the side branches have been given – should the players really wish to investigate them, you should create the details yourself. The further into the tunnels they get, the more dangerous they become: all manner of pitfalls and wandering, mutated creatures could await the unwary... The party could wander endlessly, slowly dying of starvation, lack of water, and their wounds.

The tracks eventually lead to a dead end: a wall of moist, smooth stonework. Any character with *Secret Signs - Thieves* will notice a marked stone on a successful *Observe* test. Otherwise, a successful *Search* test will reveal the mark. Pushing the marked stone causes the wall to swing outwards, providing an entrance to the sewers. The door may be closed by pushing the stone as it protrudes from the other side (the stone merely repositions the counterweight that operates the door mechanism).

The major encounter areas in the sewers and the branching passageways are keyed on the map, and the corresponding descriptions given below. As the whole area below the cellar has been taken over by the Skaven and their servitors, there is a 10% chance per turn of the characters encountering someone or something. If an encounter is indicated, roll a D4 and consult the following table. Note, however, that if, during combat, a Critical Hit is scored, the victim should make an *Initiative* test immediately. Failure means he has been knocked from the walkway and will fall into the effluent as described below.

Roll Encounter

- One of the cultists on a routine errand for the Skaven. Use Tavelli's profile if a fight develops, but remember that raising the alarm will be the cultist's main priority.

- A patrol of D3+1 cultists armed with swords. Use the following profile for each of them:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	36	32	3	3	5	32	1	29	24	25	31	30	22

- A single Skaven, going about its business. It will use its knife (*WFRP*, p.126) in combat, and has the following profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	25	3	3	7	40	1	24	24	24	18	29	14

- A small band of two (or more, at your discretion) Skaven returning from a routine reconnaissance patrol elsewhere in the sewers. Each may be treated as identical to the one detailed above.



DAMP, DARK AND DEADLY LOCATIONS

1. Entrance To The Sewers

The secret door in the wall leads through into the sewers proper. The walls are made of dull grey stone and glisten

with moisture (although there is no slime). Rules for adventuring in sewers are given in *The Enemy Within Vol. 1: Shadows over Bøgenhafen*, but a brief summary of them is necessary here.

The sewers, like the corridor that leads to them, are in pitch darkness: even characters with *Night Vision* cannot see unless some source of light is carried. The part of the sewer network being explored by the PCs is classed as a Major Sewer, and is roughly 10 feet wide, including narrow stone walkways about 2½ feet wide on each side of the effluent channel, which is 5 feet deep, and filled to a depth of D3 feet with slow-flowing muck.

The walkways are only wide enough to permit movement in single file, and, as they are also wet and slippery, anyone attempting to move faster than *cautious* rate must make an **Initiative** test each round or fall into the effluent. The effluent, not surprisingly, emits a terrible stench, and anyone falling in will lose half their **Fellowship** until they have the opportunity to clean up. Additionally, any Dwarfs or Halflings falling must make successful *risk* test, or start to drown after a period of time equal to their **Toughness** in rounds. After this period, drowning characters lose 1 **Wound** per round, until reach 0 **Wounds** (in which case they die) or they are rescued by their companions. If the character is swept 'underground' at any of points on the map where the chapel disappears into the rock they are assumed to have drowned. Characters wishing to leap the effluent channel will only have room for the 2-yard run-up if the character runs diagonally across the channel – a leap of 4 yards (*WFRP*, p.75). If the test is failed, the character falls into the effluent. Wading characters must make a successful **Initiative** test every turn to amide slipping and falling over.

An unpleasant and unsettling atmosphere pervades the sewer system, and all characters lose half their **Cool** and **Will Power** scores whilst they are in them. However, note that Magic tests are still taken on the character's normal **Will Power** score. As they are a dirty and generally unsanitary environment, all wounds suffered whilst in the sewers, have a 10% chance of becoming *infected*. Sound also carries twice as far as normal, and there is a +10 modifier to all *Listen* tests.

The characters should realise that, although it is possible to leap or wade the 2-yard gap across the channel, for two men dragging an unconscious person, this would be practically impossible. Thus, it is highly likely that their quarry has kept to this side of the sewer. As the channel goes deeper 'underground' after a short distance to the left, the only possible way onwards (barring the existence of fur-

ther secret doors, of course) is to follow the walkway round to the right. If, after much pondering, they still haven't figured this out, you should drop a few subtle hints.

2. Ghoul

At the point indicated on the map, the adventurers can see a humanoid body slumped face down over the walkway, one arm dangling over the edge. When they first see the figure, only the fact that it is dressed in rags and lies unmoving will be evident. The figure is, in fact, a Ghoul (*WFRP*, p.248), who could smell the far-off stench of dead human flesh (see below). It began to explore but came across a Skaven patrol who attacked it immediately.

The Skaven soon overpowered the miserable creature and have left it for dead. However, it has merely been reduced to a single **Wound** and is currently on the verge of regaining consciousness. It will not come to unless one of the characters tries to turn it over or lift it, when it will lash out in dazed panic (**WS** -10). It will fight until either a character kills it or moves out of range – it is too badly wounded to follow up any attack.

3. Entrance to the Skaven Den

Here a secret door opens into a rock corridor branching off to the right. This corridor is inclined upwards at a steep angle (evident to anyone entering it), levelling out when it reaches room 4. Half way along, just before the bend in the passage, is a trip wire (normal chance of being triggered – *WFRP* p.79 – but any character making a successful *Observe* test will see the wire at once). If the wire is not seen or avoided, and is triggered by one of the PCs, two things happen. Firstly, a bell rings in room 4, alerting the guards there to the presence of intruders, and secondly, a yellowish gas seeps through concealed vents in the roof. From then, it floods a 2-yard radius, spreading down the corridor at the rate of 1 yard per round for D4 rounds. Anyone caught in the gas must make a **Toughness** test each round at a -20% penalty, or collapse unconscious for 2D6 turns.

After the gas has dispersed (this takes as many rounds as it took for it to fully spread out, i.e. 2-5 more rounds) the guards from room 4 will take any unconscious characters and throw them in the cells in room 6. If any characters have managed to shrug off the effects of the gas, the guards will try to beat them into unconsciousness with their clubs, using their *Strike To Stun* skill. They will not want to kill the characters because of Skreth's intentions (see below). If the PCs end up being subdued by the guards, refer to *Captured!*, below.



Apocrypha Two: Chart of Darkness



4. Cultists' common room & guard chamber

This roughly-hewn cavern serves as the common room and guard chamber for the cultist servitors of the Skaven. There are a couple of tables here, and four torches mounted on the walls. If Tavelli escaped, this is where he will be (unless the adventurers are hot on his trail, in which case he will not have had time to complete his report to Skreth and will therefore be in room 9). At any time there are 2D4 off-duty guards in the room, each with the following profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	34	34	4	4	3	33	1	35	23	28	37	31	30

Skills: Consume Alcohol, Strike to Stun, Concealment Urban
Trappings: Leather Jack (0/1 AP body, arms), sword, 1-6 GC

The guards' actions are dependent on whether the party triggers the trap wire or not in room 3. If they don't, the guards will be sitting at the tables having a game of cards, and the PCs are either going to have to think up a convincing story and try to bluff their way through (the guards are naturally suspicious, so any test is made at a -10% penalty) or they will have to fight. These guards knew Tavelli: if one of the PCs has donned the cultist's outfit, they will immediately recognise the character as an impostor. The noise of fighting will alert the Skaven sentries at location 7, who will attempt to ambush and capture any intruders into their area.

5. Armoury and Storeroom

This small cave serves as a makeshift armoury and storeroom for the guards in room 4. It contains 5 swords, 6 daggers, 3 hand axes, 2 flasks of oil, 2 tinderboxes and 11 torches. The weapons are all arranged in wooden weapon

racks set against the walls, and the torches, oil, and tinderboxes are stacked neatly in another corner.

6. Corridor and Cells

This dismal corridor is accessible from the guard room by a sturdy oak door. There are nine cells; each has a wooden door with a small barred window in it (T 3, D 9, Lock Rating 30%). The western-most cell stores any possessions from captured characters, and is always locked.

The eastern-most cell is the jailer's 'den', the current incumbent being Tigrati Parvisch. He is 5'10" tall, and wears a layer of stinking sweat and dirt. He is dressed in a filthy white vest, and equally disgusting black trousers. He always carries the ring of keys to the cells around his belt, making them difficult to get hold of, but he is immensely stupid and easy to trick. Tigrati's room is crudely furnished with a makeshift table and chair, on which stands a bottle of cheap Estalian wine. The cells are rat-infested holes with damp straw on the floor and not even a bed. The only light in them comes from a single lantern in the corridor.

Tigrati 'Head' Parvisch

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	32	4	4*	6	29	1	37	26	22	25	36	22

Skills: Immunity to Disease, Immunity to Poison, Palm Object, Silent Move Urban, Very Resilient(*).

Trappings: Club, ring of heavy keys, fleas

7. Junction

The north-running passageway from the guard room splits into two at this point. Standing at the junction, in the positions marked on the map, are two brown-furred Skaven sentries. Humans are only allowed past them if they have been sent for by Skreth, so again, the PCs will either have to bluff or fight their way past. However, yet again, fighting will alert Skreth. If profiles for the guards are required, use the same profile for the Skaven patrol listed earlier.

8. Shrine

Skreth turned this rough-hewn cave into a shrine for worship of the Horned Rat. It consists of an altar flanked by two crudely sculpted 8ft statues of the Horned Rat. His symbol – three bones forming an inverted triangle – has been chiselled into the rock wall opposite the altar. The roof is supported by four stone columns, and there is a small pit in front of the altar where offerings to the deity are thrown by his worshippers. The pit is a natural narrow shaft about 3ft in diameter which disappears downwards out of sight.

9. Skreth's Chamber

Two brown-furred Skaven guards (same profile as above except their knives are envenomed with Black Lotus) guard the entrance. Unless the PCs arrive during the ritual (where the victim will be Klauss Dralst), Skreth will be here. The contents of the room are scattered all across the floor. Skreth's mental state has deteriorated through his addiction to Black Lotus and the failure of his experiments. He spends more and more time isolated from the rest of the group in 'thinkthink time'. The only contents of the room are some foodstuffs, a jar of Black Lotus leaves and a shield.

Skreth

Skreth leads the small band of renegade Skaven in a search for power. His leadership is unquestioned but his drug-taking habits have led to increasing paranoia concern-

ing his position. He is now riddled with self-doubt. If sacrificing Klauss fails, he intends to quietly leave the scene.

His most powerful possession is a spell ring that he 'obtained' from his old necromantic colleague. With it he can cast *Summon Skeletons* (*WFRP*, p.176) once per day. After that, the ring will run out of magic points. If he is in danger, Skretth will use the ring to animate the corpses in the Sacrificial Chamber as *Zombies* (*WFRP*, p.251) and order them to attack any threat (i.e. the characters). Skretth will try to escape while the group are eliminating the *Zombies*.

Skretth, Skaven Leader

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	25	3	3	6	40	1	24	34	34	18	29	14

Notes: Insane. Skretth suffers from Dementia and Drug Addiction (*WFRP*, p.84-85).

10. Robing Chamber

Skretth uses this room to prepare himself for rituals. Two robes hang from pegs driven into the stone walls. One is black with red lining. This is the robe worn by Skretth when he conducts his futile Warstone extraction ritual. The other is white, torn and bloodstained. Victims are dressed in this just prior to the ceremony. A sacrificial dagger is on a natural shelf in the cave wall (unless a ceremony is underway).

11. End Of The Tunnel

The tunnel ends at this point, dropping away to the sewer roughly 7 yards below. A rope bridge spans the chasm, ending in another tunnel mouth which leads away into the darkness. A rough staircase has been carved into the rock on the southern side of the gap, to allow the Skaven to get into the sewer system by their own route (they prefer to avoid contact with the humans whenever they can).

12. The Sacrificial Chamber

This huge natural cavern is dominated by a carving of the Horned Rat on the north wall. At the north end of the cavern is a bloodstained granite block with an iron ring set into it. The south end is bare, except for two pillars supporting the entrance from the tunnel. This is where all the Skaven assemble to attend the ritual.

When everyone is in place, Skretth stands at the head of the block and leads the group in a chant: a noise so loud it can be heard as far away as room 3. This lasts about one minute, increasing in volume and speed until the Skaven are worked up into a frenzy. Victims are killed at this point, then the Skaven fall silent, waiting for something (they're not quite sure what) to happen. Invariably it doesn't, and the body is dragged away to a corner. The six most recent victims still lie here.

If the adventurers reach the chamber before the ritual has begun (midnight), Klauss will be bound to the block, a rope around his wrists, its other end tied to the ring. He will be dressed in the white robe from room 10, and too exhausted to cry for help. He will be unguarded.

If the PCs have to interrupt a ritual to save Klauss, the odds will be against them. There may be up to a dozen Skaven in the cavern, more than enough to overpower the characters. If the party have to deal with six *Zombies* (and possibly pursuing cultists) as well, they face certain defeat.



Unless... Remember the bombs? Exactly how the PCs use these devices is up to them to figure out and you to adjudicate. They could end up killing everything and everyone in the cavern, including themselves. At the very least, sensible characters should be able to use the explosive devices to aid their retreat if they find themselves outclassed.

CAPTURED

If the PCs are captured at any point by Poison Claw cultists or Skaven, they will be stripped of their possessions (which will be put in the westernmost cell of room 6) and tossed into different cells until Skretth is ready to use them as ingredients in his latest experiments.

Characters can shout to one other from their cells; the players may use this opportunity to discuss wild and unlikely escape plans. However, as the jailer is exceptionally dim-witted, all they have to do is think up a remotely convincing story (*bluff* test at +30%) and Tigrati will simply open the doors and let them out (smiling, grunting and salivating in the process). After getting him to unlock the door, a swift grab for his key and a well-placed kick could leave him in the cell and the character outside with the keys.

CONCLUSION

If the PCs are careful and sensible, you should make sure they reach Klauss before the ceremony takes place. This gives them a reasonable opportunity to get him out safely. Remember that Skretth is an incoherent maniac who could be far more powerful were it not for his weakness (*Black Lotus*). If the party rush blindly into combat in every encounter, they deserve to find the going very tough.

Award the following experience points after the completion of the adventure:

20 points each
20 points each
30 points each
40 points each

20 points each
30 points each
10-30 points each

for chasing/overcoming Tavelli;
for searching the house carefully;
for dealing with the cultists;
for dealing with the Skaven, one way or another;
if any *Zombies* have to be overcome;
if Klauss is rescued;
for general role-playing.

If the adventure is successfully completed, the characters should be encouraged not to get sidetracked by another expedition to the tunnels – all those explosions are bound to result in considerable structural damage.

Escaping Skaven need not be a problem. If they retreat into the tunnels, they won't bother the characters again (Skretth is effectively finished anyway). If they manage to reach the streets of Delberz, the Watch will take care of them. The Poison Claw cultists, should any escape, are likely to disband or flee the town. They were only a small outfit and have no contacts to help them re-organise in Delberz. At best, they will seek to join similar groups elsewhere in the Empire.

Klauss will also repay his rescuers with 80 GCs per PC (100 GCs if they *Haggle*, which would be pretty shameful!).

Chapter 20

The Affair of the Hidden Jewel

A MELODRAMA WITH A THICK PLOT

Posters advertising large rewards for capturing brigands direct the PCs to the Crossed Lances inn. There they meet Lauengram, agent of Count van Drakensberg, and the Count himself. They are offered the job of bringing back, dead or alive, the infamous villain called the Black Arrow (Annalisa Kessler). However, this means travelling to the Castle of the Black Arrows, and the brigands could be forewarned, since Lauengram is their agent and rides to alert them of the PCs' imminent arrival. Bombs, dodgy bridges, and desperadoes are just some of the perils the PCs will have to face!

Enemy Within Campaign Notes

This adventure is best set during *Death on the Reik*, somewhere along the River Stir, well before the Narn flows into it. There is enough unmapped territory here to allow you to place the Castle of the Black Arrows to the north, and the Crossed Lances and the toll bridge on a road parallel to the Stir itself. The alternative is to place this entire setting somewhere along the Altdorf to Middenheim road in *Power Behind the Throne*; this road is many scores of miles long, and there is plenty of room for these locations.

HEROES WANTED

The Affair of the Hidden Jewel can be played in a setting along any long stretch of road running through the forests of the Empire. It is best to run this adventure when the player characters are travelling without any element of time pressure forcing them onwards, since they may well need to make a significant detour from their intended route.

Wherever the PCs are, they should be looking for a job (or probably just easy money, knowing most PCs). And have we got a job for them! Intrigue, blood, fear... but we mustn't get ahead of ourselves.

The GM should arrange for the PCs to see the two notices below. They could come across them nailed to trees

along the road; they could find them at an adventurers' notice-board (such as the Deutz Elm at Nuln); or they could simply find them blowing in the wind. The author's preference is to have a man stagger up to them and collapse, dead, revealing the papers pinned to his back by a dagger.

The first notice reads as follows:

"Reward! Three hundred crowns to whoever can bring the head of the dastardly brigand known as the Black Arrow to his Grace the Count Amadeus van Drakensberg. His Grace has means of detecting substitutes."

Any PC passing an **Int** check will remember that the Black Arrows are a band of outlaws who have been plaguing the countryside for some years; so called due to their habit of using only black arrows. The Black Arrow is their leader. If the test is passed by 20 or more (10 if the PC is noble) the PC will also recall that Count van Drakensberg's holdings are far from the Arrows' area of depredation.

The second notice is likewise interesting:

"Heroes Wanted to go on quest for Hidden Treasure. Some danger, great reward. Contact Wolfgang Kellermann at the Sign of the Crossed Lances."

If the PCs are able to *Gossip*, they will discover that the Black Arrows' raids have been more frequent in that very region than anywhere else.

AT THE SIGN OF THE CROSSED LANCES

If the PCs wish to go to the Crossed Lances inn (and they ought to), they can get there easily enough by road. They should have an eventful journey (you may care to throw in the odd horde of Beastmen or Goblinoids if things get too quiet, but no human reavers; the PCs may think that they are Arrows and get side-tracked). They will most probably arrive in the evening. Use the plan and notes further on in the adventure to describe the place to the PCs.

The bar, at this hour, will hold the usual mix of customers for a coaching inn – travellers, coachmen and teamsters, a roadwarden or two, perhaps a gambler or a raconteur, and maybe a pickpocket if you feel mean.

In addition, there are a bunch of hard-looking men-at-arms seated in one corner. These are retainers of Count von Drakensberg, who is staying here incognito: he will remain in his room. The gossip in the bar is that they are mercenaries and the Count their captain.

WOLFGANG AND THE BLUE FLAME

If the PCs ask the bar staff for Wolfgang Kellermann, they will be told that he is the owner, and taken to his room. At their knock, the door is opened by a lean, scar-faced man with a drawn sword in his hand. He eyes them suspiciously and says, "Well?"

If the PCs explain that they came about the job, a voice will call from behind him. "All right, Lauengram, let them in – but keep an eye on them." The scar-faced man steps aside, revealing a table placed in the centre of the room. Behind this are sitting two men, one fat and bearded and the other muscular and with an air of command, and a wooden peg where one foot should be. The room's shutters are closed and bolted.

Lauengram shuts the door after the PCs and stands behind them. Then the one-footed man speaks again. "I am



Wolfgang Kellerman," he begins. "I have a job for you. But as you may have guessed" – here he eyes the shutters and Lauengram – "I would be most unhappy were the details of it to be made public. Therefore I must insist upon the utmost secrecy." He pauses to let this sink in, before leaning forward across the table and continuing.

"The job involves finding and bringing to me a certain gem, a diamond named the Blue Flame. This was stolen more than twenty years ago and has not been seen since, but I have information that would enable you to find it. I would pay you 200 crowns each for its recovery. Do you want the job?"

If the PCs say yes, and they should, he goes on: "Very well. I will tell you how the stone may be found, but first a little background is necessary. The man who stole the Blue Flame was a thief called Otto Kessler, now deceased. He hid the jewel after the theft, and supposedly never told anyone where. But Bruno here," he indicates the fat bearded man, "has cast some doubt on that idea."

"Until recently, Bruno was chief torturer to a certain Count von Drakensberg, whose men recently captured one of Otto Kessler's oldest companions. Bruno interrogated him – but he did not pass the information on to the good Count. And it seems from what the wretch said that Otto Kessler had a daughter called Annalisa, to whom he passed the location of the Blue Flame. Nowadays she is better known as the Black Arrow."

"And this is why Bruno came to me. Until this minor problem happened" – Kellerman gestures toward his missing foot – "it was I who led the band now known as the Black Arrows. And so I know exactly where their hideout is, and how it can be entered in secret."

"The place is an old castle, deep in the forest; nobody knows of its existence except me and the Black Arrows. But what even they do not know is that there is a secret passage into the keep from the outside which you, my friends, will use to gain entry. Once inside you will find out from the Kessler girl where the Blue Flame is – she probably keeps it somewhere in the castle. You will then recover the jewel and bring it to me here, when I will pay you."

"The castle lies thirty-five miles north of here. There is an old stretch of road leading to it, which begins a few miles before you get there. The entrance to the secret passage is in a hollow oak a hundred yards from the gates, and it emerges in the dungeons. You can have a room here tonight. I wish you every chance of success."

Unless the PCs have anything to say now, Lauengram shows them to their room.

THE PLOT THICKENS

What Kellermann doesn't know is that Bruno did not defect from his master. He was sent. Von Drakensberg in fact had all the information from Otto Kessler's erstwhile crony, including the somewhat bizarre method that Otto used to pass on the location of the Blue Flame. This was to tattoo it on his daughter's scalp when she was a baby, without telling her about it later. He would just tell her to use her head when she asked where it was.

Odd, yes? But fun!

We, of course, being GMs and thus omnipotent, know that where old Kessler actually hid the jewel was in the cellar of the Crossed Lances. But nobody else does, at least not yet.

The ex-crony also knew that Annalisa was the Black Arrow, and even that Kellermann was the man she had replaced after his injury. But he knew nothing of how she might be found.

So the Count had a problem. He didn't know where the Black Arrow was, or how to catch her. He tried posting a bounty (thus the notice the PCs saw – attached to one of the bounty hunters). So he decided to let Kellermann believe that she had the location of the gem – he was sure to come up with something.

Bruno reports to the Count soon after the PCs leave the room. The wily Count, perhaps a bit too fond of a cunning scheme for his own good, decides to let the PCs go ahead. When they find that Annalisa doesn't have the faintest idea where the gem is, they'll decide to make the best of a bad job and bring the head to him to get the bounty. However, it might be a good idea to remind them about that bounty...

The Count Steps In

An hour or so after their interview with Kellermann, the PCs are approached by one of the "mercenaries", who says that his master would like a word with them in his room. Assuming they agree, he takes them up.

In the Count's room, another four men-at-arms are positioned round the walls, while the Count leans against the front of his table. He looks the PCs over coolly, and then speaks. "Permit me to introduce myself," he says, bowing with a flourish. "I am Count Amadeus von Drakensberg; I'm travelling incognito, but I'm sure you won't abuse my confidence." He smiles winningly.

"The reason I asked you all up here," he goes on, "was that you look like a capable crew, and I thought I'd acquaint

AT THE
SIGN OF

**The
CROSSED
LANCES**



KEY

~ Curtain

Stairs (arrow goes up)

Ladder

F C Floor/Ceiling Trapdoors

Torch in Bracket

C Chandelier

Door (Standard)

Window

Arrow Slit

Door (non-standard)

Winch

Bed

Table

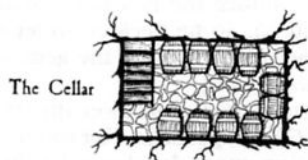
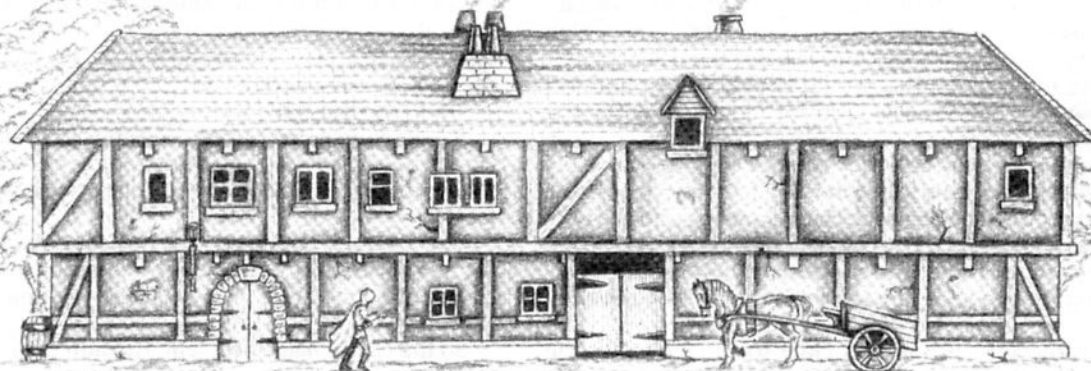
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Bars/Portcullis

Chimney (with fireplace)

Chimney (no fireplace)

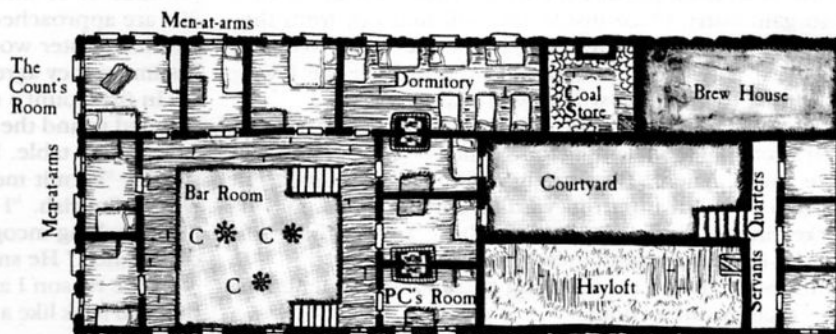
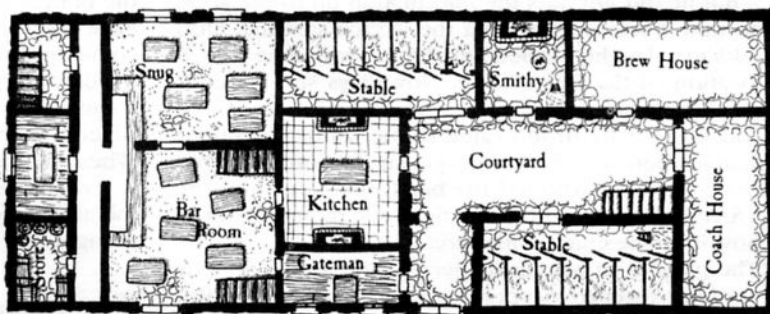
Battlement/Balustrade



The Cellar



Kellermann's Office



you with an opportunity to make some money. There's an outlaw band in this area known as the Black Arrows, and their leader, rather unoriginally I thought, is known as the Black Arrow.

"I am offering a bounty of three hundred crowns for this person, but if you people undertake the job, it is raised to five. I want his head on a silver platter. In fact," he snaps his fingers and one of his men passes him a small silver platter, "I'll even provide the platter." He tosses it to one of the PCs. "Just remember," his voice turns cold and hard, and he stands, "Bring me the head of the Black Arrow!"

Dramatic, huh? Anyway, with that the interview is over and the men-at-arms show the PCs out. (The platter is solid silver and worth 50 GCs, with encumbrance 15).

The Plot Becomes Unpleasantly Sticky

What even wily von Drakensberg doesn't know is that the Black Arrows also have an agent on the scene, none other than the scar-faced and suspicious Kaspar Lauengram, Kellermann's bodyguard/bouncer.

After Kellermann lost his foot in a fight with the Roadwardens and Annalisa took over, he (Kellermann) obviously could not continue with the band. So he bought the Crossed Lances and settled down.

But Annalisa and the Arrows knew that he knew where their hideout was; although he'd sworn never to reveal it, they didn't feel happy staying there unless they could keep an eye on him. They sent Lauengram to infiltrate himself into Kellermann's household and act as their watchdog, as well as a spy to inform them of coach timings and so forth.

Lauengram, having heard Kellermann's briefing of the PCs, has decided to report to the Arrows as soon as possible – he will leave two hours before sunrise. He has also decided to see if he can't eliminate the PCs first, or at least slow them down.

THINGS THAT GO KABOOM!!! IN THE NIGHT

Very early next morning, Lauengram will bring his horse from the stables and leave it at the front of the inn. He will then climb onto the roof and scramble up to the chimney of the PCs' room to which he will tie a rope. He will then drop a lit bomb down the chimney, with a cry of "Ha ha, my friends, your time has come!"

After this he will abseil down the rope onto his horse and gallop off. Note that the GM should alter this plan if for some reason the PCs have a fire burning.

The shout is a Loud noise and thus has a base 80% chance to awaken each sleeping PC. If Lauengram misses his BS roll, use the normal rules for missed bombs, but if the die roll indicates that the bomb moves through the wall it remains in the fireplace. The bomb is fused to go off 1 round from when it hits the fireplace.

The PCs are likely to be in a state of confusion, but even if the room is completely dark they will be able to see the bomb due to its sputtering fuse. It will require an I test for PC to reach the bomb before it goes off (+10 if the PC was not asleep). Pinching the fuse out will require a test against Dex +20; throwing is handled as though the PC had Bomb skill but with a -20 BS unless the PC does have that skill. Ignore misfires; if that didn't occur when Lauengram rolled, it won't now.

If the bomb goes off and blows up the PCs, remember that the use of a Fate Point allows a PC to escape unharmed.

If all the PCs within the blast radius use Fate Points, the bomb doesn't go off; otherwise such PCs will stand up amid the wreckage after the explosion and dust themselves off, unharmed, or find themselves draped over the inn sign, equally unscathed.

The inn will be somewhat dented if the bomb goes off inside. The place should not burn down, however; the main effect will be the wrecking of the room the PCs were in.

THE PURSUERS?

One way or another, the PCs will now be headed for the Black Arrows' castle. They may well be pursuing Lauengram, particularly if they have *Follow Trail* skill or were quick off the mark. If they are close behind him, or if they checked who had left the inn, they may know who he is. Lauengram will not expect pursuers unless the bomb failed to go off; in that case he will be alert. He will hurl more bombs freely to hinder followers.

The woods through which the PCs will be travelling count as *Difficult Ground* for mounted travellers but not for those on foot (though there are *Obstacles* if such folk *Run*). They are impassable to wheeled traffic. They also give soft cover to missile-fire targets at nearly any range, and sometimes hard cover (as when hiding behind tree trunks).

Thirty miles north of the inn, a great chasm crosses the PCs' route, carved by the river flowing along its bottom. It is 50 yards deep and 12 yards wide, and bridged by a very old single-arched stone bridge built by who knows whom. An old, paved road leads from here to the Castle.



Apocrypha Two: Chart of Darkness

The bridge will take the weight of up to three people on foot, but has a 50% chance to collapse each time that heavier weights (such as a horse and rider) are placed upon it. It will take 1 round to do so, and so those who went across at speed, or passed **Initiative** tests when it began to crumble, get off it in time. Note that there is sufficient room for a run-up to attempt leaping the chasm on horseback.

It is possible to go around the chasm to either side, travelling an extra 6 miles. Lauengram will do this unless the PCs are hot on his trail, in which case he will gallop his horse over the bridge, dropping a bomb as he goes. This will destroy the bridge unless the bomb misfires.

AT THE CASTLE

Whether the PCs catch Lauengram or not, they will eventually wind up at the castle. They will presumably try to enter the place in order to speak to Annalisa Kessler, but their success will depend a good deal on what has already happened.

If Lauengram reached the castle before them, he will have warned the Arrows about the secret passage, and they will have discovered the exit and set up an ambush in the dungeons. If the PCs found out that the bomber was Lauengram, however, they will hopefully not be silly enough to use the passage. What happens will depend on what they do do. If they get caught, they will probably be seized by the outlaws. If not, they will probably seize Annalisa. In either case Annalisa should reveal to them that she doesn't know where the Blue Flame is; all her father would say was that if she used her head she could find it.

The PCs will eventually be flung into the dungeons if captured, pending a decision by the outlaws about what to do with them; if they seem to be stuck here (although most parties will be resourceful enough to escape somehow) the outlaws' captive Halfling cook, Sleeves, will free them. As he will have to tell the guards that the Arrow wishes to speak to them when she doesn't, the alarm will soon be raised. Furthermore, the GM may care to reduce the PCs' EP awards if this becomes necessary.

The Pursued?

Presumably the PCs will eventually leave the castle and make for the inn. They may have discovered where the Blue Flame lies, they may be bringing the Arrow's head to von Drakensberg, or they may simply be running away. The Black Arrows pursue if necessary, but give up the chase a few miles from the inn, if they are still with the PCs by then.

So, Count, We Meet Again

Back at the inn however, things have been going on. Count van Drakensberg decided that Kellermann's usefulness is at an end, and had him killed by Bruno, who then departed. The inn staff are as yet unaware of the murder. The Count is now waiting for the PCs to arrive. Unless they come stealthily, he will know of their arrival and be watching them.

If they come to his room, with a head for him, he will ask them to wait outside while he checks it. A brief shave, and if the head has directions tattooed on it, he lets them in, pays them and sends them on their way.

However, if the PCs go to Kellermann's room they find the door unlocked and the occupier lying dead on the floor; Moments later, the Count, along with his men-at-arms, will come on the scene.

The Count and his boys will also appear dramatically if the PCs go to get the gem without being suitably circumspect, stepping out of the shadows with appropriate comments just as the PCs unearth their prize.

WRAPPING UP

Award the following experience points to the PCs:

20 points	for any PC stopping the bomb going off;
20 points each	for stopping Lauengram reaching the Castle;
40 points each	for capturing Annalisa alive;
20 points each	for discovering the location of the Blue Flame;
20 points each	for getting the bounty from the Count;
20-40 points each	for good role-playing.

Treat these awards as maximums. If the PCs are captured by the bandits and have to be released, EP awards should be reduced by around 25%.

If the PCs manage to get their paws on the Blue Flame, you might decide to make a further EP award, since this is no easy task. Its value is some 400 Gold Crowns per surviving PC, but they will probably get no more than a third of this, since the item is 'hot' and will have to be fenced. Even finding a fence ready to buy the item could be an adventure in itself. In short, the PCs really are better off just telling the Count where the thing is and collecting their bounty.

A Note to the GM

The astute reader of this adventure will have noted that all the characters are stereotypes. Well, so what? This is a melodrama you know. Ham it up!



NPCS FOR THE AFFAIR

ANNALISA KESSLER, The Black Arrow

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	46	66	3	3	8	57	2	26	42	40	40	35	42

Skills: As Black Arrow outlaws below, plus: *Follow Trail, Marksmanship*

Trappings: Leather jerkin, black hood, sword, knife, normal bow and quiver (20 Black Arrows)

Annalisa can be played a number of ways. She might simply be another enemy – an Outlaw Chief pure and simple. She might be a Robin Hood type, fond of a laugh and an intriguing situation. She might fall in love with one of the PCs with or without effort on the PC's part.

BRUNO, The Double Agent

Bruno does not interact much with the PCs and so his stats are not given; run yourself up a quick *Torturer* if you feel the need. He is best played as a dour, taciturn type.

COUNT VON DRAKENSBERG, the Rakish Villain

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	25	3	3	10	54	2	39	66	57	59	37	50

Skills: *Blather, Charm, Etiquette, Read/Write, Evaluate, Luck, Ride, Disarm, Dodge blow, Concealment Urban, Specialist Weapon – Rapier*

Trappings: Best quality clothes, rapier, knife (hidden), 200 GCs

The Count is a character everyone knows; smooth, suave, with a sinister rakish elegance. He is as swift and deadly as the rapier at his side. Run him as a Basil Rathbone type arch-villain.

LAUENGRAM, the Single Agent

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	47	45	3	3	9	38	1	41	28	32	34	27	26

Skills: As Black Arrow Outlaw (see below) plus: *Specialist Weapon – Bomb, Flee!, Read/Write, Silent Move Urban*

Trappings: 2D4 bombs, tinder box, 10 yds rope, large black cloak, dagger (under cloak), black mask, tall and wide-brimmed black hat

Lauengram should be viewed as a kind of crazed Guy Fawkes. He is given to prowling, suspicious stares, evil chuckles, lurking, and best of all, sputtering bombs. During the night before he bombs the PCs you may like to have him indulge the former tendencies, perhaps when they visit the Count.

THE MEN AT ARMS, the Count's Spear-Carriers

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	3	3	4	30	1	29	29	29	29	29	29

Skills: Dodge Blow, Strike Mighty Blow

Trappings: Mail shirt, helmet, shield, spear, sword

These boys, too, are well known. They are the chaps who materialise in droves when the Count snaps his fingers at opportune moments, and are cut down by the heroic PCs, while their master heaps scorn upon them.

Unsurprisingly (for they seem to have divined their lot in life somehow) they are a surly lot. It is suggested that the Count have 12 of these men with him (such fellows traditionally have weight of numbers).

THE BLACK ARROWS, the Outlaws

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	35	3	3	8	30	1	29	29	29	29	29	29

Skills: *Concealment Rural, Dodge blow, Scale Sheer Surface, Silent Move Rural, Strike Mighty Blow, Strike to Stun, Ride*

Trappings: Leather jack, black mask, hand weapon, normal bow and quiver (3D6 black arrows).

The way these characters are played depends upon the character of Annalisa. They may be Merry Men, a savage crew of cut-throats, or ice-cool professionals. In any case, they are not pushovers. If the PCs are outnumbered by them, they will probably try to stun rather than kill the PCs.

SLEEVES, the Captured Halfling Servant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	27	32	2	3	7	43	1	29	24	30	30	43	43

Skills: *Dodge Blow, Cook, Etiquette*

Trappings: Depending upon circumstances.

Sleeves may not appear at all. If he does, he may be an impeccably polished butler, a chef who has spent many years abroad (with an entertaining accent), but will be at his best if played for comic relief.

WOLFGANG KELLERMANN, the Man With A Past

Kellermann should not interact too much with the PCs so his stats are not given. He is basically a source of information, plot-wise, but as regards character he is probably best done as a brooding, angry sort of chap.





THE CASTLE

The Black Arrows' castle stands in a roughly circular clearing approximately 100 yards across. This entire clearing is visible to the outlaw look-outs during the day and on moonlit nights. A road runs straight out from the gates. One hundred yards from the castle by the east side of the road stands a hollow oak whose trunk is a shaft leading to the secret tunnel into the castle (see room 4, below).

Standard doors have T 5, D 12 and (if locked) Lock Rating 20. Special doors have T 8, D 22 and are always bolted. Walls are solid stone. The chandeliers marked on the map are wagon-wheel type affairs, each with 15 or so candles, which cast light as a torch does. The vertical distance between each floor is five yards.

1. The Gatchouse

There are two guardrooms flanking the main gates, each containing two outlaw guards. The room above the gates contains the winch controlling the portcullis (which is normally raised), as well as a murder hole (a trapdoor) useful for dropping things into the space between the first and second gates. On the nearby table, D8 incendiaries are placed ready.

2. The Stables

Each of these rooms is furnished with six horse-boxes, and a loft above holding a good supply of fodder. Normally each stable holds four riding horses which are occasionally used by the outlaws. Lauengram's horse will be here as well if he has arrived. Also kept here are saddles, bridles and any other riding equipment you might expect.

3. The Kitchen Area

These three rooms are the pantry, kitchen and well. The pantry and the well are just what they seem (the pantry holds 10 Iron Rations among its stores; the well is 30 yards deep). In the kitchen there are numerous knives and several hand weapons (cleavers and such), as well as Sleeves, the outlaws' captive Halfling cook. He sleeps on the floor.

4. The Dungeons

This room is equipped with six barred cells (bending the bars requires a -30 **Strength** test; locks are Value 30) into which our heroes may be thrown, bound hand and foot and disarmed. In this case, two outlaw guards will sit at the table outside the cells; otherwise the place is unoccupied except for a hungry Carnivorous Snapper. This lives in an 8' pit set in the floor, with a hinged grating over it (the grating's bolt is accessible to a character in the pit, and it is easily lifted). One of the 2' x 2' flagstones of the pit's floor can be lifted up to reveal the secret tunnel beneath.

Carnivorous Snapper

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	33	0	4	5	17	10	2	-	10	5	66	89	-

5. The Staircases

These are regular staircases, except for one thing; they have red stair-carpet on them. Swashbucklers may wish to pull the carpets in order to trip up any enemies who are standing on them. This can be done, but requires a check against 2 x **Strength**, minus 10 per person on the rug. All those on the rug must then check against I or be felled and only able to parry for D4 rounds.

6. Dormitories

These long barrack rooms each hold six beds, distributed among which will be found 12 sleeping outlaws, weapons and equipment lying ready to hand.

7. The Great Hall

This vast chamber, lit by a roaring blaze, wall torches and chandeliers, will typically contain 12 off-duty outlaws, revelling round the long table. Two of those may be posted to guard the PCs in their dungeon. The room's pillars and gallery create useful shadows.

8. Watch Turrets

Manned by archers in the event of an attack, normally most of these small, arrow-slitted towers are empty. The upper four, however, always contain solitary outlaw lookouts.

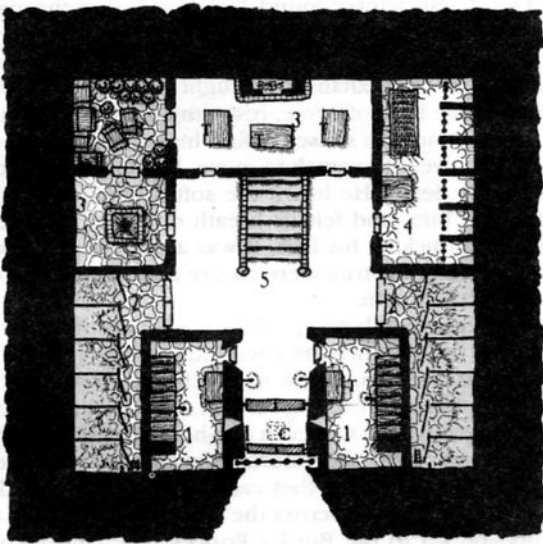
9. The Arrows' Tower

This tower is ascended by clockwise spiral stairs (-10 to WS for any right-handed fighters who are battling someone higher up the stairs than they, and for left-handers fighting down). Two guards are posted at the bottom of these stairs. The locked room at the top is the residence of Annalisa Kessler. It holds a double bed with a feather mattress and a table, under which is a locked chest holding coins and jewels worth 300GCs.

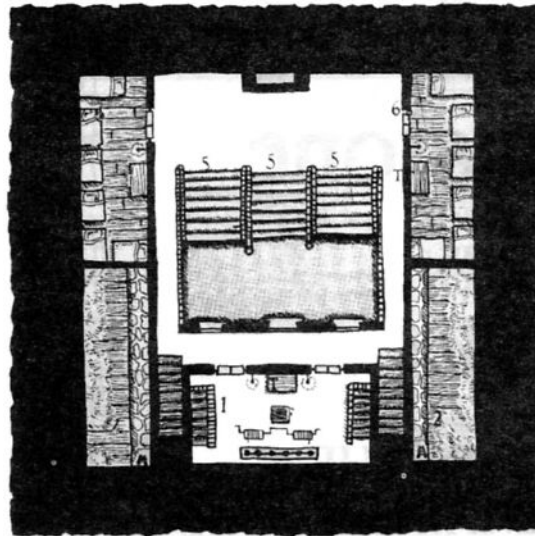
An interesting feature of the room is the curtained-off shaft down which runs a rope supporting the central chandelier in the Great Hall. Annalisa may slide down the rope if she needs to escape.

10. The Battlement Patrols

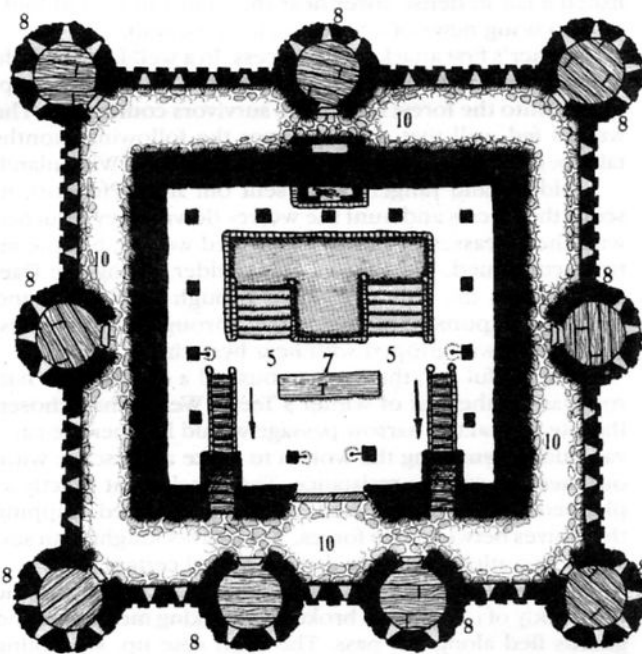
The areas of the battlement indicated are each patrolled by a single outlaw following the dotted line. The guards take one turn and one round to complete a circuit.



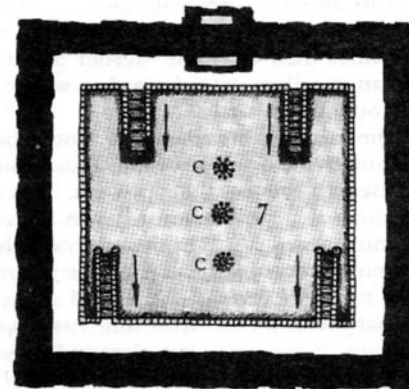
GROUND FLOOR



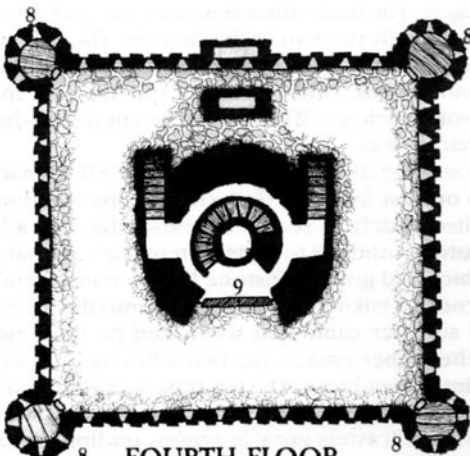
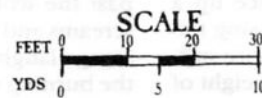
FIRST FLOOR



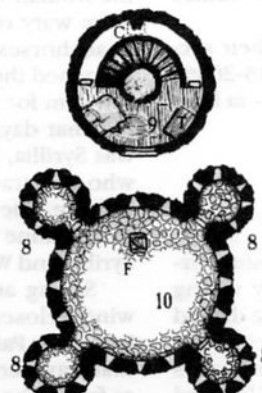
SECOND FLOOR



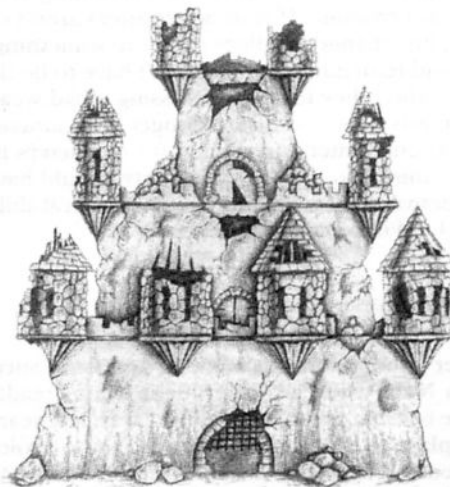
THIRD FLOOR



FOURTH FLOOR



THE UPPER TOWER



THE CASTLE

Chapter 21

Ironstone Pass

A PAIN IN THE MOUNTAINS

'Ironstone Pass' is a short incident that can be run as a short adventure any time your player characters are travelling in mountainous regions, or as an interlude at some point during the *Doomstones* campaign. All the *Doomstones* adventures involve quite a bit of hazardous travelling along mountain passes, so as the adventurers make their way from one location to another, they will have to cross through Ironstone Pass and survive an attack capable of wiping out forces many times their strength. Werner Silbermann and his allies are an excellent extra hazard to weaken an over-strong or over-confident party.

An ideal time to use this adventure would be after the party has obtained one or more of the Doomstone Crystals and have started to rely on their powers. This adventure will remind them that possession of such items is not in itself a guarantee of success. On the contrary, the Crystals will attract their own problems; this theme is developed in *Deep Trouble in Karak-Zulvor*. We would suggest, on the other hand, that you don't use 'Ironstone Pass' in the *Doomstones* campaign if the party has already lost some of its members to other perils – this could be the final straw!

You can, of course, run 'Ironstone Pass' as a stand-alone encounter whenever you need something to spice up a mountain crossing. If your adventurers aren't crossing the Vaults, just change the place names to something more suitable. And remember that it doesn't have to be the height of winter when they make the crossing – bad weather comes earlier, hits harder and stays longer in mountains.

This encounter is designed for characters in their second or third careers; ideally, a party should have 15-20 careers between them, including some magical ability – at least a Level 1 Wizard or equivalent.

WERNER'S TALE

Werner Silbermann was a young and fairly successful wizard in Nuln when an experiment went dreadfully wrong and he became a werewolf. For the next few years he drifted from place to place, always moving on to avoid being recognised for what he was and hunted down. As the years went by, he came to terms with his condition and learned to partially control it.

One harsh winter found him wandering through the forest which fringed the western foothills of the Worlds Edge mountains. It had been almost a week since he had eaten, and hunger and exhaustion caught up with him. He collapsed at the base of a tree, resigning himself to death.

He regained his senses to find himself surrounded by a pack of wolves. Too weak to move, he closed his eyes and waited for death. He heard the soft footfall of a wolf approaching him, and felt its breath on his neck. The wolf then began licking his face. It was almost as if the wolves were aware of his true were-nature and had accepted him as one of their own.

Werner gratefully accepted the hospitality of the wolfpack and lived among them as a wolf for almost a year. He became their leader, and now he was happy to be a wolf with swift legs, a keen nose, a warm coat, and deadly sharp teeth.

The next winter was even harsher than the last, and the hunting was predictably poor. As the pack ranged wider and wider in search of prey, they came across a trade road leading from the Empire across the Winter's Teeth pass to the Vaults and on to the Border Princes. The Human part of Werner's brain told him that this was the answer. He established a lair in dense cover near the road and posted look-outs to bring news of an approaching caravan.

Werner's first attack was a success. In a well-laid ambush, the wolves took two guards and a wagon driver and disappeared into the forest before the survivors could react. The wolves fed well that day, and over the following months tales began to be told of the 'Daemon Wolves' of Wissenland.

Soldiers and rangers were sent out from Pfeildorf, to scour the forests and hunt the wolves down. They returned with the carcasses of almost a hundred wolves, but the attacks continued. The stories grew wilder, giving the Daemon Wolves the ability to walk through solid rock, and making weapons pass harmlessly through their bodies. Wissenland was gripped with near hysteria.

One fateful day, the pack ambushed a caravan in a narrow pass to the east of Winter's Teeth. Werner had chosen the site so that the narrow passage would hamper the caravan guards, enabling the wolves to strike and escape without meeting serious resistance. The attack went exactly as planned until an unexpected rearguard appeared, trapping the wolves between two forces. The wolves fought with savage desperation, but their doom seemed certain.

Suddenly, one of the wagons erupted in flame, and the main body of the caravan broke as panicking merchants and guards fled along the pass. The dead rose up, shambling past the wolves to attack their living comrades. Over the screams and snarls of the battle, laughter rang out: the clear, savage laughter of an Elf-woman who had appeared beside the burning wagon. The battle turned into a rout, and soon the woman was the only survivor of the caravan. The wolves were wary of her, but she petted them as they fed on the dead horses and guards. Still chuckling quietly, she approached the wolf which was Werner, and he knew that she saw him for what he was.

That day, a strange alliance was born. The Elf-woman was Syrillia, an outcast from the dark city of Feiss Mabdon who had travelled widely in search of knowledge and adventure. The wolves withdrew to their current lair – an abandoned mine which had given Ironstone Pass its name – and Syrillia and Werner sat talking and plotting far into the night.

Spring and summer came and went, and by the time winter closed the higher passes, the two allies had turned Ironstone Pass into a deathtrap. The few travellers who came that way were easily overpowered, providing riches as well as food. The two spellcasters grew in power, trading spells and amassing magical equipment from those they robbed.

SETTING THE SCENE

The map below shows the layout of Ironstone Pass. The adventurers approach the pass from the right side of the map. This can be a good action to play out with miniatures, as the exact locations of the characters and their adversaries will greatly influence their actions. Whether or not you use miniatures, you should ensure that the players describe their travelling order: are they in single file or two abreast, who is at the front, and so forth.

It is also important to describe the weather. Emphasise the cold, the wind and the snow. Build this up as the adventurers travel along; ideally the PCs should be feeling utterly miserable even before this encounter begins.

1. Snow Trap

Beneath a crust of soft snow, the ground drops vertically 5 feet. Unless they are probing the snow in front of them, the lead characters are taken by surprise, and drop 4ft into the soft snow. Characters on horseback must make a successful *I* test (*Ride Horse* +10, *Trick Riding* +10) to stay mounted. Characters in deep snow may only move at one quarter of their *cautious* rate until they are clear of it. They may perform no actions other than parrying and trying to get clear, and may not *dodge* or cast spells. Creatures attacking characters mired in deep snow do with a +10 *WS/BS* bonus.

2. Wolf Lair

This is where the wolves wait until an attack starts. The entrance is covered by a *Camouflage Area* spell (see below),

making it difficult to see from the outside. The inner chamber is used by cubs and nursing mothers. There are four females and seven cubs here, none of which will take part in the attack.

The lair's entrance is two feet high and six feet wide, while that to the nursery chamber is two feet high and two feet wide. The female wolves will fight to the death to protect their cubs, and are *frenzied* while doing so.

3. Mine Entrance

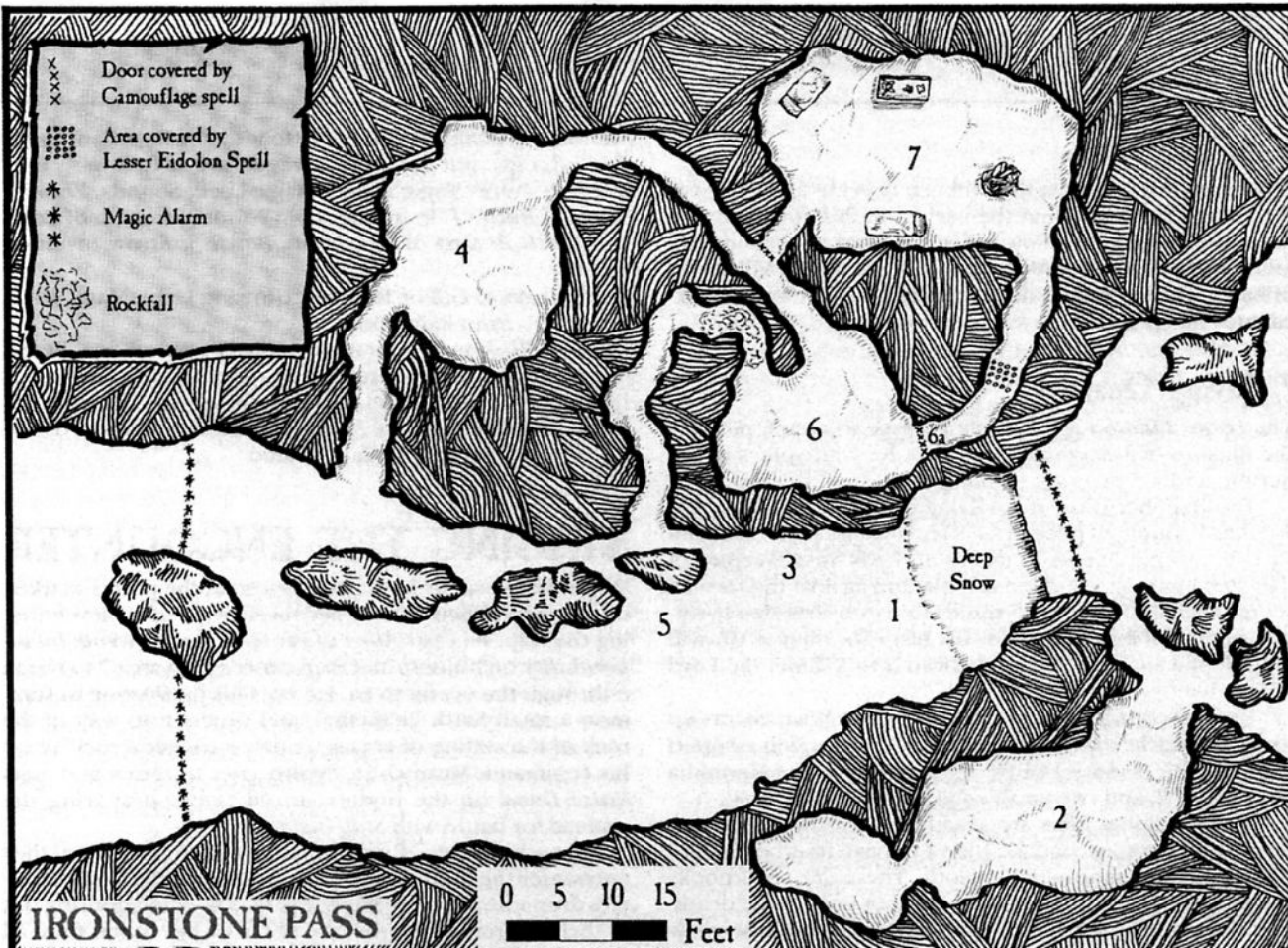
The original iron doors which sealed the mine entrance are still in place, but the area behind them has been blocked by a rockfall. The doors themselves are T 6 D 20, but even if they can be broken down, it is impossible to proceed any further beyond them.

4. Undead Pen

This small cavern has been altered to serve as a holding pen for the Undead forces commanded by Syrellia. When an attack is not in progress, all the Undead will be in this cavern, in an inactive state.

5. Entrance

Victims are intended to find this lightly concealed entrance. A loose rock standing at the side of the pass (I +20 to find it – make the roll secretly for any character who goes within 2 yards) has a hidden space behind it. The rock will take a combined S of 10 to move, revealing a passage 4 feet high and 5 feet wide.





6. Killing Zone

Characters who survive the ambush outside and discover the entrance at 5 will find themselves in this chamber. It is here that surviving victims are scrutinised to decide who merits further investigation, and who should be killed out of hand. The concealed door at 6a has a spyhole which facilitates this process.

7. Living Quarters

The *Lesser Eidolon* spell in the passage to area 6 projects the illusion of a deep chasm 20ft wide, with spikes at the bottom and a drawbridge sealing the rest of the passage.

The chamber is the main living quarters of Werner and Syrellia. A couple of piles of silks and cushions, looted from various caravans, serve as makeshift beds. In the centre of the chamber is an ash-filled fire-pit, and against the far wall stands a small shrine, with three Human hearts slowly rotting on top of it. A successful *Int* test (*Theology* +10) will identify the shrine as being dedicated to Khaine, the Lord of Murder.

The fire-pit has a loose slab at the bottom, which lifts up to reveal a cache of treasure. There is 13 GC, 4/6 in assorted coin (10 GC, 30 SS, 414 BP), a silver statuette of Myrmidia worth 30 GC, and two small rubies worth 5 GC each.

If the bedding piles are searched thoroughly, the one nearest the entrance will be found to have four books buried under the assortment of cloth. These are spell books looted from spellcasters who have fallen prey to the death-trap. Each book has a number of pages ripped out (the spells

Werner was unable to learn – he tends to be impatient about these things), but the intact contents are as follows:

Book 1: *Petty:* Magic Flame, Magic Lock, Sounds, Zone of Warmth; *Battle 1:* Immunity from Poison, Strength of Combat; *Battle 2:* Aura of Protection; *Battle 3:* Arrow Invulnerability.

Book 2: *Petty:* Gift of Tongues, Glowing Light, Magic Lock, Protection from Rain, Sleep.

Book 3: *Illusion 1:* Assume Illusionary Appearance, Bewilder Foe, Camouflage Area (new – see below); *Illusion 2:* Illusionary Woods, Lesser Eidolon (new – see below).

Book 4: *Battle 1:* Cause Animosity, Immunity from Poison; *Battle 2:* Cause Frenzy, Cause Panic.

STAGING THE ENCOUNTER

Magic Alarm spells have been placed at the points marked on the map. When Werner becomes aware of victims entering the trap, he casts *Aura of Protection* and *Arrow Invulnerability* on himself, and then proceeds to area 7 to watch 6 through the eyeslit in 6a. He uses his Earthstone to summon a small Earth Elemental, and orders it to wait in the rock of the ceiling of area 6, ready to trigger a rockfall on his command. Meanwhile, Syrellia goes to area 4 and casts *Raise Dead* on the bodies stored there, preparing the undead for battle with *Stop Instability*.

The adventurers' first intimation of danger is when they encounter the hidden drop at 1. As soon as the first characters drop into the deep snow, the wolves come pouring out of their lair (area 2) at the rate of D4+1 per round until all

fourteen are in the fray. This should force the adventurers forward, further into the pass. Sensible travellers will just run away from the wolves. If necessary to get brave PCs into the pass, ensure that the wolves start to win the combat and can push them back. As the victims get level with area 5, the Undead come out of area 4, sealing the other end of the pass. The two forces close in, and the adventurers are forced closer to 5. They will then find the "concealed" door, feel lucky, and take shelter in the caves.

Once in the caves, the adventurers are herded into area 6. Werner orders the Earth Elemental to cause a rockfall in the area shaded on the map, sealing off the escape route to 5. Treat the resulting shower of rock fragments as an *Assault of Stones* spell. At the same time, the undead have returned to area 4 and make their way along the passage to 6, with Syrellia behind them. She casts *Illusionary Enemy* to make the numbers of undead look more fearful, and takes on a *Ghastly Appearance* to disguise her presence among them. The undead stand shoulder-to-shoulder, blocking the passage to 4 but making no move to attack.

There follows a pause. The adventurers are trapped, with a rockfall sealing the exit to area 5, undead blocking the exit to 4, and an illusion hiding the exits to 7. Werner and Syrellia examine the adventurers from their hiding-places, weighing up whether or not they are "interesting". Any use of spells or magic items, displays of unusual fighting ability or imaginative responses to their predicament will qualify. Sight of any of the Crystals will qualify them immediately. This means that, rather than killing them as quickly and effectively as possible (*Fire Ball* spells, a more serious rockfall, etc.), the two will try to dispose of the adventurers without damaging any equipment they might have.

The following paragraphs deal with the various methods that Werner and Syrellia might try. The text below takes no account of what the adventurers themselves might be doing at the time, because the options are too numerous – you'll have to react as you see fit, bearing in mind the overall plan of the two evil spellcasters and the forces at their command. To get the most out of this encounter, you will need to put yourself into the minds of Werner and Syrellia; Syrellia in particular is highly intelligent and should take full advantage both of her capabilities and of the adventurers' response to their situation. Be sure to read the descriptions of the two principal NPCs extremely carefully, and review the possibilities that their large spell books and impressive trappings offer.

The adventurers certainly shouldn't just sit there and wait for the next thing to happen to them, so be sure that you allow them full freedom of action – within the restrictions of their present situation, of course!

Subduing the Adventurers

The first move to subdue the adventurers comes in the form of a *Marsh Lights* spell. A single globe of light appears in the centre of area 6, and begins to move in a rhythmic pattern. Werner is trying to use this as the focus object for his *Hypnotism* skill. Characters whose players specifically and immediately state that they are looking away from the light are not affected, but others must make a WP test (with a +10 bonus owing to the unorthodox manner in which Werner is using hypnotism) or lapse into a trance. Each unaffected character may try to rouse one entranced character per round, by shouting, slapping and the like – this gives the entranced character another WP test (unmodified) to snap out of the trance.

If all the adventurers end up in a trance, the fight is more or less over – they will wake up in the dark, on an unfamil-

iar part of the mountain stripped of all valuables and magical items and the poorer by a Fate Point each. And they should think themselves lucky at that – it's only their Fate Points that kept them from being wolf food. Needless to say, this is not the most dramatically satisfying outcome, and should only be used if your players seem bored with the struggle or are so weak that they can't reasonably fight back. However, it is unlikely that all the adventurers will succumb at once, and after an entertaining few minutes they should all be staring steadfastly away from the bobbing light, refusing to be hypnotised and trying to figure out what to do.

So Werner will have to try something else. The next move will be to cast a *Steal Mind* spell on the likeliest-looking character. A spellcaster will be the first target, especially one who has been using magic to resist the *Marsh Lights* and *Hypnotism*, or one who Werner has seen with a powerful magic item. If the first target is affected, Werner will repeat the treatment on a second, and so on round the party. Tough-looking fighter types will be the second set of targets after spellcasters. If Werner subdues the whole party this way, they will be stripped and dumped as above.

If the PCs are not all subdued, Werner will proceed to his third plan, a *Universal Confusion* spell cast on the entire party. Note that a WP test is permitted to resist the spell's effects. As soon as the spell is cast, the Undead will move into the room with the intention of mobbing the adventurers and pinning them to the walls. Even if the adventurers haven't been able to do anything positive about their situation so far, now is their chance for an epic battle, bunched together and fighting off hordes of Undead as the corpses pile up all around them!

THE ADVENTURERS STRIKE BACK

It is unlikely that the adventurers will fall prey to Werner's attempts to subdue them. Such methods might work on terrified merchants and unimaginative mercenaries, but a band of seasoned adventurers should be able to stand up to his methods, and even mount a counterattack.

There are three main options open to the adventurers once they are herded into area 6: blasting their way out through the undead, finding the secret door to 7, or somehow getting out through the rockfall to 5. Of course, imaginative players might well come up with other plans, and you'll have to react to these on behalf of Werner and Syrellia.

Digging Out

The rockfall triggered by Werner's Earth Elemental covers the area shaded on the map, and will take 40 character/minutes to clear manually (Werner has the Earth Elemental put things back after an attack), with a maximum of two characters being able to work clearing the rockfall at any one time.

Unless the adventurers have the Crystal of Earth, or some other magical means of tunnelling their way out fast, this is probably the least useful option; it will take time, and Werner will certainly notice and have time to react. The adventurers will have about a turn's worth of digging before Werner reacts with the *Universal Confusion* plus undead option.

Blasting Out

Blasting their way out of the cavern is not too bad an idea – especially if the adventurers have the Crystal of Fire. This is not least because the first time the adventurers use the

Apocrypha Two: Chart of Darkness

Crystal, the Earth Elemental will vanish in terror, so Werner can't cause another cave-in.

Although there seem to be an awful lot of Undead, remember that a large part of this is due to Syrrillia's *Illusionary Enemy* spell. A good, solid barrage of *Fire Ball* or *Blast* spells should clear a few of them away from the mouth of the passage to area 4, enabling the adventurers to get a bridgehead in the passage and start pushing. In the passage, the adventurers will be out of Werner's line of sight from his spyhole, so he will no longer be able to cast spells at them. And, having a healthy regard for his own skin, he will certainly not come out from his hiding-place just to get a better shot. The Zombies, of course, can be forced to leave the fight if they lose a round of combat and fail a **Ld** test. This will play havoc with the Undead in this confined space, as Zombies try to go one way and Skeletons try to go the other – while the adventurers can take free blows at retreating backs.

As soon as things begin to look complicated in the passage, Syrrillia will retreat to area 4, ordering the Undead to stage a fighting retreat. What she does next will depend on how healthy her forces are looking. If she thinks she can win the fight by pulling back to 4 and luring the adventurers into the chamber where the Undead can use their superior numbers to advantage, she will do so.

If, on the other hand, the adventurers are felling Undead like nine-pins, she will adopt a more subtle tactic. Leaving the Undead to block the party for as long as they can, she will retreat to area 4, drop her *Ghostly Appearance* and do her best to look like a prisoner by tearing her clothes and scratching her face and arms. The adventurers will find her huddled in a corner and apparently terrified, when they enter area 4. She will claim to be a wizard's apprentice, held prisoner by the Undead since her master was killed in a similar ambush. "They're keeping me for something HORRIBLE, I just KNOW it!" she will wail in feigned hysteria. There's a good chance that the adventurers will decide to rescue her, unless one or more characters saw through her *Ghostly Appearance* during the fight in the corridor. A character with *Magical Awareness* skill is permitted an **Int** test to notice that her magical aura seems somewhat more powerful than one would expect from a mere apprentice.

Assuming that the adventurers accept her story and take her along with them, she will try to get away from them on the following night, stealing what she can. If she sees one of the Doomstone Crystals in action, she will probably sneak off, return to the pass, put together as many undead as she can, and attack the party with the aim of winning this treasure. The journey through the mountains could turn into a running battle, fighting off Undead every inch of the way.

Finding the Door

If the adventurers penetrate the illusion covering the door at 6a, the door becomes obvious. It is bolted on the other side (**T** 4, **D** 14), and Werner will be long gone by the time the adventurers break it down. One character at a time can try to break the door down; the rest will be needed to fight off the Undead, who will pour into the chamber at this point.

Werner will rush into area 7, relying on the illusion of the chasm and portcullis to slow the adventurers down a little. He will grab his spell book and go via the passage to 4 and out of the complex, hiding the book under a rock in the pass, changing to wolf form and leading his wolves in a full retreat into the mountains. Syrrillia will have to fend for herself – she may try to wipe the adventurers out in area 7, under her idol of Khaine, by swamping them with Undead, she may play the prisoner and hope for better luck another

day, or she may simply run for it, leaving the Undead to fight a rearguard action and buy her time to escape.

Changing Sides

Syrrillia is growing tired of Werner, and is thinking of taking him for everything he's got and moving on: although Werner doesn't know it, she is by far the superior spellcaster. You might decide that if the adventurers are doing an impressive job against Werner, and if they haven't yet come into conflict with Syrrillia, then she may decide to join them. If you like rolling dice, you might give her a 'Whimsy' test of 30%, modified by up to +/–30 according to how she rates the adventurers' performance.

If Syrrillia does decide to abandon Werner, a number of spectacular things will happen. First, the Undead will crumble to the floor as she unleashes an *Annihilate Undead* spell from behind them. Then, she will march into the chamber, revealing the concealed door with a *Banish Illusion* followed by a *Lightning Bolt* to demolish it and a *Steal Mind* (augmented with 9 Magic Points from one of her Jewels of Power) at Werner. If the spell gets him, she marches up and cuts his throat – otherwise, she pumps *Fire Balls* into his fleeing back. He could ruin everything if he got the chance to talk.

Introducing herself to the adventurers as Larithriel Oakshadow from the Loren Forest, Syrrillia then explains that Werner had been holding her prisoner under the influence of powerful soporific drugs, but the adventurers' arrival delayed the next dose long enough for her to regain her senses, get free and take revenge. She will offer to join the adventurers for up to two weeks – "the least I can do in thanks" – but her main motive is to find out what magical equipment they have and strip them of it if possible.

PROFILES

14 Pack Wolves

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	33	0	2	2	5	30	1	-	10	10	14	14	-

Special Rules: Bite attack, 20% chance of causing *infected wounds*. Fear fire.

12 Zombies

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	0	3	3	5	10	1	10	10	14	14	14	-

Special Rules: Subject to *instability*. Subject to *stupidity* unless controlled. **Ld** test to keep fighting when losing combat. Cause *fear* in living creatures they attack. Immune to psychological effects. Hits have a 20% chance of causing *Tomb Rot*; hits which do not cause *Tomb Rot* have a 50% chance of causing *infected wounds*.

16 Skeletons

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	17	3	3	5	20	1	18	18	18	18	18	-

Special Rules: Subject to *instability*. Subject to *stupidity* unless controlled. May not be forced to leave combat. Cause *fear* in living creatures. Immune to psychological effects. Hits have a 35% chance of causing *infected wounds*.

Syrillia

Dark Elf Level 3 Necromancer/Level 3 Illusionist

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	48	44	3	4	10	83	1	79	63	88	80	63	46

Special Rules: Syrillia's disabilities are Cadaverous Appearance, Animal Aversion and Strength Loss. All are at stage 1.

Skills: Acting; Ambidextrous; Arcane Language - Magick; Cast Spells - see below; Charm; Daemon Lore; Evaluate; Flee!; Herb Lore; Hypnotise; Identify Plants; Identify Undead; Immunity to Disease; Magical Awareness; Magical Sense; Meditation; Night Vision - 30 yards; Read/Write - Tar-Eltharin, Old Worlder; Rune Lore; Scroll Lore; Secret Language - Classical; Seduction; Speak Additional Language - Old Worlder

Spells (47 Magic Points)

Petty: Curse, Gift of Tongues, Glowing Light, Magic Alarm, Magic Flame, Magic Lock, Marsh Lights, Protection from Rain, Reinforce Door, Sleep, Sounds, Zone of Silence, Zone of Warmth

Battle 1: Cause Animosity, Fire Ball, Fight, Immunity from Poison, Steal Mind, Strength of Combat

Battle 2: Cause Frenzy, Cause Hatred, Cause Panic

Battle 3: Arrow Invulnerability, Cause Cowardly Flight, Cause Fear, Cause Stupidity

Illusion 1: Assume Illusionary Appearance, Bewilder Foe

Illusion 2: Banish Illusion, Ghostly Appearance

Illusion 3: Illusionary Enemy

Necromantic 1: Destroy Undead, Hand of Death, Summon Skeletons, Zone of Life

Necromantic 2: Control Undead, Extend Control, Hand of Dust, Stop Instability

Necromantic 3: Annihilate Undead, Raise Dead

Trappings: dagger (I +20, D -2, P -20); heavy winter cloak; Jewel of Power (energy: 6 magic points); Jewel of Power (energy: 9 magic points); Jewel of Power (spell: *Lightning Bolt* cast at level 3); Amulet of Righteous Silver; Ring of Protection vs non-ethereal Undead; Amulet Ring: Thrice-Blessed Copper; spell book

Werner Silbermann

Level 3 Illusionist/Werewolf, Human Form

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	35	4	4	10	43	1	53	56	63	51	58	33

Special Rules: Subject to *frenzy*: make a WP test or change to wolf form until *frenzy* subsides, when another WP test is necessary to change back to Human form. Werner has learnt to control his condition to some extent, so he has a +10 bonus to these tests.

Skills: Arcane Language - Magick; Cast Spells (see below); Charm Animal - wolves only; Evaluate; Herb Lore; Hypnotise; Identify Plants; Identify Undead; Magical Awareness; Magical Sense; Meditation; Read/Write; Rune Lore; Scroll Lore; Secret Language - Classical.

Spells (37 Magic Points)

Petty: Gift of Tongues, Glowing Light, Magic Alarm, Magic Flame, Magic Lock, Marsh Lights, Protection from Rain, Sleep, Sounds, Zone of Warmth

Battle 1: Cause Animosity, Fire Ball, Immunity from Poison, Steal Mind, Strength of Combat

Battle 2: Aura of Protection, Cause Frenzy, Cause Panic

Battle 3: Arrow Invulnerability



Apocrypha Two: Chart of Darkness

Illusion 1: Assume Illusionary Appearance, Bewilder Foe, Camouflage Area*, Cloak Activity

Illusion 2: Banish Illusion, Ghostly Appearance, Illusionary Woods, Lesser Eidolon*

Illusion 3: Illusionary Enemy, Illusion of Mighty Appearance, Universal Confusion

(* These are new spells – see New Illusion Magic below.)

Trappings: dagger (I +20, D -2, P -20); magical sword (WS +10); Robe of Toughness +2; Jewel of Power (energy: 8 magic points); Amulet of Coal (2 *Fire Ball* spells, cast at level 2); Potion of Healing (3 doses); Ring of Protection vs Goblinoids; Earthstone (see below); spell book

Wolf Form

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	41	0	3	3	5	30	1	-	10	14	14	14	-

Special Rules: Bite attack: 20% chance of causing *infected wounds*.

Gorrr'ummraoorr, size 3 Earth Elemental

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	27	27	3	3	27	27	3	27	27	27	27	27	27

Special Rules: Gorrr'ummraoorr is bound to Werner's Earthstone – see below for the relevant rules.

NEW ILLUSION MAGIC

Camouflage Area

Spell Level: 1

Magic Points: 4

Range: Touch

Duration: Until dispelled

Ingredients: 1 pint of Chameleoleech blood

This spell affects an area up to 10 feet in each direction. It conceals anything in that space – doors, treasure chests and the like – and makes the area look just like the rest of the space in which it is situated. The main purpose of this spell is to discourage anyone from searching an area thoroughly. Characters searching an area covered by this illusion will see through it on a successful **Int** test (Illusionists +10 per level). This test is modified by the caster's level as normal.

Lesser Eidolon

Spell Level: 2

Magic Points: 6

Range: Touch

Duration: Until dispelled

Ingredients: Model of desired terrain

This spell creates illusionary terrain within a cube of space ten feet on each side. The terrain can appear to be anything desired by the caster, but the illusion may not include a representation of anything living or anything that moves. No other illusion may be cast in the same area – if this happens, both illusions are dispelled. Characters viewing the illusion from a distance of 24 yards or less may make an **Int** test to see through it. This test is modified by the caster's level as normal.

NEW MAGIC ITEMS

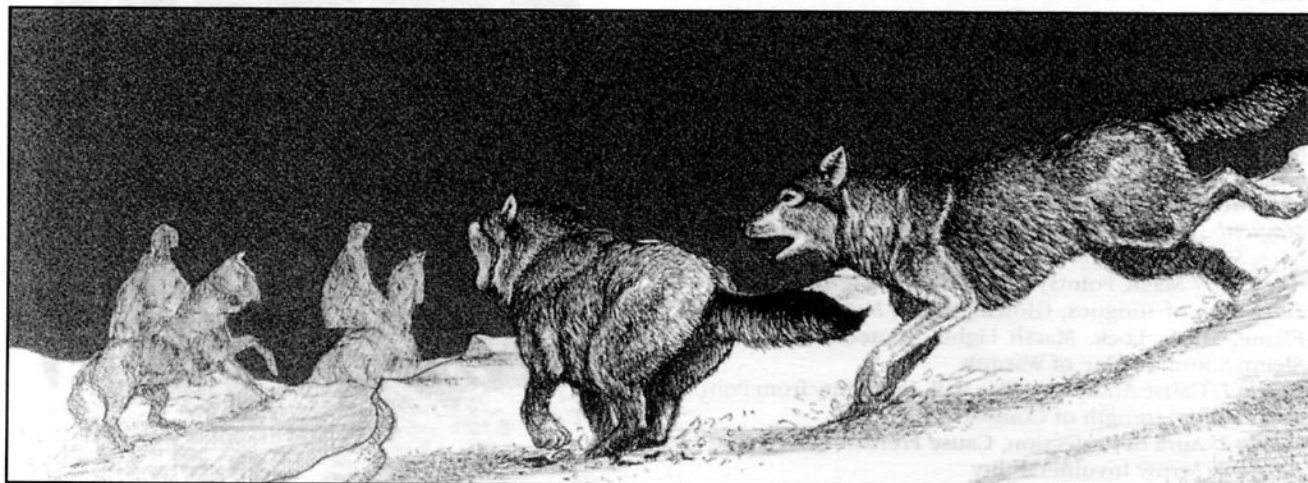
Earthstone

This item is a fist-sized lump of granite, irregularly shaped and carved with runes pertaining to the element of earth. A character with *Magical Sense* skill who examines the stone will recognise its affiliation with the magic of earth on a successful **Int** test.

A small Earth Elemental is magically bound to the stone, and may be summoned by the stone's holder once per day. This costs the holder 2 Magic Points, which means that the user must be a spellcaster – users without MPs will be ignored. Once summoned, the Elemental may be ordered to perform up to three tasks. Orders may be given one at a time or all together: in the latter case, the character must specify the order in which the tasks are to be performed, or the Elemental will choose (select randomly).

It is not certain that the Elemental will perform all the tasks demanded of it. The first task will always be carried out, but the second task has a 60% chance of being done – on a D100 roll of 61 or more the Elemental vanishes back whence it came and may not be summoned again for a full day. The third task has only a 30% chance of being carried out.

The Earthstone's Elemental may not be ordered to do things which are beyond its abilities, or which would result in its destruction. If given such orders, the Elemental will vanish and may not be summoned again until next day.



Chapter 22

Deep Trouble in Karak-Zulvor

AN ADVENTURE IN A TRADITIONAL STYLE

The mountains and passes of the Vaults are full of scholars, tomb-robbers and treasure-hunters, vying to find and restore (or loot) lost Dwarfholds. The adventurers (who should ideally be in their second or third careers, with a good mix of fighting and scouting abilities) are hired by a Dwarf scholar to escort him to the Dwarfhold of Karak-Zulvor, and help him recover some ancient texts. It seems like a simple enough mission, but then, don't they all?

A few leagues south of Kadar-Gravning, Karak-Zulvor was one of the Dwarfholds in the Vaults that fell to the Orcish forces of the Bloodaxe Alliance over a century ago. What makes this Hold unusual is that when the Greenskins took control, they found it inhabited not by Dwarfs but by Skaven. The Ratmen had been in residence for centuries, having gained entry through a deep mine shaft which the Dwarfs had sealed off after discovering a lode of Warpstone buried there – a geological anomaly which, no doubt, attracted the Skaven to the Hold.

After the collapse of the Bloodaxe Alliance (see *Doomstones: Fire and Blood* or *Doomstones: Wars and Death*), a small group of Goblinoids stayed in Karak-Zulvor. Some of them experimented with the Warpstone they found there and became mutated. It was here that Radzog, the villain of 'Death Rock', studied magic for a time and gained the mutations which, he believed, marked him out for greatness.

Your Patron

Gimbri Flintthrow is a Dwarf in early middle age, who often seems to be lost in thought. He is a Scholar and Physician, and in return for the party's assistance in exploring Karak-Zulvor, defeating the Goblinoids that now live there, and enabling him to obtain the texts he is searching for, he offers the party his medical services, his theoretical knowledge of the Dwarfhold's interior (gained from studying intact Holds of similar age and location – traditionalists to the core,

the Dwarfs tended to employ a common pattern in Hold construction) and equal shares in any valuables found, apart from documents and artefacts of historical significance. He offers each character an uncut ruby worth about 250 GC as a token of good faith.

Gimbri is more than he seems. While the PCs may have the opportunity to find this out before the end of the adventure, it is important that at the start they believe he is no more than another Scholar, trying to rediscover a lost Hold and recover whatever may be found in the ruins. As GM, you must read Gimbri's profile, and the final section of the adventure, before the PCs enter Karak-Zulvor.

Between a Rock and a Dark Place

If you're playing this adventure as part of the *Doomstones* campaign, it fits best between 'Blood in Darkness' and 'Death Rock'. The conclusion of 'Blood in Darkness' leaves the PCs at the Shrine of Kadar-Helgad. Do not use the visitation from Yazeran's ghost to send them to the monastery of Eyrie just yet – save it for the end of this adventure. Instead, leave the PCs confused as to where their quest takes them next. They will probably start to head for civilisation, over the Winter's Teeth Pass. In possession of two Crystals of Power, the PCs will begin to attract the attentions of the forces of Chaos.

As the adventurers trudge along the mountainous trade road (or wherever else is appropriate), they see figures ahead. Three Dwarfs lie dead on the path. Another Dwarf stands silently nearby, and hails the party as they approach. Gimbri (for it is he) begs the PCs for help, explaining that his brave fallen comrades have been slain in a Goblin ambush, and their bodies looted. He was some way behind the others, and escaped the Goblins' attentions by drinking a potion of invisibility – he even shows the PCs the vial that contained the potion. "How can I now fulfil my duty to my ancestors? Travelling alone in these hills, I will surely be doomed." The party's sympathy for Gimbri may pick up when he explains the nature of his quest, and (failing that) proffers the uncut rubies. One way or another, it's critical that he inveigles his way into the party's trust in order to lead them to Karak-Zulvor.

Almost everything Gimbri has said is untrue, but it's important that the PCs don't realise that yet. In fact, there was no ambush and there were no Goblins. Gimbri poisoned his travelling companions with manbane (the poison, not a 'potion', was in the vial) and set up the scene as a trap for the PCs. If the PCs examine the bodies, they find that the Dwarfs are normal in every respect, and the wounds are authentic. Suspicious PCs might question why no dead Goblins or Goblin blood can be seen, but Gimbri will assure them that the ambush was swift and effective. If any of them try to track the Goblins, they obviously won't be able to pick up a trail, but after a bit of searching they will find some Goblin tracks, unrelated to the 'ambush' or this adventure. Suspicious PCs might also wonder why Gimbri did not join the combat – you can play up his feebleness here, if it helps. You might choose to let one of the PCs spot a short-sword far below the path; this is the weapon Gimbri used to inflict the 'ambush wounds' on his unfortunate companions, and then flung away. If some of the PCs are getting paranoid about Gimbri, have them attacked by a real Goblin ambush that night.

With luck, the players will just think that the encounter with Gimbri was indeed a 'set up', but set up by you as GM in order to push the adventurers into your carefully prepared scenario.

More Dwarfs

If you have already begun, or even ended, 'Death Rock', do not despair. You can run this adventure between 'Death Rock' and 'Dwarf Wars', or as a filler after 'Dwarf Wars' but before 'Heart of Chaos', or even as a stand-alone. PCs armed with the Crystals are, however, likely to be so powerful that the adventure as it stands won't be very challenging.

In that case, you will probably want to boost the numbers and ferocity of the inhabitants of Karak-Zulvor – by adding some tough Black Orcs and maybe a Goblin shaman or two, for example. You should also make Gimbri himself a more formidable adversary, armed with some serious magic items of his own, instead of the rather sad figure described.

If you are not playing the *Doomstones* campaign at all, simply change a few names and place Karak-Zulvor wherever you like in the World's Edge Mountains, the Vaults or the Grey or Black Mountains. If it is more convenient, you might want to have the initial encounter with Gimbri take place in town rather than on the open road – the 'Goblin ambush' is very much an optional extra and isn't integral to the plot.

In *The Enemy Within*, a trip into the mountains might make a convenient break between city-based adventures. Gimbri could be searching for appropriate young talent in whatever location the PCs happen to be based.

REACHING KARAK-ZULVOR

The journey to Karak-Zulvor can be as simple or as complex as you desire. Some encounters with Goblins, or at least evidence of Goblinoid activity – a wolf-rider spotted on a distant mountainside, a recently abandoned camp, sounds in the night and giant spider tracks in the morning – would be obvious ways to liven up the journey and keep the PCs suitably on edge. You can intersperse descriptions of the journey with the conversation with Gimbri. He explains that he has scouted the Hold from the outside but, having established that Goblinoids are still there, has not attempted to enter. He leads the adventurers to within sight of the Hold, points out the entrances and describes where he thinks they lead, but after that it's up to the PCs to decide on the next step. Gimbri explains he is no soldier, and he has hired the adventurers' for their tactical expertise as much as their fighting prowess.

Gimbri will accompany the PCs into Karak-Zulvor without hesitation; having come to the Hold for a reason, he is not going to give up now. Gimbri can be used to drop some subtle or not-so-subtle clues if your players are being particularly dense:

"Normally in such a Hold, there would be a couple of smaller rooms off this one – just here, look," or:

"Well, I'm no expert but I would say that if you go rushing over there, that big Orc – curse the name of his race, despoilers of Dwarfholds – will just pick you off one by one. But you're the tacticians, see, so those decisions are yours to make."

ENTERING KARAK-ZULVOR

According to Gimbri, there are three possible entrances: the headframe, the main entrance, and the ventilation shafts of the farm galleries. For the party's benefit, he will summarise the pros and cons of each:

The Headframe

"Good Dwarfish engineering, that. Coming in through the headframe means a stiff climb to the peak, and then a long drop – half a mile or more, I'd say – to the bottom of the main shaft. I very much doubt the Greenskins would have any defences set up there. With a lot of rope, a lot of luck, and a certain amount of swinging, it might be possible to reach one of the upper galleries."

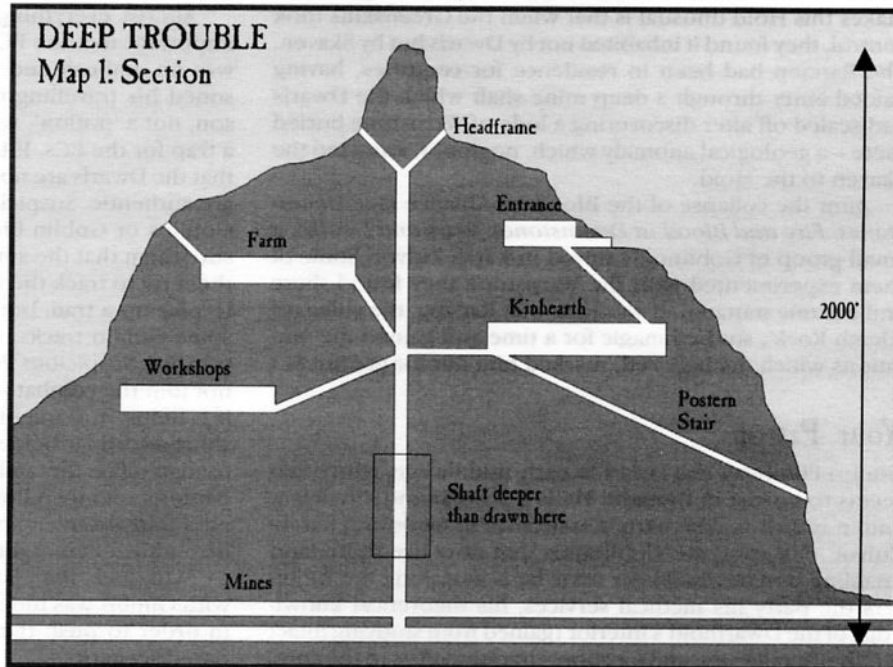
The climb to the headframe is the most challenging any character has ever undertaken, with high winds, ice, falling rocks and any other hazards that a cruel GM might care to throw in. Once there, the PCs must contrive to get down the shaft without plunging to their doom, and without being seen by the Orcs. (Remember, even the best-equipped adventurers do not normally bring half a mile of rope with them on their travels.) If the PCs achieve this, it will give them the advantage of surprise – nay, utter, slack-jawed amazement – in their first encounter with the Orcs.

The Main Entrance

"The main gates still work, by some miracle. I've seen them open and close to let Goblin spider-riders in and out, so the Greenskins must have taken care of the machinery. They're not exactly going to let you march in: the entrance is bound to be well-guarded, and of course it's far easier to open the doors from the inside than the outside."

The huge stone doors open only from the inside. Two Orcs maintain a negligent guard here in a gatehouse above the portal, equipped with arrow-slits that afford a clear view of the area in front of the doors. The doors are incredibly solid (T 10, D 100), but imaginative characters may find some way of getting in by this route. The trick will be to do so without raising the alarm.

DEEP TROUBLE
Map 1: Section



The Ventilation Shafts

"Part-way up the mountain there should be a series of shafts to let air and light into the farming levels of the Hold. Normally such shafts would have shutters to keep out the weather and anything that might fancy crawling in, but after so long we might find one or two broken ones. The shafts are steep, but wide enough to crawl down. I don't know if the Orcs would have them guarded."

The shafts are steep (varying from 45 to 60 degrees) and slippery in places, but with ropes, *Scale Sheer Surface*, and a few precautions, the PCs should be able to negotiate them. If in doubt, impose a *Risk* test. A roped character failing the test will fall 1D3 yards; unroped characters will fall all the way down the shaft, although because of the slope the damage from the fall is treated as 6 yards maximum. By listening at each shaft, the PCs can tell if the gallery is occupied; however, the shafts are too dark and deep to see into the galleries from the surface. If they enter the Hold through these shafts, the PCs will end up in the Mould Frames (2).

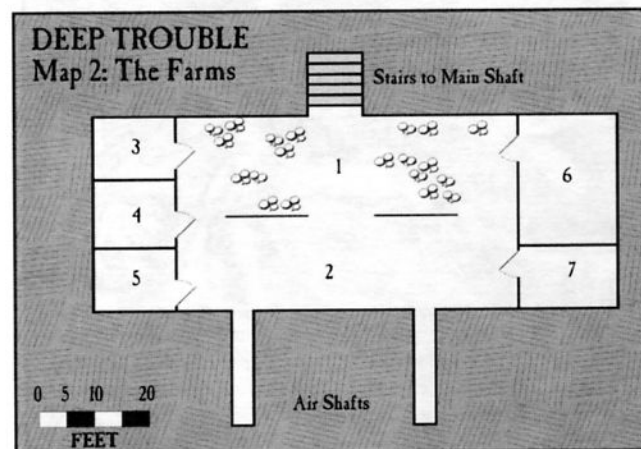
INSIDE THE HOLD

Karak-Zulvor has fallen into disrepair. The goblinoids have taken over some areas, destroyed some others (the difference is often slight), and blocked off access to others. It should become obvious that the Orcs have very little idea of the engineering and architectural subtleties of this Dwarfhold. Play up for any Dwarf PCs present what a tragedy it is for fine Dwarfish building work to not be properly maintained and cherished. The Orcs' attitude towards Karak-Zulvor is that it's just a big 'ole in the ground, good for defenses and that, nice'n'comfortable, good rooms to put yer squigz in and lots of space to leave yer bitz.

Mention the smell from time to time: the combination of Orcish standards of hygiene and the underground location is a powerful one, in terms of odour at least.

THE FARM GALLERY

A single farm gallery was ample to supply the needs of a small Hold like Karak-Zulvor. The invading Skaven adapted the galleries to house mutant creatures and breed their food supply. The centre of the gallery is a large, open space, lit by the shafts from the surface and currently used for growing moulds. The other rooms were originally storerooms; they are either dark or dimly lit by shafts too narrow for anyone to crawl down.



1. Mushroom Garden

The floor of this unlit room is covered in dark, damp compost, with clumps of mushrooms growing in places. Thick growths of white, slender-stalked, fibrous mushrooms cover wooden lattices on the walls. Some are variants of familiar mushrooms, but most are exotic.

Tending the fungi are four unarmed Snotlings (*WFRP*, p.228). If the alarm has been raised, they will be hiding – cowering behind large mushrooms, dug into heaps of compost, and so on – and waiting for an opportunity to bolt for the door. If the alarm has not been raised, the Snotlings will try to escape as soon as the PCs enter. In either case, they only attack if cornered or captured, biting and struggling to get free. A Snotling's *bite* does D3 damage, and has a 10% chance of causing *infected wounds*. The Snotlings might also (25% chance, higher if you feel mean) make some improvised spore weapons from the moulds in the frames.

The smell in the room is intense, and any character who fails a T test on entering the room will begin to feel queasy, suffering a -10 penalty to all tests for 15-T minutes. The depth and softness of the compost means that characters trying to move at greater than cautious rate must make a *Risk* test each round or fall over. Any character who falls over (or is spattered with compost by mischievous or panicky Snotlings) suffers a -10 penalty to both *Fel* and *bide* tests (versus anything with a sense of smell) until cleaned up.

Four of the various mushroom varieties here are products of Clan Moulder warp-breeding, and might be worth up to 5 GC each to a wizard, scholar, herbalist or alchemist. If the PCs poke around in the mushrooms, describe their appearance – but do not describe a mushroom's properties unless someone is brave enough to taste it.

- ✦ **Milky Scabcap:** knobbed, translucent white caps as big as a dinner plate, with streaks of red-brown. Excellent taste: worth 5 GC each for cooking.
- ✦ **Raven's Wing:** coal-black fluted cap. A potent Manbane-like poison; one bite equals 1D3 doses.
- ✦ **Woolly-Stalked Stinkhorn:** lavender with stalks like deer horns; foul smell. Heals one **Wound** immediately.
- ✦ **Red Rock Brain:** bright red, brain-shaped and textured. It is a mild Manbane poison; one bite equals 1 dose.

Anyone eating these mushrooms has a small chance of developing mutations from the influence of the Warpstone: 1% cumulative chance per mushroom of developing Phase II symptoms as described below would be fair, but who's counting?

2. Mould Frames

Lattice frames made from dried giant mushroom stalks are spiked to the ceiling, supporting thick curtains of glistening, multicoloured moulds which obscure the view from one part of the room to another.

If the alarm has been raised, this room is empty. Otherwise, about a dozen Snotlings are tending the frames. They will try to flee at the first sight of intruders, but each Snotling must make an *Int* test to think of heading out of the farm galleries and raising the alarm, followed by a *CI* test to summon the courage to face its Orcish masters with bad news. Like the Snotlings in area 1, they will only fight if cornered or captured, and their bites and small pruning-knives cause D3 damage at \$ 1, with a 10% chance of causing *infected wounds*. You can have a lot of fun with Snotlings leaping onto, or dropping things on, the PCs. Inventive and astute Snotlings (an alarming concept, but go with it) might try to chop down parts of the frames in an attempt to bury the PCs or at least hamper their progress.

Apocrypha Two: Chart of Darkness

Most of the moulds are harmless, but any movement at greater than *cautious* rate has a 10% change per round of disturbing a patch of red or yellow mould.

3. The Rat Coop

When the door is opened, a carpet of sleek, well-fed rats – enough to cause a character with a phobia of rats to make a *Terror* test just at the sight of them – swarms around the characters' feet, casting their tiny muzzles and eyes up expectantly. They appear to assume that any humanoid who enters the room has come to feed them. Fragments of mushroom on the floor indicate their diet. They are very tame, and will follow the adventurers everywhere, climbing up their legs and begging for food. They squeak cheerfully, and are very affectionate, but untrainable. Have the rats follow the PCs from room to room, squeaking and generally causing a nuisance (-10 to *Dex*, *I* and *Hide* tests).

4-5. Squig Kennels

Any noise or movement near the doors to these rooms brings a series of heavy thumps against the door, accompanied by ferocious snarling. Clearly there is something large and very aggressive inside.

Each room is used as a kennel for five Squigs which are fed on rats (and the occasional hand) which the Snotlings poke under the door. The Squigs will attack any target that presents itself, and fight to the death. The Squigs are not chained up; if the adventurers are foolish enough to open the door, the Squigs will leap out. Most will attack the PCs, while one or two will rush off – ready to be disturbed again as the adventurers poke around in a particularly dark'n' smelly corner of the gallery. If for some reason you don't like Squigs, or don't have any Squig miniatures to hand, under-fed wolves would be good substitutes.

6. Spider Coop

This unlit room houses the giant spiders ridden into battle by the elite of the local Goblins. The spiders have lined the room with silk; scattered about the floor are the dried, drained husks of three Snotlings. The spiders regard anything that enters the room as a potential meal, and only fire

will deter them. Their silk is slow to ignite – a character would have to hold a torch to it for 3-4 rounds – but will burn fiercely once it has caught.

7. Mutant Spider

One of the giant spiders started to mutate after eating a Snotling which had been exposed to the Warpstone-altered mushrooms for too long, and has been isolated in this room. So far, the mutant spider has eaten everything that has been put in the room with it, including three other giant spiders, one Squig and over a dozen Snotlings. The dead giant spiders are still substantially intact: their insides have been liquified and sucked out, but their exoskeletons still look disturbingly lifelike, if unmoving. Despite appearances, the mutant spider is the only living thing in the room. Its front pair of legs ends in vicious, poison-dripping blades, giving it two additional venomous attacks, and its exoskeleton is hard and spiky, giving it 4 points of armour on all locations.

THE MAIN SHAFT

A broad, sloping passage runs from the farm gallery to the main shaft. The shaft is the hub of a Dwarfhold, running from the surface to the lowest levels and bringing light and air in from outside.

Karak-Zulvor's main shaft is 36 yards across and over half a mile deep. A cool breeze blows steadily down the shaft from above. Huge stone pipes, bound with iron, run up and down the shaft walls, disappearing into the darkness. Some are cool to the touch, covered with condensation, and filled with the roar of moving water. Others radiate warmth and leak thin jets of steam. The shaft itself is filled with a steady muted roaring, as if from a distant subterranean river; the constant noise imposes a -10 penalty to all *Listen* tests while in the shaft.

The shaft is dimly lit by daylight from above, augmented by occasional crude torches in the remains of Dwarfen sconces, or piles of burning or smouldering rubbish on the floor. These only exist around the areas frequented by the Orcs; elsewhere there is very little ambient light. Depending on how far down the shaft the PCs are, the level of illumination varies from moonlight to pitch darkness.



At the Kinhearth's level, narrow stone walkways run around the outer walls of the shaft, and three stone bridges make a Y-shape across it. Portcullises and missing stones indicate where Dwarfish traps were sprung by the invading Skaven and Orcs. Stone steps are cut in a spiral around the inside of the shaft, leading both up and down. The stairs lead up for about 100 yards, becoming increasingly rough until a point about 200 yards below the headframe, where they have totally collapsed. Going down, the stairs lead 200 yards to the workshops level, then over 600 yards further down to the mines.

The walkways, steps and bridges have no railings, and a single misstep may plunge the unwary to a final impact at the bottom of the lowest mine level. Any movement at greater than *cautious* rate requires an *I/Dex* test every round (*Acrobatics* +10) to avoid falling; without ropes or similar precautions, characters who fail the test will plunge to certain doom (for those GMs who like to be precise, half a mile is 880 yards, so the falling damage will be 1760 minus D6 **Wounds**).

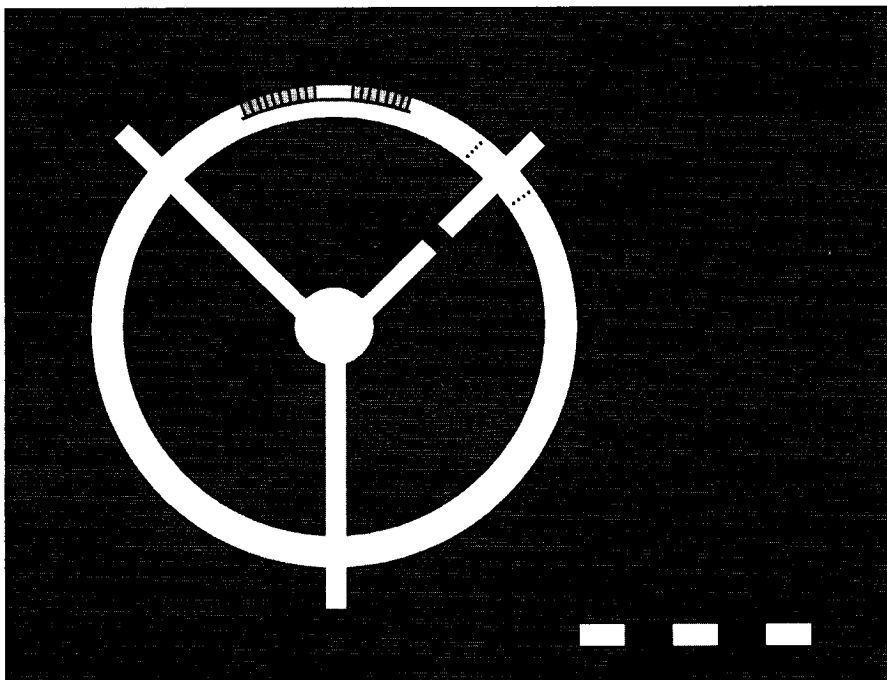
If the alarm has been raised, the Orcs are waiting on the Kinhearth side of the shaft. They do not rush to attack, but wait to pick the PCs off with missile fire as they try to cross the shaft. Since attempting a crossing is clearly a very unwise thing for the PCs to do, the situation could develop into a stand-off. The GM should give the players time to come up with brilliant, cunning, brave or stupid ways to break the deadlock, but if the adventure looks like bogging down, then the Orcs might need a *Ld* test each per round to keep their natural inclinations from overcoming their tactical good sense. A few well-chosen words from the PCs might add penalties to this test, ranging from a mild taunt at -5 to a mortal insult at -20. Those who fail their tests will come charging across the walkways (don't forget those *I/Dex* tests!), and for every Orc who charges, those left behind gain a -5 penalty to their next *Ld* test.

If an alarm has not been sounded, a lone Black Orc will be dozing on his feet outside the entrance to the Kinhearth area. If the PCs are stealthy, they can get right up to him without being noticed.

THE KINHEARTH

The Kinhearth is the social centre of the Dwarfhold, as well as a major defence point. It includes the Kinhall, a large eating and meeting hall, the King's private hall and chambers, the halls and chambers of various Clans, and the temples of Grungni and the Hold's other gods.

The current goblinoid occupants of Karak-Zulvor, wary of Dwarfish traps and curses, do not enter the Earl-King's Hearth, the Ancestor's Hall or the Temple of the Living Ancestor. The Kinhall and several of the clan hearths nearby have been occupied by various groups of Orcs and Goblins, while the Orc chieftain and his retinue have taken over the Earl-King's bodyguard's barracks and the Earl-King's Hall. The Skaven penetrated a little further into the Kinhearth area, though they were mainly interested in the Warpstone lode in the mines.



8. Outer Guard Room

If the alarm has been raised, all the Orc and Goblin troops from the Kinhearth area are massed here. If not, four Black Orcs are sitting around in here, playing dice and munching idly on things best left undescribed. If the PCs gain the advantage of surprise, the Orcs will take two rounds to pick up their helmets and shields.

The noise of fighting in here will bring reinforcements from the main guard chamber (area 9) after D6 rounds. Occasional scuffles between the guards are fairly common, so it will take a while for the noise to attract attention.

9. Main Guard Chamber

If the alarm has been raised, this room will be empty, as its occupants will all have gone into the outer guard room (8) to deal with the threat. Otherwise, six Black Orcs will be in here, occupying themselves in much the same way as those in the outer guard room.

10. The Kinhall

The ceiling of this huge chamber rises out of sight into the dimness above. Arches lead out of the chamber in all directions, and there is an open hearth before each one. In the centre of the chamber is a much larger hearth, standing before a raised dais. Although the rich furnishings that would once have been here are now gone, this is clearly the Kinhall, the heart of a Dwarfhold.

If the alarm has been raised, this room's normal occupants will be in the outer guard chamber. If not, the Orc leader will be holding court in here, seated on an elaborately carved stone throne that has clearly been wrecked and then patched back together. He is surrounded by six Black Orc bodyguards and attended by three Orc Bossboys and about a dozen Goblin slaves. The slaves will flee at the first sign of trouble, getting under the Orcs' feet and giving them a -10 penalty to all tests in the two rounds after the PCs enter the chamber. The Orc Bossboys are unarmed in the presence of their leader – a standard precaution in a society where assassination is the primary means of pro-

Apocrypha Two: Chart of Darkness

motion – and will try to escape to the clanhearthths to fetch their equipment and muster their troops. If the battle seems to be going against the Orcs, the Orc leader will try to escape into the King's Hall (11).

11. The King's Hall

This was the Dwarf King's inner hall, used for conducting business which did not involve the entire Hold. It is in a similar condition to the Kinhall (10), and is unoccupied apart from any Goblins who may have fled in here, and are cowering under or behind convenient heaps of wreckage. If the PCs have pursued the fleeing Orc leader in here, he will make for the Postern Stair (13) as fast as he can.

12. The King's Hearth

The remains of four Dwarfs lie toward the rear of the room. Their flesh and bone have disappeared, leaving only their axes, shields, chain mail, and helms. One Dwarf had worn priestly garments, and had borne a ceremonial hammer which lies, glowing dimly with a yellow-green light, before his armour. Another Dwarf may have been the colony's king, for upon his helm sits a gem-encrusted crown.

Around the walls of the room are rotted fragments and traces of ancient furnishings, with a few recognisable items still intact: several sleeping pallets with carved oaken canopy frames, and a marble coffer. The artefacts in this room have decayed with the passage of time, but apparently have not been disturbed by Orcs or Skaven.

Just inside the door lie the dessicated remains of three dead Skaven, two Orcs and about a dozen Goblins and Snotlings.

If a character with *Magical Awareness* looks into the room, he feels a powerful magical force at work. Concentrating on the power causes the hammer to glow with a golden light, visible only to the magic-aware character.

The remains are of the Hold's King and the last remnants of his Hammerers, the King's personal bodyguard who fell in the defence of Karak-Zulvor against the Skaven. With his dying breath, the Dwarf priest cursed the room and all it contained. The curse will instantly strike dead any Skaven

or Goblinoid which enters the room. It will also instantly strike dead any PC who has kept jewellery or magic treasure from Karak-Zulvor; characters who expend a Fate Point to evade the curse will find the stolen items ripped from their bodies with great force (possibly damaging clothing or armour) and flung into the room among the Dwarfs' bodies, at the same time as the characters themselves are flung out of the room with equal force, requiring a *Risk* test to avoid losing D3 Wounds in the process. Otherwise, a PC of any race may enter this room without danger.

The treasures of the Earl-King of Karak-Zulvor are:

- 4 mail coats (made for Dwarfs, of course)
- 1 Dwarf shield with the Armour Rune (*WFRP*, p.190)
- 3 normal helms
- 1 magical helm with a gem-encrusted crown (+1 T, worth at least 600GC if sold)
- 3 normal axes
- 1 magical hammer (does normal damage, but causes *fear* in any greenskin opponents within ten feet of the hammer's wielder).
- a marble coffer that contains ancient Dwarfish gold coins worth 1,000GC

The Curse of Dromo

The first time that any of the Dwarfen artefacts are touched by a PC, a ghostly apparition rises from the remains of the long-dead priest. It makes the following speech in Khazalid (or Old Worlde if there are no Dwarfs around: don't make it too difficult for the poor chumps if they have foolishly split up or left Gimbri behind), then disappears:

"Profane this place, and may the Curse of Dromo burst your bowels and rip the spirit from your flesh. May cave-ins crush you and fire burn you. If you would swear by all the Ancestors and Gods to avenge our deaths, take what is needful and dedicate it on the Altar of Our Ancestors."

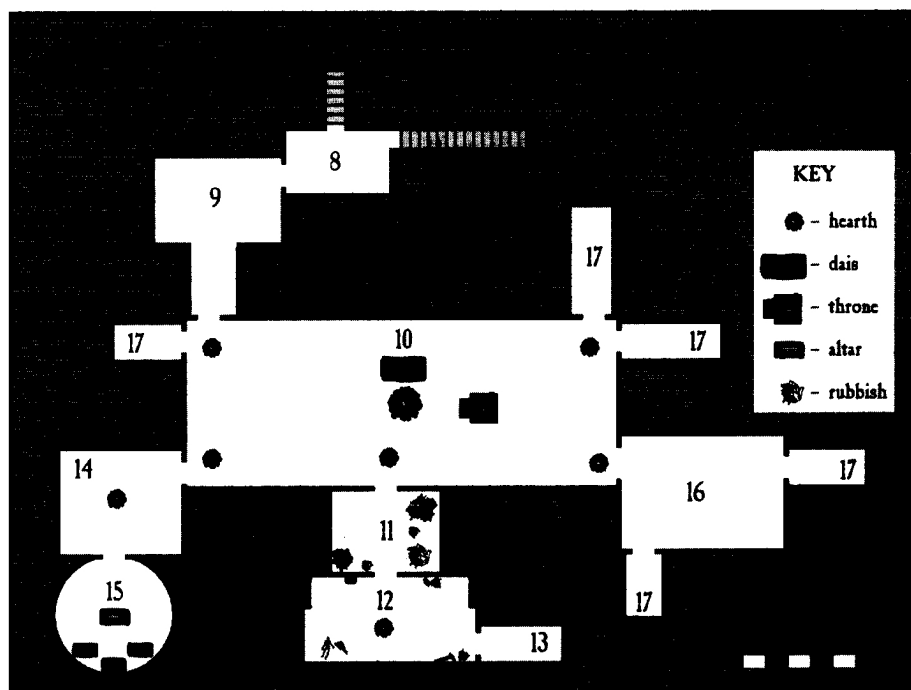
The PCs may take any items from the Hold so long as they place them on the Altar of Our Ancestors in the Temple of the Living Ancestor (15) and dedicate them to the vengeance of the dead of Karak-Zulvor. Any character attempting to take any of this treasure from Karak-Zulvor without doing so falls victim of the Curse of Dromo, and dies a horrible, instant and suitably painful and disgusting death (use all your imagination) along the lines of the priest's words.

Only a Fate Point can ward off the curse, and a PC who persists in flouting the curse suffers its effects again and again until he has used all his Fate Points, and then the curse takes its full awful effect.

(Lenient GMs may wish to give hints to PCs the first time they try to flaunt the Curse; perhaps stomach cramps as they head towards the exit, and nosebleeds as they see daylight ahead – and if they press on, well, on their heads be it.)

13. Passage to the Postern Stair

This passage leads to a long stairway, the Postern Stair, designed as an escape route and rising to a hidden exit on the mountain above Karak-Zulvor. Any Goblinoid who reaches the foot of Postern Stair should be able to escape its pursuers and leave the Hold.



14. The Ancestors' Hall

The Ancestors' Hall was the residence of the clan priests and a repository for the clan genealogies and chronicles. It is here that Gimbri seeks documents of the long-dead Dwarf physician, Farin Northri. Dust lies thick on the floor of this room. Hundreds of small stone slabs set into the wall bear inscriptions in Khazalid. They each cover a recess containing D6 scroll cases. Within these cases are the histories and records of the Hold and its clans. Even with Gimbri's knowledge of Karak-Zulvor's history, it will take him up to two hours to find the documents he seeks, and another 8-12 hours to copy the parchments. Under no circumstances would he consider removing or damaging the records, for fear of the Curse of Dromo.

15. Temple of the Living Ancestor

The Temple of the Living Ancestor holds the clan altars and was the centre of clan worship. An altar dedicated to Grungni, the god of mining, stands against the back wall. Two other altars stand against the walls to the right and left, one dedicated to Smednir, Shaper of Ore, Ancestor God of Metalworking, and one to various lesser Dwarfish deities. In the centre of the room, a slab of marble ornamented with precious stones and delicately sculpted Dwarf faces rests on a low, rough-hewn dais of bedrock.

The central altar is the Altar of the Ancestors. A PC placing any weapon on this altar and dedicating it to vengeance upon the invaders of Karak-Zulvor receives a blessing: the weapon causes double damage against Skaven and Goblinoids while in Karak-Zulvor. Also, any treasure from the King's Hearth (12) placed upon this altar and dedicated to avenging the dead of Karak-Zulvor may be taken from the Hold without incurring the Curse of Dromo. Needless to say, anyone who defiles this sanctuary will most certainly suffer the Curse.

16. The Hearthguard

The Hearthguard was originally the barracks of the noble Dwarf warriors chosen as the King's bodyguard. It is currently used as a passageway and common area by the Goblinoids who are quartered in the clan hearths (17), and 2D4 greenskins of various types may be found here at any time unless the alarm has been raised.

17. Clan Hearths

The Clan Hearths of Karak-Zulvor consist of numerous small residential chambers grouped around a single clan hall. Some have been taken over as barracks by the Goblinoid troops, but the majority have been abandoned and plundered ages ago, leaving nothing of value or interest. Improvise these at your discretion, or seal the passages to the clan hearths with convenient cave-ins. You might also like to leave some clues indicating that Skaven once lived here.

THE WORKSHOPS

The Skaven invaders adapted the old workshops for their own dark technologies. Apart from slaughtering every Skaven they found there, the Orcs have mostly left the workshops alone.

There is a lot of Warpstone and Warpstone ore in the workshops. A character with *Magical Awareness* will instantly be aware of a great deal of Chaotic magical power

throughout this part of the complex. The magical aura is so powerful that the character must make a WP test when they first enter the room, or gain an Insanity Point. Even if the test is made, after ten minutes or so in the workshop level any character with *Magical Awareness* will develop a splitting headache, imposing a -20 penalty on all tests.

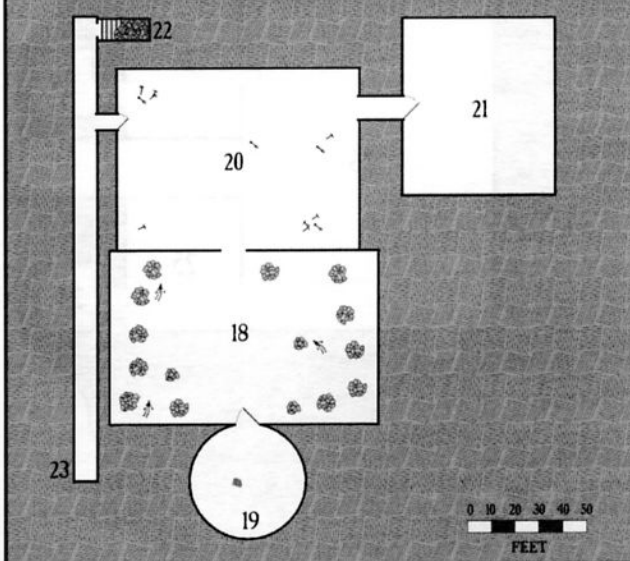
The PCs will be exposed to Warpstone or Warpstone by-products every minute they remain in the workshops. We've even provided some information indicating what the effects of this might be: it's on page 126.

Gimbri must make a WP test every turn or his true nature will be revealed due to his lust for the Warpstone. Exactly what this entails can be varied to suit the tone of your adventure: maybe some obsessive behaviour (picking up Warpstone, sniffing it, rubbing it over his hands and so forth), or a low-key caustic speech on how the PCs have been made to play along with his cunning plan would be appropriate. Alternatively, you might want to ham up Gimbr's full fledged Jekyll-and-Hyde-style transformation into a frothing Chaos loon. Think carefully about whether to play it this way – whilst having Gimbr throw aside his cloak and reveal his mutations might be a cool dramatic effect, a more subtle approach might succeed in making the PCs think that he is just a normal Dwarf being badly affected by the Warpstone. (Alternatively, if you think the players have known all along that Gimbr was a bad guy, but have been carefully role playing a more naive view held by the PCs, an obvious sign of Gimbr's nature might be a good 'reward' for their care.)

18. Furnace Room

This room is filled with sorted piles of stone, including a great deal of Warpstone ore. Scattered among the heaps are three appallingly deformed corpses, mysteriously preserved in a state of decay. One creature looks like a Skaven covered with long porcupine-like spines. Another creature seems to be a Dwarf with a long bony tube in place of a mouth. The last appears to be a Rat Ogre with two pairs of rear legs. They were slaves of the Skaven, employed in sorting the Warpstone-bearing rock from other kinds, and the Orcs killed them when they took over the complex.

DEEP TROUBLE
Map 5: The Workshops



Apocrypha Two: Chart of Darkness

19. Furnace

The blackened metal walls of this large circular room glow dully with a colourless light. The roof of the room funnels upward into what appears to be a chimney. During the Skaven occupation, Grey Seers used the massively shielded blast furnace to refine Warpstone ore.

On the floor of the blast furnace is a yard-wide, greenish puddle of Chaos-slime that was once an Orc. Having spent too long down here when the Orcs conquered the Hold, the sad creature is mutated to the point where it cannot even keep a stable physical form. The mutant lashes out with two tentacles per round, trying to grapple victims and keep them from leaving the blast furnace. Only fire, spells, magical weapons and weapons that have been dedicated on the Altar of the Ancestors (see above) can harm the mutant – its liquid form simply ignores other attacks.

Because of the intensity of residual radiation, each minute spent in the blast furnace counts as five minutes of exposure to Warpstone.

20. Forge and Foundry

The forges have been torn down, and tools are scattered around the room. If the PCs have encountered Skaven jezzailachis and warfire throwers, they will recognise fragments of these devices among the debris. None is in working order, but the pieces might be of interest to scholars.

21. Clan Moulder Breeding Pen

This room contains abundant quantities of refined Warpstone, and dust made from the same stuff. The room has one inhabitant – a lone Snotling who wandered down here and has been living on Warpstone and, since it developed the ability to regenerate, on parts of itself as well.

Needless to say, it is not a pretty sight. Its head is set into its chest, its skin is covered in tough greenish scales and it has grown a tail with a knobbed bony mace on the end. It is permanently in a state of *frenzy*, and will attack

anyone and anything that enters the room. It's immune to all psychological attacks, such as *fear* or *terror*.

Worst of all, it can regenerate up to 10 **Wounds** per round, and any severing blow will cause the severed body part to grow a new Snotling identical to the first, even as the Snotling grows a new body part! This mutant Snotling is intended as a nuisance rather than a deadly threat. Wise adventurers will simply close the door on it and move on; those who insist on trying to kill it could well find themselves with a couple of dozen of the little pests on their hands, and in the process spend so much time on this level that they contract Warpstone sickness.

22. Back Stairs to Mine Levels

After a few steps, this stairway is sealed by a massive rockfall.

23. Passage to the Main Shaft

PCs who use the Main Shaft Stairs to reach the Workshops enter from this passage.

THE ENTRANCE

As Gimбри has observed, the Dwarfhold's main entrance is still functional, but it is heavily guarded. Trying to force an entry here should be nearly impossible unless the adventurers are exceptionally cunning and resourceful, but once the alarm has been raised and all available guards have headed for the Kinhearth area, it may be possible to escape this way.

24. Winch Room

These two rooms are dark and windowless, empty apart from the winch mechanisms that open and close the Hold's great stone doors (which, by the way, have **T** 10, **D** 70 each). Superbly counterbalanced, each winch can be operated by a single character with a **Strength** score of 4 or more.

25: Outer Guardrooms

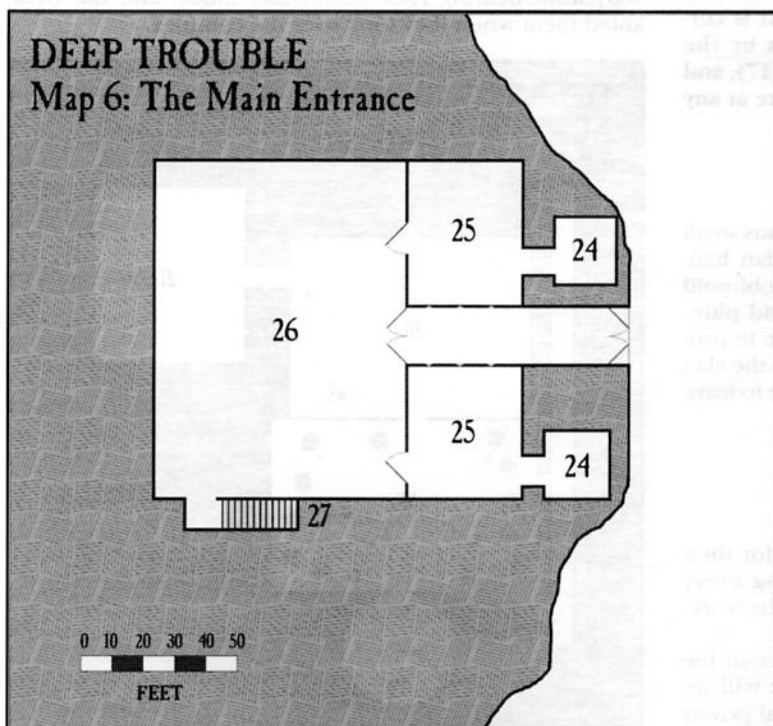
The entrance passage is flanked by two guardrooms, equipped with arrow-slits so that guards can fire into the passage if attackers get beyond the main gates. If the alarm has not been raised, each of these rooms will be occupied by three Orc archers and a Goblin runner. The runner's task is to carry the alarm down to the Kinhearth while the Orcs here and in the inner guardroom hold the inner gates for as long as they can. An archer firing through an arrow slit suffers a -10 **BS** penalty, but is so well covered that any attacker suffers a penalty of -50 to **WS** or **BS**.

26: Inner Guardroom

Another half-dozen Orc warriors are stationed in here, and the inner door is kept barred by a stout timber at all times when it is not in use. The inner door has **T** 8, **D** 35 when barred, and **T** 7, **D** 20 when unbarred.

27: Stairs to Kinhearth

This stone staircase leads down to area 8, the outer guardroom to the Kinhearth.





GIMBRI'S TRUE PLAN REVEALED

Gimbri's original plan was to use the PCs as hired muscle: his desire to obtain information on the Warpstone is genuine enough, and furthermore he believes that there may be treasure to be grabbed.

If, however, Gimbri finds out that the PCs have one or more of the Doomstones, or thinks that they have some other interesting characteristics or items, he will change his plan and invent excuses to keep them in the workshops level for as long as possible. He might say that the records indicate that there are secret store-rooms somewhere here, or disused gold mine-workings.

As soon as they show signs of Warpstone sickness or mutation, Gimbri will offer to treat them – but he will give them a potion that increases their susceptibility to mutation. Every day for a week each character must make a successful T test or acquire another mutation. When their plight looks helpless, Gimbri will reveal his true nature and try to recruit the PCs for Chaos – after all, as he will point out, no one else would tolerate them in their present state.

Any mutated PCs' minds will have been affected by the Warpstone poisoning. If they wish to do something anti-Chaotic (such as ripping Gimbri limb-from-limb), each PC should make a WP test, with a -5% modifier for each mutation and -2% for each Insanity Point that they have gained from Warpstone exposure. If they fail, the PC will "think better of it" and feel a strong desire to do something else instead. This will need to be handled carefully: as GM, you will need to explain to the player that their PC can't do what the player wants them to (although not necessarily why);

many players will enjoy playing along with such a scheme for a while, to the confusion of their comrades.

Some players will doubtless find it amusing to experiment with the dark side and let the PCs turn into Chaos mutants. This can destroy your campaign, and so should be strongly discouraged. An encounter with an enlightened Shallyan healer would be one way to get them back on track, as would an extended trek into Kislev to find the Cleansing Fire of Zuvassin (*Something Rotten in Kislev*, p.95).

PROFILES

Profiles for Orcs, Black Orcs, Goblins, Snotlings and Giant Spiders can be found in the *WFRP* rulebook. For the Orc chieftain and Bossboys, you could use profiles from Morbog's Marauders (p.51 of this volume). Profiles for the more unusual monsters in this adventure are given below:

Squigs (areas 4-5)

Orcs breed and keep a wide range of creatures for various purposes, many of which (Orcs lacking interest in the finer points of taxonomy) they call Squigs. The particular Squigs penned in Karak-Zulvor are vicious, snarling balls of reddish fur and teeth, mostly mouth, eyes, appetite and attitude. They are normally used for guard duty, or for occasional tormenting on long winter evenings, which has given them a hatred of – well, everything. They attack with 2 bites per round, and are permanently in a state of frenzy.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	0	5	3	7	50	2	0	8	5	5	8	0

Apocrypha Two: Chart of Darkness

Mutant Spider (area 7)

Like other giant spiders, this creature *fears* fire but is otherwise immune to psychological effects. It attacks with two *bites* and two bony blades per round; all its attacks are venomous. It has 4 AP on all locations.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	0	5	4	17	10	4	0	43	2	24	6	0

Mutant Orc (area 19)

Because of its liquid form, the mutant creature takes no damage from any attack other than fire, spells, magical weapons, or weapons dedicated on the Altar of the Ancestors. It is immune to all psychological effects, having nothing left that could accurately be described as a mind.

The Mutant Orc attacks with 2 tentacles per round; any creature suffering a wounding blow from a tentacle is pinned and helpless unless they can make a successful test against either their *S* and *I* to escape (GM's choice, *Escapology* +10, *Wrestling* +10), or 3 or more *W* points of damage are inflicted on the tentacle holding them. Pinned characters suffer 1 automatic point of crushing damage per round.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	33	0	4	4	11	30	2	0	0	2	41	29	0

Mutant Snotling (area 21)

The mutant snotling has two weapon attacks per round, one from its very flexible, mace-ended tail. It can regenerate up to 10 *W* points per round, and a severed limb will turn into another Snotling with identical powers almost instantly. It is headless, with a face set into its chest, and its tough skin gives it 2 AP on all locations. The mutant Snotling is permanently in a state of *frenzy*, but is otherwise immune to all psychology rules.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	17	17	1	1	3	30	2	14	14	14	14	14	14

Gimbri Flintbrow, Your Patron

Although he claims to be a Dwarf Scholar and Physician, Gimbri is actually a Chaos Dwarf Spy, sent to check up on rumours of a lode of Warpstone beneath Karak-Zulvor. Gimbri has beast legs – the hind legs of a boar centaur, to be precise – and takes great care to keep them concealed beneath his robes. He blames his unusual gait (which PCs may notice: make a secret *I* test at an appropriate moment) on injuries received in a cave-in many years ago.

The PCs probably won't get much sense for Gimbri's real personality. He is naturally dour and taciturn, perfectly normal traits for the Scholar he claims to be. As a Spy, he is something of a loner in Chaos Dwarf society. Most Chaos Dwarfs are brutish mutants, whereas Gimbri is thoughtful and quiet. Pretending to be a Dwarf scholar has emphasised these traits; think of Gimbri as a method actor who has really got into his role. His act is reasonably convincing: he has some inkling of how Dwarfs think of their history and is perhaps even interested to learn more. Whilst Dwarf PCs might be able to trip him up on detailed questions, to Humans and Elves he will seem like a typically grumpy Dwarf academic. Gimbri is however highly focused on his mission: to gather detailed information about the Warpstone.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	61	45	3	5	7	40	2	44	76	49	86	66	44

Skills: *Act, Bribery, Concealment Urban, Cryptography, Disguise, Flee!, Heal Wounds, History, Linguistics, Manufacture Drugs, Palm Object, Pick Lock, Prepare Poison, Read/Write, Shadowing, Silent Move Urban, Sixth Sense*

Possessions: Robes, sleeved mail coat (1 AP, body/arms/legs) under robes, sword, 6 throwing knives, bedroll, staff, writing kit, notebooks, 10 doses of manbane blade venom, cunning Chaos warp-potion.

Warpstone Sickness

The medical notes of the long-dead Dwarf physician, Farin Northri, describe the effects of Warpstone Sickness as it affected the miners of Karak-Zulvor. The miners did not initially recognise the stone, and only Farin's alert attention to the miners' symptoms and swift action in persuading the King to seal off the Warpstone-tainted mine galleries saved Karak-Zulvor from a terrible fate. After reading Farin Northri's records, Gimbri can recognise Warpstone and the symptoms of the sickness.

The effects of exposure to Warpstone are highly complex and difficult to predict. For simplicity, you should assume that Warpstone Sickness has three distinct phases:

Phase I: Exposure to Warpstone ore or dust for more than one minute but less than an hour produces weariness, nausea, and dizziness. Nosebleeds, violent coughing and temporary blindness may also occur. These symptoms appear between 12 and 24 hours after exposure and normally last for 1-3 days, after which the victim returns to normal; there is no permanent effect on health.

Phase II: Exposure to Warpstone ore or dust for more than one hour up to a day produces an initial period of Phase I symptoms for several hours, followed by euphoria and apparent immediate recovery. However, an indefinite number of small, wild growths appear externally and internally over the next 7-14 days. The growths may simply be unsightly, or may cause serious discomfort, especially if they interfere with normal functions like movement, eating, or breathing. After seven days, a *Disease* test is made each day; a successful test means the sickness has run its course, and all symptoms disappear within 24 hours. If at the end of fourteen days there has been no successful *Disease* test, the victim passes into Phase III.

Phase III: Exposure to Warpstone ore or dust for more than one day but less than one week produces an initial period of Phase I and Phase II symptoms for several days, followed by the development of 1D6 mutations (rolled on the table for Beastmen, *WFRP* p.216), accompanied by 2D6 Insanity Points.

Victims in Phase III of Warpstone Sickness are indistinguishable from Chaos-tainted mutants. There is no known treatment at this stage, but victims have been known to recover miraculously, losing their mutant features and disorders, and returning to full health. Soft-hearted GMs may allow the spending of a Fate Point to induce a spontaneous (but not immediate) recovery from Phase III symptoms.