

WARHAMMER[®]
FANTASY ROLE PLAY

CASTLE DRACHENFELS



DARK ADVENTURE IN THE GRIM FORTRESS OF THE GREAT ENCHANTER
BY CARL SARGENT

CASTLE DRACHENFELS

An Adventure for Warhammer Fantasy Role Play

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Inspired by the novel *Drachenfels*
By Jack Yeovil

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CASTLE DRACHENFELS

Welcome to *Castle Drachenfels*. This Warhammer Fantasy Roleplay adventure allows you to explore the grim fortress of the Great Enchanter from Jack Yeovil's Warhammer novel *Drachenfels*, and even to meet Constant Drachenfels himself.

What This Book Contains

Castle Drachenfels includes the following:

- ☠ The introduction (this section), giving you basic notes on how to use the book, and full background information on the history of Constant Drachenfels and his Castle.
- ☠ A detailed map key to all parts of the Castle, including some that don't exist in the material world!
- ☠ Detailed notes on adventuring in this unique environment.
- ☠ A selection of adventure outlines and plot elements for use in the Castle.
- ☠ A party of pregenerated and ready-to-use player characters. Note that these characters don't have ordinary, mundane equipment listed among their possessions, only magical items and unusual equipment such as venoms. These characters are highly experienced, and it may be assumed that they can equip themselves with pretty much anything they want (subject to GM approval).

☠ Three appendices, detailing new monsters, new spells and magic items, and a horrifying new disease – all of which can be encountered by incautious adventurers in Castle Drachenfels. There are also handouts, which may be photocopied for personal use. Handout 1, a view of the Castle which will help players orientate on arrival, has been provided in a form suitable for excising if you wish.

HOW TO USE THIS BOOK

In order to use *Castle Drachenfels*, you will need the *Warhammer Fantasy Roleplay* rulebook, plus scrap paper, pencils and dice. It is also useful – but not essential – to have *The Restless Dead* rules supplement.

Castle Drachenfels is designed to present a challenge to characters of all levels of experience, but inexperienced adventurers will have to be very careful indeed if they want to survive their visit to the Castle! This adventure is best used with experienced players. Players can generate characters of their own using the WFRP rulebook, or they can use the pregenerated PCs at the back of this book. These characters can be used to start play very quickly, saving time for eager players!

Whether or not you intend to use the pregenerated characters, take a look at them – you might be able to use them as NPCs at some time.



BEGINNING THE ADVENTURE

Castle Drachenfels is designed to stand alone, and does not depend upon any other WFRP adventure or campaign. However, it can be incorporated into published campaigns quite easily.

The Enemy Within Campaign

If you want to use *Castle Drachenfels* in conjunction with The Enemy Within campaign, it is best used after *Power Behind the Throne* or later.

After *Power Behind the Throne*, the powers-that-be in Middenheim might well send the adventurers off to Castle Drachenfels in an attempt to get them out of the way. If they should chance to die in the Castle, their embarrassing knowledge will die with them.

After *Something Rotten in Kislev*, Sulring Durgul might send the adventurers to Castle Drachenfels in search of one or more of the magical treasures there. He might have known the Great Enchanter personally, and will almost certainly covet some of Drachenfels' magical possessions.

Castle Drachenfels could provide a mind-numbing complication to add to the events of *Empire in Flames*. The Empire is crumbling into civil war, Daemons are popping up on all sides, and who's to say that the Great Enchanter doesn't have a hand in it somewhere? The adventurers might have to find some information in Castle Drachenfels to enable them to track down the location of

Ghal-Maraz, or they might have to ensure that the Great Enchanter remains safely dead and doesn't enter the fray. After *Empire in Flames*, the new Emperor might decide to destroy Castle Drachenfels once and for all, as a gesture to herald in the hoped-for new age of peace and prosperity. What more natural choice for this task than the heroes of the Hammer Quest?

The Restless Dead Campaign

Castle Drachenfels can be used as a shattering climax to The Restless Dead campaign. After the strange events of The Haunting Horror, the adventurers could find some books in room 11 which refer to the Great Enchanter, and possibly some letters implying that Ludovicus Hanike was involved with Drachenfels in some way. A visit to Castle Drachenfels could be the ideal way to top off the adventurers' experiences in Hanike's house!

The Doomstones Campaign

Such powerful artefacts as the Doomstones cannot have escaped the notice of the Great Enchanter, and he would certainly make every effort to get hold of them. Even if he knows of the flaws Tzeentch cast into their making – which he almost certainly does – Drachenfels will still want the four Crystals of Power.

It could be that Drachenfels already has one of the Crystals. If you are playing *Dwarf Wars*, for example, the adventurers might reach Hargrim's tomb only to find that it has been defiled and looted. Divination or talking to one of the Ghosts of Kadar-Gravning (if the adventurers can convince one that they are friendly!) might lead to a

ABBREVIATIONS

A	Number of attacks (melee)	NPC	Non-player Character
AP	Armour Points	P	Parry
BS	Ballistic Skill	PBT	<i>Power Behind the Throne</i> adventure
BiD	<i>Blood in Darkness</i> adventure	PC	Player Character
Cl	Cool	R	Range (missile weapons)
CR	Complexity Rating (locks)	RD	<i>Restless Dead</i> companion/rulebook
D	Damage	Rld	Reload time (missile weapons)
DDS	<i>Death's Dark Shadow</i> adventure sourcebook	ROC-LD	<i>Realm of Chaos – The Lost & the Damned</i>
Dex	Dexterity	ROC-SD	<i>Realm of Chaos – Slaves to Darkness</i>
DoTR	<i>Death on the Reik</i> adventure	RotL	<i>Return of the Lichmaster</i> adventure
DR	<i>Death Rock</i> adventure	S	Strength
DW	<i>Dwarf Wars</i> adventure	SOB *	<i>Shadows over Bögenhafen</i> adventure
EiF	<i>Empire in Flames</i> adventure	SRK	<i>Something Rotten in Kislev</i> adventure
EPs	Experience Points	SS	Silver Shilling
ES	Effective Strength (missile weapons)	T	Toughness
Fel	Fellowship	TEW *	<i>The Enemy Within</i> sourcebook
FitM	<i>Fire in the Mountains</i> adventure	W	Wounds
GC	Gold Crown	WC	<i>Warhammer City</i> sourcebook
GM	Gamesmaster	WCom	<i>Warhammer Companion</i> journal
I	Initiative	WFRP	<i>Warhammer Fantasy Roleplay</i> rulebook
Int	Intelligence	WP	Will Power
Ld	Leadership	WS	Weapon Skill
M	Movement		

* Combined in *Warhammer Campaign*

CASTLE DRACHENFELS

mention of a tall human in a metal mask having been seen in the catacombs and passages not long before the adventurers.

Even if the adventurers don't pick up on this clue and seek out Drachenfels for themselves, they will find that, little by little, their steps are being directed northwards, out of the Vaults and into the Grey Mountains – towards Castle Drachenfels. Once there, Drachenfels will do his best to isolate the crystal-wielding characters and rob them of their treasures. If you have found that Doomstones make the adventurers too powerful for comfort, this could be a good way of getting the crystals away from them.

THE ENDURING NIGHTMARE

The Fortress was the man, Genevieve thought. The towers and battlements, the corridors and chambers, the very mountain crag which the bowels of Drachenfels were carved from: they were the Great Enchanter's arteries and organs, his blood and bones.

— *Drachenfels* by Jack Yeovil

Drachenfels, the Great Enchanter, is dead. The very embodiment of horror and evil, he was slain by a Vampire and a humble mortal man (possessed by a force anything but mortal) in a way still sung of by minstrels and extolled by poets and playwrights. A life of unknown thousands of years, if legends are true, is over. Man, beast or daemon, Drachenfels lies mouldering in a filthy sepulchre. The nightmare of his existence has come to an end.



But Castle Drachenfels still stands, shunned even by the most desperate and corrupt inhabitants of the Grey Mountains. Its seven towers claw towards the grey skies like the fingers of a mutated hand, and the bitter mountain winds howl around them like souls damned to torment by the foul sorceries of the Great Enchanter...

Beyond the winds, beyond the cawing of the unclean birds along the crags, beyond the scrabbling of a rock lizard or other hopeful, hungry brute, beyond any sound a mortal's hearing might detect, there is something else. Sensed somewhere below the thinking mind, somehow older and wiser than consciousness, there is...

...*Something*. A noiseless sound, an odourless smell, an unseen sight, an indefinable Something. While the conscious mind looks in vain for the source of the unease, neck-hairs rise in response to it, and the stomach churns and flutters.

Something is stirring.

Drachenfels is dead. So, long live... Castle Drachenfels?

THE CHALLENGE OF CASTLE DRACHENFELS

Castle Drachenfels is not a straightforward or simple adventure — not that you would expect anything to be straightforward in such a dreadful place.

If you're going to be a player in the adventure(s) which take place in the Castle, stop reading now. If you continue, you'll spoil the surprises and terrors to come and ruin what could be some of the best adventuring you'll ever have. Castle Drachenfels holds many surprises, and many adventures. Reading books will not save you.

Constant Drachenfels, The Great Enchanter

Drachenfels. The Great Enchanter. A devil in human form, who cheated Death for centuries unknown; a man with appetites so base they lay beneath satiation; a necromancer, torturer of the dead, dismemberer of spirits; a vileness made flesh; a wizard, a scholar, a monster. Untold are the reaches of his barbarities, uncounted the number of his treacheries, beyond belief the depravity of his practices. Was ever such vileness born of mortal flesh?

— *Lives of the Depraved*, by Konrad Steinhoff (Talabheim, Schnuffler & Son Publishers, 2099)

A fuller treatment of Constant Drachenfels can be found in the *Profiles* section at the back of this book. However, for the GM who is unfamiliar with the GW novel *Drachenfels* (reading this is a good idea) Drachenfels is, in brief, the embodiment of evil and malice. A magic-wielding character of immense power, the Great Enchanter lived for untold centuries. His atrocities were numberless; at the height of his career he struck at whole nations. Drachenfels is perhaps the most famous human – legend says he was once human – monster in the history of The Empire and the Western Lands of the Warhammer world.

A BRIEF HISTORY OF CASTLE DRACHENFELS

This information is mostly for the GM, but some of it can easily be fed to the PCs before an adventure. *A Geography of Castle Drachenfels* (p10) includes an encounter with a scholarly NPC who can brief the adventurers if players haven't read the novel, if the GM needs to 'feed' information in this way.

The first recorded observations of Castle Drachenfels, the accursed house of hell, were brought to us by Oskar Lefeuve and Jean-Pierre Lafontaine of the city of Quenelles in the year 184 (Imperial Calendar). Their sketches show the castle fully formed, with seven towers and high battlements, the stone appearing slightly worn and aged. Yet the accounts of the explorers Armand and Michaela Menise, who travelled the land only a season earlier, say nothing of such an edifice. The evil monster brought his abattoir to birth from the mountain fully-formed in a matter of weeks or less.

— *Archaeologia Maledicta*, or,
A Compendium of Places Wicked and Vile,
 Günther Laubrich, *Annals of Sigmar*
 XXXVII libram CXX (Nuln, 613 IC)

All scholars agree that Castle Drachenfels is old. The *Proscribed Grimoires of Khaine* document the growth of the Castle in the following centuries. Depraved visitors came to witness the horrors Drachenfels devised, and pitiful slave-servitors catered for the debased appetites of visiting connoisseurs of carnage and debauchery.

At first, Constant Drachenfels used his own diverse and personal magicks to record these perversions for his own langorous contemplations, but over time the very stone of the Castle itself began to listen, to record, to respond, to change. Drachenfels found that he who listened correctly could see, hear, smell and even taste every act of wickedness that took place within the chambers and warrens of the building. And he who allowed his mind to wander found that the Castle was only too happy to guide it for him, and to draw a little of the sensations and memories of that mind into itself, as if it too mulled over those things that stirred the black hearts within its halls...

In the first centuries of the Castle's existence, the atrocities which took place there were kept secret by the Enchanter's guests who took part in them. Only in later centuries, when Constant Drachenfels' daring knew no bounds, did the famed, fabled horrors begin. And of those, there were many...

The Lepers' Pavanne of 1104 set the stage for a series of evils, each more wicked than the last. Drachenfels, disguised and dissembling, duped nearly a thousand souls from villages and towns around into attending a feast and ball. To each soul, be they merchant or prospector, mannered gentlewoman or rough-handed son of toil, Drachenfels told a story which appealed to their own greatest vanity or desire: warmth and shelter, food and drink, society and snobberies, paintings and poets and Elven musicians... They would, he promised laughingly, dance until they dropped.

And so indeed they did. They danced until their limbs fell from their bodies, compelled to cavort as a fantastically swift leprosy rotted the flesh from their bones. Drachenfels moved among them, laughing as he squeezed heads in his hands and shattered them like rotted fruits.

With every horror, the Poison Feast of 1907 being one of the most infamous, Castle Drachenfels seemed to draw more vileness unto itself. The building grew more deformed, the illusions and deceptions more difficult to detect, the nightmares and hauntings more intense. Souls and — worse — the remains of souls thronged the Castle as flies swarm around a carcass. Constant Drachenfels is said to have boasted that he kept all the souls of his victims, in some form or other, within his home. If this is so, it would explain many of the experiences of those who have sojourned there...

— *Famous Mass Murderers of Our Lands*,
 by Johann Biedenkopf (Middenheim,
 Popular Press, 2501)

Many have wondered why the Castle has not been destroyed. At times, it has seemed that it was. But always the Castle has reappeared, a tumour that cannot be cut out of the landscape. The Emperor himself ordered its destruction, but even advisers inured to sycophancy were forced to advise him that this was an impossibility.

Castle Drachenfels is not a place which can be located and destroyed. There are many reasons for this. It is not always reported as being in exactly the same location, although recent reports seem to suggest that it is not now capable of the movement which it once, extraordinarily, may have demonstrated. It is remote, hard to reach, in terrain extremely difficult to travel, where beasts of burden would be virtually incapable of conveying any loads. The lands around contain savage beasts, Orcs, and worse. Moving workers and tools to demolish it would be nigh impossible. A misguided attempt to bombard the Castle with rocks conveyed by magically controlled Wyverns failed spectacularly in 1513, while demonstrating the accuracy and numbers of the undead archers within the towers of the Castle.

Magical destructions have been attempted, but without success. Fire has proved impotent against the unyielding stone of the walls. There are reports, well-authenticated, that wizards setting magic to destroy the Castle have been themselves assaulted by unseen and unknown magical forces. The Wizard Kaster Drecksplatz of Altdorf lies still in the Great Hospice of Frederheim after one attempt to breach the walls. This resistance has survived the death of the Great Enchanter at the hands of Koenigswald. Unless there is dire reason to attempt its destruction, Castle Drachenfels must be left to stand where it is.

— *Report to Emperor Karl-Franz* by Arch-
 Lector Kaslain of Nuln, 2508

THE ROAD TO DRACHENFELS

Map 1 shows the general locale - the Grey Mountains - around Castle Drachenfels. The Castle is situated on a tall rocky peak, some four miles above the now-abandoned mining village of Felsbrockenberg. The Castle can be approached either via a narrow path leading up the mountainside which approaches the gates directly, or by a safer and wider path which leads up to the mountain peak and a pair of half-derelict mountain gates. From these gates, a narrow secondary path leads down to Castle Drachenfels.

There is no obvious mountain pass or trail leading to the immediate area of the Castle, since Felsbrockenberg has been deserted for some 80 years. Adventurers who want to reach the Castle have to contemplate mountain travel in fairly indifferent terrain, which counts as *difficult ground* for the whole journey.

However, as Map 1 shows, the adventurers shouldn't have to spend too much time in the mountains, but nonetheless such travel does have its perils. It's best not to use avalanches and other such drastic 'random' events here, since you don't want to ruin the real tension of adventuring in the Castle by killing off adventurers before they get there! On the other hand, if you do fancy livening

the proceedings with a little mundane terror, some minor hazards can be added to mountain travel. Here are a few ideas:

GENTLE SHOWERS

While travelling through the mountains, there is a 20% chance each day of a heavy rainfall lasting D8 hours. This chance rises to 30% per day between Kaldezeit and Pflugzeit. If the rainfall lasts more than 4 hours, the terrain is transformed into *very difficult ground* (move quarter rate, *Risk* tests at -20, running impossible).

In addition, the adventurers may catch a nasty cold unless they take cover or have special protections (such as a long-duration *Protection from Rain* spell).

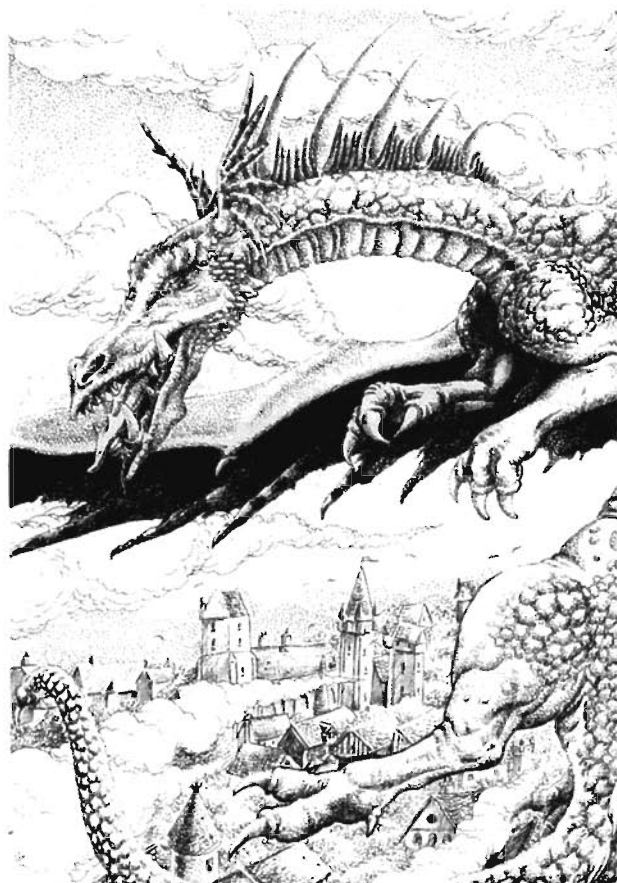
If the rainfall lasts more than 2 hours, each character must make a *T* test (+10 bonus for *Immunity to Disease*, +20 if the character has specifically prepared for the trip by buying waterproof clothing). If the test is failed the adventurer gets a cold for D3+1 days, which will reduce all percentage characteristics by 5.

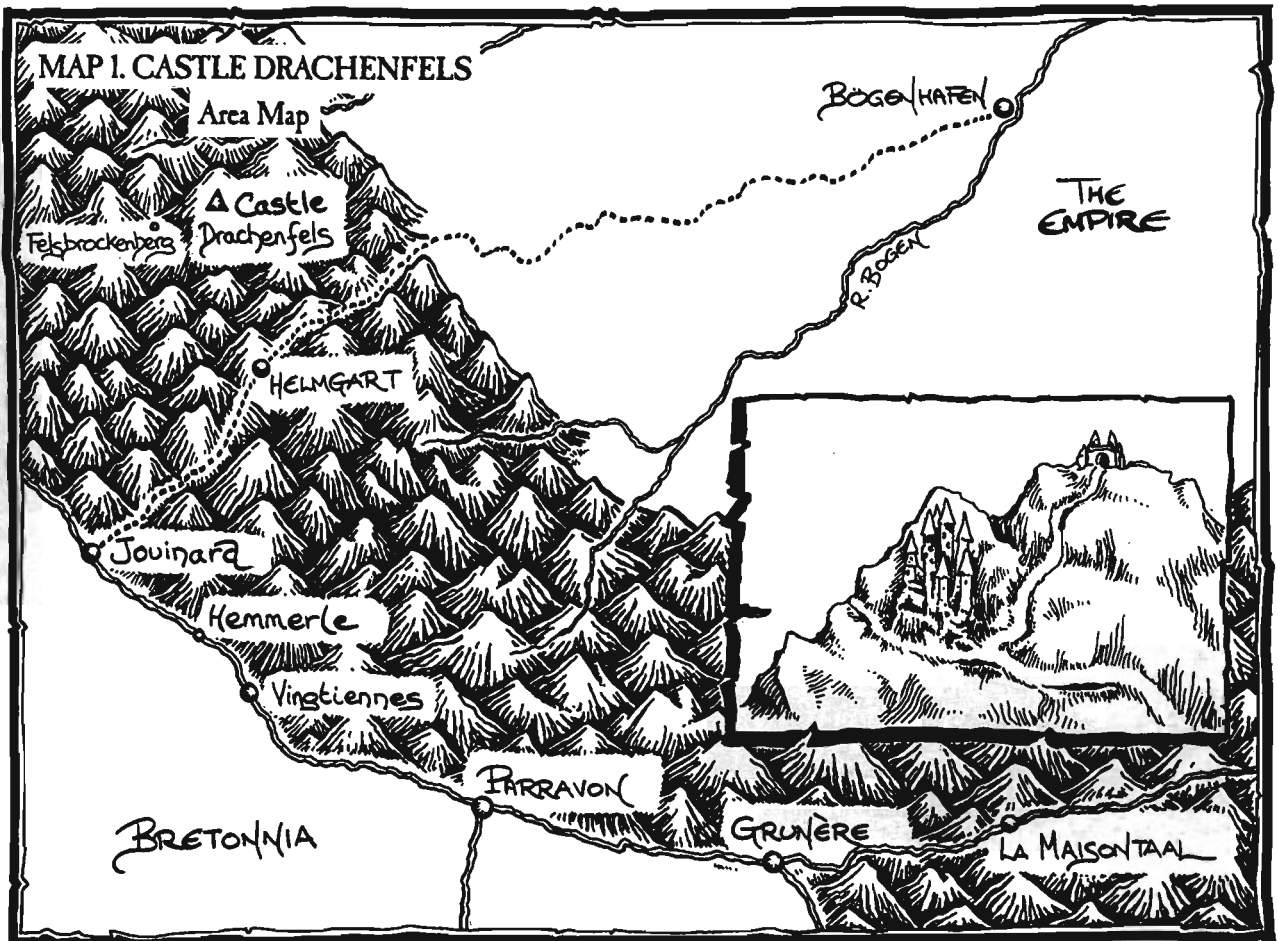
Any pack animals the adventurers have may become restless and skittish. Each animal must make a *Ld* test or else spend a turn rearing, whinnying, and refusing to move. The *Ld* score of any character with the *Animal Care*, *Animal Handling* or *Charm Animal* skills may be used instead. This test should be repeated once per hour after the first full hour of rainfall. There is also a 5% chance any pack animal will shed its load if it spends a turn indulging in this annoying behaviour.

Finally, heavy rain will soak and render useless any bowstrings, gunpowder and loaded firearms which are not carefully protected.

ENCOUNTERS IN THE MOUNTAINS

Some of the adventure themes in *Adventures in Castle Drachenfels* suggest specific encounters in the Grey Mountains. Others do not, but you may want to add some staged encounters along the way. We suggest that you keep these to a minimum. The centre of the action is the Castle, and you don't want the adventurers dying at the hands of a bunch of miserable Orcs before they arrive! That said, encounters obviously have some value in keeping the PCs on their toes and hurrying them up if the pace of the game is slackening due to excessive caution on their part.





The Unquiet Dead

This encounter should take place just before dawn or just after dusk, so that the half-light makes it difficult to tell what is real and what is false. Ideally, the adventurers' first or last sight in the half-light should be the dark, malignant shape of Castle Drachenfels outlined against the sky.

Just as the adventurers are making (or breaking) camp, a thin mist drifts across their camp site, chilling everybody to the bone. If the adventurers have a fire going, it gutters and dies. Any animals shy away from the mist. Even if the adventurers decide to move, the mist moves with them, easily keeping pace with them and, most worryingly of all, moving against any prevailing breeze.

As soon as the adventurers realise that they can't outrun the mist, it coalesces into three cowed figures. These are three of the Castle Spirits: Ghosts of those slain by Drachenfels. They will make no move to attack or talk to the adventurers, but merely interpose themselves between the adventurers and the path to the Castle.

During this encounter the Ghosts are not subject to *instability* until they touch an adventurer, someone uses the name of Sigmar Heldenhammer, or one of their number is hit by a magical weapon. Sigmar's name can be used in any context, not just as an appeal for aid. Their ability to cause *fear* in living creatures is as normal. Once the Ghosts have been defeated or have vanished thanks to *instability*, the mist disperses quickly.

Out of the Night

If the GM wishes, this encounter can be run shortly after the encounter with the Ghosts (see *The Unquiet Dead*, above), just as the adventurers feel that they are probably safe for the night.

As darkness begins to fall, the adventurers are 'lucky' enough to chance upon a path that leads up towards a rock-strewn side valley. The path is clearly marked with small piles of rocks at intervals, and is obviously not an animal run.

As the adventurers reach the side valley proper (which is only around 20 yards wide and approximately 100 yards long), the sky is darkening with yet another rainstorm. Although the valley looks an uncomfortable place to spend the night, it offers some protection from the wind. Nearby, several rocks have been piled up as if intended to make a rudimentary windbreak or wall.

The path and the valley are actually a trap created by a flock of Harpies who nest in a small cave hidden among the rocks. While just intelligent enough to create the innocent-looking path, they are too stupid and impatient to spring a proper ambush. As soon as the adventurers stop moving, the Harpies will swoop down from their roosts in the rock.

Being almost the colour of the rocks, the Harpies are difficult to spot before they move. This requires a successful *I* test, with a -20 penalty, for any character who specifically states he is looking for something out of the ordinary.



The Harpies are all almost-blind mutants, who hunt by sound. In the round before they attack, the valley is filled with their bizarre hoots and screeches, which they use in the same manner as bats to navigate and locate their prey. During the next round, D4 Harpies swoop out of the darkness at the adventurers, followed a moment later by the remainder of the flock; there are six Harpies in total. The Harpies are vicious, hungry creatures who will gang up on any isolated individual. If the adventurers stick together, the Harpies will attempt to grab a pack animal (if the adventurers have one); or swoop round attacking at random until an adventurer is wounded. Once they have wounded someone, they will concentrate all their attacks on that person.

Although hungry, the Harpies are not suicidal. As soon as any of their number is reduced to half *Wounds* or below, they must all make successful *Ld* tests or break off combat and flee back to their cave. In addition, and although they are almost blind, the Harpies are scared of bright lights and fire in particular. They are treated as being subject to *fear* of any magical effect that involves large amounts of light or fire (such as a *Fireball*) in addition to the spell's more usual effects.

The Harpies' cave is little more than a smelly hollow in the side of the hill, and contains nothing of interest, save for old bones from the Harpies' victims. A few coins - 6 Marienburg guilders, 2 Imperial crowns, 14 Imperial shillings and a solitary Bretonnian penny - are scattered amongst the filth.

If the adventurers pursue the Harpies back to their lair, they will fight to the death to defend it.

Bandits and Orcs

There are also mundane threats to travellers in the hills around Castle Drachenfels. Both Erwin Kroetz and his bandits or Gobrot Pusfoot and his Orc warband can present the adventurers with a variety of problems. See *Adventures in Castle Drachenfels* and the *Profiles* section for more details of these groups.

Either group could stalk the adventurers during the journey to Castle Drachenfels. Alternatively, the adventurers could stumble across a group encamped somewhere in the hills, presenting them with the choice of trying to sneak around unobserved, or mounting a surprise attack. A third option is to have the adventurers caught in the middle of an ambush staged by the warband on the bandits or vice versa.

Rather than stage a formal encounter using either of these groups, we leave it to you to decide if - and how - to deploy them.

Ogres

Sitting on a rock, arguing over the remains of a goat, are three Ogres. If there are such things as especially stupid Ogres, it's these three.

The Ogres stand up and move to block the adventurers' path. Their demands are simple: the adventurers must give them something to eat if they want to pass unmolested. What 'something' means in this context starts an argument amongst the Ogres, but eventually they decide on "*Wun mool, wun 'oomin or, er, wun and wun - too - shorties.*" The Ogres point significantly at any Halflings or Dwarfs among the adventurers.

If not appeased with sufficient food, the Ogres attack the adventurers if they think that they can beat them. They may attack in any case, thinking themselves 'dead clever' for tricking the adventurers by talking before attacking. If the Ogres fail an *Int* test, they will attack regardless of the odds. If any Ogre is reduced to 3 *Wounds* or below, it must make a *Ld* test or attempt to flee.

All three Ogres are very superstitious, and if the adventurers use some type of clearly visible magical effect each Ogre must make a *Cl* test. Failure indicates that the Ogre will flee in fear of its life. To trigger this test the magic effect can be from any source (item or spell), but must have a clear, easily discernable effect. An *Aura* of any type doesn't count, but a *Flight* spell would, even though it is not directly threatening.

Other than their crude clubs, the Ogres have no treasure.

Dead Wings Fly

As the adventurers approach Castle Drachenfels, the land around starts to look dead and grey. The few trees are stunted and twisted, and even the grass appears to be shrivelled and lifeless. The one consolation that the adventurers have is that it stops raining, and the sun breaks through the clouds, although its light is watery and without warmth.

The valley below the adventurers is hidden by a layer of thick mist that seems almost to glow. It may just be reflected sunlight, but it has a sickly and unnatural look to it. The Castle's towers are clearly visible in the distance. Suddenly, the weak sunlight is blotted out by hellish

wings. Sweeping up from the adventurers' blind side (either a ridge line above their heads or out of the mist) comes a ragged flock of Carrion. There will be one of these undead birds for every two adventurers (but at least three in any event).

Each adventurer must make a successful I test or be surprised (and therefore unable to act), thanks to the creatures' virtually silent approach. The Carrion swoop around the adventurers, but make no attempt to carry anyone off. Instead, they try to wound every character at least once. Once a character has been wounded, he will not be attacked again unless he stands between the Carrion and one or more unwounded characters.

After D10 rounds or as soon as one of their number is reduced to 1 *Wound* (whichever comes first), the Carrion will fly off, this time cawing loudly. They dive into the mist and vanish, only to reappear a few minutes later, some considerable distance away. They are heading directly back towards the hellish towers of Castle Drachenfels.

While the Carrion's behaviour may appear to be significant, and the players will try hard to convince themselves that this is the case, this is only a spoiling attack to draw the adventurers' attention to the Castle. Alternatively, the Carrion can attack just as the adventurers reach the final approaches to the Castle, as detailed below.

APPROACHING THE CASTLE

Castle Drachenfels stands on a partly artificial rock outcrop. Give the players Handout 1. Note that the view assumes that the adventurers are approaching the Castle along the lower path, which leads up to the Castle.

The players may well ask for a general description of the Castle. Feel free to be inconsistent each time you describe it. The impression you want to create is that the Castle has an inconstant feel about it. Of course, it's always there, but the walls and towers appear to have moved when they were not being watched, or maybe they are in the same place, but the adventurers aren't seeing the same thing all the time. For example, the first time the players ask for a description, you could read out the following:

The Castle looks like an obscene multi-fingered, clawed hand, trying to tear the heart out of the sky. The seven towers glisten with moisture, like the sweat on a dying man, emphasising the unhealthy pale colour of the stone. From the very highest tower in the middle of the Castle, a thin plume of mist drifts down the wind. Is it your imagination, or do you hear a hint of laughter on the wind...

And on the next occasion you could try something along the lines of:

The towers of the Castle are bent and crooked, like an arthritic claw driven into the clouds. A single, necrotic light shines from a high window, stark against the dark green-grey of the Castle walls. The roofs of the towers look as though they would barely stand the rigours of a light breeze, let alone a rain storm. The whole place looks dead and deserted, a ruin fit only for the dead and carrion birds...

...and so on. The descriptions can be as varied as you like along this sort of theme, providing the adventurers with something to think over as they approach the Castle.

If you have players who are obsessed with mapping detail, they will have a very tough time inside the Castle, but in describing the outside of it, when their characters seem to see slight differences each time they look at the buildings, add the disorientating detail that the characters cannot remember exactly what the Castle looked like at any time prior to the present moment. Does the Great Tower seem to be shifted a few yards? Did the Weather Vane look the same shape? Why can't I seem to remember what I saw before when I looked at these things...

There are two paths to Castle Drachenfels. On the higher path, a pair of cliff-top gates stand around 150 feet above the Castle on a rough track leading down to it (as shown in Map 1). A second path leads up to the Castle from below. Thanks to years of neglect, both pathways get rougher as they approach the gatehouse. The paths are far too steep to ride any kind of mount, but it is safe to climb up or down either path at walking pace.

If you have saved the Carrion attack until now (see *Dead Wings Fly* in the previous section), there is a chance that the adventurers will slip and fall if they engage in any combat. A successful I test is required to avoid falling over. If a character does fall, a second successful I test is required (*Acrobatics* +10, *Scale Sheer Surface* +10) to avoid sliding off the path and down the scree-slope, taking D3 S 1 hits in the process and coming to rest 2D10 yards away. The loose scree is very difficult ground for anyone trying to climb back to the path.



A GEOGRAPHY OF DRACHENFELS

OVERVIEW OF THE CASTLE

The ground level of the Castle is laid out in Map 2. Other maps, given at appropriate points in the text, give layouts for the other parts of the Castle.

The Walls

The battlemented walls are some 24 feet high all around the Castle. Some areas are slightly higher, such as the battlements at the top of the gatehouse. The walls are 5 feet thick, with a buttressed wooden walkway just behind the battlements. The wood is not entirely safe, as the driving winds and rains of the area have badly weathered it. Map 2 shows shaded areas where the battlements are unsafe. Any character setting foot on such an area must make a successful **I** test (+10 bonus for a Halfling, -10 penalty for any character carrying 75% or more of their normal encumbrance limit) or else the wood gives way, leading to a 6 yard drop. Characters are allowed an **I** test to spot areas of rotted wood. There is a -25 penalty if they don't specify that they're actually looking!



There are a few items lying around on the battlements for the adventurers to find: old arrows and rusty arrowheads, a bucketful of congealed pitch, a bunch of rotten torches tied up with twine, a rotted length of rope and the like. These have no use or value.

Inside the Castle proper, buildings have external walls of stone some 9 inches thick for the most part. The walls of the towers are 1 foot thicker. Internal walls are 6 inches thick.

Note that many of the maps of the Castle show arrow-slits in the walls. Unless noted otherwise, these are 6 inches wide and 3 feet high, with the lower sill of the slit about 2 feet above the floor.

INSIDE THE CASTLE

The windows of the Castle are of thick leaded glass with cross-leading. They don't admit much light or let anyone see through them very clearly, even when the heavy curtains which hang behind them are open.

Exterior doors in the Castle (eg to the Minor Towers, locations 2 - 7) have **T** 4, **D** 12, and (if they have locks) **CR** 30. Interior doors have **T** 3, **D** 7, and (again if they have locks) **CR** 25. Exceptions to these general conditions are noted in the text. All doors are shut and locked unless otherwise stated.

The Courtyards

The courtyards in Castle Drachenfels are cobbled stone throughout. The cobbles are slightly greasy, so that if an adventurer runs at *maximum* rate for any reason he must make a successful **I** test or slip and fall suffering 1 automatic *Wound*.

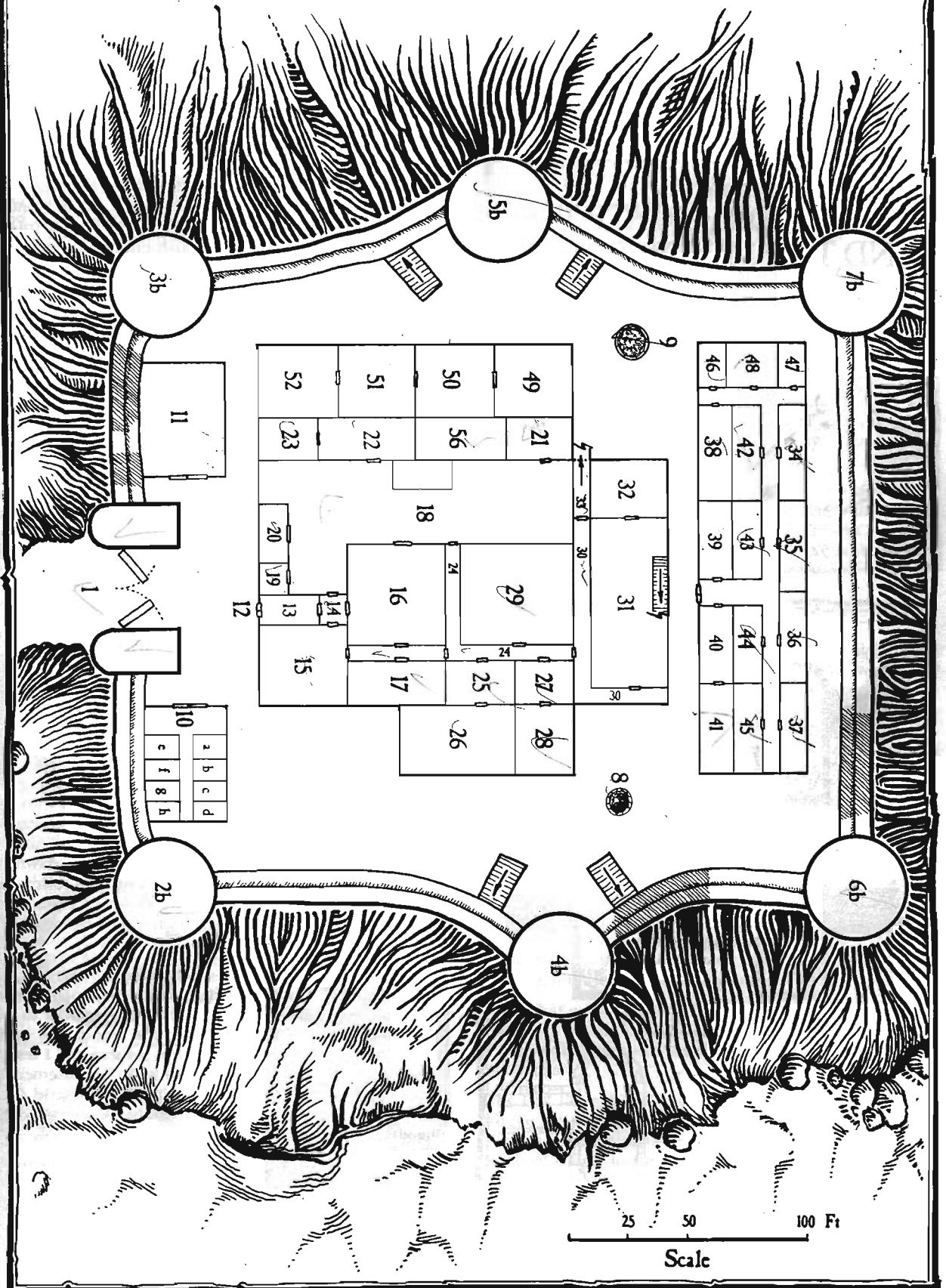
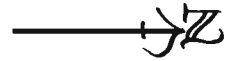
Anyone who inspects the cobbles closely will find, if he makes a successful **Int** test (Physician or Physician's Student +10) that the greasiness is due to many small gobbets of what looks very like the remains of human fat. Tucked away in small crevices can be found other, more suggestive and recognisable human remains. You can be as gruesome as you like if the adventurers really start looking for bits and pieces!

'Timewasters' and Other Locations

A small number of the areas in the Castle are specifically designed to waste time - they are stuffed full of bits that adventurers, being adventurers, won't be able to resist looking at and playing with. This is deliberate: in one of the adventures time spent in the Castle is of crucial importance. It's quite possible for the adventurers to waste a lot of time on trivia before - and maybe even instead of - finding the object of their quest.

MAP 2 CASTLE DRACHENFELS

Ground Floor



Hardly any intelligent beings inhabit the Castle, and so it has more than its fair share of dangerous traps, most of which are still armed. However, there are NPCs who wander around the Castle. They are largely aware of which areas are dangerous, although they may not know specific details of traps, just that there's 'something there'.

Because there are so many locations within the Castle, it simply isn't practical to detail every last carpet and piece of furniture – if we did, this book would be twice the size! 'Room dressing' is usually ignored unless it's important for some reason. Feel free to improvise and invent details for the rest of the Castle.

EXTERIOR LOCATIONS AND THE MINOR TOWERS

1. GATES AND GATEHOUSE

Map 3 shows the three levels of the gatehouse. The wooden gates into the Castle are solid and slightly ajar. They are plain, simple gates of 8" thick wood hung on bronze hinges. Two adventurers with a combined Strength of 5 or more can easily push them open. The gates move with a great creaking sound that echoes round the Castle.

Tethered to one wall by the gatehouse are the remains of a mule. This animal has been ripped open and partly eaten (by the Carrion). This is the mount of Juliane Fassbinder (see location 52). The adventurers ought to realise that the

late mule's presence is a clue that someone else could be around.

In chambers 1a and 1b there are some rotted wooden chairs and tables, a couple of quivers of crossbow bolts and a heap of human bones: the inanimate remains of the guards who once manned this place.

Chambers 1c and 1d, above, are similar and are connected by a passage above the gateway. This passage has a number of murder holes in the floor, which allowed the Castle defenders to drop various unpleasant substances on any attackers below. There are three buckets of long-hardened pitch, and a metal bucket with a hinged lid. This contains 4 pints of very corrosive organic acid which only attacks living or organic items such as wood or leather, but not metal or stone. The acid is still potent, and if 1 pint or more hits a living target it inflicts D3 S6 hits. A splash causes one S3 hit. Anyone foolish enough to put their hand into the liquid suffers one automatic *Wound* per round of contact, regardless of armour and Toughness.

At the top of the spiral staircases are two wooden trapdoors leading onto the battlements. The trapdoor above 1d has fallen in, and there are small puddles of water and patches of moss on the steps as a result, making the stairs *difficult ground*. The trapdoor above 1c is closed but unlocked.

THE MINOR TOWERS

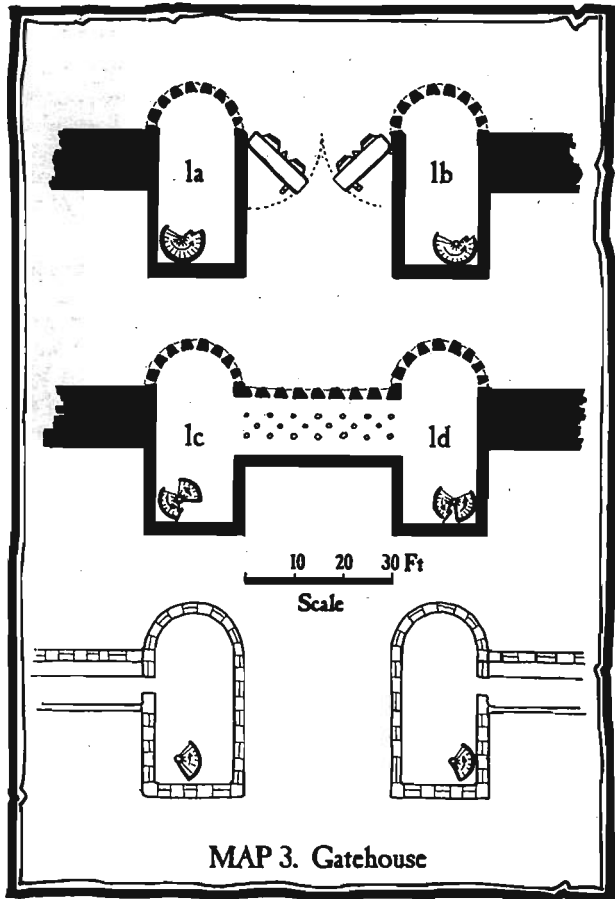
Each of the six towers around the walls was built primarily for defence, but also as a focus for painful emotions and experiences. The Castle has 'stored' emotions in the stones of the towers, and the effects of these 'memories' may weaken adventurers who enter them. Keys to map symbols for the towers are shown in Map 9 (p18).

2. THE TOWER OF EXHAUSTION

Map 4 shows the internal layout of this 100-foot high tower. The thick wooden door to this tower is shut but unlocked. However, the door has an irksome magical effect: a variety of *Rune of Renewal* is etched into the wood. A successful I test (with a -25 penalty) is required to spot the rune. The trap works as follows: the first rune to pass through the doorway on any day (dawn to dawn) is automatically drained of its power until the following sunrise. A rune weapon will lose its powers for this time, and other rune-based magic items will be similarly affected.

Chamber 2b contains only mouldering furnishings, an empty, rotted wooden coffer, and a pair of ancient, unusable crossbows in a wall rack. The trapdoor to the basement (2a) has a large tear in the wood. The wall-ladder below is unsafe, and requires a successful I test to climb down without falling (3 yard fall). The basement is flooded to a depth of 1 foot with dank, foetid (but harmless) water. A few mouldy bones break the surface of the water here and there.

The spiral staircase which leads from 2b to 2c is so narrow that characters have to climb it in single file, which is unfortunate, as chamber 2c is occupied by two unusually cunning Zombie bowmen. They both have functional crossbows, but will attack with their filthy claws after one



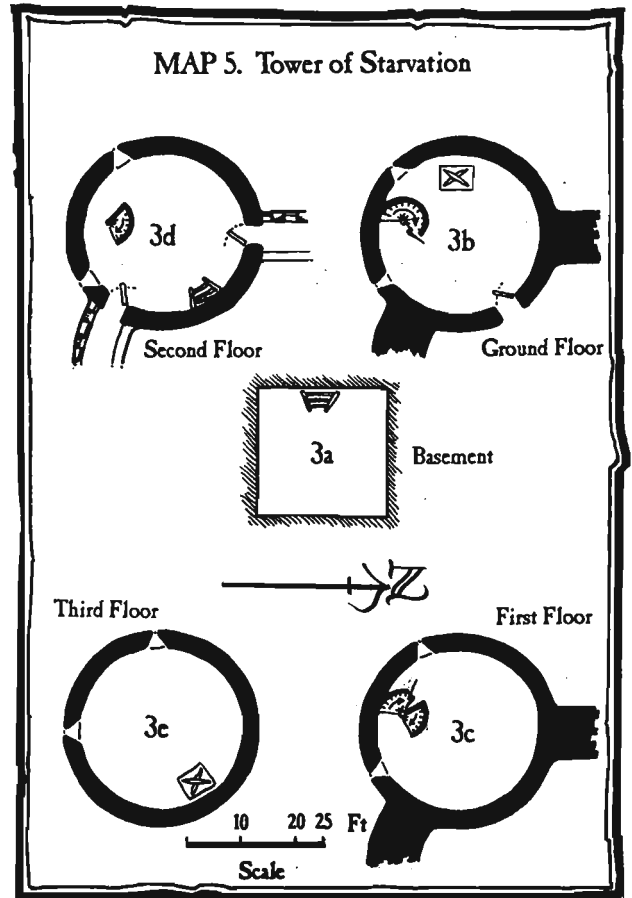
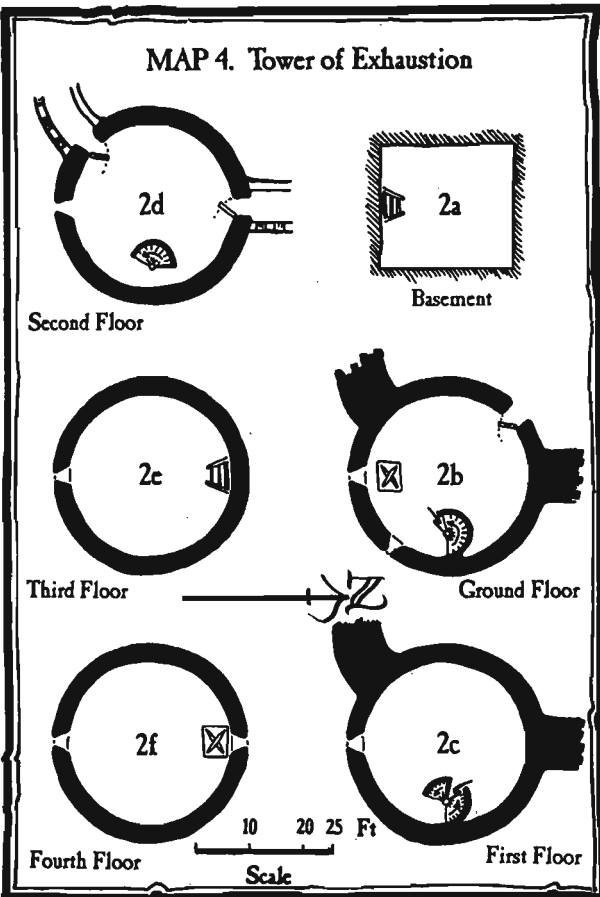
shot each. The Zombies are aware enough to hide in the darkness and will gain surprise unless the leading adventurer makes a successful **I** test. This chamber and the one above (2e) contain only rotted furnishings and useless, rusted weapons.

A trapdoor in 2e leads upwards to chamber 2f. However, the wooden ladder set into the wall below it is obviously rotten and useless, so a skill such as *Scale Sheer Surfaces* or a *Flight* spell is necessary to reach the trapdoor. Inside, chamber 2f is thick with bird droppings, feathers, mangled bones and scraps of cloth. A pair of Harpies nest here, as they are just able to squeeze in and out of the narrow windows. Their nest is in the wooden beams, some 15 feet above the floor. It contains bones, cloth, rags and filth, but there is also a collection of coins (17 GCs, 62 SSs, 18 BPs) and a pair of small topaz rings (value 7 GCs each). The Harpies will attack ferociously if anyone enters, but will try to fly away if either is reduced to 1 *Wound* or below.

Exhaustion

Keep careful track of how long the adventurers spend in this tower during each visit.

When the adventurers leave the tower, each must make a **WP** test. For every three turns spent in the tower there is a -5 cumulative penalty to this test. Failure means that the character suffers temporary exhaustion (**WS** -10, **BS** -10, **S** -1, **T** -1 for D10+10 turns). Adventurers who suffer these effects will feel a sensation of almost unbearable weakness and will see visions of exhausted people, dressed as adventurers like themselves, crawling to the doors of the Castle, but lacking the strength to escape.



3. THE TOWER OF STARVATION

Map 5 shows the internal layout of this 80-foot high tower. Any Halfling within 5 feet of this tower is allowed a **WP** test (+20 if he has *Magic Sense*). If the test is successful, he will feel very unhappy at the idea of entering the tower. A roll of 01-02 gives the Halfling the feeling that Esmeralda herself forbids it, and makes the Halfling subject to *fear* of the tower and everything in it!

Despite such premonitions, chamber 3b is only a standard guard room, with piles of bones, bolts and remnants of furniture. The trapdoor in the floor is intact and a set of stone steps below lead down to the basement, location 3a. In the cellar are six Skeletons manacled around a half-collapsed wooden table piled high with the desiccated and thoroughly foul remains of a meal set out on silver serving plates (worth 5 GCs in total). If any adventurer enters, the Skeletons writhe around, snapping their slack jawbones eagerly, but they are too firmly manacled to escape.

Note that adventurers who are warped out of certain locations within the Castle (see *Adventuring in Castle Drachenfels*) may well end up manacled here with these Skeletons!

The first floor chamber (3c) is empty, but the chambers above are wickedly and horribly different. Chamber 3d holds a large dining table with 10 massive wooden chairs. Each of these, in turn, holds a Skeleton, with its arms manacled to the floor.

Before each 'diner' is a sumptuous silver and crystal place setting (value 20 GCs per setting), which isn't quite in reach, even if the Skeleton plunges its head forward. This

CASTLE DRACHENFELS

time, however, the manacles aren't quite as firm as in the cellar. As soon as the adventurers enter, two of the Skeletons will rip their rusty iron manacles out of the floor and attack. However, they will only do this if they have a chance of hitting an adventurer. If a spell such as *Zone of Sanctuary* is in operation, for instance, the Skeletons will bide their time.

The Skeletons do not attack in the normal fashion. If one manages to score a wounding hit on an adventurer, something quite hideous happens. The Skeleton rips a chunk of raw flesh out of the character (normal damage, +3) and then sits on the floor and begins to bite and tear at its 'meal'. During this time it is treated as *prone*, and ignores all attacks.

It takes the Skeleton D4 rounds to realise that it is no longer capable of eating: it can chew, but when it swallows the food simply drops through its bones to the floor. At this point the Skeleton rejoins the fray, driven into *frenzy* by its realisation. This is an exception to the Skeleton's normal immunity to psychological effects.

An adventurer who has had a chunk of his body ripped off by a Skeleton takes 3 *Wounds* from the blow, in addition to normal damage. A *Cure Severe Wounds* spell is required to repair the torn and bleeding flesh. Until the spell is cast, the 'extra' 3 *W* points cannot be recovered.

The ceiling in 3d is made of magically-transparent stone, allowing the adventurers to see the events described below.

Starvation

At the same time as the Skeletons attack, each adventurer must make a *WP* test. Those who fail see an horrific scene in 3e: the Skeletons are starving people. A delicious smell of roasted meat wafts through the chamber, and anyone who looks up will see a hugely fat man in the chamber above. He is busily carving slices of meat from the carcass of a multi-legged Chaos Spawn.

The fat man drifts down through the ceiling, while the Skeletons strain at their chains, trying to reach the meat he offers them. It oozes greenish yellow watery fluid as he puts a slice on each plate and demands "Are you ready to eat now?" The Skeletons, of course, can't reach the meat, and the man takes great delight in taking each helping and stuffing it into his own face, wiping juices from his hands onto the Skeletons' bony faces. Every once in a while he holds out a small portion of meat, which the Skeleton chews furiously and swallows, with the same lack of success as before.

This repulsive scene (and play it up for all it's worth!) requires that each adventurer make a successful *T* test. Failure indicates that the adventurer is overcome by nausea (*S* and *T* -1 for D10+10 turns). In addition, adventurers who failed the *T* test must make a *CI* test or gain 1 Insanity Point as well. In any event, all the adventurers who can see what's going on feel excruciating hunger pangs and take an automatic *Wound*.

The scene is an illusion, and when the adventurers reach 3e, it is empty.

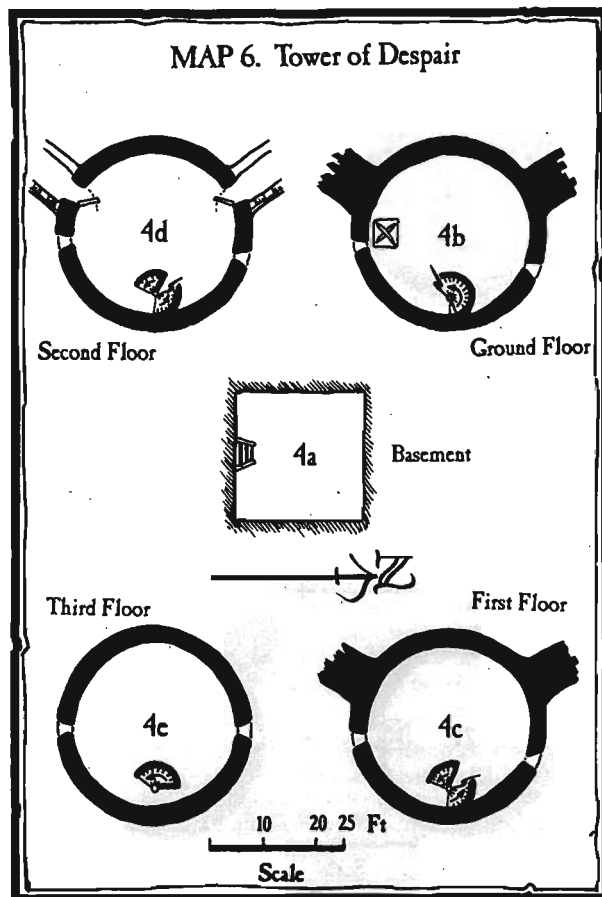
4. THE TOWER OF DESPAIR

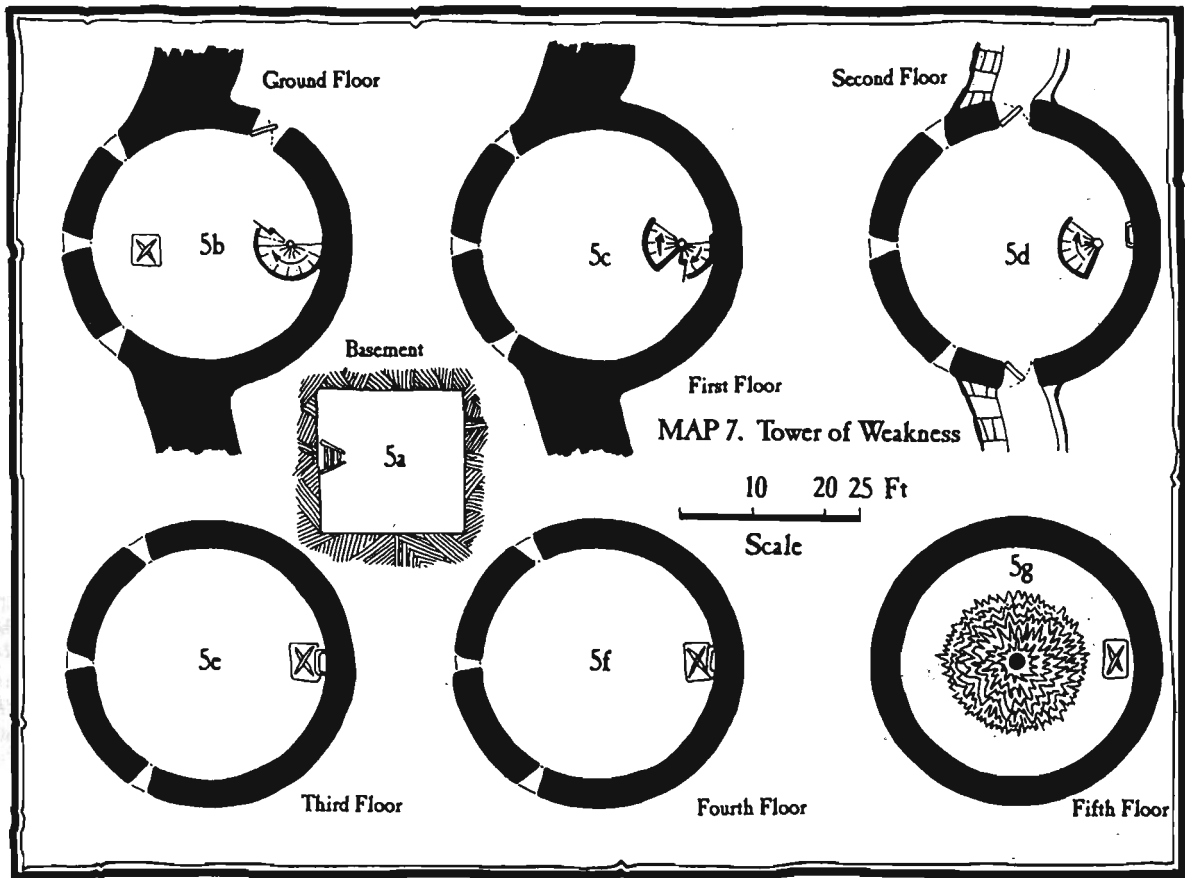
Map 6 shows the layout of this tower, which is 80 feet in height. This tower has a special nature. It is partly cut from the mountain and almost seems to melt into the rock. It ends in a flat roof. The only entrance is from the battlements (see Map 2) into chamber 4d.

Chambers 4d and 4c are standard, mouldering guard rooms, but are painted entirely in black, giving them a bleak and depressing feel. The third floor chamber (4e) is a small, dark chamber with two chairs, a hookah, and vials and bottles of potions. Most of these are dried out or brackish and useless, but one is a still-potent *Potion of Healing*. However, drinking this potion also causes *despair* (see below).

A wooden ladder beneath an unlocked trapdoor lead down to chamber 4a. This room has a pile of 15 skeletons, each wrapped in a black robe and clutching a dagger in one bony hand. These are the remains of unfortunate wretches driven to kill themselves in a futile attempt to escape the torments of the Castle. Their souls survive as a 'collective ghost' which begs anyone entering the chamber to rescue all the skeletons and bury them in a graveyard consecrated by a cleric of Mórr. While begging for this help, the Collective Ghost clutches at an adventurer (treat as an attack). Each successful 'clutch' by the Collective Ghost causes *despair*.

If the adventurers agree to help the Collective Ghost, it will fade into nothingness, but return each dawn and dusk for the next seven days. If the adventurers haven't buried the bodies properly after seven days the Ghost will attack





5. THE TOWER OF WEAKNESS

Map 7 shows the layout of this 120-foot high tower. Chambers Sb, Sc and Sd are standard guard rooms.

The tower can only be entered from the battlements. When the adventurers move from Sd to either Sc or Se they are attacked by a swarm of shadowy, ethereal forms. These are Wraithwisps (see *New Monsters*). There are three Wraithwisps for each adventurer, and they appear at the rate of four per round. They will not leave the tower, but are ferocious in their attacks within it. Unless the sphere of darkness at the top of the tower (see below) is destroyed, 'dead' Wraithwisps will reform at dusk.

The sphere of darkness covers most of the chamber at the top of the tower. Visibility is absolutely nil within the darkness, and the air has a dreadful chill. Anyone entering the sphere suffers one automatic *Wound* per round and must make a successful *T* test each round or lose one point of Strength as well. At the very centre of the sphere is its source: a magical Blackshard (see *New Magic*).

The Blackshard can be destroyed in a number of ways. It could be picked up and thrown to the ground below, but this would be incredibly dangerous. The safest method of destroying it is by using the *Ritual of Lightning* from *Lermontov's Grimoire* (see *New Magic* for this item, and rules for different ways of destroying the Blackshard).

If the Blackshard is destroyed, all magically-induced reductions to the adventurers' profiles which have been sustained within the Castle are nullified. This doesn't protect the adventurers against any effects that they might suffer in the future, only the ones that currently affect

them, convinced that they were lying. If the adventurers refuse to help, the Ghost will curse them for their callousness and attack.

One of the skeletons has an *Amulet of Coal* about its neck. Any character may take this item, but each time it is used (not just when it is worn!), the wearer must make a successful *WP* test or suffer from *despair* for D10 turns.

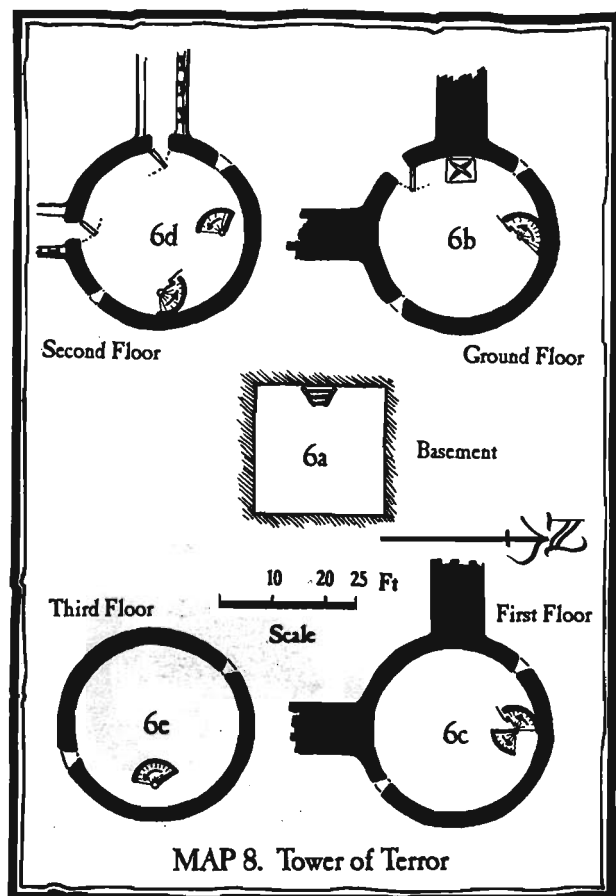
Despair

As soon as an adventurer enters the tower, a secret *WP* test should be made. Those failing the test will not be able to move upwards towards the top of the tower, nor will they be able to leave it. They will only be able to move downwards, ultimately ending up in location 4a.

Affected adventurers also suffer despair: *M* and *S* -1, *Ld*, *Int*, *Cl*, *WP* and *Fcl* -10. This lasts while the adventurers remain within the tower and for D10 turns afterwards. Each time the Collective Ghost clutches at someone they must make a successful *WP* test or suffer the same effect. If they are already suffering from despair, the effect lasts an extra D10 turns.

As noted above, the *Potion of Healing* and the *Amulet of Coal* can also cause despair.

Unaffected adventurers can help their stricken friends to leave the tower, but affected characters will have to be manhandled out of the place. Once outside, affected characters have no urge to return, but they continue to feel despair for the duration of this magical effect. Players should be encouraged to roleplay the despair.



MAP 8. Tower of Terror

them. Profile losses from diseases acquired in the Castle are also not affected.

Weakness

If the adventurers leave the tower without destroying the Blackshard they must each make a **WP** test. If any adventurer fails the test his **S** and **T** are reduced by -1, and **WS**, **Ld** and **Int** by -10 for D10+10 turns. Adventurers who fail the test feel weak and chilled, and shiver violently for 1 round when leaving the tower (penalty of -20 to any **I** test which must be made, for any reason, during this round).

6. THE TOWER OF TERROR

This deformed-looking tower is 80 feet high; its layout is shown in Map 8. The very stones seem to be twisted and distorted, and the whole building leans inwards into the Castle. The ground floor door is locked as usual, but the doors onto the battlements are not.

Chambers 6b and 6c are ordinary guard rooms. The trapdoor in 6b leads to stone steps down into a cell (6a) which contains three huddled human skeletons and the glint of gold (19 GCs are spilled on the floor beside one). This basement cell is one of the Castle's *variable warp points* (see *Adventuring in Castle Drachenfels*). The skeletons are harmless.

Chamber 6d has narrow wooden shutters over the arrow-slits, which are barred with iron on the inside. The walls are decorated with black wall hangings and tapestries depicting skeletal forms rising from crude graves. This

chamber is also unnaturally cold. Anyone who remains in here for one complete turn will take an automatic **Wound** unless they have some magical protection against cold.

Each character must make an **Int** test on entering chamber 6d. Those who fail are convinced that a horde of Undead emerge from portals which magically open in the tapestries. The other adventurers also see this happen, but realise that the scene is an illusion. Characters who failed the **Int** test must also make a **Cl** test. If this is passed, they stand shivering with fear, rooted to the spot. They are allowed one **Int** test per round to see the illusion for what it is, although they can also be helped out of the chamber by unaffected comrades.

Those who fail the **Cl** test flee in terror onto the battlements - they just want to get out of the tower. Of course, this may lead them to run onto the rotted wood, which will give way and let them in for a long fall...

The terror lasts for D10 rounds after leaving the tower. During this time affected characters run at maximum speed away from it.

Chamber 6e is different. It does have barred and shuttered slit windows, but there are also several work tables and chairs in here. On the tables are lenses, leather pouches containing semi-precious stones, a wooden box with rough 'red gold' coils (gold heavily adulterated with copper), cutting and polishing tools, and small oil-burning lamps (although the contents of the oil flasks have long evaporated), with some minor bric-a-brac items completing the setting.

One round after entering this chamber, the adventurers will be attacked by a Poltergeist (see *New Monsters*). The Poltergeist gains surprise unless the lead character makes a successful **I** test (with a -30 penalty). It attacks by hurling tools, paperweights, ornaments and the like. If the Poltergeist can be driven out of the chamber by a *Zone of Sanctuary* it will flee, as its bounded area is the whole tower. It can leave the tower if driven out in this way, but it must stay close to the outside walls.

The Poltergeist is cunning, and quite insane. The spirit is that of a Gnome gemsmith employed by Drachenfels many years ago. Once it is aware of the adventurers, the Poltergeist will try its best to assault them anywhere within the tower.

The value of gems, tools and the like in the chamber is 350 GCs. If the adventurers specifically state that they want to look for spell ingredients, or if a spellcaster makes an **Int** test without specifically stating this intention, they can find the following: a fire opal (*Resist Fire*), a crystal prism (*Destroy Illusions*), an 8-inch diameter golden hoop (*Vanish*, but the hoop is red gold, so the spell will cost 9 MPs rather than 6), a magnifying glass (*Banish Illusion*), and a polished silver mirror (*Camouflage Illusion*).



Terror

As any character leaves the tower, he must make an **Int** test. Regardless of its success or failure, the character sees a hideous, faceless spectral form which radiates intense cold and malice, with clawed talons reaching directly at his heart. The claws thrust directly into his body and cause an agonizing pain and mind-numbing fear.

Those who passed the test realise that this is an illusion. Those who failed, however, have **S** and **W** -1 and **WS**, **BS**, **Ld**, **Cl** and **WP** -10 for D10+10 turns.

7. THE TOWER OF RAGE

Map 9 shows the layout of this 80-foot high tower. It contains an imprisoned Chaos Warrior, mutated by Drachenfels as he felt befitted a servant of T'zeentch. There is a *Ward of Forbiddance* spell (see *New Magic*) on all three external doors to this tower, and the ground level door also has a *Steal Mind* spell cast into the *Ward of Forbiddance* laid upon it.

The basement (7a) is empty, while the ground floor (7b) and first floor (7c) are guard rooms, with the usual quota of decayed furnishings. Chamber 7d, however, contains a clutter of decomposed bodies, weaponry and general junk. The floor is also covered with a thick and malodorous slime which makes footing treacherous (**WS** and **Dex** -10 for the adventurers).

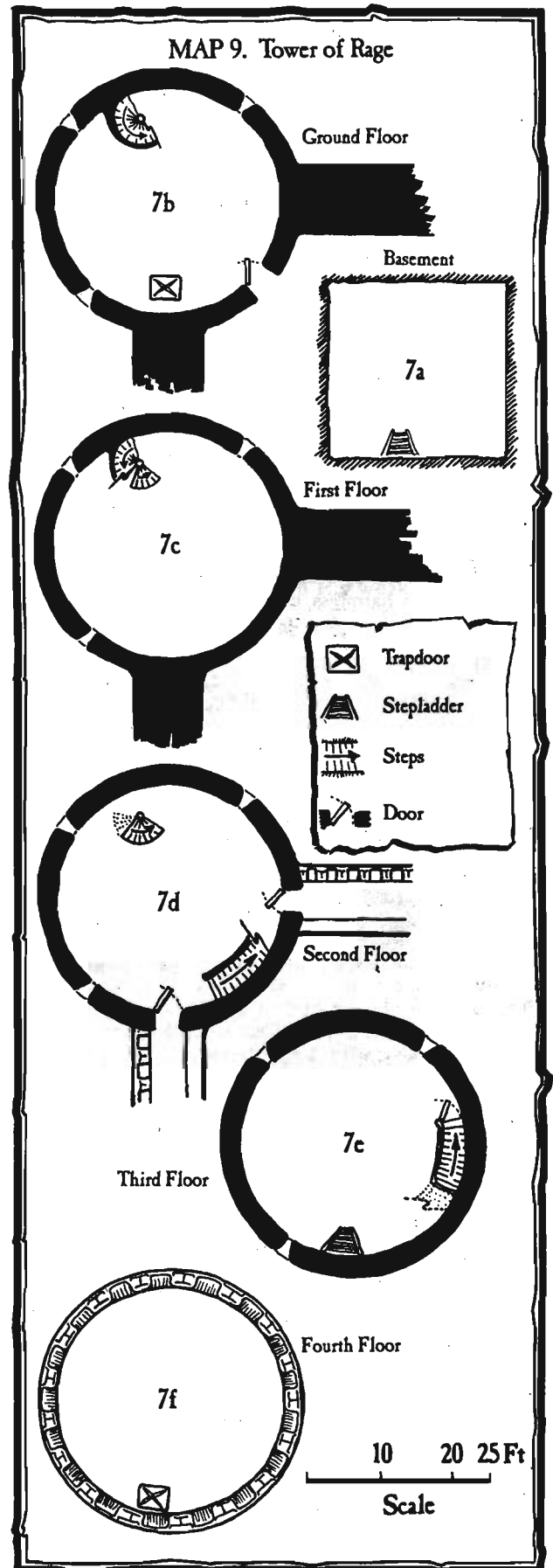
When the adventurers are halfway across the room four foul, mutated forms suddenly spring up from the corpses and attack. The forms have no definite shape, as they change from round to round, but they are vaguely humanoid and attack with limb-like appendages. See *Profiles* for more details.

Chamber 7e is dominated by a man-sized iron cage which hangs from a ceiling hook. Its door is open, and a trail of slime leads to a point in the middle of the floor where it suddenly ends. This is a ploy by the Chaos Warrior, which uses its tentacled legs to straddle above the doorway and evade detection. It will wait for one or two adventurers to enter the chamber, then leap on them. It gains automatic surprise if it has not been detected. Make it clear to the adventurers that this creature is truly savage.

Above the trapdoor the attic chamber (7f) contains a pair of locked chests wrapped with leather strapping, along with some mundane furnishings. This looks almost like a long unused guest room with a view. The Chaos Warrior has the keys to the chests, and these will be found if his corpse is searched.

Among a heap of mundane weaponry - a two-handed flail, spare sword and scabbard, two throwing axes, crossbow, 2 quivers each of 24 crossbow bolts, and a repeating crossbow - the first chest has a complete suit of *Plate Armour* +1 which the Chaos Warrior is no longer able to use due to his mutated form.

The second, smaller, chest has clearly been ransacked but it still has some items inside. An ordinary-looking leather bag containing 4 GCs is actually a *Bag of Lightness* (capacity 1300 Enc) with a note inside (Handout 2). Inside the small wooden case is a gold-chain necklace of large teeth. These are actually the teeth of a very young Dragon (and could be used as material ingredients for the *Cause Panic* spell). The necklace is worth 100 GCs if this is recognised, but only 10 GCs otherwise. There are also



CASTLE DRACHENFELS

three Kislevite vodka bottles, two of which contain Kislevite vodka, and one of which is actually a *Potion of Disguise*.

Rage

As a character leaves the tower, he must make an **WP** test. If the test is failed, the adventurer is filled with a terrible anger for D10+10 turns. This rage gives **S** +1, **I** + 5 and **WS** +10, but no parries may be made while the character is affected. An enraged character is also driven to find an enemy and fight it to the death. If anyone gets in the way (like one of the other adventurers) he will attack them.

You should make every effort to ensure that this violent 'kamikaze' attitude is properly roleplayed by any affected adventurers. If they know where to find a powerful enemy this is where they will go, even if it means almost certain - or, indeed, certain - death!

8. THE WELL

A few rotted buckets lie around the well, which has a 3-foot high stone wall around it. The water is some 20 feet down: a pool fed by a diverted underground stream. The water is mostly harmless, but filled with bones and mouldy pieces of flesh - some of which are relatively - and disturbingly - fresh. Anyone drinking the water will feel ill (**S** and **T** -1, **WS**, **BS** and **I** -5) until the following dawn, but these effects can be counteracted by boiling the water before drinking it.

9. THE FOUNTAIN

The ornamental fountain is some 6 feet tall and carved from marble. Now stained with bird droppings and weathering, it shows a pair of intertwined and horribly mutated lovers. The curves and lines are strange and disorientating, giving anyone who looks at it an unpleasant feeling of unease and distraction, but nothing more. No water flows from the sprinklers here, and clearly hasn't for a long time.

10. THE STABLES

The stables have eight stalls. Stalls a, b, c, d, f and g hold the skeletons of horses. Those in 10a and 10f will animate to attack intruders, using stomp attacks; they use the profiles of standard Skeletons.

At the far end a number of tools, harnesses, tack and the like are scattered about. One harness is still in good repair. It is magical, and gives the rider of any horse wearing it a +20 bonus to all *Ride* tests.

A careful search of the stables will reveal a loose stone in the floor of stall g. Beneath this is a small hole in which a long-dead stableman hid 18 GCs and 30 SSs.

11. THE COACH-HOUSE

The building houses one of Drachenfels' coaches, which you should certainly try to get the adventurers to investigate!

The Grand Carriage

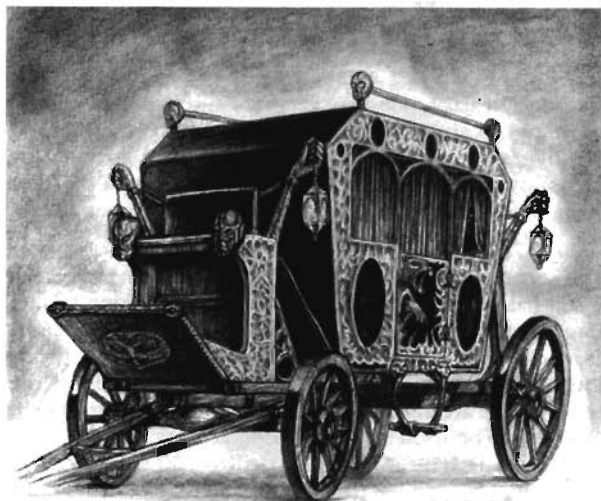
The carriage has a body of black wood, with gold roof rails and lanterns on each side. The four lamps are worth 20 GCs each, the two rails 30 GCs, and all have Enc 25 each. The whole vehicle looks unnaturally new and shiny. The leather harness is greased and polished, the dark velvet curtains are drawn inside the carriage and show no signs of decay. The handles to the doors are made of preserved Skaven paws, with a snarling Skaven head mounted just above each paw.

The adventurers will be attacked if they try to open the doors, or start stripping valuables from the carriage. Optionally (if you're feeling mean) the carriage will animate and attack the adventurers if they just stand around for ages wondering what to do next. The possible attacks that can be sprung on the adventurers by the carriage are as follows:

- The carriage attacks by charging, knocking characters down and crushing them (treat as *stomp* attacks).
- A Headless Horseman appears on the carriage and swoops down on the adventurers.
- The two Skaven heads will bite anyone who opens the doors (**WS** +20 for this). They can also detach themselves from the doors, flying around the coach-house and attacking anyone they find.
- The four Skeletons in the coach will animate and attack. These skeletons are dressed in decayed finery - lace and silks - and are covered in dust and cobwebs, but attack as normal Skeletons. They still have personal jewellery (rings, neck-chains, etc.) worth a total of 250 GCs.

Further details of all these 'creatures' are given in the *Profiles* section.

If the adventurers manage to beat this array of monsters, they may search the coach. If they do so they will find a small lady's reticule which has slipped down behind one of the seat coverings. This contains three lace handkerchiefs, a small silver mirror (value 10 GCs), two vials of perfume (now stale and useless), numerous pots of spoiled Cathay cosmetics, a pair of pearl ear-rings worth 25 GCs, and a note wrapped with red ribbon - this is Handout 3.



MAIN BUILDINGS, GROUND LEVEL

12. FRONT DOORS

The front doors of the Castle made out of solid stained brown wood. On each door is a bronze plaque, etched with an indistinct mask-like face. The doors are shut, but not locked. They creak only *slightly* as they open.

13. GARGOYLE CORRIDOR

All along this corridor, Gargoyle faces and stone hands protrude from the walls. The faces are horribly contorted as if suffocating or in great pain, and their eyes seem to follow anyone who passes. The hands are clawed, deformed, seemingly clutching madly or reaching out in desperation. There are even some broken stone heads and hands lying on the floor.

The corridor is harmless as long as the adventurers don't damage any of the stone Gargoyles or cast any spells in, or into, the corridor. If they do either, the whole corridor animates and attacks them as 'Part-Gargoyles' (see the *Profiles* section).

Two 'Part-Gargoyles' can then attack each adventurer each round. If the adventurers try to reach location 14 they will

have to pass scores of biting faces and clutching hands. However, once they have destroyed six Part-Gargoyles, then assume that the adventurers have managed to reach the warded door at the end (location 14).

However, the adventurers must be speedy. After three rounds of combat, some Gargoyles will actually emerge from the walls and attack as complete creatures. They will emerge at the rate of one per round. *Zone of Sanctuary* and similar spells will not work against either type of Gargoyle, so the adventurers must fight their way through.

14. WARDED DOOR

This door has a weak spell cast on it, which an adventurer with *Magical Awareness* may be able to spot if he makes a successful *Int* test. The spell is a weakened form of a *Ward of Forbiddance* spell (see the *New Magic* section). Any adventurer who fails a *WP* test will be unable to get past the Ward, but the test may be repeated for each two rounds spent trying to force a way through. During this time, a failed adventurer has *WS* and *BS* -20, which may be a problem if Gargoyles from area 13 are still attacking at the time!



15. WAITING LOUNGE

This room has six comfortable-looking armchairs with coarse horsehair covers, carpets, pleasant wall hangings, and generally looks like a plush, if exceedingly dusty, lounge. Each of the armchairs has a corpse seated in it. None is decayed, but each has been carefully flayed. In one corner stands a silver-topped trolley with a pair of scalpels, a few scraps of dry skin, and some oddly-curved blunt metal spatulas. There are no valuables in this room.

This is a disturbing scene to say the least. If the adventurers enter and begin any kind of search, some of the muscles in the bodies twitch, and one of the corpses opens its mouth in a silent scream. Anyone in the room must make a successful CI test or gain 1 Insanity Point as a result of witnessing this event.

16. CHAMBER OF THE POISON FEAST

The scene of one of Drachenfels' most infamous atrocities, this chamber has been sensibly shunned by most of the Castle's visitors.

Around a richly decorated dining table sit the remains of Drachenfels' royal and aristocratic dupes. Only one or two skeletons, in their finery, have collapsed into a mouldering heap on the tiled floor. Before the bodies stand filth-encrusted silver plates and tureens, dirty and cracked crystal glasses, which are all that now remains of the great feast.



The victims attended the feast after Drachenfels' feigned repentance convinced the wisest and best that he had truly turned from evil. The wondrous feast that Constant Drachenfels placed before them contained paralysing poisons, and after the first mouthful none of the guests could move. They starved to death with the sumptuous feast laid out before them.

If the adventurers examine the dead guests, they will see insignia of the royal and noble houses of The Empire and Bretonnia, past and present. There are also two bodies attired as a High Priestess of Verena and a Parravonese Wizard. If you are using the sample player characters provided in this book, Erszebet will not find the mace she is looking for in here, and Elmariel will realise that this is the body of the Wizard that he wished to find. However, there is no sign of the Elven magical artefact.

There is certainly treasure to be found here: rings, bracelets, necklaces, neckchains, ear-rings and other items worth a total of 500 GCs. But taking any of these valuables is definitely not without risk.

The Ghosts of the dead in here will attack if the adventurers loot the bodies. As soon as any adventurer takes an item from a corpse, tell him that he can see ghostly shapes forming in the shadows. If the adventurer is stupid enough to continue, he will be attacked by two Ghosts. Two Ghosts will appear for each adventurer taking part in the looting. Those who touch nothing will be left alone unless they join in any fight.

17. LOUNGE

Strangely, this room is fairly clean, as if someone still keeps the place tidy. This, in fact, is the most likely place for the adventurers to encounter Bardul the Hunchback (see *Castle Dwellers* in the chapter *Adventuring in Castle Drachenfels*).

The chamber is full of clocks. There are two huge grandfather clocks standing against the walls, and several carriage clocks with Bretonnian giltwork on tables about the place. All are in pieces, and spare parts, jars of gilt polish, winding keys, pendulums and the like are littered about the place. There is nothing else of interest in here.

18. THE GREAT HALL

This very large chamber was a vast feasting hall, an audience chamber, or an atrocity exhibition, as the whim of Drachenfels dictated.

When the adventurers enter, it is laid out ready for some kind of concert or performance. The raised stage to the west has lecterns and sheet music set out in front of chairs, and there is a harpsichord on the stage. Three long rows of chairs are set before the stage, and there are tables with candelabras, goblets and punch bowls (the glass is cracked and filthy).

There are many framed paintings on the wall, showing warriors and nobles of Imperial, Kislevite and Bretonnian origins. The whole room has the feel of a place set out to be conventionally acceptable and, if such a word is appropriate in this Castle, almost friendly. Despite its huge size, disturbing echoes and sinister atmosphere this hall is quite harmless.

19. CLOAKROOM

There are 20 cloaks and robes hanging on pegs here, made of various materials but none identified by any visible insignia. One of the cloaks is actually a Chameleoleech, but it won't attack unless it is touched – by an adventurer searching the cloaks, or trying to put it on, for example. The Chameleoleech also gains a free attack (WS +40). Searching the cloaks turns up a few loose buttons and an Imperial silver shilling.

20. PRIVY

This chamber has two large and comfortable commodes with a couple of hinge-top buckets. An Amoeba lives in the left-hand commode, but will only attack if it is disturbed. A mop and pail are propped against the wall, but there is nothing else of interest or value here.

21. MUSIC ROOM

This is a small conservatoire, with very heavy and thick, black-lined curtains hanging from ceiling to floor level. A collection of a dozen weird stringed and reed instruments sits on an ornamental willow-pattern rug on a table set against the west wall. Before the table stands a large armchair.

Drachenfels had an ear for strange and disturbing music. He placed two Guardian Spirits (see *New Monsters*) in this room, and they will attack anyone who picks up one of the instruments. They will not follow anyone leaving the room unless an instrument has been removed. In this case they will follow anywhere in the Castle to get it back. The spirits can move the instruments, since they are strongly attuned to their protection. The Guardian Spirits appear as a pair of Nipponese monks in saffron robes.

If a fight takes place in this room, the strains of disorientating Nipponese atonal music can be clearly heard. Any adventurers within the room must make a successful WP test or lose -10 from LD, CI and WP for as long as the fight lasts and D10+10 turns thereafter.

The instruments are only valuable if the adventurers can find a buyer. They are curios, but their use is alien to Old World ears. Their value is 200 GCs if sold to a collector. Non-collectors won't buy them at any price.

22. KITCHENS

In the centre of this room is a large wood-burning stove with a flue and vent which lead directly upwards, and hotplates on the top. Rather unpleasantly, there's a pile of excrement at the bottom of one of the vents, suggestive of someone dumping the same down from upstairs (Bardul, in fact, see locations 55 and 58). Work tables have plates and salvers, long-rotted tubers and roots, tureens and similar items on them. An array of evil-looking cleavers, serrated spoons, filleting knives and other implements hang along the walls on barbed and blackened hooks. What appears to be a pair of Zombies stand by the west wall, one in either corner, with a cleaver in one hand and a filleting knife in the other. The adventurers will probably attack them, but if they approach in any way a spectacularly disgusting scene ensues.

The 'Zombies' step forward as if to attack, but suddenly their bodies change entirely. They are not Undead, and so are not kept at bay by a *Zone of Sanctuary*. Their flesh transforms into living flesh, their hair re-grows, their eyes reform in sockets, peeling scraps of flesh re-knit and group around bone. The Zombies take on the appearance of people the adventurers know (and preferably care about or at least like) reach forward to them as if in greeting, then start filleting themselves. With looks of utter disbelief on their faces, their hands jerkily begin filleting their ribs and carving off great joints of meat with knives, axes and cleavers. They scream in horrifying agony, and thick gouts of blood spray over anyone in the area as the meats fly with a squelch into roasting-trays on the tables, where they flop about for a few minutes like dying animals.

Any character who has entered the room gets splattered with blood unless he makes a successful I test. If splattered, the blood actually turns into thick, wriggling maggots which worm their way into the character's armour and clothes. This is a truly disgusting sensation which lasts for 1 turn. The character must make a CI test or else be forced by nausea to strip off his armour and clothes, unable to put them on again until they have been thoroughly cleaned and washed.

There's nothing the adventurers can do to help the 'Zombies'. They simply completely dismember themselves and end up writhing and wriggling in meat trays and as piles of jerking bones on the floor. Their heads thrash about on the bloodied floor, gnashing their teeth and foaming at the mouth. The adventurers must each make a successful CI test or gain an Insanity Point as a result of witnessing this hideous spectacle.



23. LARDER

This small storage room is full of old and rotted roots and tubers, sacks of rotted and musty-smelling grain, barrels of reeking and vinegary wine and beer, jars of moulded fruits, and suchlike. There's nothing edible here, and if the adventurers go poking about when it should be perfectly obvious this place is a filthy, worthless mess, set a few Giant Rats on them.

24. CORRIDOR OF DISCORD

This corridor looks odd. Map 2 (page 11) shows the true dimensions, but it appears to be twice as long as it actually is, which should annoy players who are obsessive about mapping details. The tapestries and wall-paintings appear slightly different to each person who looks at them, in such a way as to foster thoughts of distrust and discord between them.

One tapestry, for instance, shows an Elf and a Dwarf in animated discussion. To an Elf or a Dwarf, they seem to be having a violent argument. The Elf sees a couple of extra Dwarfs hiding behind a tree with poisoned daggers, waiting to back-stab the Elf. A Dwarf sees an extra Elf sitting up the same tree, about to fire an Elf Bow and strike down his brother, and so on. Add detail as you wish.

Discord

Make a secret **WP** test for each character entering this corridor. Characters who fail are subject to *discord* (not unlike animosity). Spring this on them at the worst possible time; make sure they're all in the corridor if possible, so you have the maximum number of potential victims.

A character affected by the magic in the corridor will turn on another character in the party, the one he likes least, and taunt him for D4 rounds. The player should role-play this, insinuating that the other character is cowardly, worthless, treacherous, etc. At the end of this time, the character will attack his fellow.

However, other (unaffected) characters may be able to force affected characters out of this state of discord. They must shout at them, slap their faces, magically coerce them, or manage to force them out of the corridor. This allows the affected character a second **WP** test, this time with a +10 bonus. At the worst, an unaffected character with *Strike to Stun* may find his skill called upon to save life and limb here. A stunned character will find his mind cleared of discord by the blow!

The **WP** test must be made each time the adventurers re-enter this corridor. For example, if they move through it to get to Drachenfels' bedroom (location 31), or if they re-enter from the north they have to make fresh **WP** tests. Don't overdo it, though. If they go through a side-door (i.e., into rooms 25 or 27) they don't have to make another **WP** test when they return to the corridor part-way along. It's effectively one **WP** test per full transit of the corridor, as it were. Also, a character who has successfully made at least one previous **WP** test here is allowed a +10 bonus for any subsequent test (this isn't cumulative with further successes).

25. STUDY

The door here is locked, with the keys in location 53, but it can be broken open normally (**T** 5, **D** 12). The study room has a couple of armchairs, one heavy wooden chair set at a writing desk, a bookcase set against the east wall by the door, ornaments and furnishings, and a set of five masks (as described below) mounted along the north wall.

Examining the desk and the papers on it is largely fruitless, as the damp has affected them and nothing legible can be found. The drawers of the desk are open, but contain only dust. The books in the bookcase have either fallen apart with age, or are mundane, or both. There is an unpleasant hazard behind the bookcase, however. Any character searching through the books there must make a **Dex** test. If this fails, the bookcase, which has a rickety frame, just falls apart, revealing a thick patch of Red Mould on the wall behind.

The masks are clearly magical, as any character with *Magical Sense* may realize. Each mask is made of a different substance, and each produces a different magical effect when worn. The appearance and effects of the masks, from left to right, are:

- **Iron Warrior:** +10 to **Cl** and **WP**; subject to *frenzy* against one opponent type. The GM should choose this opponent type to fit the campaign, or roll on the table for *hatred* in the WFRP rulebook.
- **Silver Rogue:** +10 **Int**, +10 to all bluff and bribery tests and **Fel** tests involving a con or scam of some kind ("silvered tongue"); -1 **T**.
- **Lead Ogre:** -10 **Int**.
- **Copper Fox:** Gain *Concealment Rural*, *Concealment Urban*, *Silent Move Rural* and *Silent Move Urban* skills (or +5 test bonus if the character already has the skill in question); -5 **Cl**.
- **Paper Courtesan:** The face on this elaborately-folded paper mask appears Nipponese in character. When donned, it crumbles to dust, but it confers the skills *Charm*, *Mime*, *Mimic* and *Seduction* permanently.

Bonuses arising from the masks only apply when the mask is being worn (except for the paper mask), but the penalties are permanent and cannot be dispelled.

Clearly, a character wearing a mask is going to have a tricky time with some **Fel** tests. Even with the silver mask, which gives the wearer some Charlatan-type skills, this doesn't mean that face-to-face encounters won't have a **Fel** penalty (the skill bonuses apply separately from any general **Fel** penalty or bonus). After all, people don't tend to trust people who wear masks. You will need to think carefully about modifiers for wearing a mask. If stuck, use a general penalty of -10 to **Fel** if the mask can be seen. If the character is able to conduct an interview in the dark, or use some similar subterfuge to avoid the mask being detected, the full bonus will apply.



26. LIBRARY

The door to this room is closed and locked, and the only way to get in is by getting the key from the 'attic' above Drachenfels' master bedroom (location 53). Nothing else will do, including *Pick Lock* skills, *Smash* spells (irrespective of MP augmentation), etc. There is an impenetrable magical force here which only the library key can remove.

There are eight shelves of books in the library, plus two reading/writing desks with pens, (dried) inks and (ultra-brittle and useless) paper. The eight shelves contain books under the following subjects: archaeology, history, genealogy, mythology, medicine (including alchemy), Lustrian and New World exploration and geography, the histories and sagas of Chaos incursions, and a large number of works on theology, heresies, witch hunts and the like.

This large collection contains nothing which couldn't be found in the libraries of a major city such as Middenheim or Altdorf (allow any scholarly type an **Int** test to realize this), except for the Chaos/heresy works, which would be restricted-access in the temples. There really isn't much point in the adventurers sitting down to read (takes too long) or taking books away. They are of no real value, although a Cleric might want to take a heretical work for the restricted library of his temple, which is quite acceptable. Burning such works is also entirely acceptable! There are a couple of exceptions to this, however.

First, a careful search (takes 10 Turns) of the alchemical section turns up two works of note: *De Lapis*

Philosophorum in Bretonnian, and the small and quirky *Lermontov's Grimoire* (see *New Magic*). Unless the adventurers know the Grimoire is in this room, they will need to take an **I** test to find it.

Second, a careful search (10 Turns) of the history section turns up a note stuffed into a tedious book on Parravon history if an **I** test is made to observe it. If found, give the players Handout 4.

There are hazards here, of course. Looking through the history section means that one character is hit by a simple but effective trap triggered by a pressure-sensitive plate below the carpeted floor. From one left-hand set of shelves thin hardwood plates of wood scythe outwards at shoulder and shin height in front of the character; from the right-hand side a single similar plate scythes outwards at the level of the base of the spine. These heights are in Human terms. This trap inflicts D3 S5 hits, or 1 S3 hit for a Dwarf or Halfling (only hit by the lower two).

Also, anyone attempting to remove a book from the library will be attacked by a Guardian Spirit. Each book has its own Guardian Spirit, which will attack until the book is dropped or replaced.

It should be fairly clear to the adventurers that this library isn't exactly packed with exciting Grimoires and forgotten lore, despite the find of Lermontov's Grimoire, and that if they want some really impressive magical reading matter they will have to look elsewhere. That thought should entice them deeper into the Castle, which is the general idea...

27. HERALDIC DISPLAY

This chamber is of bare stone, decorated throughout with shields and emblems of noble houses of the Empire, Bretonnia and northern Tilea, together with some swords and maces, a couple of ornamental lances, a couple of crossbows, and a suit of plate armour either side of the west door.

Below each shield is a bronze plaque which contains rows of symbols of the Chaos Powers. These are simply records kept by Constant Drachenfels of how many nobles he has slain by what means. For example, a descendant of the Duc de Parravon killed by disease is recorded as a symbol of Nurgle etched onto the plaque below the shield of that noble house. A few complex cases are recorded with mixed or joined symbols (e.g. those of Nurgle and Tzeentch for someone killed by a disfiguring disease which caused the victim to be burnt as a mutant). The weapons are mounted along the east wall.

Any players worth their salt will obviously expect the suits of armour to animate and attack, so don't disappoint them here. Each suit attacks immediately a weapon on the east wall is touched. Unfortunately for the adventurers, the swords carried by the suits of armour (one in each gauntlet) each have a Zone-dispelling effect enchanted on them. Each sword can dispel any one *Zone* spell on contact, thereafter becoming an enchanted sword with no bonuses or special abilities.

One of the crossbows on the wall is magical, but wasn't quite enchanted properly. It is a *Bow of Strength* with S5, but 5% of its shots (roll of 96-00) actually fire backwards, right at the marksman himself, and hit automatically.



28. THE CHAMBER OF TEMPTATION

This is a grim and vile sight. The walls and floors are covered with massively bloodstained hangings and carpets, and mounted around the room are preserved bodies of victims killed in a manner which represents their ruling passion.

A glutton's gross body squats with eyes bulging from its face, suffocated with vast quantities of food forced into his mouth. A miser's body lies cut in a thousand places by a huge array of coins with sharpened edges. A drunkard has been drowned in a glass-sided butt of brandy. In all, there are ten such bodies carefully displayed as exhibits.

Make a secret **Int** test for each character. Those who fail see something which they most wish to see at the far end of this room, whether this is gems and gold, a magical weapon, a religious icon, or a powerful Grimoire. Use your knowledge of the adventurers to engineer an appropriate illusion for each. Affected characters will find themselves compelled to walk over to take what they see.

When the affected characters get to the east wall (or as far as they can go in that direction if other characters stop them), they are attacked.

The expressions on the faces of the displayed bodies suddenly change: their faces contort and their limbs look as if their muscles are writhing below the surface of the skin. Then their chest cavities simply burst in a mass of bone, blood and repulsive leeches, ten wriggling out of each body. The leeches look as if they have the faces of

the bodies they have burst from, and they are capable of rearing up and attacking with a cluster of teeth around a central sucker. Each leech attacks the nearest character. These leeches are much tougher than normal - see the *Profiles* section.

Characters witnessing the appearance of the leeches must make a **CI** test or acquire D3 Insanity Points.

29. THRONE ROOM

A detailed layout for this room is given in Map 10. The door has a *Ward of Forbiddance* spell upon it, with an active *Cause Cowardly Flight* as a secondary spell within the ward. It also has a lock of unusual complexity (CR 55%).

Inside, the entire north wall is covered with a stained glass 'window' - behind which is stone. The 'window' shows the Chaos God Khorne, seated on a pile of skulls, in an almost-parodied form.

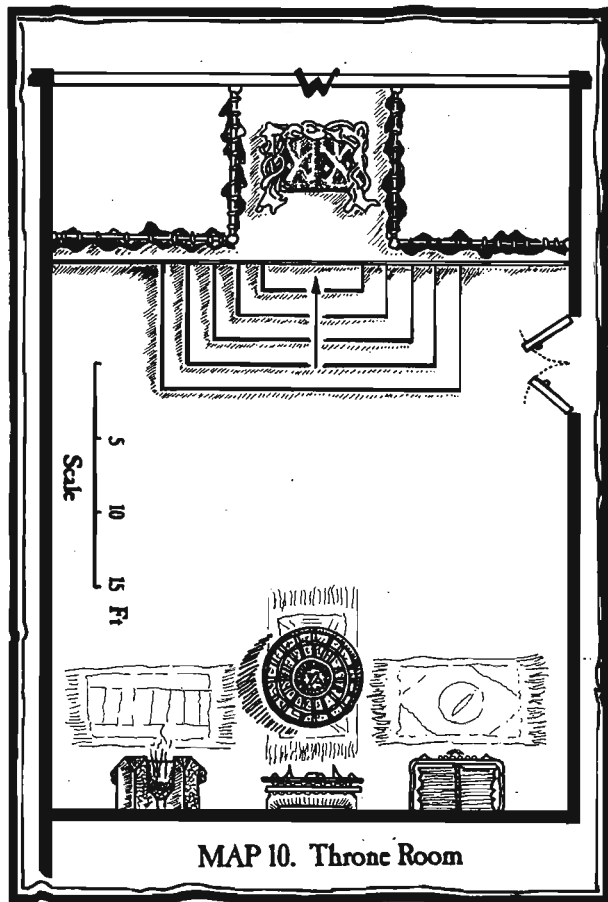
There is a large ellipse of what appears to be a mirror within the design, just below the throne. This part of the 'window' can be used for long-range scrying. A character looking into it and willing himself to see a far-distant scene can see into an elliptical area bounded by Middenheim to the north, Nuln to the south, some 25 miles west of Altdorf, and to around 100 miles east along the River Talabec out of Altdorf. This doesn't allow fine-detail viewing, the viewer can't see into the windows of homes, for instance, but individual streets, river traffic, troop or merchant wagon movements and suchlike can be readily seen. Unfortunately, there is a dual peril in doing this if the viewer is not Constant Drachenfels himself.

First, it's hard to stop gazing at the scene because it's so fascinating. A character must make a successful **WP** test to stop looking. If this test is failed, the character must then keep looking for another Turn before being allowed to test again. Characters looking into the mirror count as prone if attacked.

Second, each time the mirror is used for scrying, there is a chance that a Lesser Daemon (1-5, a Bloodletter; 6-10, a Fleshhound; see *Profiles* for reference) will come through the mirror and attack the viewer. This chance is 1% for a quick look, then a re-roll each extra Turn with an additional 1% (cumulative) chance of something hostile turning up.

Attempting to destroy this 'window' is a bad idea, as it's effectively indestructible. The first time the adventurers make any attempt to break it, tell them that the figure of Khorne appears to move in the frame and the eyes of the god appear to be turned on them. If they make a second attempt, have a Bloodletter arrive and attack them. If they still persist in their foolish attempts at destruction, set a Bloodthirster (ROC-SD, or use the Greater Daemon profile from the WFRP rulebook) to arrive and attack.

Before the scrying glass stands Drachenfels' throne, bounded about with thick black satin curtains hanging from ceiling rails. These curtains have very heavy gold threading at the edges, and tapestry-work in other colours, especially red, portrays the Great Enchanter at play. Characters casting more than a cursory glance at the extremely distressing scenes here must make a **WP** test to avoid gaining an Insanity Point.



The throne is made from very solid wood, carved with symbols and sigils of all the major powers of Chaos and Evil. Not surprisingly, it radiates magic to a character with *Magic Sense* skill. It has some forty inlaid black opals and similar gemstones, each worth 10 GCs. For each one that is removed, there is a 5% chance that either a Bloodletter or a Fleshhound (equal chance for either) suddenly appears and attacks. The gems are also very carefully inlaid, so that a successful **Dex** test (*Gem Cutting* +30) is required to extract each gem whole.

It is a bad idea for anyone other than Drachenfels to sit on the throne. An intruder's ankles and wrists are immediately grasped and held firm by tentacular protrusions which shoot from the mouths of certain Chaos faces in the wood. These protrusions are hard as steel (T 7, D 8), and striking at them means that any miss is 75% likely to strike the unfortunate in the throne. Only small hand weapons (knife and dagger) can be used in this way anyway. The tentacles crush the victim for D3 automatic Wounds per round.

Anyone trying to free a seated victim also has to cope with the fact that the faces sculpted on the chair start gibbering and screeching, radiating a *Cause Cowardly Flight* effect in a 3-yard radius. The throne itself has T 5 and D 22, and if it is destroyed, any victim sitting in it will be freed. Unfortunately, destroying the throne also releases a *Foetid Cloud* into the area around it.

Along the south wall are small shrines to all the gods of Chaos and Evil known to the adventurers, and also to some gods they will not recognise: Nipponese, Cathayan and Lustrian gods of Chaos and Evil (a character with *Theology* skill is allowed an **Int** test to recognize these).

The adventurers will presumably have the sense to avoid these. If they do something silly, such as taunting or defacing them, set some appropriately nasty servant of the deity on them (consult Realm of Chaos as appropriate). If, however, a Cleric of Good or Law wishes to conduct some ritual cleansing, or calls down a blessing to effect same, then this is fair role-playing and the Cleric should not be grossly penalized. All the same, something should take an interest!

If you are using the pregenerated characters, Dunder! Goldhand will want to destroy the shrine to Slaanesh here, in which case a Daemonette will arrive to attack him. In short, if the adventurers wish to cleanse a shrine for some good role-play reason, set a minor enemy on them. If they are just thoughtlessly smashing the place up, have a much tougher enemy arrive.

Before these shrines, and the floridly-decorated prayer mats and suchlike which lie before them, a Harpy's cage is swinging from a metal chain and hook set into the ceiling. The Harpy is magically kept alive, but suffers agonizing hunger pangs and is in constant pain. She will attack in frenzy if the door of the cage is opened. The Harpy is able to evade blows aimed through the bars of the cage, and missile fire is at a -30 penalty. If you wish, missile fire has a 10% chance per missile of freakishly breaking open the cage door, allowing the Harpy out!

Along the west wall, macabre curios and warped ornaments throng the shelves. A one-handed clock moves backwards, an hourglass contains white sand (mixed with a little Warpstone) which flows upwards, a pipe-rack made of fused vertebrae holds meerschaums with bowls crafted in the forms of Daemon heads. Add details as you

see fit. If the adventurers want to collect some curios, they can collect up to 250 GCs worth, with each GC of value being 1 Enc point.

30. WARP PASSAGE

The east-west and north-south parts of this corridor both count as variable warp passages (see *Adventuring in Castle Drachenfels*). They are plushly decorated with a red carpet and a fine wooden floor, and the walls have recessed oil lamps, paintings and hangings.

31. MASTER BEDROOM

This large chamber was once very beautifully decorated. The wooden floor (no carpets) is Lustrian teak and mahogany, the walls are hung with black and red silks and satins, and a comfortable armchair set, tables, and other fine furnishings giving an air of luxury completed the decor at one time. Now, everything has been destroyed, and the room is simply wrecked. The one surviving item within this room is the cause of the senseless destruction.

Dominating the room, and presenting the adventurers with an implacable and unexpected enemy, is Drachenfels' bed. This is a magically-animated four-poster which can move and attack.

The bed-posts are made from hundreds of fused bones, and the frame of fused ribs and skulls. Black curtains hang from the rails over the bed, and the side-curtains are each embroidered with four curious creatures - dog-sized bats with grinning Gnome heads. The curtains at either end of the bed each has an embroidered design of a cherubic figure holding a golden trumpet. Each of these can fire off one *Wind Blast* spell per round. Luxurious furs (total value 200 GCs, Enc value of 140) cover the bed.

The bed trundles forward to attack the adventurers when they have moved fully into the room. At the same time, the 'Gnomebats' project out from the curtains and attack as well. This bizarre combat is a very dangerous one, refer to the *Profiles* section.

If the adventurers are able to defeat the Killer Bed, they can search the wreckage. If they do, they can find the following (at a rate of 1 per 6 'character-turns' of game time): a small steel casket containing four black opals (value 15 GCs each), a stick of pink coral which has the symbol of Tzeentch running right through the middle (harmless; value 60 GCs), four bloodstones (15 GCs each), and a pair of dented golden goblets (5 GCs apiece).

The wooden stairs along the north wall lead directly upwards to location 53.

32. BATH CHAMBER

A sunken marble bath here has several copper water urns around it, vials of liquid soap and an ivory comb on a dressing table, towels, and similar accoutrements. A black quilted silk jacket on a peg is enchanted, and gives 1AP, body/arms only. This does not combine with any form of armour, normal or magical, but it will add to any protection given by, for example, a Robe of Toughness.

33. WARP PASSAGE

This is a fixed warp passage (see *Adventuring in Castle Drachenfels*). It looks slightly different each time the adventurers walk along it – slightly longer, shorter, thinner, lower ceiling height, etc. – but it always terminates in a door which gives access to location 7a. When the adventurers have entered 7a, the door behind them disappears.

If Bardul the Hunchback is with the adventurers, then they have other options he will tell them about. They can walk along this passage holding hands in a human chain, holding on to the Dwarf, and be guided to either of two locations. They can choose to go upstairs to the first floor, almost directly above this passage, in which case they walk up a gentle incline and arrive at the west door leading from location 54.

Alternatively, they can be taken to the entrance to what Bardul knows only as 'the rooms of light and darkness', where (Bardul believes) Drachenfels has hidden some important magical secrets. Bardul is far too scared to enter these places, and indeed he physically cannot; even if he tried (or was forced to) he would simply be warped out into his own room (location 55). If the adventurers want to enter these rooms, they arrive at an entrance to location 49 (see location key for areas 49-52 for more details). The choice is up to them.

34-48. GUEST BUILDING

Locations 34-48 are a separate building inside the Castle walls, used exclusively for the accommodation of guests.

Rooms 34-43 are guest bedroom suites, mostly the same, with furnishings as one would expect (bed, chaise longue, chairs, table, dresser, etc.). However, these rooms are not all the same.

Rooms 34, 36 and 41 have clearly been looted or pillaged, since even the covers have been torn from the beds and the rooms have been trashed. On the floor of room 41 lies the shrivelled corpse of an Orc in filthy, rusted chain mail, clutching a battle axe, slain without a mark on his body, his face a frozen mask of fear even now.

Room 42 is different from the rest. This was occupied by a junior cleric of Sigmar who accompanied one of the nobles attending the infamous Poison Feast of 1907. Unlike his master, he was not deceived by Constant Drachenfels and undertook rituals to purify this chamber and dedicate it to Sigmar. Any devout follower of Sigmar is allowed a **WP** test to sense that this chamber is unlike the rest of the Castle, somehow more wholesome (Cleric of Sigmar +20, Initiate of Sigmar +10). Astoundingly, even after all these centuries something of his efforts survives (Drachenfels himself shunned this chamber). A loose stone under a bed-leg (1 test to find, -10 penalty if not a follower of Sigmar, +20 if a Cleric or Initiate of Sigmar) can be prised up, to locate a hollow space in which the Cleric hid a note stuffed inside a small copper jar. If the adventurers find this, give the players Handout 5. This is also an especially good place to rest and sleep - see *Adventuring in Castle Drachenfels*.

Room 44 is a simple storage room, which has mouldering old linen, brittle and useless wicker baskets, and some lumber piled up against the west wall. Room 45 is a menial work-place, with a wood-burning stove used for heating

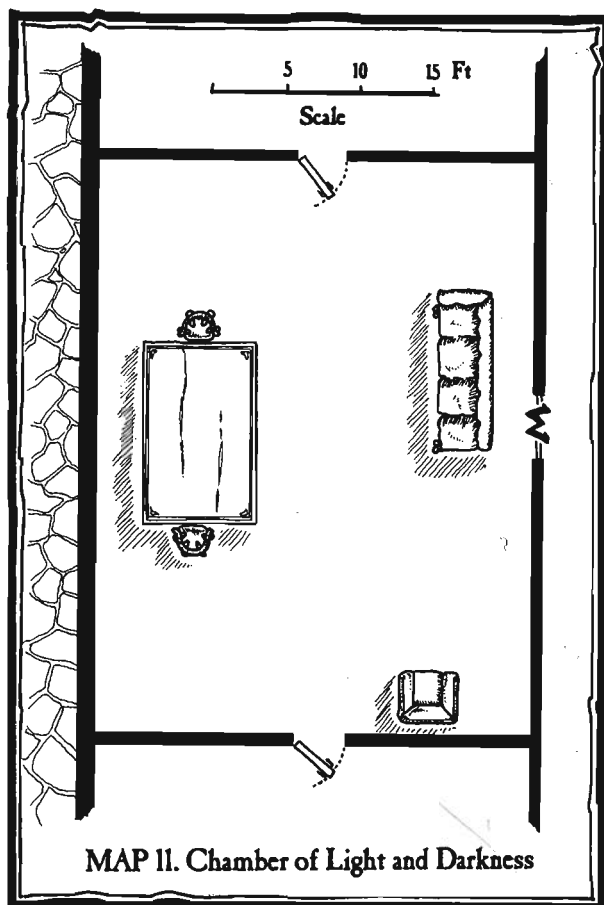
water with a flue to the outside on the east wall, some simple utensils, butler and maid uniforms, and similar items.

Chamber 46 is a bathroom with two baths, and chambers 47 and 48 are privies. There's nothing important in any of these locations, and if the adventurers fancy a bath they'll have to fetch water for themselves from the well outside (location 8) and heat it somehow. They will probably want to do something about the fat and other charnel substances floating in the water, as well.

General Note: These chambers have deliberately been scripted with very little detail so that you can add your own. These rooms are the most likely camping-place for bandits, Orcs and similar organized creatures who may have made (or are planning) an initial foray into Castle Drachenfels. The *Profiles* section gives some fleshed-out NPCs, but you can easily develop your own or import them from other WFRP products if you wish. Also, these chambers are a natural haunting-place for Ghosts and suchlike, who may be mad and hostile, or tormented souls seeking peace and possibly able to pass on useful information to the adventurers.

49-52. THE CHAMBERS OF LIGHT AND DARKNESS

These chambers can only be reached via location 33, if the adventurers have the guidance of Bardul the Hunchback (see location 55). If they follow him, wishing to come here, they find the passage filled with thickening fog and the path increasingly hard to follow. Shortly, they stand before



a pair of frail-looking panelled and inlaid wooden doors which open readily into a simple chamber before them (Map 11). Chambers 49-51 all have the same floorplan, as shown in Map 11. As soon as the doors are opened, the adventurers find themselves standing at the threshold of room 49. Bardul, and the passageway behind them, have simply disappeared.

49. LIGHT AND GOOD

This chamber is decorated entirely in yellow. A bright yellow light shines from what looks like a small window in the east wall. The 'glass' is hard as steel, and is a source of magical illumination. The table bears glass and crystal goblets, ornate and slender-necked decanters of fine dessert wine, and silver trays of sweet biscuits (enough for two full meals, they are so nutritious). Characters not of Good alignment suffer a -5 penalty to all tests here.

Shortly after entering, the adventurers find themselves faced by the Ghosts of three Elves standing before the doors to the south. These Ghosts wear the insignia of Liadriel and are dressed as Initiates. They want to stop the adventurers heading through the doors to the south because they believe Evil and Chaos lurk behind them. Unlike most Ghosts, these have spellcasting abilities and will use them to stop the adventurers heading south. The adventurers could fight, but it would be safer to try and talk their way past.

The Ghosts don't know exactly what is beyond the doors. They have forgotten who they are, knowing only that they have been trapped by an evil enchanter. Their confused intention is to protect the adventurers' souls from the evils beyond, but they also want to prevent some great evil being released into the world. The Elf-ghosts are anxious, rather confused, and take a lot of time to decide anything when spoken to.

How can this situation be resolved? This should be done by some progressive staging. If the adventurers hang around trying to reason with the Ghosts, they start to feel slightly drowsy. The yellow light seems warm, the chaise longue inviting, and the wine tempting (drinking any of this gives a -5 penalty to all tests for the duration of all encounters in rooms 49-52 – it's terrific, but strong). Lay this on gently.

The solution is to make a dramatic action here. The place is full of torpor, which the adventurers must overcome. One or more characters must stride towards the southern doors, declaring that they are here to destroy the Chaos and Evil beyond. Make a **Fel** test for the character announcing this to the Ghosts, and apply the following modifiers:

- ☠ +5 if character is an Elf;
- ☠ +10 if lead character is of Good alignment;
- ☠ +10 if the adventurers have made reasoned attempts to discuss their actions with the Ghosts;
- ☠ -5 if lead character is of Neutral or Lawful alignment;
- ☠ -10 if the adventurers just try to force their way past the Ghosts;
- ☠ -20 if the adventurers don't specifically state that they are here to destroy Evil and Chaos.

Apply other modifiers as you see fit. The Ghosts only attack the adventurers if they say or do something stupid, ignore them, or attack them. This **Fel** test is to determine whether the Ghosts accept the adventurers' intentions, or whether they remain unhappy about them. The EP award, rather than the likelihood of being attacked, is the way to calibrate how good the adventurers are at role-playing this encounter.

The Ghosts are of Good alignment, and if they give the party a really bad time in combat they may desist, not wishing to kill, and offer the adventurers a chance to reconsider. There's nowhere else for the adventurers to go, of course, but it could buy them time to use curative spells, potions, and suchlike. When the adventurers open the doors to chamber 50, the Ghosts disappear.

50. DARKNESS AND CHAOS

This room is decorated entirely in lilac. The room's decorations are very similar to room 49, but the occupants are very different. Two Daemonettes lounge on the chaise longue, inviting the adventurers to enjoy their favours in their changed forms (see below). Above them, a small incense burner gives off a languid and heavy, musky scent. In addition to aiding the illusion (see below), this slows the adventurers' reflexes (**I** -10 while in this room).

The Daemonettes appear to characters failing an **Int** test as attractive members of the opposite sex of their own race, and a successful **WP** test is required to resist their charms. As soon as a character is within reach, or if they are attacked themselves, the Daemonettes attack and the



illusion of their appearance is immediately dispelled. If they manage to lure a victim within reach before dropping the illusion, the Daemonettes will automatically gain surprise on the first round of hand-to-hand combat.

The Daemonettes fight viciously to prevent the adventurers entering room 51, but they won't enter this room themselves.

51. LIGHT AND LAW

This chamber has the same decor, but is pure white. A vase of white lilies stands on the table, and the decanter is a silvered jug of ordinary water. All non-Lawful characters suffer a -5 penalty to all tests here.

Standing at the far end of the room, before the southern doors, is a man clad head to toe in plate mail armour, wielding a rune-inscribed bastard sword. His breastplate shows the insignia of Solkan, the Avenger. A character with *Heraldry* or *Theology* skills will recognize this at once, as will any Lawful character on a successful **Int** test. He looks extremely real and solid, and is clearly not illusory, but he talks in a stiff, halting manner.

Thadeus Schnelling is a Witch Hunter, the one survivor of a Lawful band whom Drachenfels mostly slew. Most of the time he spends in suspended animation in an interdicted bubble of the warp, summoned here only when intruders arrive - hence his confusion. However, he isn't uncertain about his role. He knows that the intruders are followers of Chaos and wicked heretics, here to find some terrible evil beyond the south doors. He prepares to attack...

The adventurers have got to be very fast here. They must state immediately that they are here to destroy Chaos and Evil or some direct equivalent (such as "Hail to Solkan!"). Nothing less will halt Thadeus in his tracks. This buys them an extra round while Thadeus hesitates, in which time they must come up with something more concrete to prevent him from attacking after this initial hesitation.

Showing the insignia of Neutral deities cuts no ice with Thadeus - such gods are little better than the Proscribed Ones. Showing the insignia of a Good deity (eg Liadriel) is better, and adds a +10 modifier to the **Fel** test (see below). If there's a Lawful character in the party, the bonus is +20 (+30 if a follower of Solkan).

However, it's more important to consider what the adventurers say next. If they offer a brief story of their exploits against Chaos and Evil, with some supporting evidence (eg, if they have the bones belonging to a Ghost which they have offered to bury in hallowed ground, if they have Lermontov's Grimoire, etc), Thadeus stops to listen. Make the adventurers sweat. They must prove to Thadeus that they're here to destroy what he hates, and they've got to do this in a reasonable period of time. No fast talking, no false promises, and if combat ensues there's no quarter asked or given.

Appealing for the Witch-Hunter's aid will help. If a character points out that there may be Chaos or Evil behind the doors (or, even better, asserts confidently that there is), and asks Thadeus to help, this adds a +10 bonus to the **Fel** test to be made.

Make a **Fel** test for the character who has done most of the talking. Apply the modifiers listed above. Subtract -20 as a penalty from any character whose player specifically states that his character is using *Bluff* or some similar skill; Thadeus favours the straightforward approach and strongly dislikes people who behave otherwise. Then, apply a modifier of between -30 and +30, depending on how you rate the performance of the character doing the talking. Be moderately harsh in this judgement. Thadeus is a harsh person.

If the test is successful, Thadeus will let the adventurers enter room 52. If he has agreed to help them, he will also try to enter, but will vanish on crossing the threshold - called back to his stasis somewhere in the warp. If the adventurers enter room 51 again for any reason, he will reappear, but will have no recollection of meeting them before.

52. DARKNESS AND EVIL

This chamber is decorated entirely in black, with a red window to the east allowing a baleful light into the chamber. The internal decor differs from that shown in Map 11. There is no southern door, and along the west wall is a shrine and magical circle of Kháine, and black candles burn and gutter in black iron candlesticks. Golden bowls of blood stand on a table within the circle. At the far end of the chamber is a coffin on a heavy table, and seated beside it a woman in a low-cut black dress with red silk edging.

The adventurers have come upon Maximilian von Steinhoff, a Vampire from Talabheim, and Juliane Fassbinder, a Vampiric Minion (see *New Monsters*) who travels with and protects her master. When the adventurers first arrive, Maximilian opens his eyes and begins to awaken, and from this moment on, he is gaining strength all the time. The *Profiles* section gives details of profile changes. He is silent until 6 rounds have elapsed; Juliane does the talking. She waves a scroll grandly and announces that this is the only way to escape this room (indeed, there are no doors to the south). She holds the adventurers at bay by holding the scroll over a candle flame and threatening to destroy it. Mockingly, she says that she and her lover can escape 'as the mists', but the adventurers cannot.

If the adventurers stop to negotiate, Juliane explains that she and Maximilian have come to the Castle to find something in the Great Tower. She will not say what the item is, claiming (reasonably) that she won't divulge the secret of a valuable or important item to people she does not know and can hardly be expected to trust. The scroll they have with them allows entrance to that Tower, and is the only way out of this room. It contains a ritual to Kháine which will open a portal to the Tower, and the adventurers will be allowed to accompany Juliane and Maximilian if they don't harm them.

The truth is different, of course, and Juliane is just stalling until Maximilian awakens fully. These two entered this room ethereally, drawn by the evil and the existence of the portal to location 64 inside this room. They seek the evil magic within the Great Tower. They have drawn out the magical circle simply to trap the adventurers, when they saw them approaching the area. Now they feign co-operation with the adventurers in the hope of slaying them and feasting on their blood.

The adventurers, poor dupes, may agree. If they really do trust a Vampire, or even a Vampiric Minion come to that, they'll deserve all they are about to get. Maximilian, rising from his coffin after 6 rounds, orders the adventurers to stand around the perimeter of the magic circle while he and Juliane stand within it, reciting incantations from the scroll. You might charitably allow an Academic with spellcasting powers an *Int* test (with a -25 penalty) to recognize that this ritual doesn't seem to have anything to do with travel, but does have quite a lot to do with death and blood.

Completing the Ritual: If the ritual is completed, the adventurers will be in desperate, possibly terminal, trouble.

When the ritual is finished, a ring of stone around the perimeter of the magic circle flies out of the ground and a huge spout of blood gushes outwards in a wave over the adventurers. The blood is hot and corrosive, and as it splatters the adventurers (here is no way of evading it) it burns the skin, irrespective of armour, magical protections and the like, causing burning and bleeding wounds.

From this moment onwards, each character loses 1 *W* point per round, and anyone trying to cast spells or do anything else which requires concentration must make a successful *T* test or be too distracted by the pain. Wounds only heal, and *W* loss is only stopped, if magical healing is used or if a character with the *Heal Wounds* skill spends at least 3 rounds attending to the bleeding character. Maximilian and Juliane, laughing, attack the adventurers on the round after they are struck by the wave. The Vampire and his Minion are immune to the effects of the corrosive blood themselves. A fight now ensues (see below).

Disturbing the Ritual: The adventurers can do this simply by stepping into the circle and attacking the Vampire and his minion, but the circle offers them some protection by the time the adventurers attack. Treat Maximilian and Juliane as having 1 *AP*, all locations, and +10 bonuses to their *I* scores while within the circle. This doesn't apply if the ritual is completed, since the circle will have exploded outwards and had more serious effects.

Fight: If the adventurers attack quickly, be sure that you have Maximilian's spells listed correctly (see *Profiles*). Juliane does not have Maximilian's weaknesses to holy objects, and will use any means to prevent such objects being used against him. Maximilian, however, is desperately hungry for blood, and after 3 rounds of combat he must make a *CI* test (and at 2-round intervals after this until a test is failed). If he fails, he loses control and attacks only with his bite, overcome by blood lust. Only when he has drained (killed) a victim will he attack more logically (with spells, etc.) again.

If reduced to 1 *Wound* or below, Maximilian turns ethereal and then passes through the floor in the centre of the circle, leaving Juliane to her fate. Maximilian has other coffins within travelling distance of the Castle, of course. If he gets away, you can easily have him become a nemesis figure for the adventurers in future, returning again and again to avenge himself for the loss of Juliane. Hunting him down and destroying him forever can become a full-scale adventure in itself.

Victory: The only valuables the Vampire and his minion have are on their persons (see their profiles). The adventurers will probably want to go through the usual



routine of tipping the earth out of the coffin, smashing it, and so on, but then they have the pressing problem of getting out of this room. Heading backwards is impossible, as the door by which they entered the room has disappeared.

If the ritual was completed, the adventurers still alive have it fairly easy. A ring of stone has erupted from the floor and left a glowing red ring of clotted blood and red light. The circle of stone within this can be peeled away like the skin from a grape, revealing a blood-red shaft below. The depth of the shaft is inestimable, since it disappears into a red fog. Ropes let down into it seem to go down forever, coins dropped never make a sound.

The shaft is the only way out. If a character simply jumps in, he lands on the floor in location 63. It looks like an insane risk, but it's the only way to go, so the adventurers will do it eventually. You can simply enjoy watching your players come up with ingenious, crazy or simply bizarre plans to avoid the inevitable.

If the ritual wasn't completed, the adventurers will have to locate the portal within the circle for themselves. This is actually pitifully simple. All they have to do is erase the magical circle, which they can do simply by rubbing out a few inches of the chalk with a rag or cloth. The circle then disappears wholly, and a glowing red ring of light within marks out the circle of the portal. The stone within can be peeled away as before - it feels rubbery and soft. The magical circle simply hides this portal, and it's very simple to reveal it. Obviously, the adventurers may try elaborate or complicated ploys here such as calling for a blessing, *Dispel Magic* spells, and so on. It's all entirely unnecessary.

FIRST FLOOR CHAMBERS AND THE GREAT TOWER

Map 12 shows the first floor of the Castle, and Map 13 shows the higher floors of the Great Tower.

53. THE ATTIC AND THE CLOCK

The attic is effectively open plan, so there is no door between this chamber and the bedroom below (location 31).

The attic is full of clutter: carpets, old chairs, tables, stacked paintings, a rocking-horse, children's toys, and suchlike. However, all of these have a sinister twist to them. An abacus uses human gall-stones on taut human sinew, the rocking horse has a semi-skeletal head, a set of wooden toy soldiers all have subtle mutations when looked at for a second time, and so on.

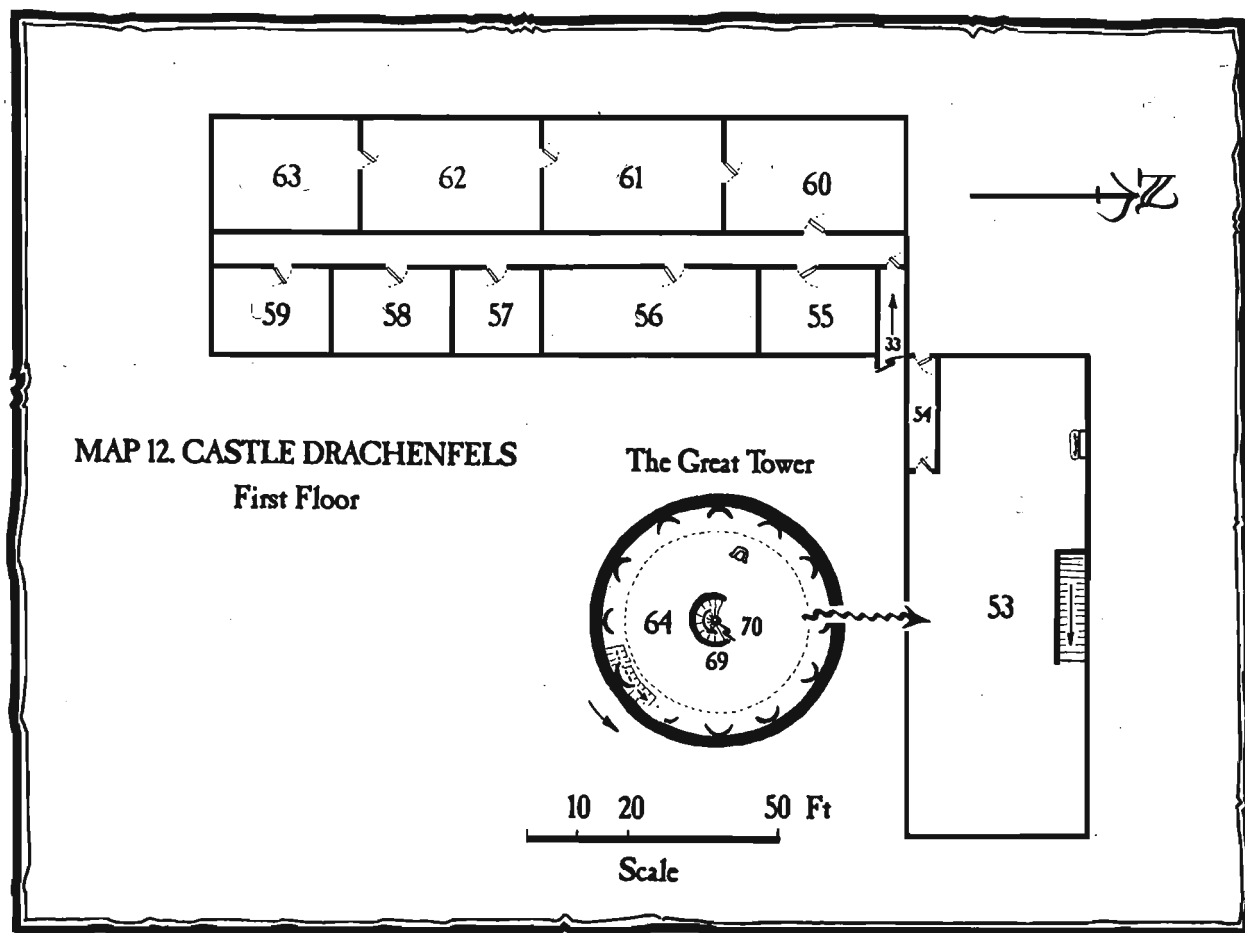
The one real hazard here is the clock mounted on the north wall. Below the clock is an iron hook holding a key ring, with a set of iron keys (for locations 25, 26, 79, 91). This means that the adventurers are very likely to approach the clock...

It appears to be nothing more than a large cuckoo clock, with a single hand. When the adventurers are searching

the attic, the clock suddenly chimes very loudly, the single hand begins whizzing round at high speed, and the clock chimes a random hour each round. Every time it chimes, the clock creates a different magical effect. Roll a D12 to determine which hour the clock strikes, and refer to the *Profiles* section for details of the corresponding magical effect. The clock's chime also stirs other things into action, as explained below.

In addition to its magical effects, the clock can lash out with its pendulum chains (which are amazingly 'elastic'), and can generate illusory *Clone Images* of itself. The cuckoo will also fly out to attack. It is a tiny opponent, but has a savage peck and when wounded it becomes a frenzied killing machine. Check the profile for the clock and the cuckoo carefully to make sure you use this remarkable opponent to the full.

While the clock is chiming, there is also a 50% chance per character per round of being attacked by another object in the room: the rocking-horse bites, a chair leg strikes at a shin, a table drawer flies out and strikes a vicious blow in the stomach, a toy soldier stabs at an ankle, and so on. Each of these secondary attacks should be treated as having WS 25 and S 3. It is impossible to destroy



everything in the room which is capable of delivering these attacks, and the only way to stop them is to destroy the clock. When the clock has been destroyed, the rest of the objects in the room cease attacking at once.

When the adventurers have finished with the clock, this chamber will probably be a complete shambles. Worse, there's not much of any real value or interest here – no treasures or magic, no childhood diary, no valuable antiques. But there are the keys, without which the adventurers cannot gain entrance to vital areas of the Castle. And there is a door to the west, to allow them to continue their explorations.

54. WARP PASSAGE

This is a variable warp passage (see *Adventuring in Castle Drachenfels*). Note that if the adventurers are with Bardul, they will emerge at the west end of passage 33, as shown on Map 12.

55. BARDUL'S ROOM

This small room is quite spartan, with a wooden pallet bed, simple furnishings, and a number of broken clocks about the place. There is also a small locked coffer hidden under the bed which contains several bags of clock parts, plus a bag with 162 GCs, one with seven turquoise stones worth 3 GCs each, and a pair of black pearls (value 60 GCs each) in a pouch.

This room is inhabited by Bardul, a hunchback Dwarf, who is a pivotal NPC fully described in *Adventuring in Castle Drachenfels* (pp 64-65) and in the *Profiles* section. If Bardul meets the adventurers, he is most likely to bring them back to this room for a chat and some of his Lustrian coffee. If the adventurers haven't met him yet, this is a good first place to encounter him.

56. THE SLOUGH

The door to this chamber is bolted from the outside and there is a *Ward of Forbiddance* spell cast upon the door. Bardul warns strongly against entering, saying that dreadful magic lies on the other side. The walls and door are magically treated to prevent the magic escaping, he says, so it's quite safe outside in the passage.

If the adventurers really want to investigate this place, it appears to contain a whirling vortex of buff-coloured smoke, with a strong smell of bile. There is a quite hideous screaming and wailing coming from what seem to be endless depths within the Slough. If any character enters the chamber, he is sucked into the Chaos-stuff instantly and lost forever in the Warp. This chamber simply offers the careless character the chance to disappear from campaign play permanently.

57. STORAGE CHAMBER

Bardul uses this chamber to store an amazing range of things which he has picked up over the years in the hope that one day they might prove useful. The place is a real magpie's nest. There is nothing outstandingly valuable here, but there is much which might be useful. Here are some examples, which you can easily add to:

- ☞ A pair of storm lanterns.
- ☞ Flasks and bell-jars holding a total of 192 pints of oil. This could be perfect for heating water to wash clothing (and characters), if combined with oil burners from location 72.
- ☞ A box containing sealed jars of dried raisins, amazingly still edible (enough for 30 meals here, but they need to be eked out with other food to avoid severe stomach upsets!).
- ☞ 61 boxes each containing 24 tallow candles.
- ☞ A (broken) magnifying glass in a fine wooden case lined with silk.
- ☞ Six waterskins bearing the branded Bretonnian legend 'Property of Merceaux-Descloux Chamber of Commerce'.

...and so on.

If you need a rule of thumb, any item which is common or plentiful is 90% likely to be here, any item which is average or scarce is 70% likely to be here, and anything else is 20% likely to be here. The adventurers may be able to beg or buy some badly needed pieces of equipment from Bardul. They could steal them, too, or force the Dwarf to hand them over, but that would not be the smartest of moves, as Bardul's friendship and co-operation is a valuable asset.

58. KITCHEN AND PRIVY

Bardul has a small stove with a chimney set into one flue in this room, where he brews Lustrian coffee (he has many sealed tins of it) and cooks whatever he can find to eat. There is a half-eaten roast rat in an oven tray here, to indicate his tastes in cuisine. There is also a chamber pot by an adjacent vent. Bardul cheerily dumps his personal refuse down a vent into the kitchen below.

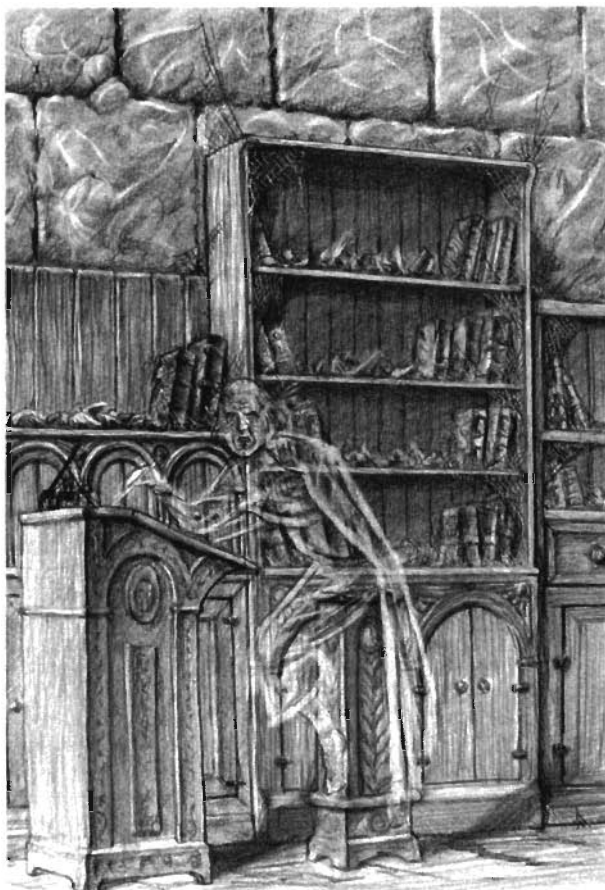
59. THE SCRIBE'S ROOM

This chamber is equipped as a scribe's workroom, and is inhabited by the Ghost of old Stanislav Goethe, a half-Kisleveite (on his mother's side), half-Ostlander scholar.

Goethe is a very irascible and difficult old man, who has one major problem: he doesn't believe that he is dead. He is on good terms with Bardul, who tactfully doesn't refer to his being dead, and will brief the adventurers on this point. Stanislav's bones lie on the floor around the study chair in which he died. Details of Stanislav, what he knows and how to role-play him, can be found in his profile and in *Adventuring in Castle Drachenfels*.

The adventurers need to be well role-played here. Stanislav is a difficult old man who believes that the current year is 2464, a half-century or so in the past. 'The Master' (Constant Drachenfels himself) is away for a while, and the adventurers have to pose as friends or messengers, etc, to gain any help from the old sage-Ghost. Players should be made to work hard for anything they get from the old Ghost. If they can prevent frustration with the crotchety old Ghost from driving them to violence, they could obtain some very useful information from him.

The study itself is rather decrepit. The inks have dried out, the papers have crumbled, the wrapped piles of letters are falling apart, and the place is generally a mess. The adventurers will only be able to search the place if they



destroy Stanislav, who will protect his work-place to the bitter end. There is very little here of any value, though - the room's treasure is the knowledge possessed by the Ghost.

Much of the paperwork concerns mundane transactions like the ordering of supplies for the Castle. In a secret drawer at the back of the top drawer in the desk (I test to find if searched for), there are some coded entries for suppliers of magical materials who are clearly unscrupulous people. An **Int** test (*Cryptography* +10) allows these names to be decoded. There are no exact addresses, but an entry such as "Schwenninger of N., four unbaptised infants" could be enough to track down the supplier in Nuln. The adventurers could use the information to denounce the suppliers to the authorities and hope for a reward (or perhaps a Chaos cult declaring war on them), or less scrupulous characters might turn to blackmail, either for money or for magical training. Obviously, much of the information recorded here will be very out of date, but the families of those incriminated might still be powerful, rich, and/or engaged in cultist activities, necromancy, or generally nefarious deeds. The adventurers could even try a little blackmail of their own. For the fiendish GM, some of the information here might be inaccurate...

Finally, the scribe's petty cash box is in the bottom drawer of the desk, and contains 2 GCs, 71 SSs, and 145 BPs.

60-63 THE CHAOS CHAMBERS

These chambers are all far, far larger inside than their external dimensions would suggest. Their exact dimensions aren't easily measured, though, since they are as inconstant as all Chaos terrains, and whenever dimensions and scale are important, these are specified in the individual descriptions below. They are shown as separate locations only because Drachenfels was able to visit them in whatever order he chose, and characters might somehow be able to by-pass one terrain to get to another in the sequence.

Drachenfels threw prisoners into these chambers to watch their struggles and death-throes with the occasional guest in the Chamber of Portals (location 64). These rooms are nothing but a dangerous hazard for the adventurers, and best avoided, unless you are using an adventure theme which forces them to enter these terrains to search for something (see *Adventures in Castle Drachenfels*).

60. THE BONEFIELD

This room appears to be bare and innocuous, with a door to the south, but as soon as one character steps through the east-facing door, all the adventurers find themselves drawn into the Bonefield.

The terrain consists of endless crushed and mangled bones, shattered skeletons of humanoids and beasts, and scattered skulls. All characters suffer a -1 penalty to **M** and a -10 penalty to **I** here as they wade through shin-high piles of bones. Running is only possible at half normal running speed.

In the distance can be seen a shimmering blue-green arch with tinges of pink, and beyond this a fuzzy indistinctness. There's no other way to get out of this nightmare land than to crunch one's way to the arch.

When the adventurers get within 48 yards of the arch in the distance, a dreadful obstacle springs up before them. Bones fly up from the ground all around them, magically assembling themselves into the massive skeleton of some huge, dinosaur-like beast. On the brow of the enormous skull the symbol of Khorne is clearly visible. The Skeletal Dinosaur attacks immediately.

The adventurers have to deal with this quickly. Six rounds after the Skeletal Dinosaur springs up, two Bloodletters appear 12 yards from the arch (between the arch and the adventurers if they are still heading for it) and attack any characters still present. Three rounds later, and each four rounds thereafter, two more Bloodletters appear. They will not pursue the adventurers through the arch, so a well-organized and swift exit is recommended!

61. THE MEADOW OF CARESSES

As soon as a character moves through the arch from area 60, he finds himself in a meadow of what looks like thick, lush, flesh-coloured grass. However, the 'grass' is actually myriads of slender wiggling fingers, which caress and tickle those walking along. The effect is partly magical, so armour doesn't stop this, although specific enchantments against Chaos will. The clutching, fondling and tickling is distracting, and characters suffer -5 penalties to **Cl**, **WP**, **WS** and **BS** here, and a -1 penalty to **M**.

Occasionally, there erupts from the surface a squirming





mass of waving and clutching hands. Roll a D6 for each character once per Turn, and when the Daemonettes appear: on a roll of 1 or 6, hands erupt right by the character, who must make an **I** test (*Wrestling* +10, *Escapology* +10) to avoid being held fast. A character who is held fast cannot move or fight, and is treated as prone. The hands have **T** 2 and **W** 12, and companions may try to hack a held character free. The clutching hands do not move, and are themselves treated as prone.

In the distance, the adventurers can see an archway of yellow and green, with running colours and an unpleasant appearance. The archway looks much like a giant length of intestine. This is the only way out, so the adventurers must head for it, even though they can't be sure that the haze and mist they see beyond the archway offers any real hope of release.

When the adventurers get within 48 yards of the arch, three Daemonettes appear and attack them. These Daemonettes have important Chaos attributes - *Multiple Arms* and *Elastic Limbs* - which make them dangerous opponents. The Daemonettes have the symbol of Slaanesh clearly marked on their foreheads. Six rounds after these three attack, two more will appear 12 yards from the arch, and then two more each three rounds thereafter. The adventurers must cut their way to the archway quickly if they are to have any hope of surviving.

62. THE MIASMIC MARSH

As soon as a character walks through the green and yellow arch from area 61, he finds himself in this vast stagnant

bog. Here and there, the sodden ground is broken by outcrops of black, rotted trees, rather like the blasted remnants of a mangrove swamp. If examined closely, the stumps have the symbol of Nurgle etched into them.

The black, stinking water is covered by a thick green scum, which crawls with bugs, centipedes, bloated flies and worse. Here and there, dead rats and other corpses float on the scum. Swarms of flies and mosquitoes hover over the marshes. Characters suffer an **M** penalty of -2 here (to a minimum of 1). In the distance is an arch of pink and blue, continually changing hues and exact shape, beckoning as the only exit once again.

There won't be any encounters here as the danger is the place itself. It takes 10 minutes to reach the arch, slogging through the filth and scum. Make a secret **I** test for each character (Dwarf -10, Halfling -30). Those who fail will, at some time during the trek, lose their footing and fall into the foetid water of the marsh. They can get up again, but must make a **T** test or else acquire the black plague. If the adventurers have the sense to give Halfling comrades a piggy-back ride, award a few extra EPs. Unfortunately, Dwarfs are too heavy for piggy-backing.

Wading waist-deep in this stuff is really disgusting, and it's impossible to get the stench out of one's clothing until it is thoroughly washed. Until a character can wash himself, and clean his clothes (including armour), he suffers a penalty of -5 to **I** and **CI** due to distraction and a -5 penalty to all **T** tests.

63. THE ETHEREAL WOOD

When a character steps through the ever-changing arch, he finds himself on a narrow pathway through a forest of bizarre trees. The trees are bleached, or grey, or silver and translucent, or semi-ethereal, and within their branches and trunks appear the contorted faces of people in awful torment. A cold, bitter wind blows through the branches, its whistling filled with the cries of tormented souls. Each character must make a **CI** test (modified as normal for protections against *fear*) or suffer -10 penalties to **WS**, **BS**, **CI** and **WP**. In the distance, the adventurers can see a green hill, and the rays of a rising sun on the other side. The adventurers have to head for the hill, but as they do the grey trees begin to grow and spread up the hillside. The adventurers must hurry to reach the hill ahead of the expanding grey forest.

At the foot of the hill, just ahead of the expanding forest as the adventurers reach him, the Ethereal Champion of Tzeentch appears (see *Profiles*). The Champion rasps "I want a soul. Give me a soul to crush!", clenching his gauntleted fist in a graphic gesture. The adventurers have three options:

- ☉ They can give the Champion a soul. This satisfies him and allows the other adventurers to run and escape automatically while the Champion is otherwise engaged. The character whose soul is taken becomes a lifeless husk, and can never leave this place. You can improvise details of how the soul is destroyed if needs be, but the odds are that the adventurers won't agree to one of their number getting this treatment.
- ☉ The adventurers can run (and this means running at maximum rate, not standard movement!). This allows the Champion several free rounds of attacks, since movement up the hill is at half normal running pace and the distance

to the top of the hill is 128 yards. These 'free attacks' will be directed at the slowest character, who will almost certainly be slain. However, if a fast character turns round to help with spellcasting support after getting (most of the way) to the top of the hill, this just might work.

☉ They can stop and fight. This is probably the best option, but the Champion is a dangerous opponent, and time is against them. Three rounds after combat begins, the forest catches up with the adventurers, and then it spreads up the hillside at a rate of 16 yards per round. Slow movers may need to break off combat and leave finishing off the Champion to their swifter-moving friends if they are all to escape alive!

Any character who doesn't reach the top of the hill before the forest is sucked into the trees, lost forever as one of the damned souls trapped in the translucent trunks. Characters who make it to the top of the hill see a brilliant flash of sunlight, experience momentarily the scent of a summer day abundant with wild flowers and the taste of sweet wine and nectar - and then find themselves standing in a corridor, with their backs to the west wall, opposite the door to the scribe's room (location 59).

64. THE CHAMBER OF PORTALS

This chamber can only be reached via the portal in room 52. The walls of this huge circular chamber are inlaid with a complete circle of archways, and in the centre of the room is a spiral staircase which leads directly down to the dungeons (location 69). Stairs to the south lead up to a gallery which runs around the room above the level of the archways (some 16 feet up), with a door visible on the north side. In the archway exactly at the north is a large wooden door, which opens onto a small fixed warp passage which leads to location 53.

As shown in Map 13 overleaf, there is a massive throne-like wooden chair, with comfortable cushions, which is capable of magically moving around the room on command, to give its occupant a view through any archway he desires.

Chained to the chair is a Daemonette of unusually human and attractive appearance (although it has a normal profile), captured as a concubine by Drachenfels long ago. It is furious at its long magical captivity and unable to escape. Its magical chain is about 18ft long, allowing the Daemonette to reach the central stairwell and most of the half of the room in which the chair stands at any time. When the adventurers arrive, the chair will be in the position shown on the map.

When the adventurers arrive, roll a D6 for each character to see where they appear:

- 1 - In west half of room, stunned, unable to move or attack or cast spells for D4 rounds, but can parry with a -20 penalty.
- 2 - As above, but stunned for 1 round only.
- 3 - Dumped on seat of pants in west half of room, penalty of -10 to **WS**, **BS** and **I** for first round only.
- 4 - Standing in west half of room, no penalties.
- 5, 6 - Standing in east half of room.

The Daemonette attacks the nearest character immediately. When they appear in the room, all characters must make a successful **I** test or be *surprised*, giving the

Daemonette a free round of attacks. The Daemonette is deaf to reason, and longs only to kill. Some characters may not realise that it is a Daemonette at first, of course.

When the adventurers get the chance to investigate, the archways are an intriguing find. Four archways show the scenes in areas 60-63, and it is possible to walk through them to appear within the area in question (a one-way portal, alas). A number of small windows look into areas 80, 81a-e, and 82a-i, and these allowed Drachenfels to watch the atrocities that took place in these chambers. The other archways show areas in Cathay, Araby, Nippon, Lustria, Norsca, and the New World, or far more sinister lands such as the Chaos Wastes, the Castle of a dread vampiric necromancer, Ghouls feasting in a graveyard, and other wonders.

This offers you an opportunity to expand the scope of adventuring in the Castle greatly. If you wish to allow the archways to be portals (and this doesn't have to mean all of them!), then the adventurers can reach one or more of the areas shown beyond the archways. If you don't want to complicate life like this, then the archways only show these areas; they don't permit access to them.

65. THE WHISPERERS

This huge chamber is reached by a short spiral staircase which leads up a few feet beyond the gallery door in room 64. The scene beyond is odd, because it is partly illusory (characters making a successful **Int** test recognise the illusions for what they are, but they still experience them). There are no windows, but there is the illusion of



windows. There are illusory curtains, from ceiling to floor, which gently billow into the room as if blown by a warm, gentle breeze. The appearance of the wooden floor is disturbing: the grain and ring patterns in the wood look as if the wood was a liquid oil, allowed to run and then dry. The furnishings are very luxurious and inviting. The one exit is a spiral staircase leading upwards in the distance, on the south side of the chamber.

In the centre of the room sit two small, wizened figures, playing chess with unusual wooden pieces. The chess set changes every so often, unpredictably, in colour and form, as if T'zeentch himself were influencing it (it will lose this property if it is taken out of the Castle). The small figures are magical creations, Homunculi (see *New Monsters*). They watch the adventurers with curiosity, but continue their chess game. They will defend themselves if attacked, and will speak if spoken to or if the adventurers head for the spiral staircase opposite. They speak courteously, but in a strangely mechanical way, with a flat intonation. Here are some sample questions and answers. As you can see, they don't know much, and lack the mental equipment for intuitive or imaginative leaps.

Who are you?

We are servants of the Oracle.

The Oracle? Who's the Oracle?

He who lives upstairs.

Can we see the Oracle?

If he has invited you.

How do we get an invitation?

If the Oracle has invited you, you may see him.

Can we see him without an invitation?

We may not let you pass.

Well, can we go and ask him for an invitation?

If he has invited you.

<Sigh> What do you know about the rest of the Castle?

The Oracle lives upstairs.

Who lives downstairs?

We live downstairs from the Oracle.

And apart from you and the Oracle?

We do not know.

Well, it's been nice talking to you, but we'd like to see the Oracle now.

If he has invited you.

Oh, yes, he invited us all right. We've been friends for years. He didn't tell you we were coming?

We are ordered to see your invitation.

Ah. Just a minute - oh, bother, I must have left it at home. I'm afraid you'll just have to take our word for it.

We may not let you pass.

The Homunculi do not allow anyone to see the oracle unless invited. The adventurers will need to keep their wits about them to get past these pests. The kind of tactic which can work here is this: the adventurers bluff, say they've left their invitation behind, retire downstairs, write an invitation, and seal the paper or vellum with an impressive wax seal which they then flourish at the Homunculi. The Homunculi are not truly intelligent, and can be taken in by any subterfuge along these lines if they fail an **Int** test (which should be modified by the role-play skill of the adventurers). However, they're not so stupid as to allow the adventurers to forge such a document right in front of them and get away with it. The Homunculi will attack the adventurers if they try to reach the oracle without showing some form of invitation.

66. THE ORACLE

Seated alone in an almost lightless chamber, the Oracle is a potentially terrifying sight. His chamber is decorated almost wholly in black and midnight blue, and an 8-yard diameter circle around the Oracle's throne is covered in thick, slimy strands which look like a gooey spider's web. Astrological charts, a couple of crystal balls on oddly clawed stands, litters of long-decayed scrolls, and similar items are scattered about the floor, on a couple of tables, and on stands.

The Oracle himself is both frightening and disgusting to look upon. He appears as a man of unbelievable age. His skin is translucent, revealing the arteries, veins and bones beneath the surface, the outlines of internal organs being apparent too. He permanently secretes a thick, transparent mucus about this body, which is clad only in an ancient blue-black robe. The eyes in his skull-like face have long sunk into their sockets, and the rotted remains of a few teeth share his foetid mouth with a blackened, slightly forked tongue. The Oracle's scabrous, hairless scalp is - fortunately - mostly concealed by the black hood of his robe.

The Oracle responds at once to anyone entering this chamber, and asks them slowly in his husky, graveyard voice what they wish with him. If the adventurers ask about the Oracle himself, he will give only the barest of details: that he is a seer into the future, a servant to his master (Drachenfels), and he has been here for - he can't remember how long. That's all he gives away; any further questioning makes him irritable and he refuses to answer further on this point.

If the Oracle is asked about Drachenfels, his reply depends on the adventure you are running. Usually, the Oracle says simply that "the Master is asleep", but if you are running an adventure in which Drachenfels is returning to life and the adventurers haven't killed him yet, the Oracle's eyes gleam as he says that "the Master is growing stronger, he will come to see me soon", and he clasps his hands together in unholy pleasure.

The adventurers may ask other questions of the Oracle, but the questioner must make a **Fel** test for each question he asks. A failed test means that the Oracle dismisses that character, refusing to answer this or any further questions for him. Stupid or frivolous questions don't get an answer; the Oracle dismisses the questioner regardless of the **Fel** test.

The Oracle's answers should have some grain of truth. For example, a prediction can be tied into a later encounter in

the Castle, or to an encounter on the way back to the adventurers' base. Alternatively, you can make an intriguing doom-laden prediction ("beware the old Tilean who walks with a limp - he carries a poisoned blade for you") which you can make come true at any later time you like.

If the adventurers are a talkative bunch, you might allow the Oracle to reminisce fondly over the counsel he gave to Drachenfels over the years. For example, the Oracle might say, "I could see in the stars that the Feast would take in the foolish, I told my master to prepare for a great revenge", and then have the Oracle tell the adventurers the story of the Poison Feast from the Drachenfels novel in full, if the players haven't read that book. If they have, you can embellish the tale of the Leprous Pavanne from the Introduction in a similar way.

However, at the end of all this the adventurers have to move to the staircase opposite to continue their journey upward. The Oracle clearly becomes very anxious about this and demands to know their business. They will have to fight or bluff their way through.

Bluffing means that the adventurers must have a plausible story ready immediately. An example might be, from a spellcaster, "I have come to study the magic atop the tower, my own master wishes to fortify his own Castle with a similar protection. He exchanged letters with the Great Enchanter years ago - were you not told?". Even so, the speaker must make a **Fel** test (modified by relevant skills, and by up to +/-30, according to how you rate the story), or the Oracle becomes hostile and attacks.

Check the Oracle's profile carefully before running

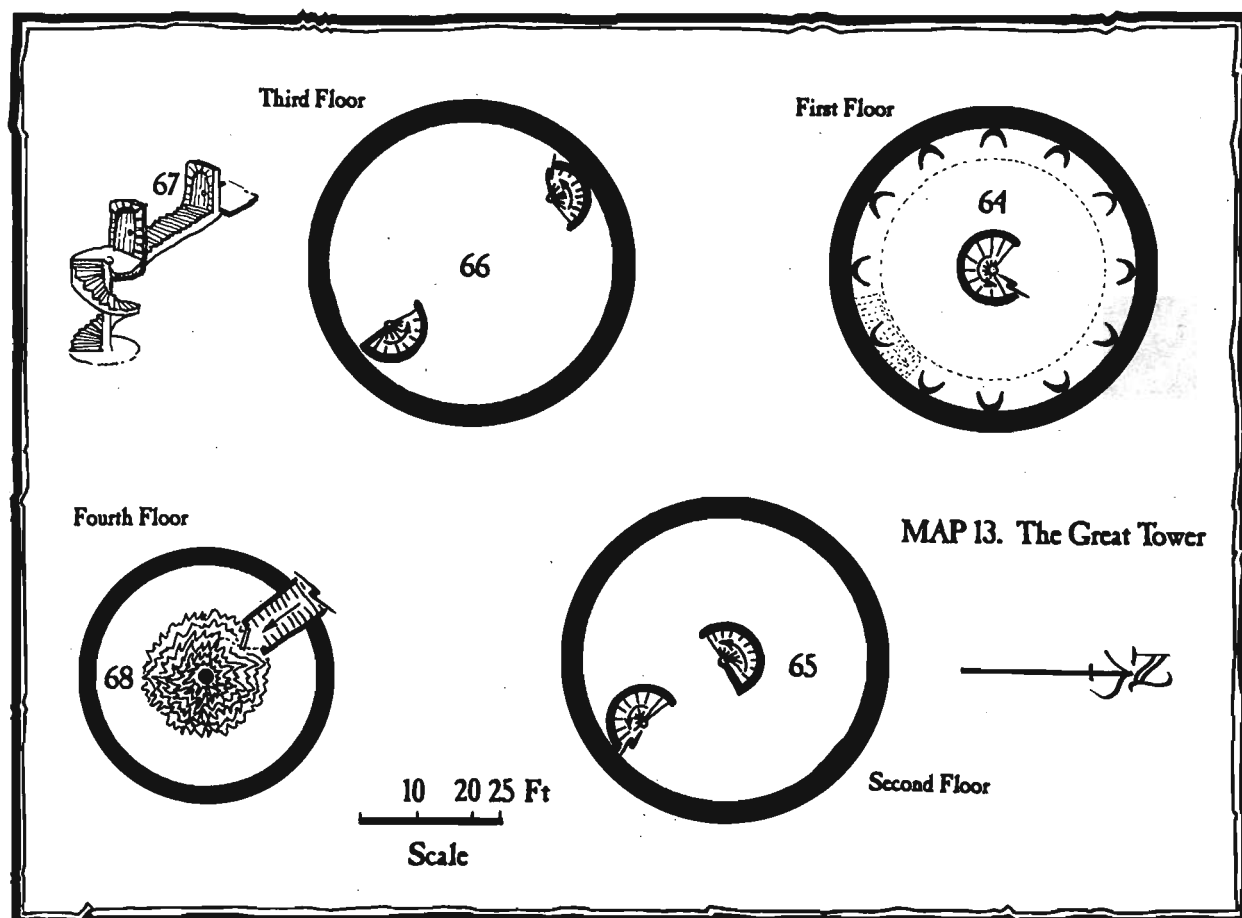
combat, to familiarise yourself with his abilities and tactics. He is by no means as feeble as he appears, and the Homunculi will appear from area 65 to fight with him if they have not already been destroyed.

67. TRAPPED STAIRWELL

If the adventurers are able to ascend the spiral staircase, they come to a landing (Map 13). This entire area isn't actually part of the tower. Though it gives access to the top floor, the landing and the stairs beyond are a portal which exists in an alternate space. There is a single wooden door here. Beyond is a set of stairs leading upwards, of rich, dark wood, with panelled wooden walls and a single banister rail running up the right hand side.

The stairs are narrow (4ft wide) and must be climbed in single file. They lead to a door some 20 feet above, as it appears to the adventurers. If all the adventurers pass beyond the door at the foot of the stairs, it closes and remains firmly locked. It cannot be unlocked, and can only be damaged by magical weapons or spells (**T 6, D 24** due to powerful enchantments). Wedging it open could save a life or two later on.

When the adventurers are half-way up the stairs, the banister rail suddenly sprouts teeth and attacks with its bite, writhing like a snake. The stairs then retract, turning the stairway into a sheer slope and dumping the adventurers down to the bottom. A character making a successful test against one-half his **I** can just manage to brace himself and avoid falling down, but you have to roll the tests from the top (front of the party) down. When a



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character fails, he hits the person behind, giving a -20 penalty to that character's test. Characters who slip down the stairs take D2 Wounds to random locations, modified by armour.

As the adventurers lie in a heap, there is a horrid, liquid churning noise from behind the door at the top of the stairs. The adventurers now have four rounds to do something - and don't forget, the banister rail is biting all the time.

The adventurers can try to destroy the door behind them. There's so little space, though, that no weapon can be swung effectively (damage is halved, and two-handed weapons are useless save for pommel-smashing), and no more than two characters can get in an effective blow each round.

They can also try to force their way up the stairs. A *Flight* spell would do the job, of course. If they want to climb the sheer slope, an I test (*Scale Sheer Surface* +10) allows a character to head upwards D6+2 feet during the round (only D6 for a Dwarf and D4 for a Halfling). A failed test means no progress that round, and a test failed by 30 or more means the character has slipped right back to the bottom of the stairs. Anyone beneath him must make another I test at -20 to avoid being carried back down as well.

Thirdly, the adventurers could attack the door at the top of the stairs, probably magically (eg, with a *Smash* spell). The top door has T 4, D 8. Destroying this door is a seriously bad idea, since it will hasten the working of the trap which is already triggered.

After four rounds, whatever happens, the upper door will burst open. Make sure you know exactly how far up the stairs each character is when this happens.



As the door bursts open, a vast torrent of blood-flecked yellow-green mucus comes smashing down into the stairwell, settling into most of the bottom half of it. Each character must make an I test (with a +10 bonus if the character specifically says he's bracing himself) or be forced down to the bottom of the stairwell. Now work out where each character is in the stairwell. Mercifully, the tide of filth stops the attacks of the banister in the 'submerged' area, at least. If the adventurers have wedged open the door at the bottom of the stairs, the mucus pours away into a magical nothingness over the landing area. Otherwise, they're in for a grim time.

Any character who has managed to hang on at least 8 feet up the stairwell can keep his head above the filthy muck and breathe. He can also slowly inch his way up the stairwell at a rate of 1 foot per round. A character who is desperate to get up faster can make an I test each round. If he passes the test, he ascends D4 feet that round. If he fails, he slips back D6+1 feet.

Any character who hasn't hung on at least 8 feet up the stairs (9 feet for a Dwarf, 10 for a Halfling) will be submerged below the filth. Each round the character must make a T test to be able to hold his breath. If he fails, he inhales the disgusting muck in which he is mired. The effects of this are given later. Movement rules are the same as above - 1 foot per round or D4 ft/rd if an I test is made with a -10 penalty.

Swallowing Mucus

This filth is disease-infected. One round of inhalation means that the character must make a T test (*Immunity to Disease* +10) or acquire galloping consumption (see Appendix 3, *New Disease*). A second round of inhalation forces the character to make a second T test, this time with a -10 penalty. A third round of inhalation means the character automatically acquires the disease.

Characters may also drown in the filthy mess. Use the normal rules for drowning from the WFRP rulebook.

Finally, as if all this wasn't enough, the effects of being covered with this diseased, filthy mucus are identical to those from falling into the Miasmatic Marsh (area 63) - although they are not cumulative with those effects.

68. ATOP THE GREAT TOWER

This area has a bizarre appearance. Around most of the walls are black stone excrescences which take the form of a rib-cage projecting from a central spine which grows up the north side of the room and arches up to the centre of the ceiling. There are odd, feathery growths around this black stone, which look rather like clusters of iron filings drawn to a magnet.

Across the ceiling, thick black veins spread out from the centre, coming to within 8-10 feet of the floor. Hanging from a cord in the centre of the room is a thick, coarse black crystal. The cord is 5 feet long, so the crystal hangs some 20 or so feet above the floor level. If the adventurers have found the Blackshard in area 5g they will recognize this as another such item. The Blackshard here can be destroyed in the same way as before (see *New Magic*), with the same effects. However, this is not the major source of magic here. Characters cannot rely on skills such as *Magical Awareness* and *Magical Sense* to show this, since

the whole of this room radiates magic.

Rather, the central focus of the magic is the weather-vane on top of the Great Tower. A test as simple as a *Detect Magic* spell will show some stronger focus of magic above the ceiling of this chamber. How the adventurers get to it, and how they deal with it, is dealt with shortly. They probably can't do anything about it unless they leave the Tower first.

If the adventurers have destroyed the Blackshard, the Oracle (if he still lives) won't attack them when they return to room 66 (all the mucus in stairwell 67 will have magically vanished by this time, allowing them to return). If they have the Blackshard with them, the Oracle will simply mutter some words of warning and vague threat. Only if the adventurers have, or have destroyed, the Weathervane-Fiend (or attack the Oracle himself) will the Oracle attack them.

Getting the Weather-vane

There are two ways in which the adventurers might attempt this: physically or magically.

Physically, they might try climbing the Great Tower if they have *Scale Sheer Surface* skill and/or relevant equipment. They must leave the Great Tower via room 69 to passage 24, and then make their way outdoors. The weather-vane is perched on top of the Great Tower, some 34 yards above ground level.

Magically, the two most obvious options are *Flight* and *Become Ethereal*, although other innovative solutions are possible.

Either way, when the character can see the weather-vane clearly, show him Handout 6. The bronze weather-vane can be removed by simply unscrewing it from the metal assemblage holding it, which takes 2 rounds. However, as soon as they remove the weather-vane, several things happen very rapidly.

First, dark clouds begin to boil in the sky, and lightning starts to crackle and fizz. Each Turn until he gets indoors, the carrier of the weather-vane will be the target for a *Lightning Bolt* (as the Level 2 Battle Magic spell). A target on the ground is allowed a test against one-half I to dodge this. If the target is descending the Tower, the test is against one-tenth I. Worse, any character struck by lightning while climbing the tower must make a successful I test or lose his handhold and fall to almost certain death (apply standard falling damage rules from WFRP, p.75).

Harsh? Not really. If the character has any sense, he will realize that being out in a lightning storm carrying a chunk of metal isn't a good idea, and drop it to his associates on the ground, turn ethereal, or take some other steps to ensure his safety.

As the storm grows, cracks begin to develop in the stone of the Castle, radiating out from the point where the weather-vane was fixed to the Tower. They radiate some 2 yards out from this central point, and then no further effect is obvious immediately. This is a physical indication that the protections on the Castle have been weakened. *Adventuring in Castle Drachenfels* gives full details and rules for this.

Third, as soon as the weather-vane is detached, the metal begins to feel slightly warm, and a gentle buzzing sound comes from it. This sound gets progressively louder over



the next 3 Turns, and nothing will stop it. What is happening - and this cannot be prevented - is that the bound Fiend within the weather-vane is being freed, and at the end of 3 Turns the weather-vane will shatter and it will be released. Anyone actually holding the weather-vane when it shatters suffers 4 automatic Wounds (3 if wearing metal armour on all limbs or a metal breastplate), and anyone else within 2 yards suffers 1 automatic Wound from fragments of flying metal, whether wearing metal armour or not.

Dealing with the Fiend

The profile for the Fiend is given in the *New Monsters* section. The Fiend is an elemental entity of Evil from the Warp, which can be magically bound and commanded in various ways by powerful Evil wizards. However, the adventurers' problem is not how to get it to do their bidding, but simply how to evade its fury when it finally escapes centuries of unwilling bondage.

This is actually very simple. All the adventurers have to do is to be out of sight of the Fiend when it emerges after 3 Turns. If they are out of sight (eg, they leave the buzzing weather-vane in a courtyard and retire indoors), the Fiend simply flies away when it appears from the shattering weather-vane. If the Fiend sees any living thing when it emerges, it attacks immediately.

69. DUNGEON STAIRWAY

This spiral staircase leads downwards a total of what seems to be about 100 feet. Note that it 'should' lead directly down into the Throne Room (29), but it doesn't. This is a magical passageway, and it doesn't work like that. However, some 25 feet down there is a side-door, which opens into passage 24 as if it were the eastern door in the Throne Room. If the adventurers enter the passage, close this door and re-open it, it will have become the door into the Throne Room. At the bottom, the spiral staircase descends directly into area 70.

THE DUNGEONS

70. DUNGEON LANDING

This chamber is bare and completely featureless. The only door here opens into a north-facing passage. Map 14 shows the layout of the dungeons.

71. PUPPET THEATRE

A small scattering of chairs is spread around a small stage which has curtained-off side booths. A number of dressed mannikins sit and lie around the stage. It's quite possible that the adventurers will take Handout 4 (if they've found this) to refer to these puppets, who are in any event only too eager to put on a show for visitors.

The puppets spring to their feet when anyone enters the room. Subtle lighting changes in and around the stage from magical lights are automatic, and the puppets can duck in and out of the curtained-off side booths to change costumes. There are eight puppets in all. Drachenfels used to enjoy watching his magically created puppets humiliate and denigrate his 'guests', and the puppets are very eager to put on another performance after being inactive for so long.

One of the puppets, dressed in a formal costume, announces "the commencement of the evening's entertainments" when the puppets jump up, and he raps a cane on the floor to command attention. The puppets then

begin enacting some scenes from the adventurers' recent exploits in the Castle, growing progressively more sarcastic and venomous in their dialogue.

Tailor this to fit with events to date. For example, if they have been in the Chaos terrains of locations 60-63 and a Dwarf character fell into the Nurglesque marshes, one puppet will enact this while another (preferably an Elf Puppet, to antagonize the Dwarf adventurer) conducts a running commentary: "Oh look, boys and girls, the stunty's fallen down. Perhaps he's drunk! Pheeeww! He smells bad, doesn't he, boys and girls? Stinky, stinky stunty!" Work up to this gradually. Don't go over the top until the end of the performance. Use sarcasm and rile the players.

It's worthwhile for the adventurers to stop and listen to this because the puppets throw in the odd line pertaining to other locations in the dungeons. These won't be major giveaways, but the puppets have become magically affected by the overall magic of the Castle and their 'minds' have picked up fragments of what is elsewhere.

Judge carefully what you want to give away. For example, you might have a puppet say "they're *much* too stupid to leave the blue bottles alone" – a clue which will help the adventurers avoid the poisons in location 79. Don't repeat anything, either. If your players don't latch on to such throwaways first time, too bad.

You could have the puppets act out some scenes from Drachenfels' past, with the 'Master of Ceremonies' puppet taking the twin roles of general narrator and of the Great Enchanter himself. If the adventurers are not very knowledgeable about Constant Drachenfels, this is a novel way of feeding them some more information.

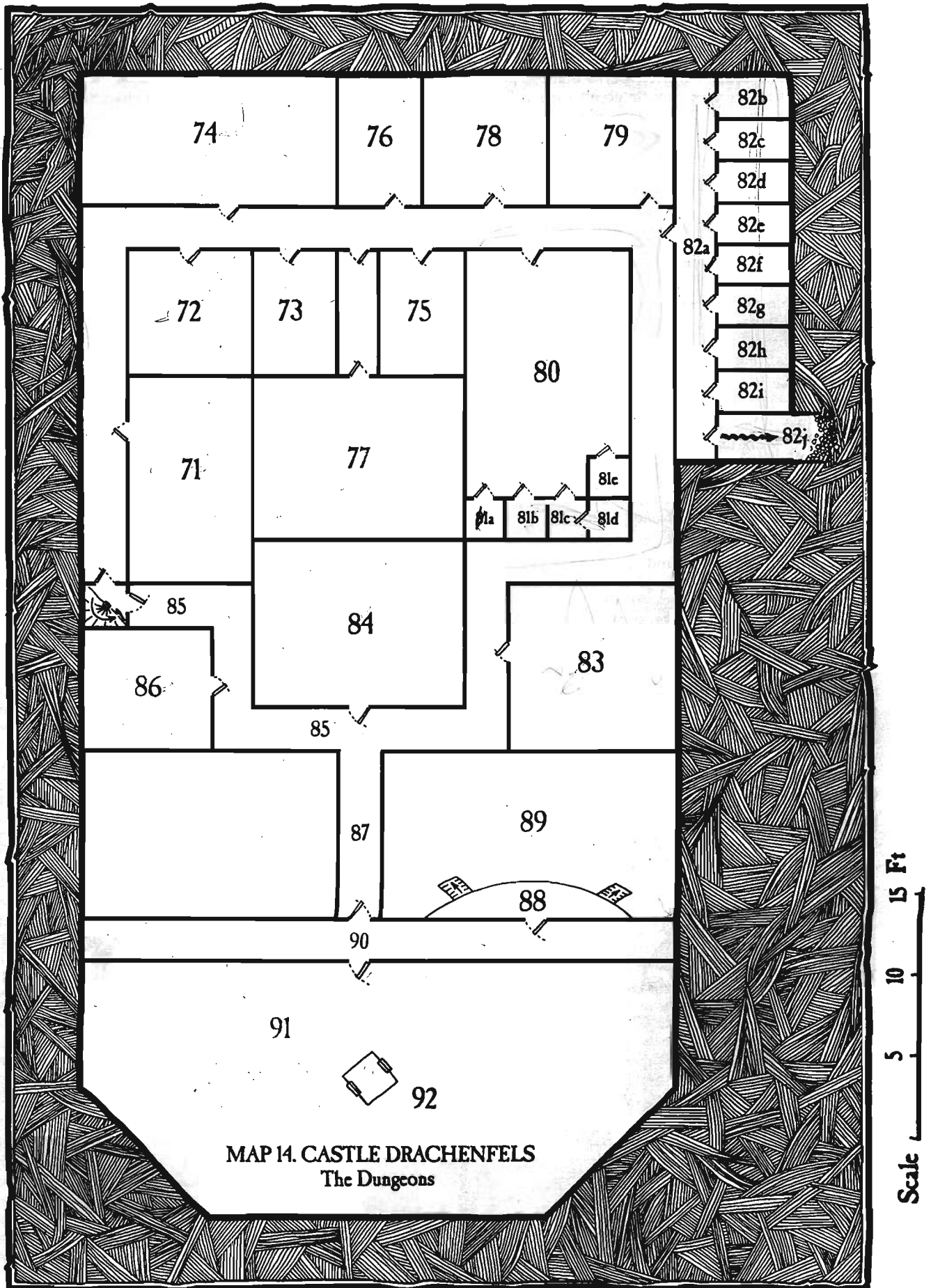
The puppet performance grows more venomous until the adventurers walk out or the puppets attack. If the adventurers walk out, the MC puppet launches a Fire Ball at them from his cane (the cane stores three *Fire Ball* spells which can be cast at no Magic Point cost) as they are in the doorway. The adventurers can just take the damage and shut the door behind them. The puppets won't follow, they'll just hurl a torrent of abuse after the cowardly adventurers.

If the adventurers just sit there taking every abusive comment the puppets cast their way, the puppets eventually tire of such a tedious audience and attack - a Fire Ball being followed by a physical assault en masse. The adventurers can choose to defend themselves or flee, but if they flee the puppets will throw a second Fire Ball at them as they leave.

If the adventurers return to this room after a first encounter, the puppets 'remember' the events of the first meeting and will make suitably sarcastic comments. Second time around, they will not dispense any new information, and the MC puppet is noticeably ruder and shorter-tempered than before. This time, the puppets will attack very swiftly. On any subsequent return by the adventurers, they will attack immediately.

Perhaps the adventurers will stay and heckle the puppets, or join in the performance. This goes down well for a while, until the MC puppet finally orders them to 'kindly leave the stage' or to be quiet. If the adventurers don't





comply, they are attacked. If the players really impress you with their heckling and barracking of the puppets (and they'll have to be witty as well as abusive), the puppets will eventually break off their performance, perhaps concluding with an important tip about a major location within the dungeons (if the players did exceptionally well). The puppets do not attack, but simply become lifeless once more.

Reward witty, fast-thinking and/or humorous role-playing here with an additional EP award for the characters whose lines add the most fun to this encounter!

72. ALCHEMICAL CHAMBER

There is a *Ward of Forbiddance* spell on the door to this chamber which has a secondary *Steal Mind* spell within it. If the adventurers get past this, they find a classical alchemical laboratory. There is no flue or vent for any furnace or burners here, however; smoke and heat are dissipated magically within the chamber.

Among huge piles of (mostly broken) glass equipment, which cover work tables and the floor, there are several items of note. There are a total of 14 still-sealed potion bottles and vials here, but most of them are no longer magical due to age, evaporation, or adulteration. None are in blue bottles, in case the adventurers have heard the clue from the puppets.

Eleven potions are spoiled, and drinking any of these just gives a character stomach pains for D6x10 Turns. There are three others which are still usable - a *Potion of Healing*, a *Potion of Disguise*, and a *Potion of Strength*. The *Potion of Healing*, however, has a highly unfortunate side-effect due to an accidental extra ingredient. Anyone drinking the potion must make a T test, or after D10 Turns they fall into a comatose sleep for 3D10 hours. The character can't be woken up in any way during this time!

A pair of large oil-burners can be salvaged intact here, which the adventurers can use for heating and boiling water for safe drinking, bathing, and cleaning contaminated clothes and armour.

Elsewhere, a bookshelf has a row of books which are

mostly mundane, with some exceptions. First, there are two copies (one in Kislevite, one in Elthárin) of *Rudiments of Alchemy*. Second, there is a copy of Johann Adenauer's dread book *Ascension to Lichedom*, which gives instructions for becoming a Liche. If a character insists on reading this, the gruesomeness and horror of the instructions are such that he gains D3 Insanity Points. If the character actually wants to become a Liche, this is a matter for GM improvisation!

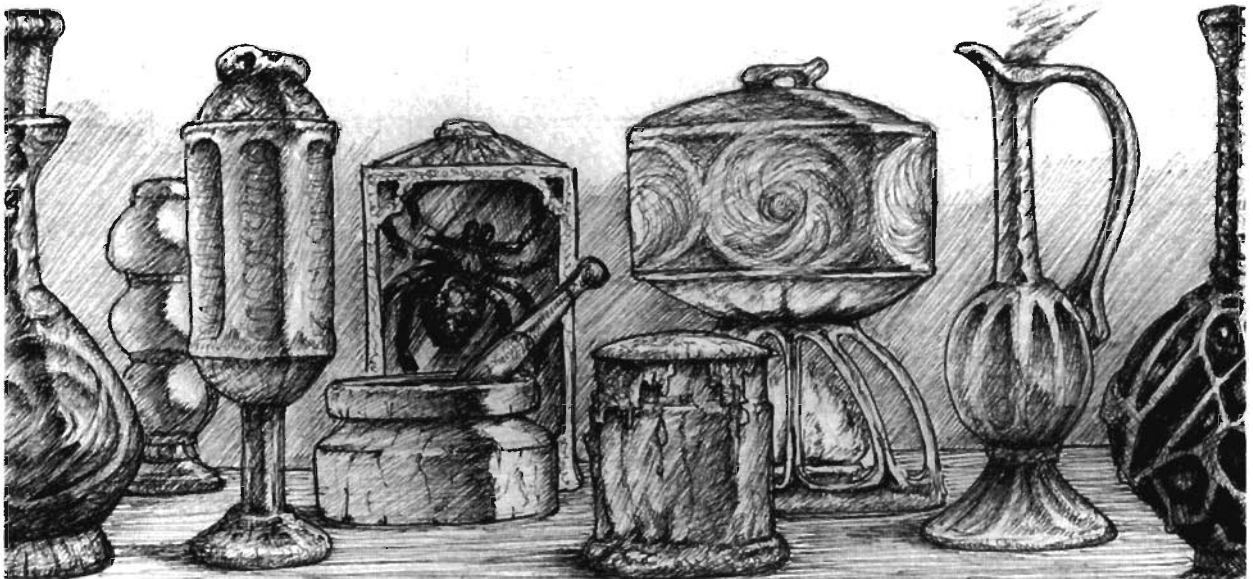
If a successful I test is made, the character searching the shelf finds a folded page tucked inside the covers of an otherwise uninteresting volume on Tilean genealogy (Handout 7). This contains the recipes for making the *Potion of Toughness* and the *Potion of Fortitude* (see *New Magic* for details). The recipes don't actually tell the adventurers what the potions do, of course (although an Alchemist among the adventurers is allowed an Int test with a +20 bonus to guess the general nature of the effects), but they are worth 150 GCs apiece to an alchemist. Finding a buyer should not be difficult!

If the adventurers want to search this room very thoroughly after finding these treasures, then each Turn they search they have a 50% chance of finding an item worth D10+10 GCs - a small jar of mercury, a vial of powdered gemstone, a jar with half a dozen sulphur balls (also useful as a material component for the *Fire Ball* spell, of course), an ornately decorated heavy marble pestle and mortar, and suchlike. However, if you feel they're spending too much time on this, you can have a hostile Ghost arrive and attack. The Ghost will appear as the spirit of the alchemist. If the adventurers still hang around, another Ghost attacks. They should get the hint.

This chamber should be a nice treat for the adventurers, allowing them to gain some resources they will need for the harder and more dangerous encounters to come.

73. DAEMON ROOM

This chamber is the one in which Drachenfels did most of his daemonological research, and one or two of his dealings with Daemons took place here. This is a perilous place, but one where the adventurers can gain



considerable rewards and where the objects of personal quests may have to be found.

There are no magic circles or pentagrams on the floor, since location 77 is where most of Drachenfels' summonings took place. Instead, there are a number of tables and work benches scattered about the room, which is decorated with wall hangings and tapestries showing Daemons at play. One or two of these show Drachenfels himself urging Daemons on in their gruesome activities. Each character sees something most abhorrent to himself in the tapestries - his loved ones being defiled and slaughtered, Clerics of his religion being massacred, his people being slain by racial enemies, or similar.

The adventurers can find many items around the room (the exact position of each item isn't important). Items of value or interest which are not material ingredients for daemonological spells are: silk squares and cloths (a dozen, worth 2 GCs each), crystal vials and prisms (10, total value 75 GCs), and decorated silver bowls (six, total value 100 GCs). Other items, which are material ingredients, are in some cases rather gory and distressing, but are all clearly unusual. These are as follows:

● A Human skull on one table has a circle of copper banding around its forehead. This is only specifically noticed by the adventurers 50% of the time (add 20% to this chance if they make a prolonged search), since it isn't obviously unusual. However, the bone does have spongy leprous changes, enabling a Physician (or Physician's Student) to spot this if a successful *Int* test is made. It's actually the skull of a Chaos Warrior of Nurgle, ingredient for the *Bind Daemon* spell.

● A total of six bell jars full of Human-size hearts floating in a slightly opaque magical fluid; they still beat (very slowly). One jar has 11 Elven hearts, one has 9 Dwarven hearts, and the others have a total of 62 Human hearts. The first two have a simple sigil etched on the glass which indicate the racial type (a character of the relevant race can identify these easily). These are ingredients for various summoning spells. If you are using the pregenerated player characters, then Erszebet Lauschenberg will receive a sign from Verena that one of the jars contains the heart of the High Priestess she seeks.

● Four bell jars, each containing a preserved Human brain. Two are preserved in clear liquid; these are brains from Good clerics, used for the *Dispel Greater Daemon* spell. If you are using the pregenerated characters, Erszebet Lauschenberg will receive a sign from Verena that one of these is the brain of the High Priestess she seeks. The other two are preserved in yellowish fluid. These are the brains of lunatics, used for the *Spread Insanity* spell.

● Three silver-banded, blue, fluted bottles which are very securely sealed and faintly magical (*Magical Sense* can detect this) each contain 1 pint of Daemon ichor. Two of these bottles are inscribed with the rune of T'zeenich, one with the rune of Slaanesh. The ichor comes from Daemons in the service of the indicated Chaos Powers.

There is one final item which appears valuable but innocuous enough, if one isn't a daemonologist. A pentagram of solid gold lies on one table, wrapped in black silk; this is worth 600 GCs. It is the material ingredient for the *Zone of Daemonic Protection* spell. If a character picks it up, then all hell is suddenly let loose (so to speak). The pentagram, left undisturbed in its place, radiates a zone within the room. As soon as it is disturbed,



the zone is disrupted, and the Daemon within the room - which actually is the room - is released from centuries of servitude.

The Daemon-room comes alive, attacking the adventurers as fanged daemonic mouths and taloned daemonic claws erupt from floor, door, and walls. Describe these vividly. The claws are stone-veined, scaled, seething; the faces are deformed, diabolic, hate-filled. Treat the Daemon-room as having D2 attacks per character, **WS** 45, **S** 4, **I** 49. The Daemon-room is not affected by any psychological effects or illusions. The adventurers have two options here: they can run or they can stay and fight.

Run: If the adventurers run, their movement is impeded by claws and faces erupting from the floor. Each character will take D3 rounds (computed separately for each character) to get to the doorway, irrespective of **M** score. The first two characters to the door can get out freely, but then a *Ward of Forbiddance* appears in the doorway and other characters still in the room will have to make the appropriate **WP** test(s) to escape. A *Dispel Magic* spell may be needed, or escaped characters may have to re-enter the room to help out with fighting within the room.

Fight: If the adventurers stay and fight, then the Daemon-room should be treated as having **T** 5 and **W** 27. The walls and floor do not move and so count as prone, but the Daemon-room can only be damaged by spells and magical weapons. *Dispel Greater Daemon* will destroy the Daemon-room as effectively as accumulated damage. When the **W** total is exceeded, there is a huge sigh within the room and all faces and claws disappear, but a *Foetid Cloud* instantly fills the whole of the room.

74. MAGICAL STOREROOM

There are some valuable items in this chamber which the adventurers may well need by now. However, they have to get past the door first.

The door appears to be an ordinary dark wood door at first sight, with a pair of brass doorknobs. However, as soon as any attempt is made to open it, it speaks sonorously, saying "You aren't allowed in here". Attempts to interrogate or reason with the door are fruitless, but may be entertaining. The door refuses to allow access to anyone who is not "the Master" (ie, Drachenfels himself). The door can converse intelligently, and has a haughty and slightly sarcastic tone of voice. The door is adamant that it will not allow anyone inside, other than the Master.

There is one exception to this. A Druidic Priest who addresses the door politely can make a **Fel** test and, if successful, the door will say something along the lines of "Well, I'm not sure about this...". If the Druidic Priest is quick to come back with a reply of "Your Master has given me permission to enter" or something equally convincing, the door will say, "Oh, all right. But you'd better be quick about it", and open. The door will then keep up an anxious running conversation with the Druid of the "Can't you hurry up?" variety while the adventurers are inside. This option, at least, allows for a brief semi-humorous episode. If the adventurers don't have a Druidic Priest with them, they will have to defeat the door (see *Profiles*).

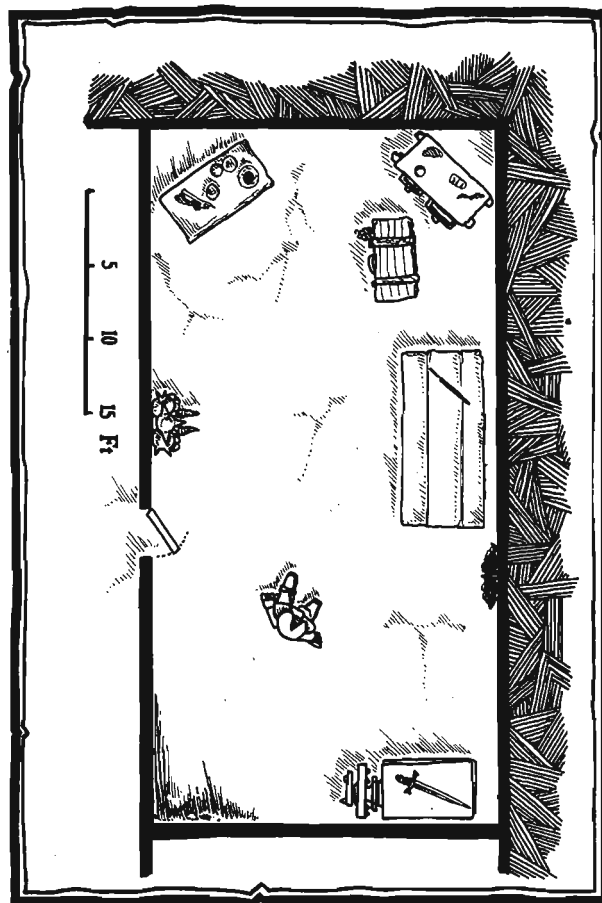
Inside the Room

Map 15 shows the layout of this room. When the adventurers are able to enter, there is still a guardian to overcome - a suit of animated plate armour which attacks at once. It stands just beyond the doors. After the adventurers have overcome this, they can take stock of the shelves and tables. There are several usable magic items here (and some the adventurers won't be able to use), but their form is always unorthodox and sometimes rather unpleasant. The room itself has several tables with linen and silk covers, cupboards, chairs etc, and there is much general bric-a-brac in addition to the magic stored here. Feel free to add some minor magical trinkets such as stone hedgehog paperweights which snuffle about and catch bugs, self-lighting hookahs, or similar minor flourishes.

First, there are some items the adventurers should not touch. A suit of Khornate Chaos armour stands pinioned to one wall; if so much as touched (or if directly attacked) it will attack the adventurers. Since almost all of the original powerful magic within this armour has been drained, you can use the *Animated Armour* profile for this, save that one of the attacks is actually from a Chaos sword gripped in one gauntlet. The nature of the sword is indicated by the fact that the pommel, hilt and cross-guard are fashioned from fused, deformed vertebrae. Any hit from this weapon drains one point of **S**, **T**, or **W** (roll D6: 1-2 **S**, 3-4 **T**, 5-6 **W**) permanently in addition to normal damage.

Second, hanging on a peg is a black robe with a monogrammed 'D' which, if put on by anyone other than Drachenfels himself, wraps itself about the unfortunate wearer and attacks with tiny mouths in its lining; it gets 2D6 Attacks at **S** 2 each round. The cloak has **T** 2 and **W** 8, but half the Wounds inflicted on it by characters other than the wearer affect the person wearing it. The cloak is immune to all psychological effects and illusions.

MAP 15. Magic Store



The third item is a *Blackwand* (RD, p.103) which has enough energy remaining to fire 31 *Arrows of Weakness*. Lying next to it is a *Wand of Fear* which extracts a special cost for use. If a spellcaster picks it up, it drains one point of **T** permanently from that spellcaster and is then attuned to him, and will function normally.

Finally, there is a nastily cursed item: among a box of silver jewellery (worth 150 GCs) is what appears to be an *Amulet of Righteous Silver*, but in fact the making of the item was botched and anyone wearing it suffers a -20 penalty to all **CI** tests to resist the fear and terror effects of certain undead. The cursed item cannot be removed, either, once put on. Only a blessing from a deity the victim devoutly follows, expending a Fate Point, or a *Dispel Magic* from a 4th level Wizard, will allow the amulet to be removed. More usefully, there is an *Amulet of Thrice-Blessed Copper* in the same set of jewellery. This has an 80% chance of detecting poisons.

The more useful items are the following:

☠ In a glass case sits a shrivelled liver, which duplicates the function of an *Energy Jewel* (8 Magic Points). To be used, the liver must be in contact with the skin of the user.

☠ In an adjacent glass case is an 8-foot length of preserved intestine, luridly green and red and covered in prominent blood vessels, which acts as an *Enchanted Rope*. These two items appear simply to be ghoulish trophies, since they sit on a table with other specimens of internal organs.

Another casket presents the adventurers with an intriguing puzzle. It contains five plain gold rings, interlinked to form a circle. Each is a *Ring of Protection*, and each of which will only function as a magical ring if it can be separated from the others. The rings give protection from: Ethereal undead, Non-ethereal undead, Skaven (two of these) and followers and creatures of Khorne. Breaking a ring obviously destroys its magic. The adventurers can easily get two rings (by breaking the other three), but they might find some ingenious solution to the problem.

This could be an adventure in itself, and won't be resolved here. You should determine a suitably demanding solution to the problem for yourself. For example, a magical liquid which needs a component of ethereality might allow the links to be separated, but the adventurers will have to find an Alchemist or Scholar to tell them of this, and then they must find the ingredients for the magical liquid. This is up to you, but it is a good hook to introduce a later adventure with.

Bolted to one side of a table is a strange stone implement which looks like a huge flinted knife-sharpener, and this radiates faint magic to a character with *Magic Sense*. One single-handed edged weapon - not a two-handed weapon or an axe - can be sharpened with this tool, and will become magical. This will drain the last magic from the sharpener (other weapons can be sharpened subsequently, but this will not enchant them). The effect is to give the weapon the special ability of *Characteristic Gain* (see WFRP, p.188).

Finally, there is a large mirror on a stand. Despite the suspicions the adventurers will surely have, this is nothing more than a standard mirror with no magical properties whatsoever - unless you decide to add some, of course.

75. THE BOOKS OF FLESH

This room contains some truly bizarre magical items. Most of the room is filled with metal frames which hold marble troughs, and inside most of the troughs are piles of stinking, rancid yellow fat. The stench is overpowering. However, there is magic of a sort within.

There is also a simple trap just beyond the door, triggered by opening it. Two rounds after the door is opened, the



floor between the doors to 76 and 78 retracts and the passage becomes a pit, 4 yards deep, with jagged iron spikes set into the bottom. Apply standard falling damage rules, and add D6+1 Wounds for the spikes (D4 for a Halfling). The spikes also have a 50% chance of causing infected wounds. Trying to rescue people in the pit is also hazardous. Four rounds after people fall in, the metal plates close again. Anyone who is leaning into the pit (e.g. hauling people up on a rope) must make an I test or be knocked into it, suffering falling and spike damage as above. The doors have T 8, D 16.

When the adventurers get a chance to check the room out, they can find four surviving *Books of Flesh* cowering in a corner. Each is the shape of a book, some 12in tall, 8in wide and 3in thick. Each appears to be bound in a very pale and supple leather (on inspection this is seen to be Human skin). The inside of each binding is a compacted mass of yellowed fatty tissue in which whorls and furling can be seen, looking not unlike the surface of the cerebral cortex.

Two of these books are Grimoires. In each case, the wizard must pick up the book and caress it for a minimum of 1 hour. This feels rather like fondling several pounds of lard wrapped in skin. At the end of this period, the wizard is allowed an Int test and, if this is successful, he has learned one of the spells in the book. It cannot be recorded in written form elsewhere, however; the understanding is intuitive. Only one attempt per day can be made to so learn a spell. The first Book of Flesh contains the Battle Magic spells *Dispirit*, *Strength of Combat*, *Mental Duel*, *Smash*, *Animate Sword*, *Cloak of Darkness*, *Corrode*, and *Foetid Cloud*. The second Book of Flesh contains the Elemental Magic spells *Hand of Fire*, *Zone of Hiding*, *Move Object*, *Wither Vegetation*, *Breathe Fire* and *Animate Water*. Note that some of the Battle Magic spells come from the *Restless Dead* book and, if you don't have this, then you should substitute spells of your choice.

The third book bears tattooed symbols of Slaanesh. The book talks, and is very cunning. It offers a character great combat skill in return for being able to share the physical and mental sensations of combat. Any character carrying it will gain +10 bonuses to WS and BS so long as the book is kept next to the skin. The book delights in combat, squirming with pleasure and letting out little gasps and moans of delight as adrenalin races through the character's body. The catch is this: the book has a rated WP of 45, and when the WP of the character carrying it is reduced sharply (by magic, etc.) the book will attempt spirit combat (see Guardian Spirits in *New Monsters* for rules). It will try to do this when the character is separated from his fellows. If the book wins, it will control the character and



try to deliver itself to a powerful follower of Slaanesh. You should be as devious and cunning about this as the book is itself. Pick a time when the character is most vulnerable.

The fourth book has the design of a sword on its cover, and has a unique function which cannot be commanded. This will happen once a day, the first time the character is wounded in a melee or missile attack. When the character is wounded, the book automatically creates an *Animate Sword* effect on the character's primary close-combat weapon, and the animated weapon attacks the creature which struck the character. The effect stays in existence until the character, or his enemy, is slain or mortally wounded.

These books are very useful, and a weird departure from normal magic. Don't just give them away to the adventurers if they don't even bother to search this room. They must make an effort to find these bizarre items and take an interest in finding out what they do.



76. THE JUNIOR MAGISTER IMPEDIMENTAE

The northern half of this room is filled with surgical implements in racks, preserved body parts, anatomical diagrams and plates, flasks of liquids, and similar apparatus.

In the south-west corner, behind a curtained screen, is a desk bearing similar items, and set by it is a chair on which the slumped form of a mutant is easily visible. The mutant is clothed in moist sacking only, and his skin is covered in most places with thick green scales. He is comatose, and barely alive, his breathing very slow and shallow. Before him on the desk is an ornate bronze lamp which glows with a very, very feeble purple radiance due to the coloured quartz lenses set into it. It does not employ any visible fuel source. If the lamp is adjusted, by a circular knob set into the side, the purple glow can be made much brighter and plays over the mutant. In this case, he wakes up in D10+10 rounds, although he takes another 10 rounds to come fully to his senses after being awakened.

The mutant, Gerd Buchwald, will be very frightened if awoken. He will say that he has duties to attend to and then, looking at the adventurers, will ask who they are and become confused again. His profile gives details of what he used to do, but what he wants to do now is to find his Master. However, if he suspects that the adventurers are here to cause harm to his Master, he'll die rather than help them at all. If the adventurers can trick him into believing that, for example, his Master is in danger and they are here to help, then Gerd will be very eager to assist them, and he does know his way around the dungeons rather well. In this case, if the adventurers feign friendship and allegiance, Gerd will become almost pitifully talkative.

If the adventurers want to loot this room of its equipment, they can do so, but the stuff has no real value - most of it is outdated, rusted, falling apart or otherwise valueless. Of course, looting will be interpreted as a hostile act by Gerd, and it will put an end to any co-operation from him.

What Gerd Knows

Gerd can tell the adventurers a little about the following locations:

Location 71: "Entertainments here. Funny wooden puppets with strange eyes. I used to sweep up sometimes when I first came to the Castle."

Location 72: "Experiments, specially locked. Can't get in."

Location 73 (or 77): (shudder) "The Master worked his magic there. It's dangerous." Gerd clearly is very apprehensive of this place, won't enter here, and if forced to do so the terrible event described in the next section occurs automatically, right in the doorway.

Location 74: "Magical things. I'm not allowed in there, it's trapped and very dangerous. Master says no-one can go in there." Gerd regards any intrusion here as evidence that the adventurers are hostile, and he won't co-operate any further if he knows they have forced their way in here.

Location 75: (shudder) "The Master did things there. With dead people. Scary." Gerd's knowledge is hopelessly out of date on this location.

Locations 78/79: "Um - mixing stuff, yes, that's what it is,

mixing stuff. Lab... er, lab... mixing stuff, yes." Again, Gerd's knowledge is a little out of date. He doesn't know about the fungi.

Locations 80/81/82: "Bad people went here, people the Master was angry with. People who did wrong, the master had them imprisoned there. You're not doing wrong by the Master, are you?"

Location 83: "Nah, not there - nah, nah." Gerd refuses point-blank to say what this is. He does know the truth, but he won't say.

Other locations were always out of bounds to Gerd, and he will say so.

Death of a Mutant

The adventurers had better talk with Gerd reasonably quickly. They have only D6+6 Turns before something appalling happens to him. You can extend this time if necessary to have it happen at a suitably dramatic moment; the staging of the event is more important than the exact time.

Gerd suddenly says he is hungry, and begs some food from one or more of the adventurers. If he isn't given anything, the subsequent events occur in much the same manner anyway. Gerd gulps down the food, and then coughs a few times, each time a little louder, and exhibiting a little more distress. Suddenly his face suffuses with panic as his chest heaves and his coughs become violent, edging into retching. He collapses to the ground, clutching at his chest as his back arches. His chest is

suddenly stained with blood as something pulses frantically beneath his thin shirt. Then, Gerd is killed instantly, a look of intense agony on his face, as the Render bursts forth from his body. It takes a brief second to look about itself and then attacks the closest character. The Render is small, but it is an horrific killer.

77. THE RITUAL ROOM

This is dangerous territory, and the room has a *Ward of Forbiddance* spell on the door. The centre of the room is dominated by a huge magical pentagram, which has many Chaos symbols and sigils, together with the symbol for Daemon. Anyone with *Daemon Lore*, *Rune Lore* or *Theology* will know at once that this room is used for Daemon summoning.

So long as the adventurers keep out of the circle, all well and good. If they step into it or break it, they summon a Lord of Change, a Greater Daemon of Tzeentch (RoC-LD. If you don't have this book, use the profile for a Greater Daemon from the WFRP rulebook). The Daemon might toy with the adventurers before killing them, but it won't take kindly to being summoned.

At the far end of the room is a mirror, whose surface appears darkened, and which radiates magic. Its only function, though, is to show the viewer Constant Drachenfels, posing as a young man, without his mask, his arm thrown around a Daemon. The mirror always shows Drachenfels as young, and Drachenfels kept it purely from vanity.



78. CHAMBER OF FUNGI

Fungi which were used as the basis for creating poisons were grown in this room. The fungi haven't been attended to for decades and, warped by the magic of the Castle, have changed considerably. They want to get nourishment from anything they can, including any characters entering. The fungi can be treated as a single, collective entity (see *Profiles*).

If the adventurers enter, the place appears simply to have rows of dried-out compost beds along the floor and in great, half-rotted wooden troughs suspended along metal frames. Some of these troughs have collapsed in the middle and scattered their contents about. Mould covers much of the walls and floor. The door at the north end of the room might lure the adventurers into entering, but it only leads into a tiny cubicle-cupboard containing some simple gardening tools.

The fungi wait for at least a couple of characters to enter before they attack. They fire clusters of fungal spores, and each attack has a 10% chance of also liberating Red Mould into the area, so that characters are subjected to two attacks. Critical hits should be rolled on the Sudden Death Critical Hit Chart. A 'K' result indicates the character has choked to death. Any body left in this room will be digested by fungal enzymes over a period of D4+1 days, depending on size, and organic equipment left here - leather, sacking, cloth, etc - will likewise be digested in 24 hours.

79. CHAMBER OF POISONS

This chamber looks in some ways similar to the alchemical laboratory (location 72) save that nothing is broken here, it's simply very dusty and cobwebbed. Virtually all the large bottles here are made from thick, opaque blue glass. A character with *Herb Lore*, *Manufacture Drugs* or *Prepare Poisons* will be able to see that this place was used for preparing poisons. Virtually all the ingredients are now decayed and useless.

If the adventurers make a thorough search, they have a 50% chance each for turning up a sealed vial with 2D4+1 doses of *Trollbane*, and another with D4+1 doses of *Graveroot*. The labels, however, have fallen off or become illegible, and only if a character with *Chemistry* or *Prepare Poisons* makes a thorough (1 dose) analysis coupled with a successful *Int* test will he know what they are.

80. TORTURE CHAMBER

Before the adventurers can really take in this chamber, a skeletal figure clad in a tatty, filth-encrusted black robe standing not far from the door eagerly holds out its hands to them, one of which holds a hot branding iron. "Ah, you have brought someone for me?" asks the torturer expectantly. Friedrich Bremer has been waiting a long time for a new victim, and is eager to begin work. The adventurers just might be able to talk their way out of a fight with this Skeleton Major Ilcro, and might even be able to talk one or two details out of him, but a combat is likely at some stage; see Friedrich's profile for details.

The room itself has a wide range of torture equipment laid out very carefully, almost obsessively, all kept clean, polished, and (where appropriate) good and sharp. A

magical brazier in the north-west corner has a number of branding irons heating in it, and next to it is an inlaid marble slab with iron supports which has room for a body to be strapped on to it, plus a tray of gleaming metal scalpels, thumbscrews, small-bone crunching implements, pincers and similar tools. The rest of the room won't be described in such depressing detail, but all the favourites one would expect are here - the rack, the manacles hanging from the ceiling, lots of wooden staves and buckled leather strapping, an Iron Maiden, and so on.

81. CELLS

Friedrich Bremer has the keys to all these. The first, 81a, has actually been converted to a living chamber for him, if this isn't a contradiction in terms. The wooden pallet bed isn't needed for rest, and like the rest of the room has been used to mount a display for one of Bremer's collections. Bremer collects gallstones, the middle-ear bones of Dwarfs and Halflings, preserved shrunken ears (separated into male and female, nobles and commoners), and one of his more distressing habits is keeping one eyeball from each of his victims if at all possible. Consequently, there are 14 large jars of preserved eyeballs here, each holding between 50-150 eyes in each jar. From a distance they might look like jars of pickled quail's eggs....

Bremer's box of coins is (ineffectually) hidden in a large hole in the planking which supports the pallet, and this contains 84 GCs, 115 SSs, and 132 BPs.

The other cells are all empty, and are almost disturbingly clean - Bremer is especially devoted to keeping his place clean and tidy. However, hidden in a crack in the stonework in cell 81d (I test to find) is a small silver signet ring with the symbol of Verena etched into it. Any cleric of Verena should be coldly angered by such evidence that a follower of the goddess should have been incarcerated here, and behave accordingly!

82. CELLS OF TORMENT

The door to the main corridor (82a) is unusually tough, having T 7 and D 16. Each of the doors to the cells has a barred grille which allows the adventurers to see into the cell. There is a low level of light within each cell (usually from a magically-sustained burning torch) which allows some sight of what lies beyond it. Most cells have a prisoner, magically kept alive (or at least sentient), being subjected to one particular form of torment in perpetuity. These prisoners are all chained with very strong, unrusting iron chains and heavy manacles.

In most cases the adventurers should leave these cells and their occupants well alone. There is usually little they can do and, even if they could, the imprisoned creatures are too demented to thank them for it. They will simply attack in a maddened frenzy. In all cases, if the creatures actually get out of their cell they die instantly, since only the magic within each cell has sustained them so long. Profiles for the victims are given, for reference, in the *Profiles* section if the adventurers decide to free one or more of them.

The first cell (82b) contains an Ogre, clearly very starved, straining desperately to reach what appears to be a joint of meat which cowers against the opposite wall of the cell. The joint of meat, horribly, has a Human face and cowers in obvious terror.

The second cell (82c) contains a moaning, naked Orc chained down on a bed of nails which rip the boil-infested flesh on his back.

The third cell (82d) contains a handsome young man clad in (very dated) Estalian clothing who suffers an eternal curse on his vanity. He is cursed to stare into a mirror, preening himself, and then the reflection in the mirror suddenly changes, as does the appearance of the young man to match his reflection. Boils and sores burst out over his flesh, his body becomes hunched and arthritic, his skin aged and withered. The man spits hatred at anyone who sees his humiliation and affliction.

The next cell (82e) is empty, but 82f has a disturbing occupant. Here, Drachenfels incarcerated a courtesan who displeased him, and inflicted a dreadful curse on her. She is only a skeleton, but she believes she is still alive and highly attractive. Drachenfels left her dressed in some revealing clothing (revealing if she still had a body, that is) to top the effect off. She will try desperately to use seductive charms to lure a male character into freeing her, telling a tragic tale of her spurning of Drachenfels and her long imprisonment, talking in a husky and seductive tone. The effect should be disturbing and bizarre, to say the least.

Cell 82g is also empty, as is 82i, but 82h contains a man wearing the insignia of a Cleric of Sigmar. His torment is being forced to face the etched face of a *Daemonette* carved into the wall opposite, which flicks out a long serrated fleshy tongue which rips into the man's neck and chest. Purple blotched wounds ooze blood which trickles down over his body. All he can do is moan with pain.

This is the cell the adventurers are most likely to enter. If they do, they have to break the shackles (T 7, D 12) to free the Cleric. During this time, the *Daemonette*-tongue attacks the adventurers; it has S 3, T 3, W 8, WS 45, I 49, and A 1 (CI and WP are 89 if needed, and is immune to psychological effects and illusions). The tongue regenerates fully at the end of every round, so it must suffer 8 Wounds in a single round to be killed.

If the adventurers free the man, they only get attacked for their pains, because he is actually a *Doppelganger*. The creature flings itself on the nearest character, crazed with pain and the desire to escape. The creature will run off if allowed to, assuming the form of the character it attacked last.

Beyond the final door, 82j is not a cell, but rather a (seemingly endless) passage. This is a variable warp passage (see *Adventuring in Castle Drachenfels*).

83. TREASURY

Drachenfels kept just part of his massive treasure here. This room cannot be entered ethereally because the stonework contains enchantments which make it as solid to an ethereal traveller as to a material one. Any other magical means of entry the adventurers can dream up is likewise defeated by special enchantments placed on the structure of this room. A *Ward of Forbiddance* spell is placed on the door. There are four locked chests in this room, each inside a locked and barred metal cage (T 7, D 25 each bar). A Halfling can squeeze in through the space made by breaking one bar, but an Elf or Human needs two bars removed and a Dwarf three.



The room also has two tough guardians. The two suits of adamantite plate armour (see *Profiles*) will attack the adventurers immediately they enter the room.

If they overcome these guards, and manage to break into the cages, the adventurers still have the difficulty of getting into the chests. Each is of iron-banded black-varnished wood, with copper fittings, and an ornate lock of fiendish complexity (CR 50%). However, each has its own unique additional hazard(s) and rewards.

The Traps

The first chest is trapped with spring-loaded darts. It must be unlocked, and then the key (or lockpick) turned one additional turn in the lock, to disarm this trap. Otherwise, a volley of 10 darts fires out in a semi-circle around the front and sides of the chest. The darts can be treated as having BS 60 (this is very close range) and S 1. Any hit which causes a Wound, and even 50% of hits which don't (they are taken to graze the skin), inject 1 dose of *Manbane* into the victim. Determine randomly which characters are the targets of which darts. No character can be a target for more than three unless he is standing right in front of the chest (e.g. raising the lid). If the chest is forced open, the same trap will be triggered, except that there's no chance of defusing it with the extra lock-turn.

The second chest has an identical trap, save that this time the poison in the darts is *Elfbane*, and it has a second trap which will be activated only if the chest is forcibly opened. Inside this chest is a delicate glass globe packed with Yellow Mould spores, and if the chest is tipped up, broken

into, etc., this will release its deadly contents in a 10-yard radius. If the adventurers are successful in picking the lock, this trap won't be activated, but they will have to be very careful taking out the money without breaking the glass sphere (no test needed, but you should roll dice as if you were making some secret test just to scare the players). The sphere is much too delicate for the adventurers to carry (e.g. to use as a weapon).

The third chest has a slightly decayed, but permanent, *Magic Lock* on it, such that an attempt at mechanical lock-picking is only 50% likely to be successful even if the lock-picker makes his **Dex** test to pick the lock. This chest also cannot have the sides broken open, since it has a full iron inlay - the only way to force it is to crowbar the lid open. There is an especially nasty trap here. Exactly three rounds after the lid has been opened, from the top of the sides of the chest, a full array of amazingly sharp knives spring inwards so that the whole top of the chest is effectively suddenly full of knife blades. If a character is reaching into the chest at this time, he suffers 2D6 Wounds (modified by armour on the arms). Worse still, he must make an **I** test. If this is failed, he is too slow to jump back and one arm is simply amputated (roll D6: 1-3 left; 4-6 right, or you can be charitable and rule that the shield arm rather than the weapon arm is affected). If the **I** test is failed by 30 or more, both arms are severed at the elbows.

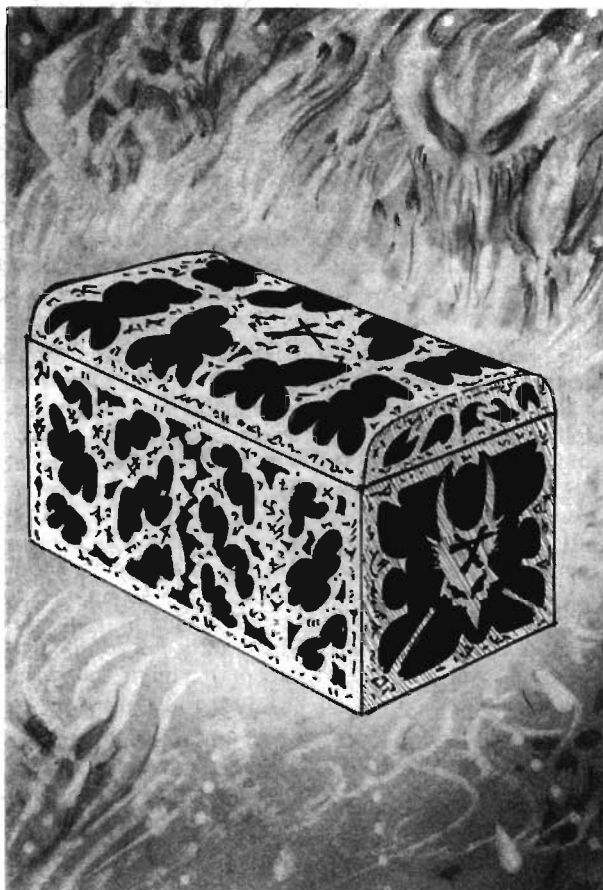
The fourth chest has a renegade Chaos Daemon bound into its lock. If the lock is picked, the Daemon is freed and attacks the lock-picker. If the chest is broken open, the Daemon attacks one of the adventurers doing the breaking. The unusual Daemon has a unique profile (see the *Profiles* section). When the chest is opened in any

manner, a gas trap is triggered which liberates gas up to a 10-yard diameter (spreading at a rate of 1 yard per round). The gas causes weakness, and characters in the gas cloud must make a **T** test or suffer penalties of -10 to **WS**, **BS** and **I**, and -1 to **S** and **A**. Even if the **T** test is made, **WS**, **BS** and **I** are lowered by -5 each. The Daemon is immune to these effects.

Treasures

Whichever order the adventurers open the chests in (unless they have some magical means of finding out in advance what's inside), they get the poorest haul first and the richest haul last. It's unfair, but that's the way it goes:

- ☠ The first haul is eight huge sacks of brass pennies - a total of 10,403 BPs, worth 43 GCs, 4/3 and weighing 1,040 Enc.
- ☠ The second haul is four smaller sacks of silver shillings - 3,822 coins, worth 191 GCs, 2/-.
- ☠ The third haul is of gold crowns - of a sort.
 - ☠ One sack holds 847 GCs in Imperial coinage.
 - ☠ A second sack holds 1,022 GCs of Estalian origins, with the head of Dom Luis XIV on them. Unfortunately, these made of "red gold", heavily adulterated with copper, and mostly worthless. They might be sold for 70 GCs for their metal value, but most Imperial money-changers will only give one shilling in the crown for them. A character with *Metallurgy* will know of the adulteration, one with *Numismatics* will know the coins are worth less than face value.
 - ☠ A third sack holds 1,882 Kislevite gold roubles - Imperial money-changers will only give 1 GC for 3 of these.
 - ☠ A fourth sack holds 400 Imperial gold crowns of some antiquity - the head of Carolus is on them with the date 1903 IC. Each is worth 10 GCs to a collector (providing the adventurers don't flood the market). Unfortunately, they have been treated with a contact-poison form of *Manbane*. Simply handling them causes 1 dose to be absorbed through the skin, counting them (or similarly continuously handling them) causes 1 dose per Turn to be absorbed. There is a delay of D6+4 Turns (5-10 minutes) before the effects make themselves felt. The poison is soluble in alcohol.
- ☠ The fourth and final haul is a splendid casket of mahogany and teak which is bound with silver filigree and lined with red velvet. The casket alone is worth 250 GCs. Inside, each in its own compartment, is a total of 24 gems of fair size. All but two are fine stones of decent value - peridots, pearls, spinels - and are worth 250 GCs each. The other two are fine rubies, each worth 1,200 GCs.



84. THE ROOM OF BONES

This chamber is brilliantly sculpted to appear like the inside of a vast chest cavity. Huge yellowed bone 'ribs' grow from the floors along the curved walls, up to the ceiling where a sternum runs along the central ridge. The other parts of the walls and ceiling - between the ribs -



CASTLE DRACHENFELS

seem to be impossible to perceive. To the eyes, and to the touch, they simply trail away into velvety nothingness - but resist being forced past, as if a semi-solid wall prevented this.

Huge piles of bones are stacked on either side of the room. At the far end, where the sternum-ceiling begins to slope down, a skeletal figure draped in the vestments of Mórr is seated crookedly on a throne of bone and iron, holding a thick black wooden wand in its hands. *Magical Awareness* or a *Detect Magic* spell will reveal that the wand is magical; it isn't even necessary to touch it - the magic is strong. A devout follower of Mórr who doesn't have *Magical Awareness* will still sense a magical effect on the wand if he makes a **WP** test with a -10 penalty.

The adventurers are only attacked if they try to vandalise the structure of the room, the piles of bones, or the seated figure, or if they try to take the wand from its skeletal hands. Note that magic of any kind (including *Annihilate Undead*) will not affect the Skeletons here. The adventurers must fight for their lives!

Taking the Wand

As soon as a character lays a hand on this item, the skeletal Cleric grips it more tightly. The character has a base 20% chance each round of dragging it from the skeleton's grasp. This chance is increased by 10% for each point of Strength the character has over 4 and reduced by 10% for each point of Strength the character has below 4. The Cleric attacks with its other hand. Remember that a character holding the wand with one hand can't cast spells, use a shield, etc.



If a character manages to take the wand he's not going to be able to sit down and figure out what it does in the heat of battle, so it's not usable immediately. The wand is a *Wand of Dust*, detailed in the *New Magic* section.

Attacked!

If the adventurers are attacked, each pile of bones forms into 5 human-size Skeletons; use the standard Skeleton profile for these. The Skeleton-Cleric is covered separately in the *Profiles* section.

These Skeletons have a dangerous additional combat ability. Use the Sudden Death & Critical Hit Table in the *WFRP* rulebook for hits against the Skeletons. If a Skeleton suffers a 'K' result, it isn't immediately destroyed. What happens is that it falls apart, its rib-cage falling away and the limbs dropping from their sockets. However, each limb can now attack, clawing or kicking at the adventurers. Profiles for the skeletal limbs are in the *Profiles* section. This isn't likely to be a major hazard to the adventurers, but it will surprise them, slow them down and prevent easy escape.

85. WARP PASSAGE

This part of the passageway is a fixed warp passage. Make a secret **WP** test for each character as they enter the area. Failure means that the character is magically warped into one of the holding cells (82b-82i). If you want to be kind, the character can find himself manacled to the wall in one of the empty cells. Otherwise, you can choose between the occupied cells, where the character will find the occupant between himself and the cell door...

86. CHAMBER OF ELEMENTALS

The door to this chamber is unusually tough and hard to break down (**T** 8 and **W** 20). Inside, little remains to show that it was used for summoning Elementals. Very unusual pentacles and magic circles etched into the stone and traced with silver and mercury have been destroyed as if by something bursting up through them from below. The

walls look as if they have been fire-blasted, and there is a smell of sulphur hanging in the room, with faint wisps of smoke.

Despite these forbidding appearances, there is no danger within, but no rewards either.

87. WARP PASSAGE

This part of the passage is a fixed warp passage. Again, make a secret **WP** test for each character as they enter. Failure means that the character has been magically warped into one of the cells in the torture room (81a-81e). The character will find himself in manacles, but is allowed a test against **S** each Turn to free himself. If the Torturer from location 80 is still 'alive', he is allowed a Listen test (as for a soft noise) to hear a character struggling with his manacles each Turn. An unstruggling character has a 5% chance each hour of being discovered by Bremer.

On the other hand, if the character ends up in chamber 81d you might allow him to find the ring of Verena since he has so much time to kill.

If Bremer the torturer finds a character in chains, of course, then it's going to make his day. Bremer hasn't had anyone to torture in ages, so he's going to do a thorough job. Improvise rules for character profile loss, depending on how fast the character's friends come to rescue him.

88. THE GALLERY

This observation area was used by Drachenfels to admire and enjoy the torments of the Black Pit below. When the adventurers enter, there is a screen of mist before the gallery, and also half-way down the steps. This appears almost as a solid wall of mist, obscuring the view. It is possible to hear faint moans, as if muffled and some way distant, however.

There is a row of stout wooden rods supporting a handrail which runs along the edge of the gallery, allowing the adventurers to lean on it and look down into the Black Pit (which they won't immediately be able to see, of course). The rods are carved in the form of a series of gargoyle faces and grotesques, but are harmless. Lying in a groove carved in the top of the handrail is a silver-topped black wooden rod, some 12" long and quite slender. If the adventurers want to see what is going on in the Black Pit, all they have to do is rap twice in rapid succession with the rod upon the rail. This makes the mist dissipate to allow them to see what is below.

89. THE BLACK PIT

This is sunk into the stone some 30 feet below gallery level, and is also affected by powerful size-altering enchantments. The Black Pit appears to be some 70 yards wide and 30 yards long, despite the dimensions shown on Map 14.

The Black Pit is a vivid recreation and magically sustained celebration of some of Drachenfels' most lurid evils and wickedness. A small group of people are re-enacting the final slow elegaic movements of the Leprous Pavanne as their rotting, stinking flesh falls to the ground in scabrous lumps. A skeletal butler is serving dinner to a seated group of pig-headed mutants, who sit slavering at their table

while the butler rolls the intestines of a living, writhing man around a hooked serving fork and serves them, still steaming to the bestial dinner guests. There is no need to belabour the point here. This scene is one of appalling carnage, torment, and pitilessness. Anyone viewing it for more than 1 round acquires D3 Insanity Points.

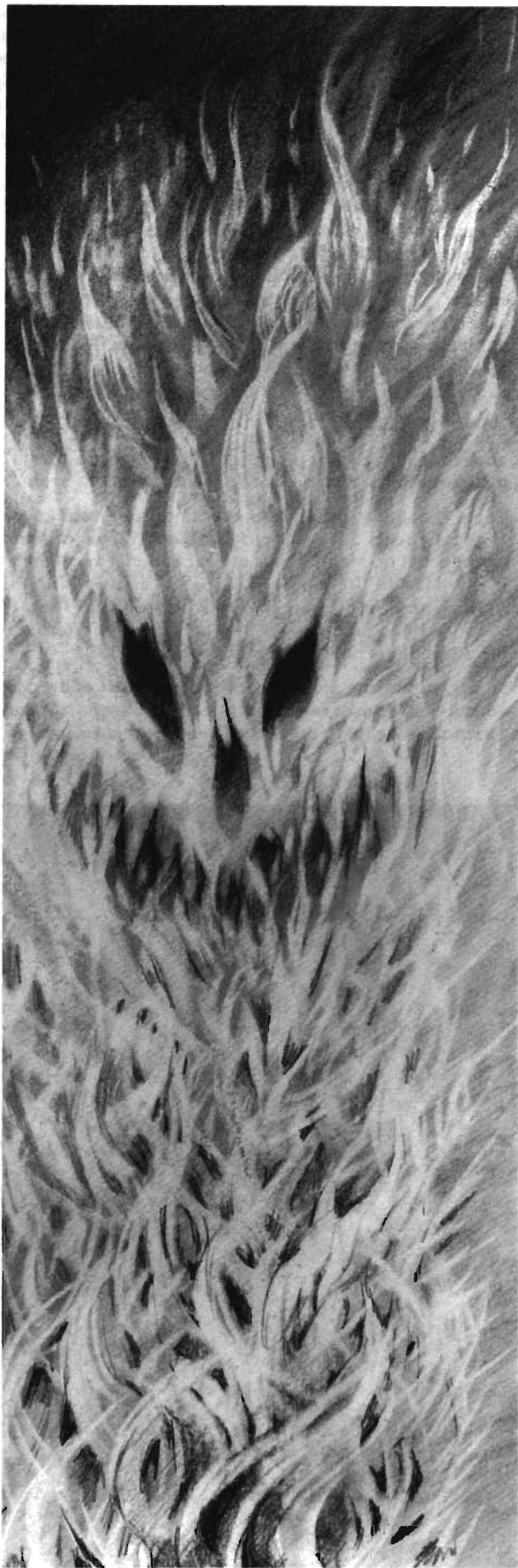
Drachenfels Lives!

If you are using the Drachenfels Lives! adventure (see *Adventures in Castle Drachenfels*), you may have a special scene in the Pit, showing a man in an iron mask greeting a bunch of people who are exact duplicates of the adventurers. He laughs as the figures, unable to resist, are subjected to the torments they most fear. Play on the adventurers' terrors here. If they are afraid of rats, an iron cage of rats strapped over the chest or face is used. If they are afraid of the undead, a Vampire is unleashed upon them. If they fear Chaos, they begin to mutate in horrible and painful ways. The images play on the deepest fears of the adventurers, and the man in the mask laughs again.

There is nothing the adventurers can do about any of this. Magical effects directed into the Black Pit simply don't operate, but no Magic Points are expended if an attempt is made. Missile fire simply dissipates; arrows fade into nothingness in mid-air. Liquids poured into the area evaporate into nothingness. The area can't be affected by the adventurers physically or magically.

Going down the stairs is a very bad idea. When the adventurers set foot on the stairs, each is allowed a **WP** test (*Magic Sense* +10) to sense that some form of magical trap





exists. Passing the test allows a character to sense that there is some magical allure or drawing-in effect here which is dangerous. If anyone steps off the stairs, they simply become a participant in one of the scenes, endlessly re-enacting the Feast of Corpse Candles, the Leprous Pavanne, or any of the other atrocities on show. The character becomes only a mindless actor on this hideous stage, lost forever.

90. THE FIRE GHOST

The spirit infesting this passageway is 20% likely to appear each round any character is in the area (along this passage and beyond the doors to location 91). This ghostly figure appears as a scarecrow-thin, stooped human male in late middle age, which mutters and cackles to himself. Oddly, there are tiny elemental effects which spark and flicker around the Ghost: tiny phosphorescent sparks around its hands, small ripples in the stone beneath its feet, a gentle breeze around its head, a sudden dampness and dripping of water from the stones of the walls around it. This is the Ghost of an Elementalist forced to help Drachenfels with his researches into this area many centuries past.

The Ghost mutters and gibbers, and is wholly insane. Any attempt to converse with it is useless. However, 2 rounds after its appearance a very dramatic change flares around it. If the adventurers have backed off this is no problem for them, if they haven't (e.g. *fear* effects have caused people to be rooted to the spot, they're trying to talk to the Ghost, etc) then the spirit is a dangerous opponent. The Fire Ghost simply bursts into flames, its spectral body surrounded with a huge halo of dancing fire. It attacks dementedly until it is destroyed, or until all the adventurers leave the passage, in which case the Ghost instantly fades.

91. VORTEX OF THE SOUL PUPAE

This chamber cannot be entered in any way without the keys from location 53. Nothing else either physical or magical can force the door open, and there is an absolute barrier to ethereal travel and similar magical by-passing here.

Characters entering this room must make a *CI* test or be affected by *fear*. The scene within is chilling and eerie. The temperature is bitterly cold, the chamber is filled with freezing fog, and drifting towards the adventurers to surround them come the soul pupae. These look like human-headed wriggling forms, like massive maggots, created from ectoplasm. Their vestigial hands grope around them as their blind, closed-eyed faces press forwards against a thin film of ectoplasm which seems to shield them from the outside. This effect looks like that of normal human faces stretched against a latex film.

The pupae move by wriggling, all around and through the room (including floating in the air). They press themselves up against the adventurers. They can be pushed away fairly easily, but any character heading into the room will soon find many of them surrounding him. Weapons pass through the pupae, causing no damage, but a terrible reaction takes place.

The Transformation of the Souls

The soul pupa opens its eyes very wide, the pupils dilated with terror, and the horror of its own death is reflected in its retinas, and the character cannot avoid the gaze.

The skull becomes translucent and knotted cords of white begin to form within it into a spiral. These cords trail away into the distance, where the hands of Drachenfels himself can be seen, drawing the essence out of the soul and into his own hands.

Images, feelings and emotions are drained down the cords and into the hands of the Great Enchanter, who crushes them into a frail stream of dust, all that remains of the soul. The pupa's skull is jerked back, its jaw dislocated and its eyes suddenly black and empty. In an instant, it disappears into a small pool of grey slime.

This transformation will take place even if the adventurers don't attack the pupae. Two rounds after the adventurers enter here, and each round thereafter, there is a 50% chance that a pupa will be destroyed in this way. Determine randomly which character is nearest to the pupa, and is the one to witness the transformation. Any character directly witnessing this gains D4 Insanity Points.

Escaping

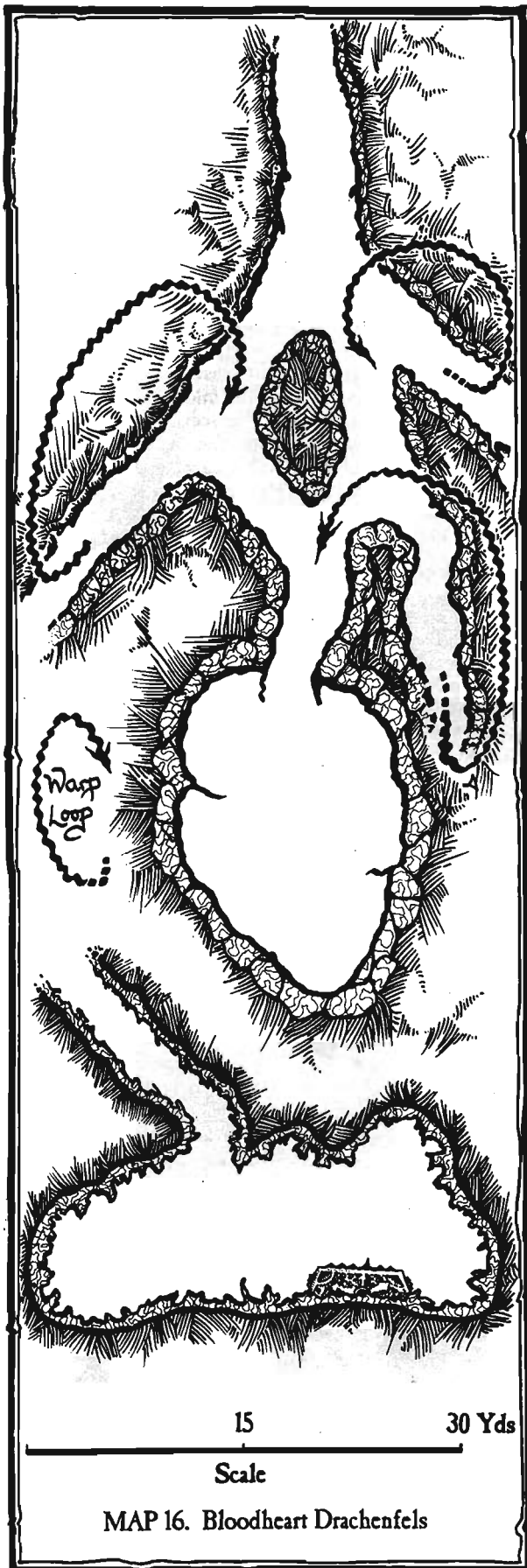
The crucial matter, of course, is to open the doors to 92 as quickly as possible. The key to 91 appears to fit the lock to the internal doors here, but 1 (wasted) round of turning it shows that it doesn't unlock them. Force is the only option, and the door has T 5 and D 17. The pupae will be drifting around the adventurers by this time, so a swing with a weapon will automatically be an attack against D2 of them (the pupa is hit if the character fails a WS test).

92. BLOODHEART DRACHENFELS

What lies beyond the doors is a shaft leading downwards. This shaft looks like a giant windpipe, and a gentle rhythm pulses along it. The material of which it is constructed looks like membrane-covered cartilage (and has a similar consistency), and slender blood vessels can be seen under the lining of membrane. There are plenty of tough cilia and small polyps along the pipe, and small sections of scar tissue also. This shaft is magically protected against attacks in that it simply regenerates damage done to it instantly. One side-effect of this is that affixing spikes and suchlike for climbing is impossible as they just slip out next round when the hole they made heals.

The adventurers can climb or slide down, or use a *Flight* spell; the landing is soft enough in any event. Map 16 shows Bloodheart Drachenfels itself. The adventurers end up at a confluence of shafts, one of which leads to the Bloodheart itself. The warp loops marked on the map are to misdirect intruders and add to the security of the Bloodheart – whenever anyone or anything except Drachenfels himself treads on the start-point of a warp loop, roll a D10 to see where they end up:

- | | |
|-----|--|
| 1 | At the cliff gates, outside the Castle |
| 2-6 | At the end of the same warp loop |
| 6-9 | At the end of a different (random) warp loop |
| 10 | At the entrance to the Bloodheart |



MAP 16. Bloodheart Drachenfels



Within this central chamber is the great catafalque of Drachenfels, with his mouldering body lying as if in state. Around the catafalque are some of his most powerful magical items, which lie scattered around in a strange quasi-circular pattern as if they were being drawn to the catafalque in a spiralling motion and suddenly stopped.

Drachenfels Lives!

If you are running this adventure (Chapter 4), Drachenfels won't be in his catafalque, of course, unless the adventurers have met him earlier and killed him within the Castle. He'll be here in his final retreat, waiting for the climactic battle. See Chapter 4 for details of his tactics, and also his Profile.

Treasures of Drachenfels

Adventurers who have got this far deserve some hefty magical rewards for their efforts, especially if they have overcome the Great Enchanter himself. No simple, all-purpose listing is given here, because any GM will need to dish out powerful items which are suitable for his campaign. Also, the rewards will depend on how many locations within the Castle the adventurers have had to enter and how many battles they have had to fight.

As a guideline, suitable rewards for the pregenerated characters would be as follows. Items marked with an asterisk [*] would only be given if the adventurers had overcome Drachenfels himself.

- ☠ *Sword*, +3 damage, causes fear on a hit
- ☠ Full suit, +1 *mithril plate armour*
- ☠ Full suit, *chain mail Armour of Corrosion**
- ☠ *Shield* +1, *Protection rune*
- ☠ *Amulet of Iron*, +20
- ☠ *Energy Jewel*, 10 Magic Points
- ☠ *Multiple Spell Jewel*, 4 spells (GM's choice)
- ☠ *Multiple Warding Ring*, 4 protections (GM's choice)
- ☠ *Quiver of 14 Arrows of Division*
- ☠ *Elf-bow of Might* (S 8)*
- ☠ *Unicorn Horn**
- ☠ *Wand of Absorption* with 11 Magic Points (maximum store 27)*

To this, you must add some of Drachenfels' personal Grimoires. You should decide exactly what is in them, to suit the circumstances of your own campaign. They should be suitably powerful, though. Select spells within them from the spells listed with Drachenfels' profile.

Final Note

If - and only if - you are using the pregenerated characters, then there will be two additional Grimoires here with gold and silver banding. Elmarie will recognize these as the Grimoires he is ordered to seek out. It is impossible to break the magic wards on the Grimoires, so the adventurers cannot use them. They are only useful to the people who sent Elmarie on this mission.

ADVENTURING IN CASTLE DRACHENFELS

Castle Drachenfels is as warped as the mind of its master, and provides a unique adventuring environment. In terms of basic game mechanics, adventuring within the Castle uses standard WFRP rules. However, there are some important rules variants and optional rules which apply in this unique setting. You'll already have seen a few specific hints of the Castle's strangeness in the previous chapter, but there are also some general points to be borne in mind.

THE ADVENTURERS

WHAT DO THEY KNOW?

There's an important difference between what the players may know about Drachenfels and what their characters know about the same subject. The players may have read the novel, and will therefore feel that they know a great deal about the Great Enchanter. The foolishness of this idea will gradually dawn on them...



However, their characters will know a lot less about Drachenfels. It's important to encourage players to ignore what they think they know, so that the adventurers have the right degree of ignorance. For some of the adventures given here, the adventurers who venture into the Castle should know little or nothing about it or its owner. At the start of Bounty Hunting, for instance, the adventurers blunder into the Castle, and should not even realise where they are!

Adventurers can discover some of the background material in this chapter and in the profile of Constant Drachenfels by consulting scholars or by research in guild libraries and the like. If you've read the novel *Drachenfels*, you'll be able to add more information through NPCs such as Bardul.

Then again, one of the adventurers might sit down to supper in a fine hostelry and find himself seated opposite a sixteen-year-old girl who introduces herself as Genevieve Sandrine du Pointe du Lac Dieudonné... but that's another story, perhaps.

SECRET TESTS

Tests will sometimes have to be rolled secretly. These are usually **WP** tests to avoid magical misfortune, **Int** tests to avoid illusions, or the occasional **I** test. You can save a lot of time during the game session by making several D100 rolls in advance and recording a long string of results. Use them as necessary while you play, so you don't need to keep rolling dice. This saves time and keeps the adventure rolling along, and it also doesn't cue the players into the fact that something is going on. If you start rolling handfuls of dice during the session, they know something is afoot, and their characters will often become more alert than they should be.

SKILLS

Blather, Disguise, Mimic

These skills are of little use in the Castle. Their normal effects on **Fel** tests are ignored (unless specifically stated otherwise). Castle Drachenfels is a dire, dreadful place and the creatures who live there can see right through such trivia.

Luck

The pregenerated characters are slightly unusual in that two of them have the *Luck* skill. This is a distinct advantage, and if your own adventurers don't have this skill at all you should consider placing a magic item in the Castle which confers this skill on the owner. A magical ring or rabbit's foot would be an obvious choice for such a lucky find.



Sixth Sense

This confers no advantage at all within the Castle. Characters with this skill have a constant sensation of being watched and followed. The character may well develop mild paranoia, but the Castle is too pervasive a threat for *Sixth Sense* to give any useful warnings.

MAGIC USE IN THE CASTLE

As we have seen, Castle Drachenfels is a highly magical place. If it bends the laws of nature and mathematics sometimes, then it can be expected that the Castle will play havoc with the laws of magic. Adventurers will find that some spells and magical effects don't work quite as they expect in the Enchanter's keep...

All the following rules revisions and notes are general, applying to the whole Castle, and apply unless a specific location entry states otherwise.

Zone Spells

Most *Zone* spells can be used entirely normally, but there is an important exception: the use of *Zone* spells to evade undead, enchanted creatures, and suchlike. Three crucial spells here are *Zone of Sanctuary*, *Zone of Daemonic Protection* and *Zone of Life*.

These spells (and similar effects from other spells or magic items) will not work normally within Castle Drachenfels. In some locations, the previous chapter specifies that such spells simply will not work at all, and in a few cases (e.g.,

location 27) specific rules are given for dispelling these effects. In other locations, you have two basic options:

- First, you could simply rule that these *Zone* spells don't work anywhere (except in location 42, which is sanctified by Sigmar). The evil magic of the Castle swamps such magical protections, and its undead and enchanted denizens are no more vulnerable to *Zone* spells than they are to *instability*.
- If this approach would spell swift and certain doom for your adventurers, you could allow a more merciful option: *Zone* spells work after a fashion, but the creatures which would normally be affected by them are allowed a **WP** test to avoid their effects. Since many undead have pitifully low **WP** scores, you might allow more powerful individuals (especially ethereal undead) to test against twice their **WP** score. A Wraith or Spectre should have a better chance of breaking through than a mere Skeleton or Zombie! Indeed, you can add any modifier you choose to these **WP** tests to grade the difficulty of Undead encounters to the strength of the adventuring party.

Magical Summonings

Spellcasters with the right specialisations might decide to fight fire with fire when confronted by a Daemon or Elemental, and summon some supernatural aid of their own. This simply won't work - at all - anywhere inside the body of the Castle. Within the courtyards a summoning might work, but that's about all. A summoned creature will be subject to *instability* as usual.

Magical summonings also include any magic which results in the appearance of some sentient creature, or some major new structural element. The Petty Magic spell *Produce Small Creature* doesn't work. The Battle Magic spell *Magic Bridge* doesn't work. No form of Daemon, undead, animal, swarm, monster or Elemental summoning will work, although dismissing and binding spells do work.

Any attempt to cast such spells automatically fails, but there is no Magic Point expenditure. If the spellcaster is low on Magic Points, though, you should check normally for spell backfire chances, save that the backfire won't involve any summoning effects if it takes place.

Magical Illusions and Controls

Mindless entities can't be affected by illusions. Animated suits of armour, 'mindless' undead such as Skeletons and Zombies, animated beds, coaches, banisters and the like will not be in any way affected by illusions. Be sure to make this an absolute rule.

Attempts to control Castle occupants are resisted strongly. An important case is the spell *Control Undead*; Skeletons and Zombies get a bonus of +20 to their **WP** tests when trying to resist this spell. The most dramatic 'controlling' effect is destruction, of course. Undead targets faced with the spells *Destroy Undead* or *Annihilate Undead* receive a +50 bonus to their **WP** test.

Spells Affecting Doors

Doors in the Castle are protected from *Open*, *Magic Lock* and *Reinforce Door* spells cast by anyone other than the Great Enchanter himself. Give them a 'WP test' (with an

effective **WP** of 49) to resist these enchantments - as with other magics, the caster can expend additional Magic Points to reduce this resistance.

INFECTED WOUNDS

Many non-ethereal Undead can inflict infected wounds and, since cleaning out the Castle can certainly take some time, such wounds can be a problem. It is important that one of the adventurers should have the *Cure Disease* skill or spell. If no-one has either, you might like to apply the following modified rule:

Infected wounds acquired within the Castle only have their additional ill-effects when the adventurers leave the place. While in the Castle, they are treated as normal wounds. Perhaps it amuses the Castle to delay the onset of infection, and prolong the entertainment afforded it by the adventurers' bumbling efforts. This will allow the adventurers to fulfil their goals within the Castle, but leave the problem of infected wounds for later.

REDUCED CHARACTERISTICS

There are various traps, spells, creatures and other effects in Castle Drachenfels which can reduce a character's profile. Unless stated otherwise, all these profile reductions are cumulative; when any characteristic reaches zero, the character falls unconscious for D4 hours. Unless stated otherwise, lost characteristic points (apart from Wounds) are recovered at the rate of 1 (D10 for percentage characteristics) per hour of complete rest (that is, sleep or lying/reclining peacefully).

As a cruel optional rule, a character who is reduced to zero in a psychological characteristic (**Ld**, **Int**, **Cl**, **WP**, **Fel**) gains an Insanity Point in addition to the other effects.



CRITICAL HITS

Critical hits are dangerous - which is as it should be, for combat is a hazardous pastime. However, the wrong critical hit at the wrong time and for the wrong reason can be a wretched way for a character to end an exciting adventure within the Castle.

Fate Points will run out quickly — particularly in the adventure *Drachenfels Lives!* If the adventurers suffer undeservedly heavy losses through ill-luck (rather than bad play) and the adventure looks like breaking down as a result, you might consider placing a useful magic item somewhere in the Castle.

For example, this can be a *Scalpel of Surgery*, which confers a +10 bonus to any **Int** test by a Physician using the *Surgery* skill. In addition, the scalpel also gives any Academic character the *Surgery* skill (but no bonus!) while it is in his possession. Such a useful object can help avoid disasters if the adventurers have suffered a run of bad luck.

Plausible locations for such an item include one of the Castle's guest rooms (34-37), on (or in!) one of the bodies in the lounge (17) or the magical storeroom (74).

INSANITY

As with infected wounds, insanities acquired in the Castle can be delayed until the victim has left. The full-blown effects of an adventurer's experiences — ie the insanity points that he has gained — might only develop D4 days later, as a kind of post-traumatic stress disorder. However, just because an adventurer doesn't turn into a gibbering wreck on the spot, he should be left in no doubt that he is suffering from the effects of his soon-to-be madness.

If several characters develop mental disorders, they should be able to get Lermontov's Grimoire from the library (26).

SLEEPING IN CASTLE DRACHENFELS

Castle Drachenfels is a dangerous, eerie, and supernatural place. It goes without saying that you can't count on a sound night's sleep here. However, not everyone who has slept there has emerged a screaming, demented lunatic the next day. Not everyone...

Anyone who sleeps within a mile radius of Castle Drachenfels has a cumulative 10% chance, each night, of suffering a severe nightmare. Scenes of terrible, bloody mutilations and murders fill the dreamer's head, and the screams of the tormented fill his ears. The character has penalties of -1 to **S** and **T** until the noon after he wakes, and has a 10% chance of acquiring 1 Insanity Point. Spellcasters wake with some of their Magic Points lost — subtract 5-30% (5D6), rounding fractions up. This is a temporary loss, and lost Magic Points can be regained in the usual way once the character is awake. The one exception to this is location 42, where the PCs can sleep free from nightmares. Once a character has suffered a nightmare the percentage chance "resets" to zero.

When a PC has acquired 6 or more Insanity Points, even if he hasn't acquired a disorder, add 10% to his chances for having a nightmare each night.

Encounters at night, while a party rests and sleeps, are dealt with later in this chapter.

THE CASTLE

DAMAGING THE CASTLE

The basic structure of the Castle cannot, initially, be damaged. It is possible to chop furniture up for firewood, burn tapestries away from walls, pull banister-rails off stairs, and perform similar small-scale acts of vandalism. What cannot be done is serious demolition work directed at the basic integrity of the Castle. The walls can't be affected by *Wall Shaker*, *Smash* or other similar spells, nor can they be demolished by physical force. It's unlikely that the adventurers will set about feet-thick walls with pick-axes, but if they do the pick-axe will simply slide off the surface, probably causing a jarred wrist.

You have to use your judgement in marginal cases, but go on the basic principle that the walls, floors, and ceilings can't be damaged. Doors can be broken down, but the Castle actually regenerates them. A broken door will reform in a number of days equal to its **T** score. This will rarely bother the adventurers much, but it's a strange thing to happen and underlines the weird nature of the Castle. You have to keep track of how long ago doors were destroyed, when they will get to be regenerated, and so on. If this is irritating paperwork, just have a door regenerated whenever you feel like it - but not the same day as it was smashed down.

Things change if the adventurers are able to remove the weather-vane from on top of the Great Tower. Once this happens, doors do not regenerate. The building becomes vulnerable to physical and magical assault, but only slowly.

For one week there is no change, and then the building suffers 10% of normal damage. Thus, spells inflict 10% of normal damage and battering, etc., inflicts 10% of normal damage also. This figure rises by 10% for each week that passes, so that at the end of 10 weeks the Castle is as vulnerable to physical and magical assault as any other building.

This will not apply if you use the *Drachenfels Lives!* adventure and Constant Drachenfels is not destroyed - after he wakes, he'll set about repairing and re-defending the Castle. As soon as he awakens, the Castle becomes immune to damage again.

CASTLE DWELLERS

Some characters and creatures are mobile elements within the Castle, and move around from place to place. This gives them two great uses.

- ☛ Firstly, they can be used to avoid stasis. Unless you take steps to stop them, the adventurers will get into a routine - open the door, fight the monster, take the treasure, rest to recover, open the next door, and so on. They will assume that areas they have already cleared are safe, and may return to them to rest and recover Wounds and Magic Points before carrying on. You can keep them on their toes by having an unannounced visitor drop in every now and then - Castle Drachenfels is a dangerous place, and adventurers exploring the Castle should never, ever feel safe.
- ☛ Secondly, you can time their appearance to suit the needs of the moment. If the adventurers are really stuck as

to what to do next, Bardul or Stanislav can wander up to them, and the adventurers may be able to get some useful ideas - but make them work for an help they get. If the adventurers are becoming complacent (unlikely, in this place, but not altogether impossible), a hostile Ghost can startle them out of it. If they are contemplating evil or counter-productive courses of action, a less immediately hostile Ghost can be used to try and dissuade them.

The individual descriptions below give specific details to add to these general formulae. Profiles and rules for all the characters referred to below can be found in the *Profiles* section.

Bardul the Hunchback



Bardul is an old dwarven retainer of Drachenfels. He thinks he is about 280 years old, although he has lost count. This is very old even for a Dwarf, but the magic of the Castle may have to do with this. Further personal details about Bardul are in his profile.

Meeting Bardul isn't hard. His own room is location 55, but there are plenty of other possible meeting places. This is because Bardul roams many areas of the Castle, unaffected by warp points or

passages, and ignored by the Undead of the place. Bardul is most often to be found sweeping up the stairs (location 33), sweeping along the corridors (locations 24 and 30), in the Great Hall (location 18), or attending to his clocks in location 17. Bardul has keys to all these rooms, and also to locations 19, 20, 57, 58, and 59. Bardul loves clocks, and is great at dismantling them for cleaning, but is excruciatingly bad at putting them back together again.

Bardul knows a fair bit about ground floor locations. He knows about the locations listed in the previous paragraph, although he shouldn't know every last detail (such as the Amoeba in the privy in location 20). He's somewhat forgetful, and things can change without him noticing.

Bardul also knows some valuable things about other locations. This knowledge includes:

- ☛ The Slough (location 56) is a dangerous, magical place where prisoners were thrown in.
- ☛ The Great Tower has no normal entrance. It can only be entered via a magical portal, but Bardul doesn't know where this is.
- ☛ There are some secret rooms beyond the west door in

the corridor (refers to location 61), but Bardul has always been scared of entering here.

- ☠ The study (location 25) has a library behind it, but the library can only be entered using keys Drachenfels kept himself. Bardul doesn't know where they are now.
- ☠ Bardul has often heard the sound of something very heavy moving about in the master bedroom (location 31). He is afraid to enter there.
- ☠ The kitchens (location 22) are empty (the 'Zombies' there do not react to Bardul's presence).
- ☠ The outside rooms (31-47) are guest rooms and suites.

You can always add to this list. If you do decide that Bardul knows additional things, be sure to keep a careful record of the extra facts. He won't know esoteric, magical, or very secret things.

Bardul isn't simply going to give all this knowledge away for the asking. He's a lonely old Dwarf, and he likes the company of the adventurers - provided they treat him well, chat to him, and behave in a generally friendly manner. He'll give out a tidbit at a time, trying to hang around the adventurers for as long as it's safe. He'll try to point out a danger if the adventurers are about to blunder into one, though - such as entering the Slough (location 56).

Warp Protection: Bardul has acquired one notable immunity. When he goes through warp points and passages, he always manages to end up exactly where he wants to go. If the adventurers hold hands with him in a chain, they can follow without being randomly affected by warp effects.

Combine this information with Bardul's profile to get an overall feel for him. He is the closest thing to a friend the adventurers can find in Castle Drachenfels, and if treated courteously and well, he can make their life a lot easier. And safer.

Stanislav Goethe, Ghost-Sage

Stanislav is scripted in *A Geography of Drachenfels* as being in his study (location 59), but he too moves about the place. He can be found quite plausibly in any of the following places: any library or study (locations 25, 26), in the Oracle's chambers or close by (locations 65, 66), or even consulting some musical scripts in location 21. If you think you need to have him turn up elsewhere, dream up a fair reason: he's looking for some lost papers he thinks he left with the last occupant of the room, he is en route to one of the listed locations, etc.

Goethe's personal profile (and text in the previous chapter) show that he isn't easy to deal with. He must be sold a plausible story about what the adventurers are up to and why. Effectively he knows only the following things, because they are the only things which much matter to him:

- ☠ There are masks belonging to the Master in his study (location 25), and some are magical.
- ☠ The library (location 26) has a trap or two to deal with the unwary but the book collection is "sparse, very very sparse, hmmmmmm."
- ☠ Somewhere down in the dungeons (location 90) is a mad spirit, an Elementalist, who "bursts into flames if you try to talk to him. Mad, quite mad. Promising wizard,



young Grike, but absolutely barking now."

- ☠ There is a half-reptile mutant down in the dungeons (location 76). Stanislav will say, however, that he is dangerous and hostile. He was to Stanislav, who developed a wildly irrational hatred for poor Gerd and tried to poison him.
- ☠ The Grimoires lie with the Master in his place of repose. Stanislav doesn't know exactly where this is, but he knows it's somewhere very deep down in the dungeons.

Getting this information out of Stanislav will be hard work. Threats and such are a disastrous waste of time and simply enrage him to attack. A careful combination of seeming authority and respect is the way to deal with him. Clever play should add to chances for success.

This could include several possibilities. Asking the sage about his major interests, trying to draw him into conversation, is one possibility. Bringing him vellums and inks with a respectful query about whether he has enough writing materials is another - he will appreciate the gesture. A careful query like "I do believe that I've seen a monograph of yours in a major library in Altdorf, or was it Middenheim?" is a good shot in the dark.

Mobile Vampire

Maximilian von Steinhoff (location 52) can be used as a very dangerous wandering NPC. Travelling ethereally, he can easily sneak up on an isolated character, use his gaze, and guzzle some blood. Of course, when fleeing he will travel in a direction which doesn't lead to location 52 -

he'll double back and return there at a later time. Indeed, at an early stage in the adventure he may not even have got this far into the Castle.

THE CASTLE SPIRITS

Given the sheer number of people who met appalling deaths in Castle Drachenfels, you have carte blanche to introduce Ghosts and other ethereal undead as you wish. Here are some suggestions for one or two unusual types of ethereal undead which may arrive, with additional suggestions for how they will interact with the adventurers. The generic term 'spirits' is used below, but don't confuse this with Guardian Spirits (see *New Monsters*). Use standard Ghost, Spectre, and Wraith profiles from WFRP for these spirits.

Watchers and Warners

These spirits appear cloaked and cowed, almost monk-like, and appear to float towards the viewer. They will tend to be Ghosts, and to be in a group of 2-5 (D4+1). Their role is to observe the adventurers (unseen) and warn them away from major dangers and evils. They utter a cryptic warning and simply turn around and fade away. If their warning is ignored, they do not repeat it with a later visit.

These spirits don't attack, and if attacked they turn ethereal and vanish. They won't respond to questioning; they give their message and depart, unless you have an excellent reason for them to answer questions.

These spirits are broadly helpful, and they may point out major dangers ahead. However, they are also likely to warn the adventurers not to enter some area which they need to enter in order to gain some information or item. The adventurers should heed their warnings, but not obey them slavishly. The players can work this out for themselves, though, so don't worry about putting too much or too little emphasis on a warning.

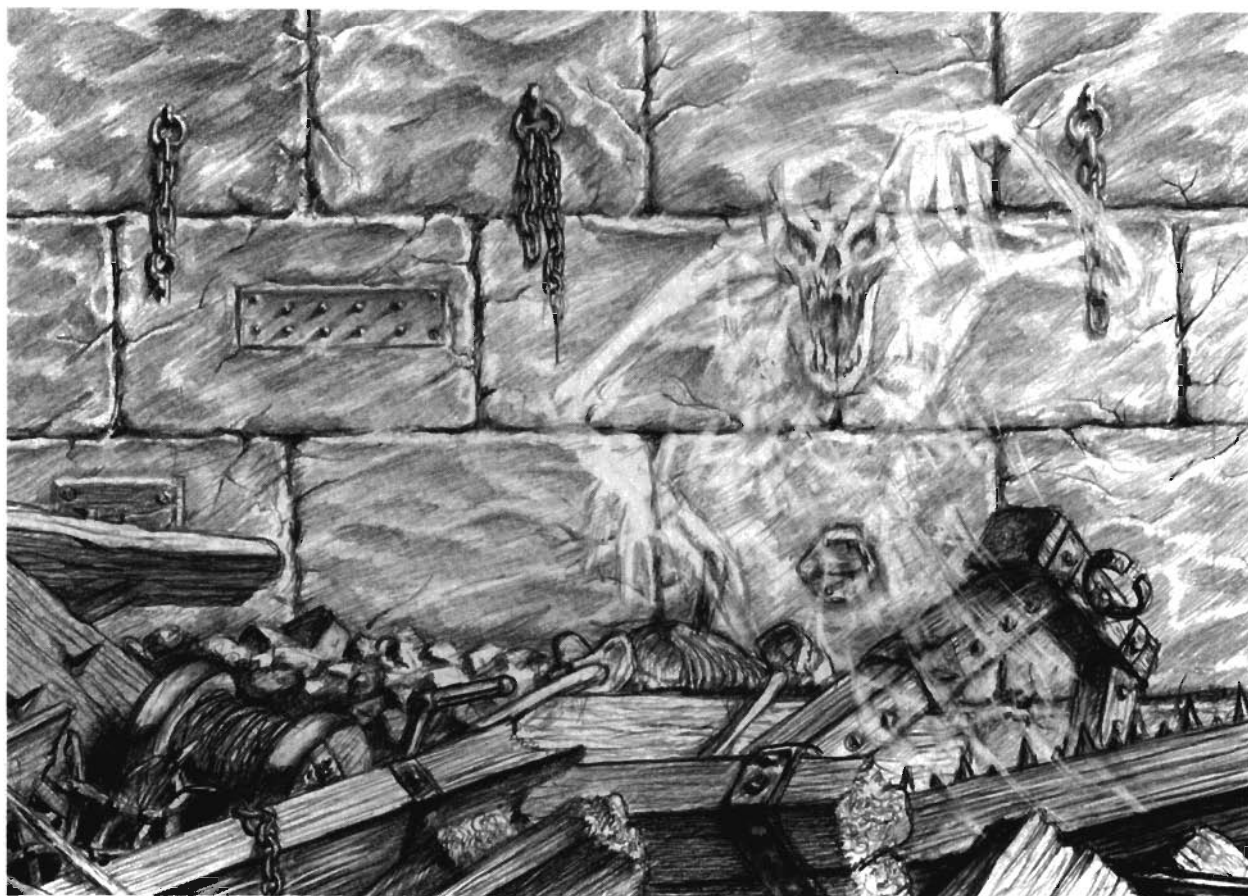
Trapped Spirit

This is likely to be a Spectre or Wraith, which is specifically tied to some location from which it can't escape. It is very, very angry about this. You can pick a location as you wish: possibilities include a spectral librarian in location 26 (in which case Stanislav the Ghost-Sage will know about it), a spirit menial in location 45, or even a spirit which appears to fight only if the weather-vane atop location 68 is touched - this last is a despicably mean trick to spring on the adventurers.

This type of spirit is implacable, deaf to reason, and probably insane. It attacks any living thing (except Bardul) on sight, and fights to the end. You may wish to rule that, in its fury, it wholly ignores *Zone* spells even if this isn't generally true for Undead within the Castle.

Despairing Spirit

This spirit won't actually approach the adventurers. It seems indifferent to them, although it may not avoid them if they approach it. The spirit suffers a terminal ennui, a



complete depression of the soul. It cares about nothing, not even its own existence. It has seen too much within Castle Drachenfels to care about anything at all any more.

If this is just too heavy, the spirit can have a black sense of humour which can alleviate such desperation. Or perhaps one of the adventurers reminds the spirit of the son or daughter once so precious to it, so that it becomes almost fond of one of the adventurers.

Such a spirit will tend to remember the tragedies of the Castle rather than the details of locations. It can speak of the Poisoned Feast, the Leprous Pavanne, the deaths of major characters and souls, the torments of the Soul Pupae (location 91), the torments of the tortured (locations 80/81), the Chamber of Temptation (location 28), and suchlike. It will have a vague, general idea of where these locations are, but doesn't pay too much attention to geographic details and won't be able to give the adventurers detailed directions. It actually orients itself towards emotions and emotional residues. If this may seem a strange idea, then the life of a disembodied spirit in a magical Castle is strange.

WANDERING MONSTERS

'Wandering Monsters' aren't often used in WFRP. However, in Castle Drachenfels the occasional random visitor can be used to keep the adventurers on their toes...

As well as Bardul, Stanislav and the Castle Spirits, there are other creatures which can be expected to turn up at inconvenient moments. The following table can be used with a D8 or a D10 roll. Roll a D8 for a 'mundane' creature, or a D10 if you wish to include a chance of one of the Castle Spirits turning up. Profiles can be found in the WFRP rulebook.

D8/D10	Creature
1	Amoeba
2	Amphisbaena
3	Giant Beetle
4	Chameleoleech
5	Giant Snake
6	Giant Spider
7	D4 Ghouls
8	Elemental (size D6); roll D6 for type
	1-2 Air
	3-4 Earth
	5-6 Fire
* (9-10)	Castle Spirit(s)

Night Meetings

The previous section gives rules for sleeping in Castle Drachenfels and the attendant nightmares. However, there is also a possibility of chance encounters with creatures during the night.

For the sake of convenience, it is assumed that the night is divided into two 4-hour periods, before and after midnight.



There is a 1-in-10 chance (ie a roll of 10 on a D10) per 4-hour period spent quietly that something will turn up and disturb the adventurers. This chance is modified as follows:

- +1 If the adventurers don't take sensible precautions — post a watch, bar any doors, disguise their trail to the sleeping site, etc.
- +1 - +4 If the adventurers make too much noise (quiet conversations are alright, but raised voices will attract visitors)
- 1 If the adventurers rest in location 42 in the Guest Building. Note that this modifier can result in no chance of a night encounter!

Use the table given above for wandering monsters, but keep a sense of balance with night encounters. If the adventurers have fought bravely during the day while exploring the Castle, don't punish them with a string of midnight Ghoul raids. On the other hand, if they've been much too over-cautious and lazy, blast away with all you've got!

INSTABILITY AND STUPIDITY

Undead in the Castle are not subject to *instability* so long as the weather-vane atop location 68 is still in place. For one week after this is removed, there is no change to this. For each week after, there is a cumulative 10% chance that any encountered undead will have to make an *instability* test. This is unlikely to affect the adventurers directly, unless they take a very long holiday after taking the weather-vane down and come back to the Castle some months later.

You may determine that undead in 'warped-out' locations (such as Chaos terrains, rooms of light and darkness, etc.) will be subject to *instability*. They exist independently of any normal space, and are simply immune to this principle.

Undead such as Skeletons and Zombies are not subject to *stupidity* within the Castle, either. The magic of the Castle is sufficient to motivate them about their tasks, and itself acts as a controller. This decays at the same rate as the Castle's protection from *instability*, once the weather-vane is removed.

MAGIC USE BY THE CASTLE (OPTIONAL)

Using this optional rule, Castle Drachenfels can actually employ magic itself against intruders. It doesn't attack other creatures within its walls, except that at your option it might attack non-residents (such as Maximilian the Vampire) who create spell effects which harm it. The basic principle of magic use by the Castle is that it is reflexive. That is, the Castle uses spells and spell-like effects to punish spellcasters who create certain types of magical effects. These are magical effects which harm the integrity of the Castle in some way.

DAMAGING THE CASTLE

As already noted, major structural changes can't be created in the Castle through magic. But there are other spells which can inflict certain damage on the Castle without fundamentally affecting it. These spells are listed below.

<i>Battle 1</i>	Fire Ball, Wind Blast
<i>Battle 2</i>	Lightning Bolt, Smash
<i>Battle 4</i>	Blast
<i>Elemental 1</i>	Assault of Stones
<i>Elemental 2</i>	Cause Fire, Cause Rain, Move Object
<i>Elemental 3</i>	Breathe Fire, Dust Storm, Flame Sheet
<i>Druidic 2</i>	Hail Storm
<i>Druidic 3</i>	Decompose, Steam Cloud



These spells will provoke a reaction from the Castle when they are used, if they affect the basic structure of the place. For example, if a Fire Ball is cast within the Castle, then there's going to be a wash of magical fire over the floor and possibly the walls as well. That affects the structure of the place, but of course, the Castle isn't basically weakened. However, the structure responds like an animal which has suffered an irritating superficial burn. It hits out at the spellcaster who created the effect.

Sometimes, one of the listed spells won't affect the Castle, especially if carefully targeted. Breathe Fire, if directed at a flying creature, would be one example (if ceiling height is sufficient). But if in doubt, assume that the Castle reacts.

THE CASTLE RESPONDS

When one of the listed spells is cast (either by a spellcaster or by a magic item), roll a D8 and add the spell level, then check on the table below to see what magical effect operates.

D8 Roll	Castle Reaction
2	Cause Slight Wound
3	Aura of Vulnerability
4	Cause Fear
5	Magic Drain
6	Hand of Death
7	Gliding Ghost
8	Aura of Helplessness
9	Paranoid Madness
10	Steal Mind
11	Wallstrangler
12	Paralysis

The effect is always directed at the character who cast the offending spell, and no-one else. The victim is allowed a WP test (at a base -10 penalty) unless otherwise stated, and if successful he manages to avoid the effect, and may make an Int test to realize that some form of magical attack has just been directed against him.

MAGIC POINTS

The Castle doesn't use Magic Points as such. It has whatever reserves of magical energy are needed to create spell effects at any given time. It doesn't enhance any of its spell effects by expending extra magical energy, though – all spell effects are standard.

Effect Descriptions

Cause Slight Wound

The victim loses D3 Wounds, and feels the sensation of strong pain in his feet and legs as if his physical well-being were being sucked away into the floor.

Aura of Vulnerability

The victim is lit up with a silvery-black halo, and any hit received during the next 10 Turns will inflict 1 extra Wound point. After this time, the halo fades away and the effect ceases. Experienced and intelligent Castle-dwellers will realize the significance of the silvery-black halo, and may well concentrate their attacks on the affected character.

Cause Fear

This is the same as the Level 3 Battle Magic spell.

Magic Drain

The victim is drained of 2D6 Magic Points. If he makes his **WP** test, he still loses D6 Magic Points. If the character is reduced to zero Magic Points or below he falls unconscious for D100 Turns.

Hand of Death

The victim sees a glowing blue skeletal hand clutch at his shoulder for 1 round. If the **WP** test is failed, he suffers D6 automatic Wounds (reduced only by magical protections, and even then never below an absolute minimum of 1 Wound). If the **WP** test is made, the victim suffers 1 automatic Wound.

Gliding Ghost

The PC sees a hideously mutated ghostly form appear in the air and glide down towards him, its hands seemingly clutching towards his throat. The illusion is so powerful that the character must use his most powerful spell or magic item to attack the 'Ghost' on the next round. This doesn't affect the ghostly form, which then appears to dive into the hapless character's chest, hands outstretched as if clawing for something. The character is racked by a mild seizure which causes 1 automatic Wound, and must make a **CI** test or suffer *fear* for D6 rounds. There is no **WP** test to avoid this effect.

Aura of Helplessness

This is similar to an *Aura of Vulnerability* (see above), but the effect lasts for 20 rounds and causes an additional 2 Wounds per hit). The **WP** test to avoid this effect is made at a -20 penalty.

Paranoid Madness

The victim is utterly convinced for 10 rounds that completely mundane objects (chairs, pictures, tables, cutlery, pottery jars, etc.) are intelligent, malevolent and hostile. They're Daemons in disguise, or Chameleons, or magically transformed monsters. He uses spells to protect himself from them. He doesn't have to blast away with *Fire Balls* at hapless cups and glasses, but he must protect himself fully.

As GM, you must enforce this. Make the character burn up those precious Magic Points casting useless magic around the place.

At your option, a devout follower of Verena might gain a +10 **WP** bonus to resist this effect. Spells and other protections against insanity work as normal.

Steal Mind

This is the same as the Level 1 Battle Magic spell.

Wallstrangler

The victim - only - sees a pair of stone hands grow out of the nearest wall. The hands grab him by the throat and drag him over to the wall, where he is pinned and strangled. He suffers 1 automatic Wound per round for D8 rounds, and is considered prone for that time. The victim's comrades can only help by casting *Dispel Magic* in an effort to end the effect.

Paralysis

The victim is paralysed completely for D6 rounds, rendered immobile by a terrible vision of the Great Enchanter himself, face-to-mask with the offender! He must make a **CI** test or gain D2 Insanity Points. When the paralysis ends, the victim runs in a random direction for one round, and then falls to the floor in nervous shock, becoming prone and helpless for 1 full Turn. During this time, the only action possible is a feeble attempt at parrying any incoming attacks (at -20).

This effect cannot be avoided; no **WP** test is allowed to escape it.

DISPELLING CASTLE MAGIC

Using *Dispel Magic* to eliminate a magical effect created by the Castle is not automatically successful. The chance of success is a base 10%, plus 10% for each level of the caster, plus 3% for each additional Magic Point spent to enhance the spell. A failed attempt to dispel a magical effect can be repeated on the following round.

EXPERIENCE

Giving the Castle these magical abilities makes it even more dangerous to explore the place. To reflect this, increase all experience point awards by 10% if you use this option.

TO USE OR NOT TO USE?

A powerful group of adventurers should be able to handle adventuring within Castle Drachenfels using the Castle magic rules. It should not take long for them to realize that certain spells, uses of magic items, etc., are potentially hazardous. This will force them to adopt more creative strategies with other forms of magic.

If you are uncertain about whether to use the Castle magic rules or not, you could confine them to certain key areas of the Castle. Thus, the Castle might not "worry" about a carpet, or even the "walls", of an ordinary corridor, being affected by a *Fire Ball*. But a spell which might set light to curtains in the Throne Room or damage part of the Great Tower would be a quite different matter. The GM should think like a Castle; where does it really hurt?



THE WARP PASSAGEWAYS

Warp points and passages are locations where the magic of the Castle distorts space. Characters end up where they *shouldn't* be, due to this distortion. No **WP** test is allowed to evade the effect unless the text in *A Geography of Drachenfels* states otherwise. There are two broad groups of warp passages and points within Castle Drachenfels; those which are scripted in the text and the locations, and an optional set of extra, additional, 'secret' warp passages. These will be dealt with separately.

Location of Scripted Warp Passages and Points

These are referred to elsewhere, but for reference a tabular summary is given below.

Location	Area type
33	Fixed Warp Passage (leads to 7a)
64	Fixed Warp Passage (leads to 53)
85	Fixed Warp Passage (leads to 82b-82i)
87	Fixed Warp Passage (leads to 81a-81e)
6a	Variable Warp Point
30	Variable Warp Passage*
54	Variable Warp Passage*
82	Variable Warp Passage

* These terminate at the same door. They partially overlap in the warped space they occupy.

The number of locations where warp passages and points can be found has deliberately been kept reasonably low. An occasional disruption of mapping, and stranding one or two characters away from the rest of the group, is good for game tension and keeps players on their toes. Overdoing it makes mapping impossible and subjects players to too much frustration. So, while you can add one or two extra warp points and passages to the list if you want, don't overdo it.

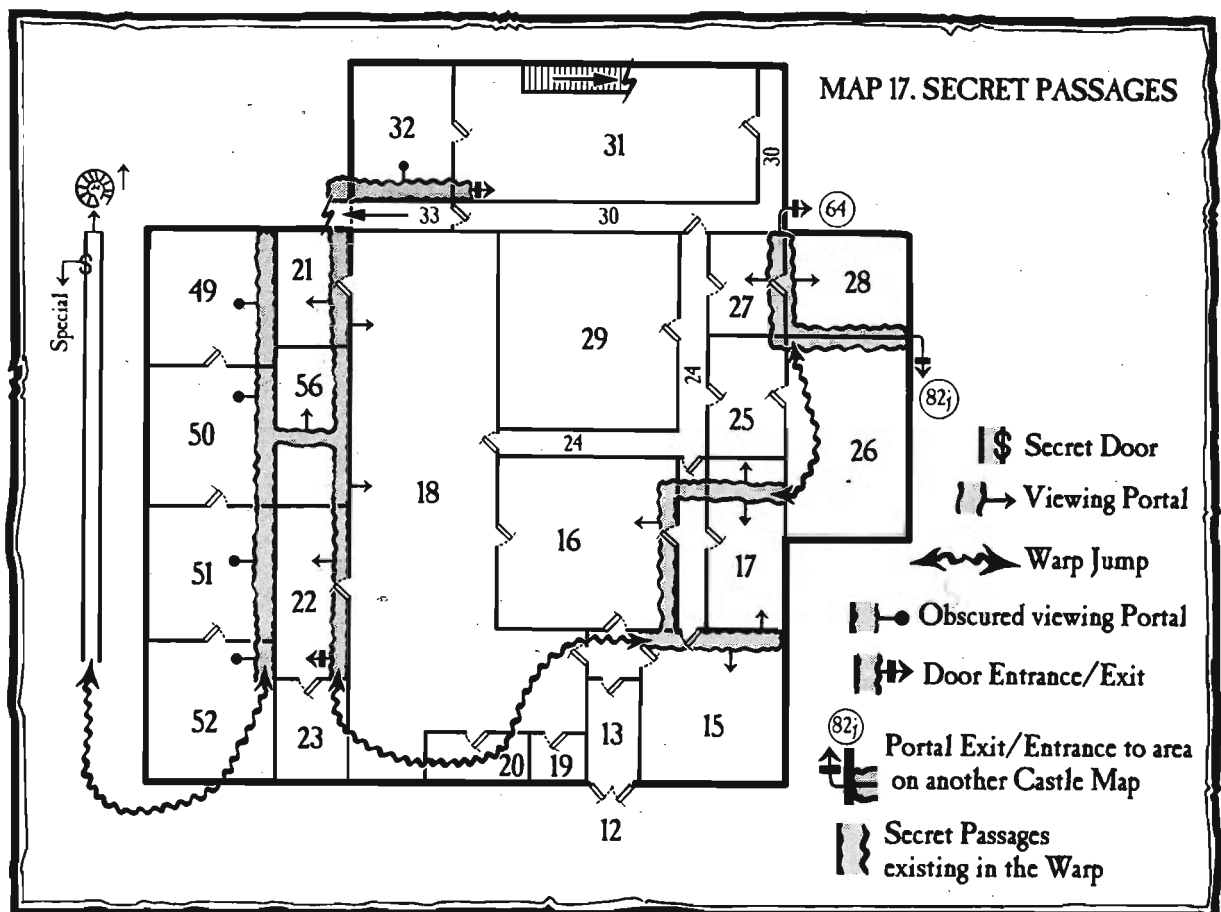
Fixed and variable points and passages are importantly different, as explained below.

FIXED PASSAGES

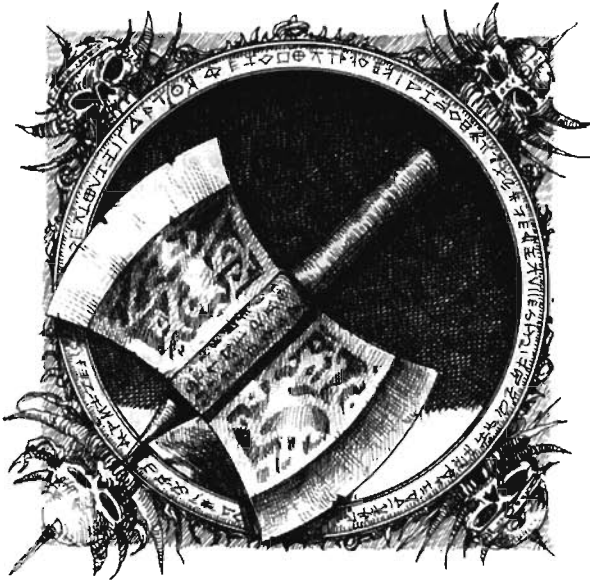
These are simple enough. The passageway just leads along and terminates in a door which is an entrance to an area which 'should' be some other distance away (e.g. the 33 to 7a jump). No **WP** tests are usually needed and the effect is automatic.

VARIABLE POINTS AND PASSAGES

These are significantly more complex, and variable. What happens here is that these areas can magically warp adventurers almost anywhere within the Castle. You have complete freedom to determine where the adventurers



Taking all these points into account, here are some suggested exit locations for the variable warps. You can select from these as a menu, roll a D10, or add your own locations to expand the table. You're free to select whichever approach works best for you.



WARP EXIT LOCATIONS

Ground Floor

- 1 Location 19 (cloakroom)
- 2 Location 15 (lounge)
- 3 Location 20 (privy)
- 4 Location 23 (larders)
- 5-7 Location 18 (Great Hall)
- 8 Location 8 (well)
- 9 Location 10 (stables, at the doors)
- 10 Location 13 (corridor, standing before doors to the courtyard)

First Floor (and Towers)

- 1 Location 1c (gatehouse)
- 2 Location 4c (E tower)
- 3 Location 58 (kitchen/privy)
- 4 Location 57 (store)
- 5 Location 2a (SE tower)
- 6 Location 5e (W tower)
- 7 Location 4d (E tower)
- 8 Location 3c (SW tower)
- 9 Top of cliff (above Castle)
- 10 Location 7c (NW tower)

Dungeons

- 1-2 Location 82b-82i (cells)
- 3-4 Location 71 (puppets)
- 5-6 Location 70 (landing)
- 7-8 Far east of passage beyond doors leading to locations 88, 91
- 9-10 Location 79 (poisons chamber)

end up. What's more, if the point/passage is re-entered, they need not end up in the same place. There are several points about variable warps which you should consider carefully.

First, as scripted, adventurers may end up in any one of a number of locations, and they don't all have to end up in the same place. They can get separated and warped into maybe half a dozen different locations. Splitting up a party like this can be very effective, but be careful not to send a poor weakling Academic type into a room packed with undead killing machines. A good way of scaring players and keeping them under pressure while not going over the top is to have characters separated into small subgroups of 2-3 per location. Remember, too, that this will add to your burden as GM - you'll have to divide the players into separate playing groups according to their characters' location, and keep track of all the sub-groups into the bargain. You may find it best only to separate the adventurers into different groups on a very limited number of occasions. This keeps your work load down and the surprise (and fear!) element higher for the players.

Second, if adventurers keep physical contact, simply holding hands in a chain, for instance, they will all end up in the same place. But leave them to figure this out from experience. This is one time a pair of PC sweethearts who hold hands all the time could actually be useful!

Third, don't give the adventurers unrestricted access to vital areas this way. Don't select any location where special keys are needed for entry (i.e., 25, 26, 79, 91) as an exit-point. Don't give them free access to powerful magic they should have to fight their way to get at (e.g., locations 72 and 75).

Fourth, you might take care not to have characters separated by huge distances. Don't suddenly take one character and stick him four floors up a tower while dropping the others down in the dungeons. A good rule is not to have variable warps move characters between floors, except within a tower. Certainly, avoid dumping a weaker subgroup of characters into an area very hard to get out of (like the Chaos Terrains!).

The effect of a warp should be dramatic. As soon as a warp point is entered, the character simply disappears from his location and reappears elsewhere. His fellows should have no idea that he has been warped, necessarily - maybe he has been disintegrated out of existence!

When a group of adventurers is warped to a distant location along a variable warp passage, the effect is triggered as soon as one of the lead character opens the door at the end of the passage. As soon as this happens, the adventurers are instantaneously warped if they are within the passage at any point (not just at or very close to the door). Any characters not in the passage at the time are not warped away.

THE SECRET WARP PASSAGES (OPTIONAL)

These are shown in Map 17, and they are an entirely optional addition - the GM chooses whether to place them in the Castle or not. They are a network of hidden secret passageways which co-exist in space with the 'real' Castle, and they may, or may not, be there at any given time. Think of them as the honeycomb of secret passages tucked away behind the revolving bookcases in the library and you won't go far wrong. However, they overlap in space with the real Castle; there is no space behind the bookcase in the 'real' world even if there is a 2-yard wide passageway 'there'. This is because an overlap of the 'real' world and the warp is perfectly logical - if that's the right word - within the twisted logic of warp space.

Entering and Leaving Secret Passages

The exit and entrance points for the secret passageways are shown in Map 17 and exactly how, and when, the adventurers might find one or more of them is a matter for the GM's whimsy. They might exist in the form of a rotating bookcase in the library or behind a swivelling painting in the visitor's lounge (with hollowed-out eyes for spying). You can always change the points mapped in Map 17 if you wish. After all, shuffling these around is part of the fun of it all. You should decide the nature of the exits and entrances by checking the locations in *A Geography of Drachenfels* and deciding how to integrate the portal into the general decor.



Alternatively, you can have a character kidnapped by the warp passages. One moment he is standing beside a wall next to a warp passage (quite possibly in overlapping space), and then his fellows see him disappear into the wall! The character finds himself standing in the warp passage, wondering what's happening...

No Entry

You can restrict access to and from the passages to make the adventurers' lives even harder. The portals to the passages may only be open under certain circumstances:

- between midnight and 1 in the morning;
- for 10 Turns after an *Aura* spell has been cast within 10 feet of the portal;
- for 4 hours when Mórrslieb is full in the sky;
- for 2 rounds after Drachenfels' name is pronounced within 10 feet of the portal;

... and so on. Of course, there is no reason why every portal should have the same trigger, or even why a given portal should open to the same trigger all the time. And of course, what opens a portal going in might not open the same portal going out. Castle Drachenfels is a very strange place, and has no need to be consistent.

Be sure to select a condition which suits the adventure you're playing. For a longer-duration adventure, you can have the portals open only rarely. For a hit-and-run adventure, you might want them open most of the time (especially to let the adventurers into the passageway network, if not out again!). A key magic item (such as Lermontov's Grimoire or one of your own devising) might ensure access at will. Make your choice to suit the adventure.

Moving Around

The passageways have dimensions as shown in Map 17, but there are certain anomalous points. As Map 17 shows, there are broadly three sections of secret passageways, if their overlap with the ground floor locations is considered. There is an eastern section overlapping locations 15-17 and 25-28; a central, roughly H-shaped section overlapping locations 21, 22, 31, 49-52 and 56; and a single lengthy passageway in the west which actually overlaps with solid wall. These are connected by anomalous points as shown, and also have other anomalous portals and junctions.

There are several types of junctions:

- **Jump Points.** A passageway simply turns into another one. Although there's a gap in 'real' space, there isn't a gap in warp space. A character walking along the passages is aware of no discontinuity.
- **Portal Jumps.** There are two of these, both in the eastern section of passageways. One jump takes the traveller through a portal into location 64 in the Great Tower; the other leads down into the dungeons at location 82j, terminating at the doorway of that passage. Since 82j is a variable warp passage, if the traveller retraces his steps you use the standard table for where he ends up. This should cause unbelievable confusion, especially for dedicated map-makers.

Dead Ends. In most places, passages simply terminate at such dead ends, with the traveller being able to backtrack normally. The one exception is at the north end of the western secret passage. This leads to the Eternal Staircase.

The Eternal Staircase

The passage ends in what appears to be a spiral staircase. After following it down for 6 rounds, travellers must make a **WP** test. If the test is successfully made, the character realizes that the passage is actually a dead end and the staircase goes nowhere, and the character can backtrack to the passage.

If the test is failed, however, the character must carry on – and on, and on. A magical compulsion forces them to keep on going nowhere, around and around, down and down until they drop from exhaustion in a number of hours equal to their **T** score. Each hour the character loses 1 automatic Wound and suffer a -5 penalty to all percentage scores. When **T** (or Wounds, or any other characteristic) reaches zero, the character collapses unconscious for D3 hours. On waking, the compulsion is ended, and the character can backtrack to the passage.

Lost **T** points, and the other effects that went with them, are recovered at the rate of one per 2 hours of complete rest, not including the time spent unconscious on the stairs.

There is a special area here, which is dealt with below, under *Encounters*.

Viewing Portals

The secret passageways look like standard stone passages, built in the same way as the rest of the Castle. There isn't anything obvious to identify them as a network of warp passageways. There are viewing portals at various points, for spying into rooms. These aren't visible from the rooms themselves, only to viewers standing within the network of secret warp passageways.

Most of the viewing portals shown look like foot-square windows made of two sheets of glass with a layer of irregular, wispy fog drifting between them; this does not obscure viewing seriously. The viewing portals which look into the Chambers of Light and Darkness (49-52), and also location 32, are more obscure, as if the glass itself were frosted. Looking through these portals shows only the foggiest image – the predominant colour of the room and the vaguest outlines of furniture. Room 52 cannot be seen all, it just seems completely dark.

Encounters

You can easily place Castle spirits in the passageways: doomed souls forever wandering, or maddened Spectres desperate to wreak havoc on the hated living, as you wish. However, there are two unusual residents of the passageways which deserve individual consideration.

Snitlet the Snotling

Snitlet has a home in the small secret chamber shown at the western side of the passage network, and he spends most of his time hiding in there. The adventurers won't discover this doorway, since it is small and very well designed to be completely flush with the wall. Because he



needs very little to eat or drink, Snitlet very rarely ventures into passages or into the Castle itself, although he knows where all the doors and portals lead and could tell the adventurers about them.

Snitlet is a good amusement-value NPC if the adventurers can shake him out of the terror he'll suffer on seeing them and win his trust. Give him some rotten cheese and old socks to eat and he'll become a sad little puppy-dog figure following the character who has been so generous to him. His affectionate habit of wiping various bodily excretions off on the clothes of his adopted friends is especially entertaining.

A very good way to meet him is when a character becomes unconscious marching down the endless spiral staircase. Snitlet drags him out (he's stronger than the average Snotling) and ties him up ready to be eaten. This is only going to work if there aren't any other characters about, of course, so try to isolate one of the adventurers in this area if at all possible. The trouble is that Snitlet doesn't really know how to eat Humans (or Elves, Dwarfs, or whatever). He certainly doesn't know how to cook them (and doesn't have the means even if he did have the knowledge), and an experimental jab at the trussed adventurer's rear end with a bent fork will probably provoke a reaction from the character that will terrify the Snotling into fleeing. Eventually he will pluck up the courage to return, and the adventurer has the chance to talk his way out of his predicament if he can somehow manage to strike up some sort of conversation.



The Snuffling Horror

The second inhabitant is a periodic intruder from the Chaos warp, a large snuffling worm-like creature (details in the *Profiles* section). This monster is blind, but tracks prey by scent. It also leaves a disgusting slime trail behind it, which looks something like deliquescent purple candy floss. It meanders into and out of the passages, entering and leaving the Chaos warp freely, looking for good things to eat. This includes adventurers, naturally enough. Have this horror turn up whenever you think that the adventurers need a good shaking up. This works particularly well when the doors and portals out of the passageways won't work and the adventurers are trapped. There is no reason why the Horror should be a single creature, perhaps there are more of them, but it's a fairly tough creature, so don't have whole flocks of them.

OTHER USES OF THE WARP PASSAGES

Access

One major role for these secret passages is that they allow the adventurers to get into the Great Tower and the dungeons without having to go through locations 49-52. Again, this is another way of getting them into these important areas if they've not managed to get Bardul's help and can't get into locations 49-52 to make further progress. You might want to delay discovery of the secret passages, or conceal the portals to locations 64 and 82j, until the adventurers have had ample opportunity to

explore the ground floor locations, especially if you want to have them make a really thorough exploration of the place.

Hiding

The passageways are an excellent place to conceal an object the adventurers are searching for. You can easily add another secret chamber similar to the one Snitlet occupies and have the object hidden there. It is only fair, though, to leave an extra handout or clue which lets the adventurers know that the item is in a very obscure, hidden place.

Traps

Apart from the Eternal Staircase (see above), traps haven't been included in Map 17, but there's no reason why you shouldn't add them in. Covered pit traps might lock victims into the pit until the portals to the material world aren't open for some hours, or until the Snuffling Horror is about. Falling ceiling blocks are fair enough, but can be too deadly if used indiscriminately. Don't have them causing massive damage.

STABILIZING THE WARP

There are some ways the adventurers can deal with the problems of warps to minimize their annoyance value.

First, Bardul the hunchback is able to go wherever he wants through the warp passages, and will lead them around if they treat him well and avoid areas he's afraid of.

Second, you might want to place some special magical item in the Castle which allows the adventurers to evade certain warp effects. Passages 33 and 54 are a good example. These are usually warp passages, but if Bardul is with the PCs they can go with him to the locations beyond (55-63) on the first floor. If the adventurers have slain Bardul, or upset him so much that he refuses to help them, then a magic item which allows them to get to those locations will be essential. It is not possible to enter the Great Tower or the dungeons without going through location 63!

The *New Magic* section details a special magical item - the Warptorch - which can be used if Bardul cannot or will not help the adventurers. You can hide this in any plausible location. Since it doesn't look special, it could reasonably have been left lying around anywhere - even in a wall-bracket in one of the warp passages.

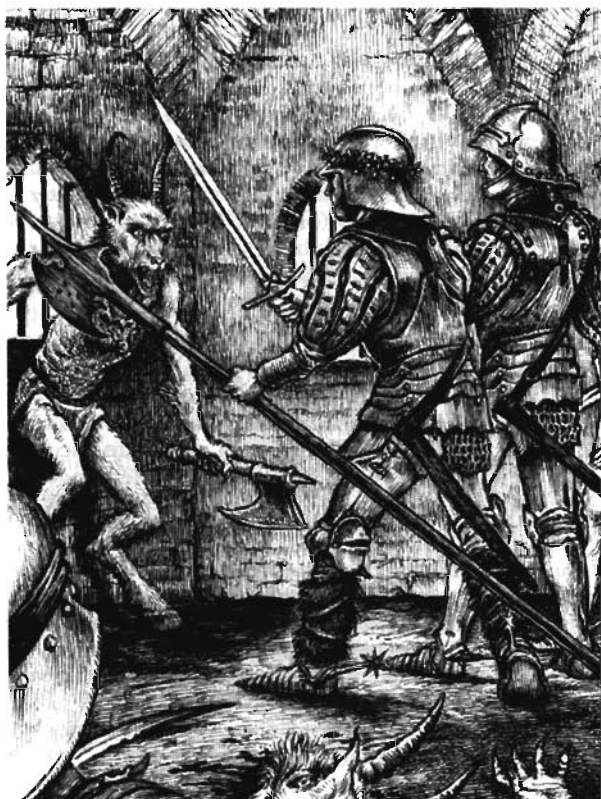


ADVENTURES IN CASTLE DRACHENFELS

This chapter provides two sets of ideas for you to use with Castle Drachenfels. First, the major adventure themes – these are the powerful, determining reasons why the adventurers will consider entering Castle Drachenfels. Second, extra 'seeding elements' – little extras you can use to add colour and zest to adventures, in addition to giving characters extra, sometimes personal, reasons for wanting to explore the dread Castle.

MAJOR ADVENTURE THEMES

You may need to do some work on developing these adventure themes to fit them into your existing campaign. For example, if you run the Stop the Cultists! adventure, you may well wish to customize the cultists. If you run a campaign where the Purple Hand or a personally-developed cult is still active, then you may well want these cultists to be the villains in the storyline. Also, you'll want to start the adventure in a city of your choice - there's no point in the script here specifying Nuln if your characters are up in Marienburg. The details which follow are quite sufficient for you to use as a basis for many adventures.



1. STOP THE CULTISTS!

Summary

In this adventure, a group of Chaos cultists sets out for Castle Drachenfels. The adventurers attempt to prevent the cultists from carrying out their dreadful ritual: the resurrection of the Great Enchanter.

Starting the Adventure

Initially, the adventurers have to get wind of the intentions of the Chaos cult. Possibilities here are numerous and the GM should easily be able to develop his own, but here are three ideas which can be developed to suit the GM's own campaign.

☠ An NPC the adventurers have met and befriended disappears (murdered by the cultists). He leaves behind a diary of his investigations, which does not contain enough hard evidence to call in the authorities, but which gives the adventurers enough leads to track the cultists. The adventurers also have a personal reason for wanting to track down the cultists, given their friendship with the disappeared person. This can, if desired, be developed into the Kidnapped! variant, described below.

☠ A frightened cult member tries to escape from the other cultists, is found stabbed in an alley by the adventurers, tells his story and dies.

☠ A street urchin witnesses the sacrifice of a fellow-urchin in a preliminary ritual, and latches on to the adventurers and pesters them endlessly until they go to the secret chamber in the sewers where the ritual was held. There are gruesome residues of the ritual left, but the cult has gone. Fortunately, they have left behind one or two ritual insignia which allow the adventurers to identify them via the help of a local temple (of Sigmar, Verena, etc.). The temple, worried greatly by the events, begs the adventurers to help.

The Chase

The adventurers now have to follow the cultists' trail to Castle Drachenfels. How long this takes obviously depends on how far from the Castle the trail begins. You might want to work in one or two encounters along the way – perhaps from published adventures where you didn't use all the optional encounters with mutants, Orcs, bandits and the like. However, this is the preamble to the adventure, so don't make it take too long. The adventurers should usually be able to keep on the trail of the cultists by enquiring along the way at coaching inns, farms and passing peasants. Of course, an allied group of cultists might well try to slow the adventurers down with a sneak attack, but one such major shoot-out should be the only serious problem the adventurers have to face on their way to the Castle.

CASTLE DRACHENFELS

The adventurers shouldn't manage to catch up with the cultists, of course. The bad guys always just have the drop on the adventurers, and they keep on moving (perhaps their river barges are rowed through the night by Zombies, who don't need sleep). The adventurers get to the Castle after the cultists do. A scrap of black robe-cloth hanging from the cliff-top gates can make this point plain.

The Castle

The locations and NPCs within the Castle will need careful preparation. They will have to be changed to fit the fact that the cultists have entered the Castle and begun to work their way towards location 90, where they can enact the ritual to raise Drachenfels from the dead once more. Here, help from Bardul (and especially any Castle spirits) can be absolutely vital.

The adventurers are in a desperate race against time, and the cultists always have the edge on them. However, the adventurers could well find one cultist dead, or left behind to die (and fight the adventurers) having triggered some awful trap.

In some locations, the cultists will already have triggered various traps and defeated guardians, perhaps making the way a little safer for the adventurers. But don't give the adventurers a free ride with the cultists clearing everything from their path. There are complementary problems - the cultists may have enraged some wandering spirits, or angered the Oracle, in such a way that encounters with these beings will be much more difficult and dangerous.

The Final Battle

The adventure should build to a climactic shoot-out in the dungeons. How tough this is depends on your estimation of character behaviour during their earlier exploration of the Castle. Here, you get to keep (in effect) 'minus' marks for poor play and 'plus' marks for good play on the following counts: not wasting time; role-play with sentient creatures; taking good precautions to avoid traps without being absurdly time-wasting; using skills intelligently; thinking carefully about information from contacts and/or handouts. Each time the adventurers do well, give them a 'plus' mark. Every time they blow it, give them a 'minus' mark. You can develop some more complicated system if you wish, but this one is simple and effective enough.

The strength of the cultists in the final combat should depend on the overall total of these marks. The cultists should not succeed in their ritual, unless they actually overwhelm the adventurers. If this happens, Drachenfels will appear and simply destroy the cultists, ignoring the adventurers for the moment. One or two stragglers may be able to escape if they are phenomenally lucky.

Khornate Cultists!

The Profiles section gives full details of a group of Khornate Chaos cultists who can be used for this adventure. They have a reason for wanting to resurrect Drachenfels, although you may want to revise this to suit your own campaign. These profiles should be complete enough for you to customize them without a great deal of extra work. They are certainly powerful enough to give the pregenerated adventurers a moderate fight (but not a really tough one unless they manage an ambush or

surprise). If you wish to increase their strength (for the Final Battle, or simply because your players have very powerful adventurers), increase the numbers of Khornate outlaws. Magic addition isn't an option with followers of Khorne, of course, but the use of poisoned weapons will help even things up against really powerful adventurers.

Kidnapped!

An extra twist to this is the kidnapping variant. Here, the cultists have kidnapped someone to use as a sacrificial victim. This person should be someone dear to one of the adventurers, or the daughter/son of the local noble, etc. This gives the adventurers extra motivation for tracking down the cultists.

2. CASTLE DRACHENFELS MUST BE DESTROYED!

Summary

The adventurers are commissioned to find the source of the magic which prevents Castle Drachenfels from being demolished, and to negate it.

Starting the Adventure

This adventure begins when the adventurers are hired by some NPC(s) of major importance in the campaign world. These NPCs have learned that Chaos cultists and necromancers have become active in the area of the Castle. Fearing that such people might retrieve powerful magic from the place, the NPCs consider it vital that the Castle now be demolished. They know there is some source of magic which sustains the place. Magical investigations suggest that the Great Tower is the most likely location for the item.

The patron(s) needn't be the same for each character. A Cleric could be commanded by his high priest, a Knight Panther of Middenheim could get the call from one of his seniors (or even Emperor Heinrich himself), and so on. See also Character Quest in the section on seeding elements and secondary adventure themes. It's better to use the lure of monetary (or other) reward to encourage the adventurers, but if they have to be subjected to a little polite coercion, so be it. Pick NPCs who are prominent enough to wield the big stick if they absolutely must.

Party Strength

This adventure outline allows for characters who have only, say, around 1000 EPs or so a chance to succeed, because they won't have to enter the Castle dungeons. They still have to deal with a Fiend, a Vampire, and Chaos terrain, though, so they'd better have a Fate Point or two.

You can place extra encounters on the way to the Castle, since cultists and necromancers have already been mentioned to the adventurers. So far as cultists go, you can modify the profiles given for Gregor Kappelmüller and his group from the adventure above, or simply make the group smaller. These can become nemesis NPCs during the adventure. For a necromancer, you can devise your own (a Level 3 necromancer is suggested, with suitable

magic items and undead minions) or you can take one from previously published WFRP material.

Complications

If you want to make sure that the adventurers have to spend a fair amount of time in the Castle, then you can add some extra problems. For example, the weather-vane atop the Great Tower might be held in place by six crystalline bolts; these can only be removed by the use of six separate crystalline tubes, one of which can be found in the top floor chamber of each of the other six towers. This makes sure the adventurers have to explore the ground and first floors of the Castle very thoroughly indeed and they'll have to visit most locations to succeed. After all, you don't want characters getting into this fine adventure setting and leaving a few hours later with half the place unexplored.

Ending the Adventure

The adventurers will perhaps not be certain when they may have succeeded - or whether they have or not, for that matter. There is the time delay, of course; no visible change occurs within the Castle for at least a week, and then only if determined efforts are made to damage it. This is actually to the adventurers' advantage, since they may well assume that the Blackshard in location 68 is the source of magical maintenance. When nothing happens, they may begin to wonder whether they were wrong about the Blackshard. This may in turn increase their chances for realizing that the weather-vane is the source of the sustaining magic. This adventure can result in the adventurers having to hang around in the vicinity for some time, confirming that they have been successful by direct testing, which allows you lots of time to develop further encounters and plant the seeds for later adventures.

3. TREASURE HUNT!

Summary

The simplest of all adventures, this is an open invitation to greed and acquisitiveness. Castle Drachenfels contains amazing treasures, which await the intrepid adventurer...

Starting the Adventure

This adventure theme is suitable for any group of characters who like to acquire disgustingly large amounts of money and magical treasures. You need only feed them information to lure them to Castle Drachenfels. The adventurers have to learn about the place, and then find it.

Learning about the place should be gradual, in this case. The trick is to get the adventurers really salivating with anticipation as they pick up one clue after another about the treasures within the place. Old sages, fragments of paper tucked into a Grimoire in the Wizard's Library, mutterings of long-retired adventurers, scratched messages on cave walls; all can give the adventurers references to such treasures. Finally the adventurers come across some unequivocal source which pin-points the general area of the Castle, and allows them to set off and start looting.

Customising

This adventure theme is best used in conjunction with another, because if their sole motive is plunder the adventurers have complete freedom to break off and leave the Castle as soon as they come up against any major obstacles. Without a specific, concrete goal to attain within the Castle, much of the tension and enjoyment of exploring it is lost.

For this reason, it is a good idea to build up the adventurers' sense of anticipation, and fuel their greed, with the early fragments of information. Then some other theme (Find The Relic is a good one to double up with this one) can be used to trigger the adventure. The adventurers finally get a commission, and the final piece of information they needed to locate the Castle.

4. BOUNTY HUNTING

Summary

The adventurers are hired to kill, or bring to justice, a group of bandits plaguing merchant trade. They track down the bandits to the Castle, and stumble their way into a much stranger mystery than they expected...

This is a simple way of getting the adventurers into the Castle. It doesn't have a specific goal within the Castle, specifically because this option is provided for inexperienced characters, so they can explore small chunks of the Castle at a time. They may well end up returning periodically, to take on greater challenges as they themselves gain experience and become more powerful. After all, Castle Drachenfels shouldn't be wholly out of bounds to less powerful characters.

Starting the Adventure

The adventurers can be hired by almost anyone. Merchants can form a cartel of convenience to hire tough, reliable bounty hunters. A local noble or even a sergeant-at-arms could provide the commission.

The adventurers are given a description of the bandit group. The leader at least should be of distinctive appearance. The Profiles section gives a sample group of desperados - Erwin Kroetz and his bandits. You can use these bandits as the enemies, adjusting their numbers to give the adventurers a fair run for their money, or design your own. In the Profiles given, it's suggested that Kroetz has some eight bandits with him. This will give the pregenerated adventurers a fair fight if you give this band some advantage (springing an ambush from cover, able to use missile fire from battlements, etc., as suggested below), otherwise you should add extra numbers to the bandits and give them some minor magical items (a quiver of magical arrows between them would be an example).

You should offer a reward which is fair: maybe 50 Gold Crowns per bandit killed (a head is required as evidence, or a left hand) plus 150 Gold Crowns for Kroetz himself. The merchants also say that goods and monies have been taken from them and will be at the bandit base (which is to say, stashed in the Castle somewhere). The adventurers can have whatever they find. This is important, because it gives the adventurers a real motivation to find the base and then to search it, looking for the valuables.

The Hunt

The adventurers should encounter the bandits in a skirmish and then trail them back, over some distance, to Castle Drachenfels, where they have taken up residence. They may be in the complex of rooms 34-48, or they could have cleaned out one of the six lesser towers (location 2 is the best option). They will man the gatehouse and use arrow fire to defend themselves, and the adventurers will need sensible tactics to overcome them.

Exploring

The bandits are defeated - but what is this strange place? This is where the commission ends and a whole string of adventures begins...

5. FIND THE RELIC

Summary

The adventurers are commissioned to locate some important item within the Castle: a religious icon, a magical item, or something equally powerful.

This adventure theme is similar in some ways to Castle Drachenfels Must Be Destroyed!, except that in this case the adventurers have no idea where the item they seek might be. They are commissioned by powerful NPCs to locate an item which has significance beyond its monetary value - a magical, but also symbolic, vestment of a High Priestess, a Grimoire containing lost spells, a weapon once possessed by a powerful Knight Panther of Ulric, or a comparable item.

The patron(s) will be of an appropriate type - a High Priest or Priestess of Verena will commission the adventurers to find and return an item sacred to that deity, for example. You can choose whatever item you feel to be appropriate, and place it in any plausible location within the Castle.



Variants

There are many possible variants on this theme. The item may have been broken or divided in some way, or it may itself be more than one thing (e.g., a sword and scabbard; a clerical hooked staff, flail, and sacred book). If the items don't work unless they are fully assembled, this will make the adventurers explore more widely and do more work. For example, a magical sword might lose its powers and become nonmagical if separated from its scabbard for a

month or more. Only after a month returned to it will it regenerate these powers. This forces the adventurers to find the sword and the scabbard.

A second way to embroider this simple theme is one which has been written into the pregenerated characters as the personal character quest. Here, one or more of the adventurers has a personal item-finding mission within the Castle which gives him or her a special additional reason for needing to enter. This can be added to another adventure theme which covers the whole group.

A way to complicate this theme is to have the item cursed, warped from its original state, or otherwise made very difficult to deal with. This is especially interesting if the effect isn't immediately apparent to the adventurers. It may be the result of some change which has taken place within the Castle, or an unfortunate side-effect of a slightly botched enchantment the item always possessed. For example, a magical sword which confers bonuses of +15 WS, +1 S, and +20 CI is very desirable, but if it also magically attracts all Ogres and Trolls within a mile radius it could be a distinctly doubled-edged treasure (no pun intended). Fine for a city setting, but in a mountainous area....

6. I LEFT MY HEART IN CASTLE DRACHENFELS

Summary

This is a gruesome twist on the 'find the item' theme which especially fits the atmosphere of Castle Drachenfels. A man whose heart has literally been left in the Castle pleads with the adventurers to retrieve it.

Starting the Adventure

The adventure begins in a city, with the adventurers approached by two scholarly agents who ask the adventurers to meet their employer the following evening. The adventurers are asked to meet at a tavern, from where they are driven by coach to a plush area. The coach will have drapes drawn during the journey, and will follow a deliberately indirect and circuitous route, so the adventurers cannot be exactly certain where they are.

They are taken into a very plush and well-decorated home, which speaks eloquently of the owner's wealth. Upstairs, they are shown into the palatial bedroom of a withered, aged man who sits propped up in bed. His appearance is faintly shocking. He is very pale, his face lined and drawn, and he clearly suffers spontaneous pangs of sharp pain. Nonetheless, he does his best to speak quietly and politely to the adventurers. He says that he has been informed of their prowess, and recites one or two of their adventures (not in any detail, obviously). He asks them whether they would be interested in earning 2,000 Gold Crowns. Each.

The man explains that he has an unusual problem. He suffers permanent ill-health (this is obvious from his appearance). His ailment could be relieved if he had possession of something which is rightly his, but has been taken from him by an evil necromancer. If the adventurers make even a reasonably sympathetic response, the man asks them to prepare themselves for a shock as he fumbles

with the top buttons of his nightshirt. 'Damn him to hell', he rasps, 'the Great Enchanter. I was only a servant then, I had no place there. But', and he manages to expose his chest to the adventurers, 'I left my heart in Castle Drachenfels. Literally.'

The man's chest cavity is horribly exposed, and there is indeed no heart there. Blood pulses around in a bizarre, twisted network of vessels connected to the lungs, and tightly coiled around this nexus of blood vessels is what seems to be a coiled black snake covered in spines. Periodically this thing constricts a little and the man grimaces in pain. He just manages to pull his nightshirt back together again. 'You see what he left me. If I could regain my heart, I could be cured of this horror. I cannot die like this. Look.'

With a terrific effort, the man reaches into a bedside drawer for a keen knife and draws it across his throat. The wound closes as soon as it forms, only a few drops of blood escaping. The man twitches in a spasm of agony from the horror inside his chest.

The adventurers have to be inhuman to refuse a task like this, not to mention the immense sum of money being offered (up it if you wish, but if the adventurers are greedy in such a situation consider using the Evil Twist complication described below). Their patron will be able to furnish them with exact details of the Castle's location, of course, and some detail on the ground floor. You should decide how much information he can give. He will not have had access to places such as the library and master bedroom.

Where Is It?

The heart could be any of those in the various dungeon locations, so you should separate it from the rest. Perhaps it still lives in some fashion, magically preserved in a container which keeps it beating. One way of keeping the adventurers very much on their toes is to give them a magical vessel to bring the heart back with. The vessel needs careful packing, though, and must be regularly blessed/polished/enchanted/always kept damp, etc.

Complications

Of course, if you want to give the adventurers a hard time, then don't give them any way of distinguishing their patron's heart from any of the others they will come across in the Castle. For added vindictiveness, Drachenfels might have used it in one of the 'Zombies' in the kitchen, or in one of the Oracle's Homunculi. The adventurers drag back several jars of preserved hearts, only to discover that the one they were after isn't there...

The Evil Twist complication is this: if the adventurers manage to bring the heart back to their patron, they will certainly get their 2,000 Gold Crowns each. They will also learn, somewhat later, that a 'bunch of dabbling fools' managed to retrieve the heart of an infamous High Priest of Tzeentch who has been returned to full effectiveness and is now terrorizing the neighbourhood.

On the other hand, if the adventurers went through hell and high water to get the heart, this would be a cruel blow for them. Their patron should turn out to be a very rich noble or merchant who could provide them with further commissions or excellent references, or both.

7. DRACHENFELS LIVES!

Summary

The adventurers have to prevent Constant Drachenfels from being resurrected from the dead, by destroying him while he is still weak enough to be overcome.

Important Note: This is only suitable for experienced characters and skilled players! Characters should have acquired at least 1800 EPs to attempt this adventure.

Starting the Adventure

The adventure begins with the adventurers in some way learning of the possible (and fairly imminent) resurrection of Drachenfels. The easiest way to do this is to have them summoned by a local ruler (even the Emperor himself, if you want to pull rank). The adventurers will be fairly well known to the powers-that-be, if they have earned high EP totals. The desperate situation is then explained to them.

The adventurers need to be briefed on the Castle and the Great Enchanter, of course. They will then be told that there is evidence that Drachenfels has not been slain; rather, he is entombed deep within the Castle. Somehow, the magic of the Castle has brought the essence of the monster back together and, if nothing is done, the Great Enchanter will rise again.

The NPC imparting this information won't specify exactly how he knows this, but somewhere in the picture you should have a serious wizard/scholar around. If the adventurers ask, a nod in the direction of this wizard should do the job. It's one of the functions of a Royal Wizard (or Household Wizard working for nobility) to know such things.

Incentives

The problem for you here is to persuade the adventurers to go and do something about it. After all, who in their right mind would want to face the Great Enchanter? The adventurers might well decide to emigrate rather than take him on. How can you deal with this?

Using coercion is a lame answer. The Emperor can command the adventurers to go and deal with Drachenfels, but there's nothing to stop them resenting such heavy-handedness and going off to Tilea or the Border Princes instead. Subtler coercion, such as a temple commandment or omen from a revered deity, can have its place, though. You can also use the Cursed seeding element (see next section), and let the cursed character know here that the solution to his problem is within Castle Drachenfels.

Offering a reward is a better solution, especially if combined with a little unspoken coercion. This is a problem so serious that a ruler or major noble would offer rulership of territories, the hand of his daughter in marriage, a great deal of wealth, access to pretty much every Grimoire the Royal Wizard owns (the Royal Wizard looks unhappy with this!), or anything else reasonably in his power to offer. Whatever it takes.

You should also have the NPC point out that Drachenfels is known to be currently extremely weak. Magical research suggests that it's going to be weeks before he will be back

to anything like full strength. If the adventurers get to him quickly, they won't be fighting Constant Drachenfels the Great Enchanter. They'll be fighting a much weaker version of him. This should make their task far less daunting than they might otherwise think.

On the other hand, the patron points out, if Drachenfels is allowed to rise then no-one will be safe, inside or outside The Empire. Can the adventurers be sure that they will not eventually fall victim to the monster, wherever they go? Does not the Great Enchanter make a point of laying low the great and good, and aren't the adventurers very much among that elite grouping?

Timekeeping

You will have to do some extra paperwork to keep track of how weak Constant Drachenfels is at any given time. The system offered here is simple but effective, and you have to do very little extra work. We've also provided a special Profile Sheet for Drachenfels at the back of the book, which allows you to keep track of what's going on.

The basic principle of the system is that time isn't measured directly. Instead, the number of separate locations the adventurers visit within the Castle determines the strength of Constant Drachenfels when they meet him for the final showdown. It's important that the adventurers realize that time is important, but not desperately short. They shouldn't waste time exploring trivial locations, but they have some time to explore - and acquire the magic they may need to do the job.

Constant Drachenfels stays on his catafalque until the adventurers open the doors which lead from location 91 to location 92. During this time, his mouldering body (and his armour and gauntlet) is reforming. Magical abilities and skills are returning to his mind and physical being. These all return gradually. The more locations the adventurers visit, the stronger he gets.

A summary of the rules given below is provided on the Drachenfels Profile Sheet, but it's important to check through them fairly carefully at this stage.

The basic timekeeping unit is the location count. This is the number of separate locations visited, but there is also provision for you to add timewasting points if the adventurers are being unreasonably slow. Add 1 point to the count whenever the adventurers are clearly dragging their heels. If they waste a lot of time somewhere, add 2 or more to the score. For example, if they explore two rooms and then flee six miles from the Castle to rest up overnight, you should award at least 2 timewasting points.

What counts as visiting a location? Just opening a door and taking a look inside doesn't count as a visit. A visit constitutes entering, looking around and carrying out at least a token search, combat or interaction with an inhabitant, etc.

Subdivided locations need careful handling. The towers should be dealt with as one location per tower, with the following exceptions. If there's a combat or other NPC interaction in a tower chamber, that's a separate location. Add 1 to the location count. Every location within the Great Tower is separate.

You should also add 1 to the location count for any extended encounter or activity which takes place outside the mapped area. For example, a fight with a couple of

Ogres who have wandered into the Castle courtyards should add 1 to the location count, because this takes time and the adventurers need to rest a little afterwards. Likewise, getting the weather-vane from the top of the Great Tower adds 1 to the location count, whether or not the adventurers fight the Fiend.

You don't have to get bogged down in these rules, because they're fairly straightforward and the Profile Sheet makes life a lot easier. If in doubt, give the adventurers the benefit of it. The system has been designed to make Drachenfels a fairly potent enemy when the adventurers meet him, so they can do with a little charity.

As the location count increases, Drachenfels' profile, skills, and abilities improve. This is fully tabulated in the Drachenfels Profile Sheet. It's a good idea to turn to the back of the book and check out how the system works before starting to play the adventure.

A Special Advantage

A good addition to this adventure is to draw in a 'find-the-item' theme as well. The most obvious thing to do is to have a weapon sanctified by a High Priest of Sigmar somewhere hidden in the Castle, which gives the user a special advantage against Constant Drachenfels. An obvious location for a clue about such an item would be location 42, where the note left by the junior Cleric can be amended to refer to such a weapon. You should place the weapon in a plausible spot of your choice.

Suggested powers for such a weapon would be the following. First, if the user calls on the name of Sigmar when striking with it, Drachenfels is forced to hesitate (automatically failing the **WP** test mentioned in his profile); this works three times per day. Second, the weapon confers 1 AP, all locations, against blows from Drachenfels, and also negates the double damage his magical gauntlet causes. Third, the weapon casts *Cure Light Injury* 3 times per day on its user, without Magic Point cost. Fourth, the weapon inflicts +2 damage on Drachenfels on a hit, and he must also make a **WP** test (with a -10 penalty) or be drained of 2d6 Magic Points.

This is a good addition to this powerful scenario, since it evokes more of the atmosphere of the character of Drachenfels himself (and his hatred and fear of Sigmar and his name) and also gives the adventurers an extra edge in what may be a very dangerous combat indeed.

Drachenfels' Spells

Within the Bloodheart, Drachenfels doesn't need material ingredients for his spells. Bones and corpses for raising non-ethereal undead, daemonic spell ingredients (other than any coming from Greater Daemons), all are available to him as he wishes. The essence of the Castle can be drawn into him in the Bloodheart and fulfils the need for magical components.

Drachenfels will not summon any Daemons to attack the adventurers. He doesn't have the time to bind them properly and won't take that risk.

So far as his tactics go, since he isn't at full strength he will deploy undead guards to prevent characters getting to him, and use spells while the undead do the hand-to-hand fighting. He will certainly use as many pre-cast protective spells as possible.

SECONDARY ADVENTURE THEMES AND PLOT TWISTS

Here are some ideas for adding further spice to adventures set in Castle Drachenfels.

1. THE DUTIFUL GRANDSON

The adventurers are approached by a young Dwarf, one Gernbeer Slatehand, who has learned of their plans for travelling to Castle Drachenfels. He may have overheard some planning, or been directed to the adventurers by the NPC(s) who commissioned them.

Gernbeer is the grandson of a Dwarf servant at the Castle, named Festriss Slatehand. Festriss' reputation is terribly darkened by rumours that he willingly gave his soul to Drachenfels in return for long life and riches. Gernbeer is desperate to find some kind of evidence that clears his grandfather's name. He begs the adventurers to let him accompany them. He is prepared to swear an oath at any temple they please, to prove the honesty of his intentions, and to equip himself for the journey at his own expense.

Gernbeer's quest is doomed. If he finds any evidence pertaining to Festriss at all (there is none in the script of *A Geography of Drachenfels*), it's going to be evidence that Festriss was a torturer. Friedrich Bremer could confirm this, or you could add a journal to his possessions in chamber 81a if the adventurers dispose of him. Bardul the Hunchback might know of Festriss, of course. Gernbeer will end up poorer and wiser, if he survives his quest.

Gernbeer can be used to beef up an under-strength party for a foray into the Castle. No profile is given for him, so you can design him to fill any gaps in the adventurers' areas of expertise. If they are strong on rogue/academic types, Gernbeer can be a tough young Dwarf warrior. If they are overstocked with warrior/ranger types, Gernbeer can be an academic type — a Wizard's Apprentice turned to another academic career would have a useful range of skills. On the other hand, if the adventurers are a very powerful party, then you can make Gernbeer a real patsy so they have to deploy a lot of effort protecting him. It would be sensible to allocate several Fate Points to Gernbeer in this case, so that he can be kept alive as long as possible for the adventurers to have to worry about him.

2. CURSED

This is a mean trick, but one which gives the character involved a powerful motivation to enter and search Castle Drachenfels. You will need to lay the foundations for this before the adventurers get to the Castle.

The character (pick a leader-type if there is one) should acquire some horrible curse which, while being recognizable, doesn't at once reduce him to a hopeless wreck. The ideal curse promises a terrible end in a year or so, allowing the character time to try to save himself, but without having excessive ill-effects in the meantime, so the character is capable of doing something in the time he has left.

For example, a character might pick up an item from the Castle during an earlier adventure. At once, his skin turns

pale and his shadow disappears. A dreadful chill passes over the area, so all his fellows sense it. Soon, omens or information from Scholars the party consults reveal the terrible truth. Either he finds the answer to the curse by seeking the source of the item, Castle Drachenfels, or nothing can be done for him.

A good source of the answer would be the Oracle (location 66). The Oracle knows where there is a matching item which will lift the curse - this should be placed in the dungeons somewhere. Once in the Castle, the adventurers should be able to learn of a semi-living Oracle who can help them, or they might learn this earlier, through an omen or divination. The Oracle's help will not be free; he might require some service, or a sacrifice, in return for the information the cursed character craves....

3. CHARACTER QUEST

Here, a character has a special quest which is given to him by people of considerable importance in his life. The pregenerated characters include two such people, and *A Geography of Drachenfels* refers to these quests when appropriate. These two characters show what is meant by a character quest, and can give you ideas for creating your own if you're not using the pregenerated characters.

Erszebet Lauschenberg has a sacred quest from her High Priestess of Verena. Give her player Handout 8. Her quest is to find the bones, heart and brain of a High Priestess of Verena murdered by the Great Enchanter. *A Geography of Drachenfels* specifies where these are to be found: the bones are in location 16, the heart and brain in location 76. She has a secondary quest, to find an ornamental mace used for ritual sacraments. *A Geography of Drachenfels* does not specify where this is. This is deliberate, so you can decide where to place it.



CASTLE DRACHENFELS

Elmariel Moonstream has been commanded by his tutor, whom he holds in great esteem, to retrieve two things from the Castle. Give his player Handout 9. He is to find the remains of a powerful wizard of Parravon and retrieve his Grimoires. These must be brought to Elmariel's tutor, who has warned that any attempt to interfere with the wards and protections on them will result in a painful death - or worse.

There is also a magical Elven ring lost in the Castle. The tutor has told Elmariel that he may keep this if he finds the Grimoires. The Grimoires are in location 92, Bloodheart Drachenfels itself. You can place them in some less forbidding place in the dungeon level if the adventurers have fought valiantly but clearly aren't going to be able to survive so far into the dungeon. The ring is not placed in *A Geography of Drachenfels*, and again you can decide where it is.

4. GOBROT'S BOYZ

Gobrot Pusfoot and his Orcs are detailed in the *Profiles* section. They're suitable for a major skirmish on the way to or from Castle Drachenfels, but there's an even more interesting possibility you might try out.

Gobrot Pusfoot has come to Castle Drachenfels looking for a magic sword which is sacred to his tribe, the Running Sores. You can place this sword wherever you like in the Castle. Two possible locations are location 81b-e, in the corner of a cell, or the special, unnumbered location in the secret warp passageways of the Castle where Snitlet the Snotling lives (see *Adventuring in Castle Drachenfels*).

Gobrot turns up at Castle Drachenfels a little after the adventurers. At first, the adventurers are spied upon, and maybe one or two of the more excitable juniors take a pot-shot at them. But the Orcs try to avoid major conflict. Let the adventurers know the Orcs are around, but they always avoid a major showdown.

Then, stage a meeting of the two sides. This can happen when the adventurers are already in the middle of a good fight. The Orcs arrive and are confused. Some of them blast away at the adventurers, and some of them blast away at whoever - or whatever - the adventurers are fighting. Gobrot shouts "Leave the Humies till later!" and those Orcs who are not being attacked by the adventurers switch to fighting the monsters. The dust hopefully begins to settle...

After the battle, the Orcs stand with weapons ready, nostrils flared, clearly ready to have at the adventurers. However, Gobrot is no fool, and will wait for the adventurers to make the first move. If the adventurers attack, the Orcs fight to the death. If the adventurers parley, Gobrot will negotiate.

He is at first extremely reluctant to discuss his business in the Castle, preferring only to say that he is "Lookin' fer sumfink wot woz stole from us". He'll try to find out what the adventurers are doing there. He'll be much happier if they don't mention a sword or any other kind of weapon to him, provided that they have a plausible enough story. Gobrot may be an Orc, but he's no fool, and isn't going to be sold a dumb line.

If the adventurers and Gobrot's Orcs have no major conflict of interest, Gobrot will agree to a truce or even to



EXPERIENCE POINT AWARDS



a joining of forces. Perhaps a few Orcs could do with some healing magic. If the adventurers treat them, the opinions of the ordinary foot-soldier Orcs will change from hostile to grudgingly neutral: "E's orright fer a oomie". The adventurers then have the wonderful opportunity of going soldiering with the Orcs! This could provide an unparalleled insight into Orcish society and attitudes, and even, perhaps, some useful contacts for later in the campaign.

Gobrot won't allow his Orcs to be used as cannon fodder, but as a group they're not bad with supporting missile fire and can help the adventurers at least a little. Gobrot will actually be happy to stay with the adventurers until he finds his sword, at which point he'll leave with his Orcs, no matter what he may have promised to the adventurers. He wants to get the sword back to the tribe, and won't jeopardise his mission with an unnecessary attack on the adventurers.

Adventuring with Orcs does have its problems. It's entirely possible for the odd fist-fight to break out as an Orc picks an argument with a character. Hopefully the adventurers will resolve these situations without recourse to weapons or magic - and an adventurer can gain status in the Orcs' eyes by defeating one of their number in a brawl.

Another problem is Urumf, Gobrot's 'gurly' (her name comes from the sound she makes when belching). It's Kaptin'z Privlijiz to take his 'gurly' with him when he leads the warband, but Urumf is a pretty nasty specimen even by Orcish standards. She'll take against the adventurers immediately, and flirt outrageously with the ugliest male character to try and make Gobrot jealous, so he'll do the Orcy thing and kill and eat the offender. The unlucky object of her advances will have to tread carefully; on the one hand he could be killed by the jealous Gobrot, and on the other hand, an insult to 'da Kaptin'z gurly' will also call for vengeance. The character will have to come up with answers like, 'You are indeed a treasure among Orcs, and were you not so faithful to your fine upstanding leader I should be proud even to be seen with you'. A player handling this fairly hideous situation well certainly deserves an EP bonus for his character.

FATE POINTS

If Constant Drachenfels is destroyed, each participating character gains 2 Fate Points.

If Maximilian von Steinhoff the Vampire is destroyed, each participating character gains 1 Fate Point.

Because of the tremendous scope for, and range of, adventures within the castle, it's impossible to give a list of EP awards for all the possible encounters and experiences (it would also require a much fatter - and more expensive - book!). Rather, some suggested EP awards are listed here for certain locations and events of major importance. These can then act as a guideline for you in determining EP awards elsewhere. The EP awards apply to each individual adventurer, and as always should be modified by the quality of role-playing as the GM sees fit.

EXPERIENCE POINTS

For entering and exploring each Minor Tower:	30-60 EPs
For destroying the Killer Bed (location 31):...	50 EPs
For destroying Maximilian the Vampire and Julianne, his minion (location 52):	75 EPs
For surviving the Chaos terrains:	100 EPs
For reaching the top chamber of the Great Tower:	60 EPs
For detaching the Weather-vane*:	100 EPs
For destroying Constant Drachenfels:	200 EPs
For fulfilling a character's personal quest:	100 EPs
For dealing with each lesser location**:	0-30 EPs
For interaction with each major NPC (eg Bardul, the Oracle, Stanislaw):	0-60 EPs

* This award is divided among participating characters according to their contribution - it is not given to each member of the party. There is no award for defeating the Fiend. This fight is unnecessary and taking sensible precautions will avert it entirely.

** This only includes locations where the adventurers confront some kind of encounter or hazard. It doesn't apply to sticking one's head down the Well, prodding the statuary of the Fountain with a wooden pole, or just wandering aimlessly along some innocent passageway.

Smart and ingenious play deserves even more of a bonus than usual. A player who figures out some smart or sneaky way of evading, getting around or overcoming a problem should receive a generous bonus for his character. The Castle is a very dangerous place, and every piece of ingenuity can make a difference to the party's chance of survival.

If the Khornate Cultists or the Kroetz Bandits are fought and overcome by the adventurers, award 30-75 EPs per adventurer for each of these groups (not per NPC fought!).

There's not a great deal of humour in Castle Drachenfels, but sharp and witty role-play also deserves the usual bonus. Back-chat with Bardul, or with the characters Snitlet or Urumf, should receive a small bonus.

PROFILES

All the profiles for important NPCs and monsters mentioned in the main adventure text are included in this chapter. Profiles have already been adjusted for relevant skills — such as Very Strong — and Chaos attributes where appropriate. Numbers in parentheses after profiles refer to location numbers (within the

Castle itself; see *A Geography of Castle Drachenfels*) where the creature(s) may be encountered.

See WFRP for further information on spells and skills, and *Realm of Chaos - Slaves to Darkness* for more information on Chaos attributes.

THE ROAD TO DRACHENFELS

HARPIES

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	4	4	11	20	1	33	35	14	43	66	5

Alignment: Evil.

Special Rules: Fly as *swoopers*, M is given for ground movement only; can attack in any direction when airborne due to high manoeuvrability; subject to *fear* of fire and light-creating spells; have the equivalent of *Night Vision* due to bat-like sonar.



GHOSTS

There are many Ghosts in Castle Drachenfels. The standard profile given here is used for all encounters where no specific NPC-Ghost is mentioned. The GM must determine the specific purpose and motivations of non-scripted Ghosts in the Castle.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	0	0	3	17	30	1	—	18	18	18	18	29

Alignment: Varies.

Special Rules: Immune to psychological effects; immune to nonmagical weapons; cause *fear* in living creatures; may pass through solid objects at will; may become visible or invisible at will; not subject to *instability* inside Castle Drachenfels (or as noted in the text of individual encounters); touch can cause *fear* — victim must make a successful Ld test (with a -10 penalty) or flee.

THE THREE OGRES

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	17	4	5	17	30	2	18	18	14	18	29	10

Alignment: Chaotic.

Possessions: Clubs; tatty rags.

Special Rules: Cause *fear* in living creatures under ten feet tall.

CARRION

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	—	3	3	11	40	3	—	29	10	29	29	—

Alignment: Chaotic.

Special Rules: One bite and two claw attacks; cause *fear* in living creatures; immune to psychological effects; subject to *instability*; fly as *swoopers*, M score for ground movement only.

THE CASTLE DWELLERS

ZOMBIES (2C)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	17	3	3	5	10	1	10	10	14	14	14	—

Alignment: Evil.

Special Rules: Immune to psychological effects; cause *fear* in living creatures; not subject to *instability* or *stupidity* within Castle Drachenfels (but see the rules in *Adventuring in Castle Drachenfels* for all Undead and instability); 50% chance for infected wounds.

HARPIES (2F, 29)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	4	4	11	20	1	33	35	14	43	66	5

Alignment: Evil.

Special Rules: Fly as *swoopers*, M is given for ground movement only; can attack in any direction when airborne due to high manoeuvrability; subject to *fear* of fire and light-creating spells; have the equivalent of *Night Vision* due to bat-like sonar.

SKELETONS (3A, 3D, 11, 82F, 84)

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	—

Alignment: Evil.

Special Rules: Immune to psychological effects; cause *fear* in living creatures; not subject to *instability* or *stupidity* within Castle Drachenfels; 35% chance for infected wounds.

THE COLLECTIVE GHOST (4A)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	0	3	3	24	41	2	—	18	29	49	49	41

Alignment: Neutral.

Special Rules: Immune to psychological effects; immune to nonmagical weapons; cause *fear* in living creatures; may pass through solid objects at will; may become visible or invisible at will; not subject to *instability* inside Castle Drachenfels; touch can cause *fear* - victim must make a successful **Ld** test (with a -10 penalty) or flee.

The Collective Ghost is stronger than the usual run of Ghost, and it can cause physical damage in addition to the *fear* effect of its touch. If it touches a victim with a successful hit which would normally inflict damage, damage is inflicted and the victim must also make a **T** test or lose 1 point of **S** for D3 days. A character whose **S** is reduced to zero is slain.

TOWER MUTANTS (7D)

These vaguely humanoid mutants are not Undead, but are animated by something of the warp of Chaos itself. Their appearance changes round by round; their limbs slightly extend or shrink, the ends of their arms change from claws to suckers to chitinous clubs and back, and their bodies undulate and shift from oozing gelatinous forms to baggy sacs of yellowed fat.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	33	0	3	3	8	29	2	18	18	18	18	29	—

Alignment: Chaotic.

Special Rules: Half damage from all fire-based attacks because of slime; immune to all psychological effects.

CHAMPION OF TZEENTCH (7E)

The Tzeentchian Champion has been imprisoned in the Tower for centuries, magically prevented from escape until released. The adventurers opening the door releases him to leave - after he has killed them all, of course.

The Champion's appearance is as bizarre as one would expect. The originally human creature has black skin all over (save for his face), and his legs are tentacles tipped



CASTLE DRACHENFELS

in suckers, allowing him to climb freely and not lose much of his ground movement rate. Other chaos features are indicated in his profile below. Most strange of all is the Champion's constantly-mutating face. It changes from human, to blank and pink, blank and blue, a Beastman face, the face of a cherub, and that of a deformed insect in rapid but irregular succession. This is truly disorientating, and anyone fighting him face-to-face suffers a -10 penalty to all combat rolls. In each form, though, the curved horns with serrated edges are a constant feature.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	49	44	4	4	13	49	3	18	43	43	37	39	10
				5			5					59	

Alignment: Chaotic (Tzeentch).

Skills: Dodge Blow; Scale Sheer Surface; Strike Mighty Blow; Strike to Injure; Strike to Stun; Street Fighter.

Rewards of Tzeentch: Chaos Attribute - *Magic Resistant* (+20 to all WP tests against magic, not included in profile).

Chaos Attributes: *Black Skin* (+20 to all hide tests at night or in darkness); *Horns* (+1 A); *Mace Tail* (+1 A); *Tentacles*, both the Champion's legs are sucker-tipped tentacles.

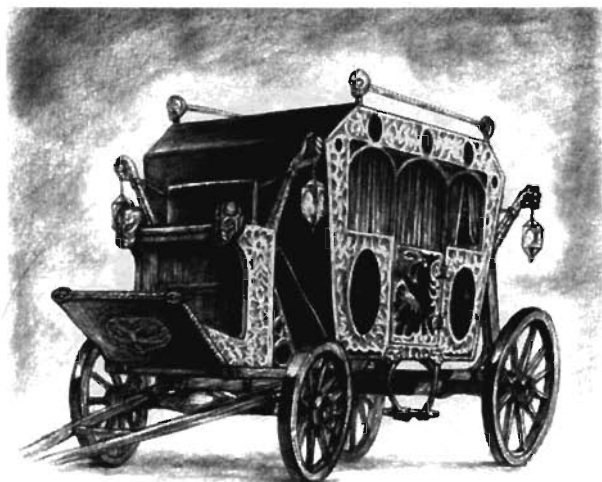
Possessions: Torn sleeved mail coat (0/1 AP, body/arms/legs), breastplate (1 AP, body), *magical sword: Protection from Elves* (no Elf can approach within 6 yards); *Magic Destroyer* (if a hit is scored against a creature wearing or carrying magic items, on a roll of 5 or 6 on D6 one random item becomes nonmagical and crumbles to dust).

SKELETAL HORSES (10A-G)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	—	3	3	7	20	1	18	18	18	18	18	—

Alignment: Evil.

Special Rules: Immune to psychological effects; cause *fear* in living creatures; not subject to *instability* within Castle Drachenfels; 10% chance for infected wounds; attack with a stomp.



THE HEADLESS HORSEMAN (11)

The Headless Horseman is an ethereal Undead creature with a most unusual attack - he deploys a ghostly whip in his left hand, while using a touch attack with his other hand. His touch causes *fear* in the same way as a normal Ghost, but the whip has a special effect. A successful hit always hits the head, and in addition to normal damage the victim must make a T test. If this is failed, a dreadful burning welt rises up across the adventurer's face, stinging and blinding him. For D4 rounds the character can only parry incoming attacks, and cannot make attacks himself. Subsequently, the character has penalties of -10 to WS and Fel, until a *Cure Severe Wound* spell is used to heal the welt.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	41	2	3	17	30	2	—	18	18	18	18	29

Alignment: Evil.

Special Rules: Immune to psychological effects; immune to nonmagical weapons; cause *fear* in living creatures; may pass through solid objects at will; may become visible or invisible at will; not subject to *instability* inside Castle Drachenfels; touch can cause *fear* - victim must make a successful Ld test (with a -10 penalty) or flee.

THE GRAND CARRIAGE (11)

The Grand Carriage is an imposing vehicle, capable of inflicting considerable damage with its stomp attack (as it were). In addition to this attack, each of the large doors has a preserved Skaven head above its Skaven-paw handles, and these will bite anything within range (within a foot of the door).

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	49	—	5	3	16	33	1/3	—	—	18	89	89	—

Alignment: Evil.

Special Rules: Immune to psychological effects; counts as flammable target; has exceptional manoeuvrability; +20 to WS for Skaven-head bite attacks.

DETACHED SKAVEN HEADS (11)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	49	0	3	2	4	40	1	—	—	—	89	89	—

Alignment: Evil

Special Rules: Fly as *swoopers*; M score given is for ground movement; count as small targets; bite attack; immune to psychological effects; flammable targets.

PART-GARGOYLES (13)

'Part-Gargoyle' is the name given to the stone heads, faces, and clawed arms which erupt from the stone walls of the corridor in location 13. These don't actually detach themselves from the walls, but they can certainly reach people within the confines of the

corridor. The corridor can regenerate an effectively infinite number of these horrors, so destroying individual Part-Gargoyles doesn't actually help the adventurers much. The attack of a Part-Gargoyle is a bite or a claw as appropriate to its form.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	25	—	2	2	4	29	1	18	18	18	18	29	—

Alignment: Evil.

Special Rules: Immune to psychological effects.

GARGOYLES (13)

Gargoyles are small, enchanted stone figures. The Gargoyles within the corridor form as Part-Gargoyles appear to extrude themselves from the walls. They can attack the adventurers by jumping down on them, or running along the floor to get at them.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	29	10	3	3	5	33	1	18	18	18	18	29	—

Alignment: Evil.

Special Rules: Immune to psychological effects; fly as *landers*, M given above is for ground movement.

GHOSTS (16)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	0	0	3	17	30	1	—	18	18	18	18	29

Alignment: Varies.

Special Rules: Immune to psychological effects; immune to nonmagical weapons; cause *fear* in living creatures; may pass through solid objects at will; may become visible or invisible at will; not subject to *instability* inside Castle Drachenfels; touch can cause *fear*—victim must make a successful **Ld** test (with a -10 penalty) or flee.

CHAMELEOLEECH (19)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	33	0	2	2	5	30	1	14	14	14	14	14	—

Alignment: Neutral.

Special Rules: Fears fire, otherwise immune to psychological effects.

AMOEBIA (20)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	3	5	11	30	3	—	0	0	0	0	—

Alignment: Neutral

Special Rules: Immune to psychological effects; cannot be forced to leave combat except by heat or cold; a successful hit indicates that the target is engulfed, and takes 1 automatic Wound per round. Engulfed characters can carry on fighting but are only released when the Amoeba is destroyed.



RED MOULD (25, 78)

This coats damp walls and decaying matter. Spores fill the air with a dense cloud covering a 5-yard radius for 3 rounds. Anyone within the cloud must make an **I** test or be blinded for 2d6 hours (effects: -25 to **WS**, **I**, and **Dex**; missile fire impossible; +25 to opponent's **WS**). Humans and Halflings acquire D6 Insanity Points from contact with Red Mould.

ANIMATED ARMOUR (27)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	33	3	4	11	41	2	29	10	—	69	69	—

Alignment: Neutral.

Special Rules: Immune to psychological effects; plate armour gives 1 AP, all locations, in addition to **T** score shown; each gauntlet holds a magical sword which dispels one *Zone* spell on contact.

BLOOD LEECHES (28)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	33	0	2	2	5	30	1	—	14	1	14	14	—

Alignment: Neutral.

Special Rules: Fear fire, otherwise immune to psychological effects; bite attack until leeches take hold, then drain 1 Wound per round until gorged (roll of 6 on D6); bite has a 40% chance of causing infected wounds.

FLESHHOUND (29)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
10	49	—	5	4	11	60	1	—	10	14	89	89	—

Alignment: Chaotic (Khome).

Special Rules: Cause *fear* in living creatures under 10 feet tall; immune to psychological effects unless caused by Greater Daemons or deities; subject to *instability*; subject to *hatred* and *frenzy* against creatures and followers of Slaanesh; one poisonous bite attack; can leap up to 8 yards in one bound, including a jump over any obstacles up to 4 yards high, giving a +10 bonus to **WS** for first round of combat only; if bite attack is successful the Fleshhound gains automatic attacks from two claws (no **WS** tests necessary).

Possessions: *Collar of Khome* (gives **WP** of 89 for all tests against magic).



BLOODLETTER (29, 60)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	42	4	3	5	60	2	89	89	89	89	89	14

Alignment: Chaotic (Khome)

Special Rules: Cause *fear* in living creatures under 10 feet tall; immune to psychological effects unless caused by Greater Daemons or deities; subject to *instability*; subject to *hatred* and *frenzy* against creatures and



followers of Slaanesh; one poisonous bite and one claw attack or one poisonous bite and one weapon attack; can spit poison up to 10 yards; regenerates 1 Wound per Turn (cf. Trolls); natural body armour (1 AP, all locations); victims of a Bloodletter's poison must make a successful **T** test or suffer 2D6 Wounds.

Possessions: Each Bloodletter has a red-stained iron and brass Hellblade sword. This gives +10 **WS** and 4D6 for damage (no re-rolls on 6's, though). The Hellblade will also drain 2D6 Magic Points from any creature or follower of Slaanesh which it hits.

THE KILLER BED (31)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	59	—	4	5	28	49	2	49	29	33	69	69	—

Alignment: Evil.

Special Rules: Immune to psychological effects; causes *fear* in living creatures under 10 feet tall; stone rollers have crushing attack - affected victim must make **I** test or be knocked down, so that the Bed has +20 on attacks versus that character on following round; curtains (only) count as flammable targets, but take no damage from nonmagical blunt weapons; stone rollers are treated as having 2 AP (see below).

In combat, the Killer Bed is able to attack two different characters with its stone rollers, using buffeting/crushing attacks. The curtains around the bed also have magical attacks as described in *A Geography of Drachenfels*. The curtains have separate profiles from the rest of the bed with **T** 2 and **W** 5 each. Damage inflicted on the curtains does not affect the Killer Bed, but if the Bed is destroyed the curtains have no separate magical powers. Destroying a curtain does, however, destroy the ability to use **Wind Blast** spells, generate Gnomebats, etc.

When attacking the Killer Bed, hit location rolls are determined using a D10: a roll of 1-7 hits the main body of the bed, a roll of 8-9 hits a stone roller, and a roll of 0 strikes a curtain. Striking a stone roller is 25% likely to break and destroy any nonmagical weapon.

GNOMEBATS (31)

Gnomebats are the bizarre semi-illusory creatures generated by the side curtains of the four poster bed. They attack by flying at characters and using their claw attack. Their attacks cause damage as normal, but they also inflict a curse if a **WP** test is not made to avoid this. However, these curses are irksome rather than vicious in their effects (treat exactly as the Petty Magic spell *Curse*). The effects are, however, permanent until a *Remove Curse* spell is used on the victim.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	25	0	2	2	4	33	1	33	10	10	69	69	—

Alignment: Evil.

Special Rules: Immune to psychological effects; fly as swoopers.

ELF-GHOSTS (49)

These Ghosts are slightly different to the norm, because they possess some spellcasting powers, still surviving from their days as wizards.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	0	0	3	17	30	1	—	18	48	48	48	43

Alignment: Varies.

Special Rules: Immune to psychological effects; immune to nonmagical weapons; cause *fear* in living creatures; may pass through solid objects at will; may become visible or invisible at will; not subject to *instability* inside Castle Drachenfels; touch can cause *fear* - victim must make a successful **Ld** test (with a -10 penalty) or flee; use spells (see below).

Spells: 16 Magic Points

Petty Gift of Tongues, Glowing Light, Sleep, Zone of Silence.

Battle 1 Aura of Resistance, Steal Mind, Wind Blast.

DAEMONETTES (50, 64)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	42	4	3	5	60	3	10	89	89	89	89	89

Alignment: Chaotic (Slaanesh).

Special Rules: Subject to *instability* (but not in Chaos terrains); cause *fear* in living creatures under 10 feet tall; immune to psychological effects except when caused by Greater Daemons or deities; one tail and two claw attacks; 1 AP (all locations).

THADEUS SCHNELLING, WITCH HUNTER (51)

Schnelling travelled to Castle Drachenfels in 2244 with a group of assorted Empire and Bretonnian followers of Solkan to raze the place and confront the Great Enchanter himself, but he can remember nothing now of what took place within the Castle. He thinks that these events took place only a few months ago, because he is effectively in suspended animation in an interdicted bubble of the Chaos Warp except when a visitor appears in location 51. Thadeus is forthright, forceful and no mean fighter.



Thadeus is 32 years old, 6ft 2in tall, quite pale-skinned, with fair curly hair and blue eyes. He has boyish good looks, which contrast oddly with his narrow-mindedness and singularity of purpose.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	56	43	4	5	11	47	2	44	42	37	35	60	38

Alignment: Lawful (Solkan).

Skills: Disarm; Dodge Blow; Marksmanship; Public Speaking; Ride Horse; Silent Move Urban; Specialist Weapon - Two-handed weapons; Strike Mighty Blow; Strike to Injure; Strike to Stun; Very Resilient.

Possessions: Plate mail armour including magical +1 breastplate (2 AP, body; 1 AP, arms/legs); helmet (1 AP, head); magical bastard sword +10 (+10 **WS**, -10 **I**, +1 **D**) with two *Minor Death Runes* (followers and creatures of Khorne and Tzeentch), nonmagical if wielded by non-Lawful creatures or characters.

MAXIMILIAN VON STEINHOFF, VAMPIRE (52)

Maximilian is a member of an ancient noble family from eastern Ostland, which rules an obscure and unhappy fiefdom. Tired of living in such a backwater, Maximilian set out with some simple servitors and his paramour-minion, Juliane. His travels have been dangerous and exciting, and now he has come to Castle Drachenfels to search out a source of evil magic within the Great Tower which he has researched. Unfortunately, he thinks that there is some hidden magic in the Great Tower which strengthens vampiric abilities, which there isn't. However, since the same source led him to the very useful magical ring he wears now, he's not going to give up his search easily.



Maximilian is undoubtedly handsome, dark and suave and a natural charmer if he wishes to be. He is apparently some 30 years old, just on 6 feet tall, and slim of build. He can manage to convey the impression of a noble, well-spoken, even honourable man. Whether the adventurers fall for this is up to them.

Two profiles are given for him below. The first is for him as he begins to wake when the adventurers enter location 52. The second is for him at the end of a 6-round period, or when he attacks the adventurers elsewhere (see *A Geography of Drachenfels*). During the 6-round period, simply add +5 to **WS**, **BS**, **I** and **Dex** each round, 2 points to **W** each round, and add +1 to **S**, **T**, and **A** on rounds 1, 3 and 5.

Initial Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	36	2	3	12	33	1	30	72	48	59	50	55

Full Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	61	66	5	6	24	63	4	60	72	48	59	50	55

Alignment: Evil.

Skills: Blather; Charm; Etiquette; Heraldry; Luck; Read/Write; Ride; Silent Move - Rural, Urban; Specialist Weapon - Fencing Weapon; Wit.

Spells: 52 Magic Points

Petty Magic Lock, Reinforce Door, Sleep, Zone of Silence.

Battle 1 Aura of Resistance, Cure Light Injury, Fire Ball.

Battle 2 Cause Panic, Hold Flight, Lightning Bolt, Steal Magical Power.

Battle 3 Cloak of Darkness, Dispel Magic.

Battle 4 Drain Magic, Stand Still.

Necromantic 1 Summon Skeletons.

Necromantic 2 Control Undead.

Necromantic 3 Raise Dead.

Necromantic 4 Summon Skeleton Major Hero.

Possessions: Coffin with earth from home estates; personal clothing and jewellery (jewellery worth 50 GCs); pouch with 100 GCs; magical ring which reduces the Magic Point cost for shapechanging and the cost for avoiding catalepsy to a mere 1 Magic Point each (see WFRP p.251).

Special Rules: These are very extensive. See WFRP pp. 250-251.

JULIANE FASSBINDER, VAMPIRIC MINION, EX-MERCENARY (52)

Juliane was originally a mercenary in the service of the Steinhoff family. She was first seduced and then made into a minion by Maximilian. She is utterly devoted to him and will fight to the death to protect him.

Juliane is 27, with a shock of curly black hair and light grey eyes. Her beauty cannot conceal a soullessness and coldness about her.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	58	55	5	3	14	44	3	31	30	37	89	89	36

Skills: Disarm; Dodge Blow; Luck; Night Vision; Ride; Scale Sheer Surface; Secret Language - Battle Tongue; Strike Mighty Blow; Strike to Stun.

Possessions: Magical black silk gown (1 AP, all locations, as a *Robe of Toughness +1*); *magical Sword +1 (+1 D)*; scroll with inscribed ritual; *Spell Ring* with 15 Magic Points, containing the spells *Wind Blast* and *Cause Panic*; backpack with travelling items (stashed away in corner of room).

THE CUCKOO CLOCK (53)

This clock looks like a nice, ornate cuckoo clock from a central province of the Empireis, but it is no ordinary timepiece. It is sentient, brooding, demented and psychopathic, long corrupted by unspeakable evil.

The clock makes attacks with its long, leaded weight-chains which are capable of magically stretching to a range of 12 yards. The first hit by a pendulum on a victim is a lash attack causing normal damage. The victim must make an I test (*Dodge Blow +10*) or the pendulum wraps itself around his neck and drags him towards the clock. The strangling chain inflicts 1 automatic Wound per round, and a character being strangled suffers -10 penalties to all combat rolls (and cannot speak or cast spells). A pendulum chain can be severed if at least 6 Wounds are inflicted on it (it has T 6). Once severed, the chain no longer constricts anyone caught by it previously, and drops harmlessly to the ground. Any character striking at a pendulum which is constricting another character will hit the character being strangled if he rolls 96 or higher for his to hit roll!

The clock can also defend itself magically. Each round it generates a *Clone Image* of itself (and of anyone caught in, and being strangled by, its chains). It can do this every round, although no more than four illusory duplicates of the clock can be in existence at any one time.

The clock also has magical hour-chiming effects considered after its profile, and its cuckoo, which has a separate profile.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
—	41	41	3	5	12	55	2	18	18	49	69	69	—



Alignment: Evil.

Special Rules: Immune to psychological effects, suffers no damage from nonmagical weapons.

Magic Use: The clock doesn't use Magic Points for its *Clone Image* or hour-chiming magical effects. Each round, it strikes a random hour (roll a D12), and creates a corresponding magic effect. These effects affect only one (randomly selected) character, unless otherwise stated. If the target makes a **WP** test (at a -10 penalty, for the clock is powerfully enchanted) the magical effect is negated. The effects of the clock's chiming are shown in the chart below.

THE CUCKOO (53)

The cuckoo looks like a small, cute, feathered wooden toy. This cunningly disguises its evil and sociopathic nature. The cuckoo attacks with a bite (peck) attack. If it is hit, but not destroyed, the cuckoo goes completely berserk. It then has: **WS** 50, **S** 4, **A** 2 until it finally is destroyed, and it also bursts into an amazing cacophony of very loud birdsong while it frenziedly pecks away.

M	WS	BS	S	T	W	I	A	Dex	Id	Int	Cl	WP	Fel
—	33	—	2	2	5	55	1	18	18	18	18	69	—

Special Rules: Immune to psychological effects, suffers no damage from nonmagical weapons, flies as *swooper*.

BARDUL THE HUNCHBACK (55 AND ELSEWHERE)

Bardul is a Dwarf of indeterminate years - he's actually 288, and he guesses that the magic of the Castle keeps him alive to such a great age, so he's none too eager to leave.

He's also still afraid of 'the Master', and scared not to be available for domestic duties should the Master re-appear. He tries to avoid discussing the Master's activities if at all possible. He manages to survive by hoarding scraps of food and supplies he finds around the place. He has become a real aficionado of rat cuisine and skeleton stew, and although he is a rotten shot with his sling he has knocked the odd bird out of the sky. He doesn't generally bother to cook them before eating them, and is usually hungry. His own room contains lots of bric-a-brac and an oil burner used for warmth. He also jealously hoards some Lustrian coffee there in a tin which magically regenerates it.

Bardul has long, lank black hair and a very bushy, but also rather dirty, beard. He wears filthy clothes, and doesn't seem to mind that he really does smell fairly overpowering. His one friend in the Castle is the ghost of Stanislav Goethe, from whom he has acquired some academic skills. He is genuinely fond of the old sage and is now immune to the fear he causes. He will warn the adventurers of the sage's condition and the fact that Goethe refuses to admit that he's undead (or even dead, for that matter).

MAGICAL EFFECTS OF THE DRACHENFELS CLOCK (D12)

Hour	Effect
1-2	Time Slowing: The character operates at half rate (move, attacks) for D6 rounds and has a -20 penalty to I.
3-4	Aging: The character is magically aged D6 years (D8 for a Dwarf, D10 for an Elf). The effect is permanent and irreversible.
5-6	Curse of the Cuckoo: The affected character is convinced that his head has been chaos-warped into that of a cuckoo, and will issue weird croaking noises and nothing else for 2D6 rounds. The character attempts to peck battle enemies rather than using weapons. Spellcasting is impossible.
7-8	Time Stops: This is a special effect, affecting the whole party. There is no WP test allowed to avoid this. In effect, the adventurers are frozen for one round, unable to act. This allows free attacks for the clock and cuckoo, additional strangulation damage, another <i>clone image</i> generation, etc.



Hour	Effect
9-10	Great Curse of the Cuckoo: The character is actually turned into a human-sized cuckoo for 2D6 rounds. Spellcasting and weapon use is impossible, but the character can peck at targets with a -10 penalty to WS , and -1 to D . Armour and possessions are likely to fall off the character as straps break, etc. Armour can be reassembled afterwards but delicate items in a backpack may break (GM judgement).
11	Thirteenth Hour: The character is convinced that the clock actually struck 13, and that he will suffer dreadful luck in this awful place hereafter. So strong is this belief that the character will suffer -10 penalties to WS , BS , I and WP for D3 hours, together with a severely depressed mood.
12	The Witching Hour: There is no WP test allowed to avoid this. The victim is paralysed completely for D6 rounds, rendered immobile by a terrible vision of the Great Enchanter himself, face-to-mask with the offender! He must make a Cl test or gain D2 Insanity Points. When the paralysis ends, the victim runs in a random direction for one round, and then falls to the floor in nervous shock, becoming prone and helpless for 1 full Turn. During this time, the only action possible is a feeble attempt at parrying any incoming attacks (at -20).

CASTLE DRACHENFELS

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	46	29	4	3	9	37	1	29	60	41	67	74	32

Skills: Arcane Language - Magick; Astronomy; History; Metallurgy; Mining; Read/Write - Classical; Secret Language - Classical.

Possessions: Filthy leather jerkin (0/1 AP, body), mail coif (1 AP, head only - not usually worn), belt with pouch (usually contains rat or other snack), sling with bag of D6+2 stones.

STANISLAV GOETHE, THE GHOST-SAGE (59)

Goethe's ghost is that of a man around 70, 5ft 6in tall, with grey hair, thin-limbed and slight of build. The ghostly figure appears to wear a nondescript set of robes and a trailing cloak. Goethe had general responsibility for a fairly wide area of Drachenfels' affairs, so far as overseeing the Castle and practicalities went. He took his duties seriously and is proud of his record of service. He also refuses to believe that he is dead. He still keeps ledgers and records, scrabbling with an imaginary pen, and thinks that Drachenfels is still alive, here in 2464 (as he imagines the year to be). He is irritable and bad-tempered, with a fine line in sarcastic insults.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	0	0	3	17	30	1	—	18	71	28	68	39



Alignment: Neutral, tending to Evil.

Skills: Arcane Language - Magick; Astronomy; Cartography; Cryptography; History; Identify Plants; Linguistics; Magical Sense; Numismatics; Rune Lore; Secret Language - Classical; Speak Additional Languages - Bretonnian, Estalian.

Special Rules: Immune to psychological effects; immune to nonmagical weapons; causes *fear* in living creatures; may pass through solid objects at will; may become visible or invisible at will; not subject to *instability* inside the Castle; touch can cause *fear* - victim must make a successful **Ld** test (at -10) or flee.

SKELETAL DINOSAUR (60)

This monstrous entity is the thing which springs up in the Bonefield, and it is a dangerous combat enemy to say the least. In combat it attacks with one bite, two claws, and one stomp attack. The beast is sufficiently large that no more than three of its attacks can be directed at any single human-size (or smaller) target.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	0	5	4	18	25	4	18	18	18	18	18	—

Alignment: Chaotic (Khorne).

Special Rules: Immune to psychological effects, hits are 35% likely to cause infected wounds. However, the beast is not actually subject to *stupidity* in the Chaos Terrain.

DAEMONETTES OF THE CHAOS TERRAIN (61)

The Daemonettes here have two special Chaos attributes which modify their profiles. They both have *Elastic Limbs*, so that they can stretch to attack with their claw attacks from a distance of up to 10 yards. Opponents may only strike back after making a successful **I** test (option: if you are using the Effective Initiative system from **RD**, you can allow movement during part of the round to reach the Daemonettes if one or more Attacks are sacrificed). Both Daemonettes also have *Multiple Arms*, so they have 4 claw attacks rather than the usual 2!

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	42	4	3	5	60	5	10	89	89	89	89	89

Alignment: Chaotic (Slaanesh).

Special Rules: Cause *fear* in living creatures under 10 feet tall; immune to psychological effects except when caused by Greater Daemons or deities; one tail and four claw attacks; 1 AP (all locations).

ETHEREAL CHAMPION OF TZEENTCH (63)

Tzeentch's Champion is unarmoured and clad only in a wispy robe of smoky, half-ethereal material. His form is basically human, but his bizarre coloured skin and

head mutation, together with his greatly mutated left arm, betray his devotion to Tzeentch very clearly. He has three Attacks per round, two with his sword and one with his mutated arm.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	49	42	4	5	14	51	3	37	36	30	42	56	14

Alignment: Chaotic (Tzeentch).

Skills: Disarm; Dodge Blow; Strike Mighty Blow; Strike to Injure; Very Resilient.

Rewards of Tzeentch: *Arm of a Flamer* - the left arm of the Champion has become a thickly-muscled trunk with a toothed maw at the end of it. This mouth can either bite or attack any one target with several minor fire attacks. The fire attacks are at S 1 and the maw projects 0-4 (d6-2) attacks per round. The other reward the Champion has received is *Change of Tzeentch*, which has resulted in a complete change of the Champion's Chaos Attributes to those shown below.

Chaos Attributes: *Additional Eye*, *Brightly Patterned Skin*, *Crown of Fingers*, *Dimensional Instability* (this doesn't operate in the Chaos terrains), *Scaly Skin* (0/1 AP, all locations).

Possessions: *Ring of Toughness* (1 AP, all locations) worn in right ear, (the ring perpetually changes from pink to blue in an irregular rhythm, and has Tzeentch's symbol etched into its weird metal); *magical gauntlet* (WS +10, S +1), generates *magical* (+10 I) *sword Beweaponed Extremity* when worn.

THE ORACLE (66)

The Oracle is a bizarre, unique creature: an ex-Scholar, ex-Wizard with psychic powers of precognition, warped in ways surpassingly strange even by the standards of the Castle. He is not undead, but exists in a bizarre limbo state.

The slimy filth which surrounds the Oracle has both defensive and offensive powers. Defensively it forms a tricky barrier around him. The 8-yard diameter of this muck is treated as very difficult ground. Any character in this area (unless flying) must make an I test each round or suffer a -5 penalty to I and WS as the strands of slime begin to wrap about him. These effects are cumulative, and characters can become completely trapped in the slime (if I reaches zero)!

The Oracle's only effective non-spell attacks are also generated from the slime. He can fire two thick strands of the stuff at the adventurers each round. Use his BS to determine success for hit attempts; these strands can be fired to any point within the room. The strands don't inflict damage, but they do slow characters down, each hit inflicting penalties of -5 to WS and I. The Oracle can use these attacks in addition to spell attacks, which are his major offensive weapon.

The Oracle always has his *Strength of Combat* spell pre-cast to give him an extra d6+1 Wounds, so be sure to add these to his basic profile when the adventurers meet him.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
1	27	35	2	3	12	55	2	18	45	91	69	89	24

Alignment: Evil.

Skills: Acute Hearing; Arcane Language - Magick; Astronomy; Cast Spells - Petty Magic, Battle Magic 1, Battle Magic 2; Evaluate; History; Hypnotize; Identify Magical Artifact; Immunity to Disease; Immunity to Poison; Meditation; Night Vision; Read/Write - Bretonnian, Eltharin, Estalian, Khazalid, Kislevite, Reikspiel; Rune Lore; Secret Language - Classical; Scroll Lore; Speak Additional Language - Bretonnian, Eltharin, Estalian, Khazalid, Kislevite; Wit.

Spells: 30 Magic Points

Petty Curse, Sleep.

Battle 1 Fire Ball, Flight, Steal Mind, Strength of Combat.

Battle 2 Aura of Protection, Mystic Mist, Zone of Steadfastness.

Possessions: The Oracle has only one possession of note, a magical *Multiple Warding Ring* which protects him against the spells *Fire Ball*, *Lightning Bolt*, and *Blast*.

Special Rules: Slime strands which hit the adventurers are 5% likely to cause infected wounds.

THE BITING BANISTER (67)

The Banister has one effective Attack (a bite) per 3-foot length, which means a total of 6 along its full length. It takes a total of 5 Wounds inflicted on the bannister rail to destroy a 3-foot section, although the rest of the rail will be unaffected. The destroyed section falls away, leaving a pair of writhing wooden stumps either side.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	25	—	2	2	•	33	•	—	—	2	89	41	—

Alignment: Evil.

Special Rules: Immune to psychological effects, counts as a flammable target.

THE PUPPETS (71)

These highly magical mannikins do have a strange form of intelligence - they possess wit and no little cunning, and can engage in repartee. They attack with the equivalent of fist attacks, save for the 'MC' puppet, which has a separate profile below.

Normal Puppet

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	2	7	33	1	35	29	29	39	49	29

Alignment: Neutral.

Skills: Mime, Mimic.

Special Rules: Immune to psychological effects; count as flammable targets.

CASTLE DRACHENFELS

MC (Master of Ceremonies) Puppet

This arrogant little mannikin struts about the stage like a peacock. He is snide and sarcastic, and specializes in humiliating his audience. He is detestable, but with the little magical wand/baton he carries, not to be taken too lightly as an enemy.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	29	4	3	9	41	1	41	41	55	39	59	35

Alignment: Evil.

Skills: Jest; Mime; Mimic; Wit.

Possessions: The little ash-wood baton, with a copper ring around the bottom, which the MC puppet carries is magical, but ceases to be so if the MC puppet is destroyed. It gives the equivalent of an *Aura of Protection* (2 AP, all locations). It also gives a bonus of +1 to S in hand-to-hand combat. On a successful hit, the victim must make a WP test or else spend D6 rounds twitching as if he were a puppet on strings being jerkily pulled about (-20 to all tests). The baton can also launch *Fire Ball* spells, being able to launch three of these for no MP cost. Finally, the MC puppet is allowed to make a WP test each time he hits an enemy with the baton, and if he is successful he regains a number of Wounds equal to half those he has inflicted with his own hit (round fractions down). This doesn't enable him to exceed his maximum W score, however.

Special Rules: Immune to psychological effects; flammable target; immune to nonmagical weapons.

THE KILLER DOOR (74)

The Door attacks by firing off two brass doorknobs each round (use BS) at a target up to 16 yards away (these can travel around corners to get at targets!), or else batters anyone within melee range with the knobs (which can telescope out to 1 yard range). ES for missile attacks is 3. The Door magically regenerates fired doorknobs, and it has an effectively infinite number of them.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
—	33	41	3	5	12	33	2	—	4	25	69	69	24

Alignment: Neutral.

Special Rules: Immune to psychological effects; counts as a flammable target.

ANIMATED ARMOUR (74)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	33	3	4	11	41	2	29	10	—	69	69	—

Alignment: Neutral.

Special Rules: Immune to psychological effects; plate armouring gives 1 AP, all locations, in addition to T score shown; armed with sword and shield (1 AP, all locations).

GERD BUCHWALD. 'MAGISTER IMPEDIMENTAE' (76)

Gerd is a dim-witted but intensely loyal servitor of Drachenfels, who gave him menial duties around the dungeons, knowing he was too stupid to pry. He even mockingly gave him the title of 'Junior Magister Impedimentae', which Gerd can just about remember and almost say correctly.

Gerd's mutation is that his skin is covered in thick patches of green skin, and he also has a small tail. His hands are becoming deformed to look like iguana claws. Worst of all, he is host to a Render, a dreadful parasite Drachenfels cast into him. The magical lamp in his room keeps both Gerd and the parasite he carries quiescent, until the adventurers disturb this state of affairs by altering the illumination level of the lamp.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	32	29	3	3	7	35	1	28	16	25	28	37	36

Alignment: Neutral.

Skills: Dodge Blow, Flee!, Immunity to Poison, Sweep Corridors.

Possessions: The only weapon Gerd has is a small paper-knife on the table before him (weapon profile +10 I, -10 WS, -2 D, -25 P), and he has no other personal effects of note or value.

THE RENDER (76)

This ghastly parasite is utterly ferocious. The Render is simply a killing machine which occasionally uses a human host for a quiescent phase of its life-cycle. At the end of this phase it bites its way to freedom, with spectacularly fatal effects for its host. It is around a foot long, black, visceral and chitinous.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	49	—	3	4	9	65	2	18	18	18	18	49	—

Alignment: Evil.

Special Rules: Bite attack, with 35% chance of causing infected wounds.

FUNGAL MASS (78)

This is capable of more active attacks than most fungi. The thick, woody caps of the fungus are calcified and hard and are even capable of snapping the limb of a Halfling or a child in two. The profile details for melee attacks are shown below. The fungus is also capable of generating a cloud of small spores in the whole of the room area. Victims must make a T test or suffer penalties of -10 to all percentage characteristics and -1 to S and T, for D6 Turns if they inhale any of the spores.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
1	25	—	2	2	12	25	8	—	2	2	18	35	—9

Alignment: Neutral.

Special Rules: Immune to psychology effects; counts as flammable target; Attacks are for whole room area – you may restrict these slightly if the adventurers are only in one small part of the room.

FRIEDRICH BREMER, SKELETON MAJOR HERO, TORTURER (80)

Friedrich Bremer wears the tattered black robe and scraps of leather (from an old jerkin, now rotted away) he wore in his torturing days, and wistfully longs for the uncomplicated times when he had people to impale, gouge and toast. He especially misses the toasting, which he was particularly skilled at.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	47	5	4	19	61	3	47	48	43	54	66	24

Alignment: Evil.

Skills: Heal Wounds; Immunity to Disease; Immunity to Poison; Palm Object; Silent Move Urban; Specialist Weapon - Flail Weapons; Specialist Weapon - Two-handed Weapons; Torture; Very Strong.

Possessions: Heavy branding iron (-10 I, +1 D); pair of manacles; key-ring on left wrist with keys to areas 81a-81e.

Special Rules: Not subject to *instability* within the Castle; causes *fear* in living creatures; immune to psychological effects; only 10% chance of causing infected wounds (because of the weapon used).

WEAK OGRE (82B)

This profile is given for reference in case the adventurers free the Ogre, which is so crazy with torment that it will attack them immediately.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	25	15	3	3	9	20	2	14	14	10	14	21	7

Alignment: Neutral.

Special Rules: Causes *fear* in living creatures under 10 feet tall (this doesn't operate until the creature is released and the character is within melee range); will use fist attacks if possible.

WEAK ORC (82C)

Again, the profile for this wretched and weakened creature is mostly given for reference purposes.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	18	14	2	2	4	14	1	18	18	10	14	21	10

Alignment: Evil.

Special Rules: *Night Vision*, 10 yards.

ESTALIAN MAN (82D)

This torture victim profile is again for reference

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	21	10	2	2	6	18	1	18	18	18	18	25	10

Alignment: Neutral.

Skills: Dodge Blow, Street Fighter, Strike to Injure.

DOPPELGANGER (82H)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	33	4	3	11	30	2	33	43	29	29	29	10

Alignment: Evil.

Special Rules: Immune to psychological effects; can reproduce likeness of humanoid creature between 4-8 feet, including equipment; if Doppelganger replaces a victim, friends of victim have 10% chance of noticing 'something odd' about character's personality and looks; reproduced armour 1 point less effective than usual.

ADAMANTINE PLATE ARMOUR (83)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	33	4	6	11	41	3	29	10	—	69	69	—

Alignment: Neutral.

Special Rules: Immune to psychological effects; plate armouring gives 2 AP, all locations, in addition to T score shown; armed with sword and shield (1 AP, all locations).

LOCK DAEMON (83)

This Lesser Daemon is bound into the lock of the fourth chest in Drachenfels' treasury. Its uniqueness and danger lie in its hideous, chitinous claws, which drip a powerful venom and are capable of ripping through metal.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	42	4	3	5	60	2	89	89	89	89	89	14

Alignment: Chaotic.

Special Rules: Subject to *instability* 1 round after being freed from binding to the lock; attacks with two claw attacks which are poisonous (T test or suffer additional D6 Wounds from corrosive acid); claws can rip through armour (metal armour survives on a roll of 1-2 on D6; subtract -1 from the dice roll for each magical 'plus' the armour has); immune to gas attacks; immune to psychological effects except when caused by a Greater Daemon or deity.

UNDEAD 'CLERIC' (84)

Although this figure is still clad in the remains of clerical raiment, it has no spellcasting powers remaining. It is still a fearsome opponent on account of its swift movement, which belies its appearance, and multiple attacks.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	55	47	4	4	15	50	3	38	38	38	38	38	10

Alignment: Evil.

Special Rules: Not subject to *instability* within the Castle; causes *fear* in living creatures; immune to all psychological effects; 35% chance of causing infected wounds.

SKELETAL LIMBS (84)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	18	—	1	3	1	18	1	10	10	10	10	10	10

Alignment: Evil.

Special Rules: Not subject to *instability* within the Castle; do not cause *fear* in living creatures; immune to all psychological effects; 35% chance of causing infected wounds; any successful hit which causes 1 or more Wounds of damage destroys outright.

FIRE GHOST (90)

The fire this Ghost can generate is dangerous in two ways.

First, a halo of intense fire in a sphere of 2-yard radius centred on the Fire Ghost, when it bursts into flame as described in *A Geography of Castle Drachenfels*, inflicts D3+1 S 5 hits on anyone within range (D6+1 hits if the target is a flammable target).

Second, each round up to three fire flares can strike from the halo of fire at enemies within 16 yards and within a line of sight for the Ghost (use BS to determine if the flare hits the target, and don't forget he can walk through walls to get at targets who duck behind a corner!). Only one character can be affected by each flare, and no more than one flare can be effectively directed at any individual character. Each flare causes D2 S 4 hits.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	42	4	3	5	60	5	10	89	89	89	89	89

Alignment: Insane.

Special Rules: Immune to psychological effects; causes *fear* in living creatures; immune to nonmagical weapons; may pass through solid objects at will; may become visible or invisible at will; not subject to *instability* within the Castle; touch causes *fear* - the victim must make a successful Ld test (at -10) or flee; immune to all fire-based attacks (burning oil or torches, *Fire Ball* spells, etc.).

DENIZENS OF THE WARP PASSAGEWAYS

SNITLET THE SNOTLING

Poor little Snitlet is small even by the standards of his dismal race, being only 23 inches tall in his socks (before he takes them off and eats them, that is). Although he is extremely fearful, he is actually faintly endearing, so long as you don't mind him using your helmet as a chamber pot. Snitlet has actually picked up a smattering of Old Worlde from overhearing the mutterings of the spirits within the Castle.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	17	17	1	1	3	30	1	14	14	14	14	14	14

Alignment: Neutral.

Possessions: Snitlet has a bent fork and a pair of teaspoons which don't really count as weapons. He has a very filthy and tatty ragged leather pouch tied by a thong around his waist, and you can determine what this might hold - it might be a key to a locked area, a very valuable ring, a magical item the adventurers are seeking (or which will be of great assistance to them), as you determine. Needless to say, Snitlet will not want to have anything he has managed to dredge up and hoard taken away from him, and may burst into tears...

Special Rules: Immune to the effects of moulds; *Night Vision*, 15 yards; subject to *fear* of everything bigger than he is.

THE SNUFFLING HORROR

This beast is a blend of a huge, translucent, amorphous worm and a madman's nightmare. Its home is normally in one of the chaotic dimensions adjacent to the warp passages, but once in a while it will break through into the passages in search of prey. It is not a subtle hunter, flowing towards its prey, crushing it flat, and secreting digestive juices to break the prey down so it can be absorbed through the creature's skin.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	4	7	20	20	1	—	18	5	89	45	—

Alignment: Chaotic

Special Rules: Immune to nonmagical weapons; immune to psychological effects; stomp attack; skin secretes a powerful acid, causing an S 8 hit on contact; this is in addition to the normal damage of the stomp attack, and also affects anything that touches the beast; living creatures seeing the Horror must make a WP test or gain D2 Insanity Points, and a Cl test against *terror*.

GREGOR KAPPELMULLER'S KHORNATE CULTISTS

GREGOR KAPPELMULLER, CULTIST LEADER

Gregor has a wretched and undistinguished past, as a Rat Catcher and then as an apprentice Torturer in one of Talabecland's more isolated and dismal penal institutions. He took pleasure in alleviating his dismal existence by torture and murder, and became a natural Khornate cultist. However, his hold on the group is fairly tenuous and his deputy is actively looking to take over command. The other bandits really only pay lip service to Khorne and they certainly employ magic if they can get it. Only Gregor's transformations into a more fearsome form in battle - and his magical weapon - maintain his power. The weapon appears to be tolerated by Khorne, possibly because of its bloodletting quality.

Gregor is 30, 5ft 10in, of medium build with long, thick black hair and bloodshot green eyes. The last two fingers of his left hand are missing, severed by a sword strike, although this doesn't impair his shield use.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	45	38	5	6	10	49	1/2	37	39	30	49	43	28
				8								63	

Alignment: Chaotic (Khorne).

Skills: Animal Trainer - Dog; Concealment Urban; Dodge Blow; Immunity to Disease; Immunity to Poison; Palm Object; Scale Sheer Surface; Set Trap; Silent Move - Rural and Urban; Specialist Weapon - Sling, Whip; Spot Trap; Torture; Very Resilient.

Possessions: Sleeved mail coat (1 AP, body/arms/legs); helmet (1 AP, head); shield (1 AP, all locations); *magical sword* with powers of *Freeze Attack* (T test or suffer additional D3 damage), *Instability*, and *Resist Fire* (no damage from fire-based attacks); other possessions as determined by GM.

Chaos Attributes: *Magic Resistant* (+20 to all WP tests) and three others which are woven together: these are *Illusion of Normality*, *Blood Frenzy*, and *Bestial Face*. When a wounded enemy is present and Gregor's *Blood Frenzy* is triggered his face transforms into that of a slaving goat (+1 A, gore attack). However, this is still hidden by his *Illusion of Normality* and only those viewers making an Int test actually see the transformation.

Note on Magical Sword: Despite its *Freeze Attack* the weapon invariably causes a bleeding gash where it strikes. This causes no extra damage, but it does trigger Gregor's *Blood Frenzy*, which may be what makes it so unusually acceptable to Khorne.

KLAUS BRANDAUER

Klaus is the second-in-command of the group which Gregor now leads. The old leader was severely injured in the ambush which these bandits made on a coach Gregor was travelling in. Impressed by Gregor's ability to fight them off, the bandits accepted him into their

number and became moderately enthusiastic (if dumb) followers of Khorne. When the old leader finally succumbed to his wounds, Gregor became the new leader. Klaus was not overjoyed about this, and he bides his time waiting for Gregor to make the mistake that will earn him a dagger between the shoulder-blades.

Klaus is 28, 6ft, of medium-strong build, with fair hair swept back into a pony tail away from his high-cheekboned face. His icy blue eyes are an unequivocal indication of the cold evil which lies behind them.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	56	44	4	4	11	52	2	38	37	31	36	48	31
			54	6									

Alignment: Evil.

Skills: Concealment Rural; Disarm; Dodge Blow; Follow Trail; Identify Plants; Marksmanship; Ride - Horse; Scale Sheer Surface; Secret Language - Battle Tongue, Thief; Set Trap; Silent Move Rural; Spot Trap; Strike Mighty Blow; Strike to Stun.

Possessions: Leather jack (0/1 AP, body/arms), metal breastplate (1 AP, body), mail coif and helmet (2 AP head), *magical +2 plate leggings* (2 AP, legs), crossbow (has 1 magical *Arrow of Division*), sword, other possessions as determined by GM.

KHORNATE OUTLAWS

This band of six outlaws isn't quite what most people would expect from the term 'cultist', but then Khorne doesn't exactly attract intellectuals. The profile below will do for all of them, with one important note: three of the outlaws have 1 A, and the other three have 2 A.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	42	3	4	7	37	1/2	29	25	29	35	32	29
				5									

Alignment: Evil.

Skills: Concealment Rural; Disarm; Dodge Blow; Ride - Horse; Scale Sheer Surface; Secret Language - Battle Tongue; Set Trap; Silent Move Rural; Spot Trap; Strike Mighty Blow; Strike to Stun.

Possessions: Leather jacks (0/1 AP, body/arms), shields (1 AP, all locations), mail coifs (1 AP, head), swords, crossbows.

The Cultists' Plan

Gregor has been inspired to attempt to resurrect Drachenfels. Reading an obscure and evil tome, he came across references to the 'eternal Khornate window' in a book on Drachenfels (a partly mistaken reference to the window in the Throne Room). From this and other even vaguer references, Gregor has come to think that Drachenfels was a worshipper of Khorne. He has acquired a copy of a crackpot tome on resurrecting the dead, and has set off with his followers to resurrect the Great Enchanter. Of course, the misconceived ritual can't possibly work. Can it?

ERWIN KROETZ AND HIS BANDITS

ERWIN KROETZ, BANDIT LEADER

Erwin Kroetz may be a bandit, but he's no fool. He robs the richest merchant caravans, he doesn't inflict needless bloodshed, he won't harm women or children, and he knows where to dispose of his stolen merchandise. He could easily be converted into something of an Errol Flynn type figure, although this might not be ideal for a scenario in which the adventurers are hired to dispose of him!

Kroetz is 29, 6ft 1in, with slick short black hair and a pencil-thin moustache. His eyes are dark and intense, his skin slightly olive coloured, betraying Tilean blood. The magical bandana around his forehead only sets off his attractive features. He dresses well, and somehow manages to look clean and dashing even after days travelling in the wilderness of the mountains.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	56	63	4	6	12	53	3	10	66	45	38	48	46

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Alignment: Neutral.

Skills: Concealment - Rural, Urban; Disarm; Dodge Blow; Evaluate; Follow Trail; Identify Plants; Magical Sense; Marksmanship; Palm Object; Ride - Horse; Scale Sheer Surface; Secret Language - Battle Tongue, Thief; Secret Signs - Thieves'; Seduction; Set Trap; Silent Move Rural; Spot Trap; Strike Mighty Blow; Strike to Stun; Super Numerate.

Possessions: *Magical sleeved mail coat* +2 (2 AP, body/arms/legs); *enchanted headband* (2 AP, head); shield (1 AP, all locations); enchanted sword with powers of *Flight* and *Spell Absorption*; Potions of *Healing* and *Fortitude* (see *New Magic*); *Spell Ring* with 9 Magic Points (*Cure Light Injury*).

KROETZ'S OUTLAWS

This group of assorted ne'er-do-wells hails partly from the Empire, partly from Bretonnia, and even has one Tilean member. All speak Reikspiel, however. They are very loyal to Kroetz and won't surrender while he is still alive. Of the eight bandits here, half have 1 A and half have 2 A (and two of these latter also have *Marksmanship* skill, giving them +20 to all BS tests).

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	41	3	4	7	37	1/2	29	25	29	35	29	25

Alignment: Neutral.

Skills: Concealment Rural; Disarm; Dodge Blow; Ride - Horse; Scale Sheer Surface; Secret Language - Battle Tongue; Set Trap; Silent Move Rural; Spot Trap; Strike Mighty Blow; Strike to Stun.

Possessions: Leather jacks (0/1 AP, body/arms), shields (1 AP, all locations), helmets (1 AP, head), normal swords, crossbows.

GOBROT PUSFOOT'S ORC WARBAND

GOBROT PUSFOOT, ORC BOSS

Gobrot's mission is fully outlined in *Adventures in Castle Drachenfels*. Gobrot himself is an imposing Orc, just over six and a half feet in height. He is also much smarter than most Orcs, one of the reasons why he is a renegade with his small band of followers. He hopes to return to the Running Sores with a magical weapon and become their leader, deposing the present 'top-boss'.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	63	55	4	5	15	50	3	59	49	52	49	49	18

Alignment: Evil, with Neutral tendencies.

Skills: Dodge Blow; Speak Additional Language - Old Wordler; Strike Mighty Blow; Strike to Injure.

Possessions: Chain mail shirt (1 AP, body/arms), helmet (1 AP, head), *magical sword* (+10 WS, +2 D against Elves and Humans); crossbow; rations and other possessions as determined by the GM.

Special Rules: Subject to *animosity* against other goblinoid races; *Night Vision*, 10 yards.

GOBROT'S ORCS

There are 12 Orcs in total, including three Half-Orc half-castes who are treated well enough (as long as Gobrot keeps his eyes on what's going on). Urumf is treated as a normal Orc so far as her profile goes. All the Orcs can speak a smattering of Reikspiel.

Orcs

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	4	7	20	1	29	29	18	29	29	18

Half-Orcs

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	7	30	1	29	29	24	29	29	18

Alignment: Evil.

Possessions: Leather jacks (0/1 AP, body/arms), 50% have mail coifs (1 AP, head), hand weapons (assorted), crossbows, rations and other minor possessions as determined as GM. Urumf has a sealed vial of the distilled urine of a pine marten, which she uses as perfume.

Special Rules: Subject to *animosity* against other goblinoid races; *Night Vision*, 10 yards.



CONSTANT DRACHENFELS, THE GREAT ENCHANTER

Constant Drachenfels, the Great Enchanter, is (in the body he will have in the *Drachenfels Lives!* scenario) well over six feet tall and a physically imposing man - if, of course, he actually is a man. His face is hidden behind a mask, his hands covered by soft gloves and his body draped with fine robes. No-one has seen his face and lived, long enough - or remained sane enough - to tell of it.

The Enchanter is a creature of living legend. He has lived, so rumour has it, forever. Certainly, for as long as anyone can remember - and for as long as histories have been written and folk tales told - there has been Constant Drachenfels in his Castle. He is a dark figure who stalks the corners of history, emerging into the light to commit some gratuitous, bohemian atrocity, almost as a reminder to Men that he exists and should be feared.

By any human standards, Drachenfels is evil given physical form. His actions have never been kind, just or noble, although they have a quality which some might consider purity. For example, his plots have a certain directness about them. When he allegedly 'repented his sins' before the court of Emperor Carolus, a less trusting man than that Emperor would have seen through his new-found goodness, or at least have had the sense to listen to those who did have such doubts. Drachenfels 'repented' only so that he could strike down his unwary, trusting enemies. But beyond such whimsies, he has killed,

crippled and driven men insane, plotted and destroyed nations and cities in a calculating fashion and in the heat of terrible rages.

Behind all his evil actions, Drachenfels has his own dark motives which some men claim have little to do with 'evil'. He is the ultimate pragmatist, it is said: any act can be contemplated and carried out if it serves his survival. Continued existence is his ultimate purpose, beyond any moral consideration. 'Good' and 'Evil', such men say, are latecomers to human affairs, and Drachenfels dates from a time before such niceties had meaning. But it is what Drachenfels does when his existence is not at stake which marks him out, and his indulgence in atrocity and carnage marks him out as unquestionably evil.

He has grown arrogant and powerful with the passing of time. Only once has he been humbled, by Sigmar Heldenhammer. But even Sigmar could not break the power of the Great Enchanter. Drachenfels was reduced for a thousand years, his body ruined beyond repair, but he was not destroyed. Eventually, as he had done before, he took another body.

Now Drachenfels' body is slowly, slowly being regenerated by the magic of Castle Drachenfels itself. When the PCs arrive, this regeneration just happens to speed up considerably...

Profiles for Constant Drachenfels

The first profile below gives the details for Drachenfels at full potency. Hopefully the adventurers won't meet him when he is so powerful, but this reference profile at least shows how terrifying Drachenfels is at full power and puts ceiling levels on his characteristics for regeneration.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	80	50	7	9	30	80	4	80	45	85	80	100	19

Skills: Arcane Language - Daemonic, Magick; Bribery; Cast Spells - as listed below; Charm; Daemon Lore; Dodge Blow; Etiquette; Heraldry; Herb Lore; History; Hypnotize; Identify Magical Artifact; Identify Undead; Immunity to Disease; Immunity to Poison; Lightning Reflexes; Lip Reading; Magical Awareness; Magical Sense; Manufacture - Drugs, Potions, Scrolls; Night Vision; Numismatics; Public Speaking; Prepare Poisons; Read/Write - all additional languages; Ride - Horse; Rune Lore, Scroll Lore; Speak Additional Language - Arabian, Arcane Dwarf and Elf, Cathayan, Classical, Dark Tongue, Druidic, Khazalid, Norse, Nipponese, Old Slann, Queekish, all Old Worlder dialects; Specialist Weapon - Fist Weapon; Strike Mighty Blow; Strike to Injure; Strike to Stun; Surgery; Theology; Torture; Very Resilient; Very Strong; Wit.

Possessions: robes, magical *plate armour* +3 (3 AP, all locations); magical gauntlet (counts as fist weapon - S +1, D x2, protection rune - +10 to all WP tests); iron face mask; Castle; other possessions as required; unlimited money!

Special Rules: causes *fear* at will in all living creatures, *terror* if he removes his mask; does not need spell components to cast spells; suffers from *animal aversion*



CASTLE DRACHENFELS

(stage 2), *cadaverous appearance* (stage 3), and *unpleasant odour* (stage 3). Magical disabilities; suffers from *megalomania* - subject to *animosity* against anyone who challenges his authority; use of the word 'Sigmar' in his presence means that he must make a successful **WP** test at a -20 penalty to carry out any actions that round.

Spells: 200 Magic Points.

<i>Petty</i>	Curse, Gift of Tongues.
<i>Battle 1</i>	Flight, Steal Mind.
<i>Battle 2</i>	Aura of Protection, Cause Hatred, Lightning Bolt, Smash.
<i>Battle 3</i>	Arrow Invulnerability, Cause Instability, Dispel Aura, Dispel Magic.
<i>Battle 4</i>	Aura of Invulnerability, Blast, Change Allegiance, Cure Severe Wound.
<i>Daemonic 1</i>	Bind Daemon, Summon Steed.
<i>Daemonic 2</i>	Stop Daemonic Instability, Zone of Daemonic Nullification.
<i>Daemonic 3</i>	Dispel Daemonic Horde, Summon Daemonic Horde, Summon Great Power.
<i>Daemonic 4</i>	Dispel Greater Daemon, Daemonic Portal, Summon Greater Daemon, Summon Total Power.
<i>Illusionist 1</i>	Assume Illusionary Appearance, Bewilder Foe, Cloak Activity.
<i>Necromantic 1</i>	Summon Skeleton Champion, Zone of Life.
<i>Necromantic 2</i>	Control Undead, Hand of Dust, Stop Instability.
<i>Necromantic 3</i>	Annihilate Undead, Life in Death, Raise Dead, Summon Skeleton Horde.
<i>Necromantic 4</i>	Curse of Undeath, Summon Skeleton Major Hero, Total Control.

Drachenfels Lives!

Here, an initial profile is given for Drachenfels. This is his profile when the adventurers enter the Castle. Then, changes occur as the location count rises - see *Adventures in Castle Drachenfels* for details. These changes are laid out here, but they are also reproduced on the Drachenfels Profile Sheet play-aid at the back of this book.

Initial Weakened Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	15	10	2	3	8	17	0	20	10	20	20	50	0

Skills, Possessions, etc: See below.

The following changes occur as the location count increases:

Profile Changes

Percentage characteristics increase by 1 for each increase of 1 in the location count.

M, S, T, A increase by 1 for each increase of 10 in the location count. **W** increases by 1 for each increase of 2 in the location count.

Increases don't take Drachenfels' profile above the maximum values shown above. Profile changes due to skills (*Lightning Reflexes*, *Very Resilient*, *Very Strong*) are separately determined - see below.

Skills

Obviously, many of the skills listed for Drachenfels aren't of importance in what will be a combat situation. Only a few key skills are listed in the table below; these return when the location count reaches the number shown.

Location Count	Skill Re-Acquired
10	Dodge Blow
15	Strike to Injure
20	Strike Mighty Blow
25	Strike to Stun
30	Lightning Reflexes (+10 D)
35	Very Resilient (+1 T)
40	Very Strong (+1 S)

Magic Items

The plate mail armour reforms from dust after the location count reaches 20; for each subsequent increase of 10 in the count it adds +1 to its enchantment.

The gauntlet reforms when the location count reaches 10; it adds +1 **S** when the count reaches 20; it acquires its protection rune when the count reaches 30; **D** is doubled when the location count reaches 40.

Magic

Magic Points start at zero, and increase by 3 for each increase of 1 in the location count.

Certain spells return only slowly. The location count number, and the spells regained, are shown below.

Location Count	Spells regained
4	Petty
8	Battle 1
12	Daemonic 1
16	Necromantic 1
20	Illusionist 1
24	Battle 2
28	Daemonic 2
32	Necromantic 2
36	Battle 3
40	Daemonic 3
44	Necromantic 3
50	Battle 4
55	Daemonic 4
60	Necromantic 4

Special Rules

Drachenfels is always able to cause *fear*, but can only cause *terror* when the location count reaches 40.

NEW MONSTERS

FIEND

The Fiend of Castle Drachenfels is a spirit of pure Evil, drawn from the Warp where all things are possible and everything exists, by Drachenfels himself. Its essence was imprisoned in the weather-vane as part of the magic which sustains the physical integrity of the castle. The Fiend is stronger than a Lesser Daemon, but weaker than a Greater Daemon, for comparative purposes.

Physique: The Fiend appears as a classical diabolic figure: a human upper torso, a goat-like head with large curved horns, and a shaggy satyr-like lower body with cloven hooves. It is actually able to choose almost any human-size form, but usually chooses to appear in this guise to maximize fear in onlookers.

Alignment: Evil.

Psychological Traits: Fiends cause *fear* in all living creatures under 10 feet tall. They themselves are immune to psychological effects except those caused by Greater Powers (of any alignment), and cannot be forced to leave combat (except by such beings).

Special Rules: Fly as *swooper*, **M** is given for ground movement. Two claws and one bite. Affected by normal weapons, but the Fiend's attacks count as magical attacks and can damage creatures immune to nonmagical weapons. Subject to *instability*.

Fiend Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	59	49	5	4	18	69	3	89	89	89	89	89	18

GUARDIAN SPIRIT

Guardian Spirits are a rare kind of ethereal undead creature. They are compelled to protect the area to which they are bound - necromantic magic can force this duty upon them, or they can be bound by an obsession which they held in life. Thus, for example, a dead miser may become a Guardian Spirit dedicated to keeping living things away from his hoarded wealth. The Guardian Spirits at Castle Drachenfels are bound in many ways to their locations, including magical compulsion.

Physique: Guardian Spirits are naturally invisible. Creatures which can see invisible objects will be able to discern them as a faint, smoky-grey humanoid outline.

Psychological Traits: Guardian Spirits are not subject to *instability* while inside their bounded area, and they cannot generally be forced to leave it. They have a +20 bonus to **WP** tests against necromantic control spells - their obsession is strong. They are immune to all psychological effects and cannot be forced to leave combat. They cause *fear* in living creatures who they attack but do not successfully possess (see below on spirit combat).

The Guardian Spirits of Castle Drachenfels can be treated as having the entire Castle as their bounded area, and may

be ruled as being wholly immune to necromantic magical control (as opposed to merely having the 'generic' +20 bonus to **WP** tests against this).

Special Rules: Guardian Spirits attack by spirit combat, detailed below. They have no physical presence, and cannot affect any material object. They may pass through solid objects like walls with no penalty, and are immune to non-magical weapons.

Guardian Spirit Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	0	0	0	3	17	40	*	0	40	18	18	48	0

SPIRIT COMBAT

Spirit combat is a limited form of possession, by which a non-material (ethereal) creature like a Guardian Spirit may attack a living creature. Some Daemons are also known to use this form of attack.

Spirit combat may only be attempted against a living creature with **Int** 6 or more. It has no effect on any creature immune to psychological effects.

When a creature attacks in spirit combat, its victim must make a **WP** test. Magical protections have no effect on this test, unless they are specific enchantments against mind-influencing magic or psychological effects. Two creatures which are engaged in spirit combat may perform no other actions in that round, and count as static targets.

If the **WP** test is successful, the spirit attack has failed. If the attack succeeds, the victim loses D10 **WP** points. A character who is reduced to zero **WP** falls under the control of the Spirit which last attacked him. The Spirit may use the body as if its own. Lost **WP** is recovered at the rate of 10 points per Turn, and once per Turn the possessed character may attempt a further **WP** test to throw off the possessing Spirit.

When Guardian Spirits possess living creatures, they normally do no more than compel them to leave the Spirit's bounded area. A possessed body retains all of its skills which are tested on **S**, **T**, **I** or **Dex**, but (temporarily) has no others.



HOMUNCULUS

The Homunculus is a small, human-like, and very magical creature created by powerful wizards or alchemists. Created from clay, sulphur, bone, hair and nails, and rare magicks known to very few, Homunculi are faithful and devoted servants to their masters. They have no true intelligence, since they have no mind of their own, but they do have a natural cunning and an ability to converse sensibly. They are quite capable of spotting false or implausible statements and arguments! It also seems likely that Homunculi come to take on something of the personalities of their creators - humorous, sarcastic, fond of rhetoric, whatever their master's dominant trait is. Homunculi are usually used as guards, or for repetitious and boring tasks, since they are servants who never get bored and never need sleep.

Physique: Homunculi are small, wizened-looking humanoid figures some 18-30 inches tall with small, bat-like wings and clawed talons.

Alignment: Neutral (but also incline to the alignment of their master/creator).

Psychological Traits: Homunculi are immune to psychological effects, and cannot be forced to leave combat.

Special Rules: Homunculi can fly, but only very clumsily, and are treated as *landers*. In combat, they attack with two claws and one bite.

Homunculus Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	2	3	6	45	3	18	18	33	89	89	18

POLTERGEIST

The Poltergeist is an ethereal undead creature, similar to a Ghost or Marshlight. Like many ethereal undead, a Poltergeist is the disembodied life-force of a creature which has died in unusual or traumatic circumstances and/or has not been properly laid to rest.

A Poltergeist will normally haunt a particular area (usually the place of death), and will not leave this area unless somehow magically compelled to do so.

Its abilities to move objects, and thus attack by throwing objects at people, are similarly limited to a particular area. The Poltergeist cannot normally affect objects outside its normal haunt (unless it has been compelled to leave). It can, however, pick up objects within its haunt and hurl them beyond this area.

Physique: Poltergeists are always invisible in the physical world. Other ethereal creatures may be able to see them as misty humanoid outlines or distorted, disembodied faces. Poltergeists are always silent, and it is impossible to communicate with them.

Psychological Traits: Poltergeists are subject to instability outside their bounded area. They are immune to all psychological effects and cannot be forced to leave combat. They cause *fear* in all living creatures when they attack (see *Special Rules* below).



Special Rules: Poltergeists cannot be wounded by non-magical weapons; characters and creatures who cannot see them cannot attack at all. However, it isn't necessary to see a Poltergeist in order to cast an anti-Undead spell such as *Destroy Undead* or *Annihilate Undead* against it - these spells will affect all Poltergeists within range (but see *Adventuring in Castle Drachenfels* for special effects on Castle Undead as opposed to 'generic' ones).

Similarly, a Poltergeist may be destroyed if a *Zone of Sanctuary*, *Zone of Life* or *Zone of Purity* is cast within its bounded area - it is permitted an *I* test to get outside the *Zone*, provided it has somewhere left to go within its bounded area that is not covered by the spell. If a Poltergeist is destroyed by a *Zone* spell (of whatever type), the *Zone* is dispelled at the same time.

Poltergeists must be controlled in the same way as Skeletons and Zombies - indeed, this is the only way a Poltergeist will leave its bounded area. If a Necromancer does force a Poltergeist out of its bounded area, the Poltergeist is permitted a *WP* test each turn in order to throw off the necromantic control - its ties to its place of death are very strong.

Poltergeists attack by throwing objects. A Poltergeist can psychokinetically pick up objects which are up to 10 feet away from its present location. The Poltergeist's *A* score refers to the number of objects it may throw in a round - missiles need not all be thrown at the same target. Poltergeists cannot use missile weapons as such. They can throw bows, but cannot string an arrow or nock a bolt to a bow to fire it. They can throw heavier ranged weapons such as spears and throwing axes normally.

Any object up the size of a small table may be thrown, but objects over 300 encumbrance points incur a **BS** penalty of -10 per 50 excess encumbrance points. Poltergeists never suffer any **BS** penalty for using improvised missile weapons, but a Poltergeist's missiles may be dodged or parried as if they were blows in hand-to-hand combat.

A Poltergeist's missiles cause damage normally, but objects with encumbrance values below 50 have -1 subtracted from any Wounds inflicted. When a character is struck by a missile from a particular Poltergeist, he must make a **CI** test (*Identify Undead* +10, Necromancer +10/level, Cleric of Morr +10/level) or flee from the Poltergeist's bounded area immediately. The test must be repeated if the character is struck again, but only one successful test is needed against any one Poltergeist.

Poltergeist Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	17	4	5	17	30	2	18	18	14	18	29	10

VAMPIRIC MINION

The ability of Vampires to hypnotize people into becoming their servitors is well known. However, while the gaze of a Vampire has a hypnotic effect, it can be relatively short-lived. Among a small group of more 'civilized' Vampires, this ability has been refined into more refined forms of mind control. Using magic, repeated and subtle variations of their gaze, special hypnotic commands, and rare alkaloid drugs, these Vampires are able to turn a small number of victims into Vampiric Minions. These servants retain all their former abilities and skills, and gain small profile advances (one-third those shown for Vampires in the WFRP rulebook). The exceptions are **CI** and **WP**, which are both very significantly raised.

Vampiric minions may drink blood, but they only do so from a sense of identification with their master – they have no physical need to do so. They have none of the weaknesses of their masters, and serve Vampires in a wide variety of roles, from coachman and coffin-filler to paramour, and even blood bank in times of real adversity.

Physique: Vampiric Minions look like ordinary Humans (or Elves, etc.), but they usually have powerful physiques due to their increased physical characteristics.

Alignment: Evil.

Special Rules: None. However, note that the control the Vampire exerts over his Minion cannot be eliminated or overcome by magical means, and the Minion is not allowed any **WP** tests to evade it once the status of Minion has been reached. A Vampiric Minion is a slave for life.

Vampiric Minion Basic Profile

As for the basic type (Human, Elf, etc.), except

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
—	+10	+10	+1	+1	+5	+10	+1	+5	-10	+5	89	89	+5

In the exceptional event that initial **CI**/**WP** score(s) exceeded 89, the Minion will retain its previous, higher score.

WRAITHWISP

The Wraithwisp is a dreadful undead entity in some ways, although it is not a powerful combat enemy. As a Wraith is an ethereal undead creature formed from a human soul, so the Wraithwisp is an ethereal undead creature formed from the remains of a soul, or the fragments of a mind driven to hideous insanity within the dark places of Castle Drachenfels. Wraithwisps are uncaring, self-hating entities which mindlessly attack the living. Unlike Wraiths, they are not bound to the general location of their body (a tomb, ruin, graveyard, etc.)

Physique: Wraithwisps appear as shadowy, indistinct forms some 2ft in height. Their forms flicker and change rapidly.

Alignment: Evil or Chaotic, but always Insane.

Psychological Traits: Wraithwisps are subject to *instability* outside their normal environment (whatever this may be; in Castle Drachenfels, this means the whole Castle). They are otherwise immune to all psychological effects and cannot be forced to leave combat. Unlike Wraiths, they do not cause *fear* in living creatures unless encountered in a group of ten or more; in this event, they can cause *fear*, but any victim has a bonus of +10 to any **CI** test necessary to avoid the *fear* effect.

Special Rules: Unlike Wraiths, Wraithwisps can be harmed normally by magical weapons. In combat, a hit from a Wraithwisp does not cause Wound damage, but rather the victim must make a **T** test. If the test is made, the hit does not inflict any ill-effects. If the test is failed, the victim loses 1 point of Strength. A victim reduced to zero Strength is slain. Lost **S** points are otherwise recovered at the rate of 1 point per 12 hours of complete rest. This attack does not count as magical, and cannot affect creatures which are immune to nonmagical weapons. Wraithwisps can move through solid objects such as walls and ceilings without penalty.

Wraithwisp Basic Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	17	—	2	2	3	22	1	—	18	14	18	29	—



NEW MAGIC

NEW SPELL

WARD OF FORBIDDANCE

Spell Level: 2 (Battle Magic)

Magic Points: 6 or 12

Range: 0

Duration: Permanent until dispelled or discharged

Ingredients: A 6" long bronze rod of half-inch diameter

This spell allows the caster to inscribe a magical barrier upon a portal, or in a passageway, to prevent access to what lies beyond. The wizard traces the pattern of a magical diagram in the air, using the rod, in the portal he wishes to protect. This takes 1-4 rounds, depending on the area covered (GM discretion).

A character or creature attempting to pass through a *Ward of Forbiddance* (eg, opening a door when a *Ward* has been cast in the doorway and then walking through) must make a **WP** test or be unable to proceed further. The affected creature is physically unable to by-pass the *Ward*, stopped by an impenetrable wall of force.

A creature which has been unable to by-pass a *Ward of Forbiddance* may try again, but only after an interval of one day (count to the next dawn-to-dusk period), and this time with a -10 modifier to the **WP** test. A third attempt (with a -20 modifier) can be made one day later, but after three failed attempts the creature will *never* be able to pass the *Ward*. This application of the spell costs 6 Magic Points.

If the caster is of 3rd level or higher, and if 12 Magic Points are spent casting the *Ward*, it is possible to cast a single secondary spell into the *Ward*, within 1 Turn of creating it. The Magic Point cost of the secondary spell is added to the 12 for the *Ward*. This secondary spell only affects the first potential target trying to by-pass the *Ward*; after that, it is spent, although the *Ward* stays in place.

A wizard of 3rd level can cast any one of the following secondary spells into the *Ward*: *Cause Panic*, *Dispirit*, *Steal Magical Power*, *Steal Mind*.

A wizard of 4th level can also cast any one of the following into the *Ward*: *Cause Cowardly Flight*, *Corrode*, *Dispel Aura*, *Drain Magic*, *Stand Still*.

A *Ward of Forbiddance* is not generally visible, save to the wizard who created it, who sees it as a thin pattern of blue magical lines standing in mid-air. However, a wizard using *Detect Magic* can see it clearly and if he expends one extra Magic Point, can make it visible to others by tracing its lines with his fingertips - this makes the lines visible to all for D10 hours.

A wizard can always by-pass his own *Ward of Forbiddance*, and can lead others past it if he has direct physical contact with them (eg, holding hands).

NEW MAGIC ITEMS

MAGIC POTIONS

These potions obey standard rules for potions, and have an effect time of 10xD6 minutes.

Potion of Fortitude

Drinking this potion gives the imbiber bonuses of +10 to all **CI** and **WP** tests during the potion's effect time.

The major ingredient for the potion is the mid-brain of a Lizardman or Zoat, dried and mixed to a paste with a thick, oily herbal unguent. This paste is simmered with a pint of distilled water and a thimbleful of the cerebral fluid of any Greater or Lesser Daemon for a period of 12 hours while Mórrslieb is fully waned in the sky.

Potion of Toughness

This potion increases the drinker's *Toughness* by two points.

Required ingredients for the potion are the fingernails of two Dwarfs or one Ogre, ground to a fine dust, to which is added the ground-down thorax chitin (hard covering) of a Giant Spider, treated to eliminate all possible contamination by venom. This dust is then infused into two pints of Ogre blood, which is simmered for seven hours while the spell *Aura of Protection* is cast seven times (at hourly intervals).

MAGIC WAND

Wand of Dust

The Wand of Dust is a very rare item, a legacy from the researches of a group of Good-aligned Necromancers active in Araby nearly 500 years ago. It is usable only by clerics of Mórr or devout followers of Mórr.

The wand contains 40 Magic Points as a maximum, and is capable of performing any of the following functions once per dawn-to-dawn period, at the Magic Point cost shown:

- *Destroy Undead* as the Level 1 Necromantic spell (4 Magic Points)
- *Zone of Life* as the Level 1 Necromantic spell (4 Magic Points per hour)
- *Annihilate Undead* as the Level 3 Necromantic spell (16 Magic Points)
- *Dispel Magic* as the Level 3 Battle Magic spell (9 Magic Points). This affects only spell effects created by undead (Liches, Vampires, etc.)

The wand regenerates Magic Points at the rate of 2 per hour during the hours of darkness so long as it is unused during this time. If the wand is used during the hours of darkness, it will not regenerate any further Magic Points that night.

MAGIC RINGS

The Loren Ring

The Loren Ring is one of a small number created by wizard-loresmiths of the Loren Forest. It does not betray any magical quality, or functions, unless worn by a High or Wood Elf.

This is the magical, elf-crafted ring which the pregenerated PC Elmariel Moonstream seeks in Castle Drachenfels. If you don't use the pregenerated PCs, you can use this item in some other adventure, or use it as the basis for some magical design of your own.

In essence, the ring accentuates certain abilities and skills which are typical of Elves - their superior sensory abilities, speed and bowmanship, for example. This makes it a formidable possession in the hands of an Elf, since it strengthens those advantages he has anyway. The abilities enhanced and gained through wearing the ring are:

- +10 I

- +10 BS

- *Night Vision* extended to 50 yards;

- The special *Concealment - Woodland* skill is gained. This is exactly like *Concealment - Rural*, save that it operates only in woodland settings. It operates cumulatively with the *Concealment - Rural* skill.

BLACKSHARDS

Blackshards are focuses for negative emotional energy - depression, despair, exhaustion, suffering. Drachenfels created them to absorb and amplify such emotions, and one or two are still present within the castle (you can add more if you wish).

Blackshards are black crystals which radiate a bitter cold in a 3-yard radius, together with a sphere of magical darkness. Any creature entering this zone must make a T test or lose 1 S. While in the zone, the creature automatically loses 1 W per round.

If a Blackshard is destroyed by force or magic (treat it as having T 1 and W 4), it explodes, causing D3 S6 hits to all within a 12-yard radius. All those in the blast radius suffer penalties of -5 to **Ld**, **Int**, **WP**. If a **WP** test is failed, these losses are permanent; if the test is made, they only last for D10+10 days. The exploding Blackshard fills the area with violent images of despair, anguish and suffering, and each person in the blast area must make a **Cl** test or gain the mental disorder of *Depression*.

If the Blackshard can be destroyed with a specific magical ceremony - the *Ritual of Lightning*, which is to be found in Lermontov's Grimoire (see below) - a quite different result occurs. With a soft popping noise, the Blackshard collapses in on itself, and flickers out of existence. The pain and anguish bound within the crystal are dissipated and partly transformed into positive emotional energy. Those responsible for ceremony find all penalties to **WS**, **S**, **T**, **Ld**, **Int** and **WP** suffered in the Castle to date are undone (save for those due to disease and the like).

LERMONTOV'S GRIMOIRE

This odd, small Grimoire is very rare indeed. The copy found in Drachenfels' library is translated from the Kislevite version of Pyotr Lermontov by his Middenheimer amanuensis Helmut Zauberer.

The Grimoire commences with a very obscure philosophical treatise on ritual magic which verges on the senseless (due to bad translation). However, the Grimoire then contains accurate versions of the spells *Aura of Resistance* and *Aura of Protection*, and a somewhat more efficient version of the Petty Magic spell *Glowing Light* (which uses only 1 Magic Point per 4 hours of spell effect). It is the the final spell, and ritual, which are of major importance.

CURE INSANITY

Spell Level: 3 (Battle Magic)

Magic Points: 12

Range: 0

Duration: Permanent

Ingredients: Two white frock coats and a human skull

This is a less effective version of the *Cure Insanity* spell available to Clerics of Shallya. It is flawed, but it has the advantage of being Battle Magic, so that any spellcaster of sufficient level can learn it.

The spell is identical to the Clerical spell, except as noted above. Also, if the spell fails to cure a person of a disorder, then it may never treat that patient for that disorder again. Any further treatments of the same patient (for other disorders) are at a -10 penalty (+10 to patient's Magic test, -10 to patient's Cool test), as are further attempts to treat the same disorder in a different patient.

The spell is not without its risks. If the patient's Cool test is a serious failure (missed by 30 or more, or a roll of 96-00), the patient is at once afflicted by irreversible dementia which is beyond any cure. This risk has led to the spell being known by some as 'Daemonologist's Roulette'.



THE RITUAL OF LIGHTENING

This magical ritual was specifically developed to counter depression and other negative emotional states. It can be used to treat the disorders of *Catatonia* and *Depression*; treat the ritual as equivalent to the *Cure Insanity* spell with no risk of Dementia occurring. It will not help anyone suffering any other form of insanity.

The ritual also specifically refers to the destruction of magical items which store or prey upon such energies - such as Blackshards - and it can be carried out to destroy such items.

The ritual takes some 30 minutes to prepare, and 20 minutes to complete. It requires at least four participants (one of whom must be a wizard reading the ritual), each of whom must hold a small wand or rod with a *Magic Light* spell cast on it. The ritual itself involves prolonged chanting and rhythmic breathing, but doesn't consume any Magic Points or require any additional spells to be cast.

THE WARPTORCH

This magic item looks exactly like a burned-down torch, and may be found in a wall-bracket in one of the warp passages of the castle. When lit, the Warptorch casts light just like a normal torch, but is not consumed by the fire. A character carrying the Warptorch can see all the possible exits from a variable warp point or passage in the Castle, and may choose which one to leave by. This can save time and lives if the adventurers are negotiating the network of warp passages without Bardul to help them!

NEW DISEASE

Adventurers have the opportunity to pick up a distressing range of diseases and other afflictions in Castle Drachenfels. Most of them are covered by the relevant pages of the WFRP rulebook, but one is completely new.

GALLOPING CONSUMPTION

Galloping consumption is an especially virulent form of tuberculosis. The effects of the disease are progressive, and almost always end in death.

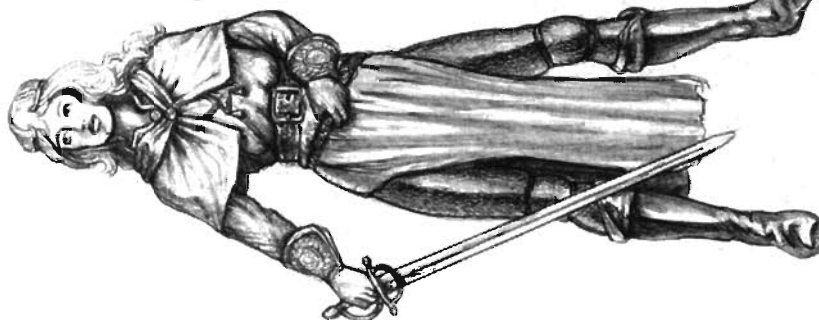
Each month after acquiring the disease, the victim must make a T test, modified by -10 for each month since the disease was contracted. On the first failed test, S and M drop by -1, and all percentage characteristics drop by 5 points. On the second failed test, T and A drop by -1, and all percentage characteristics drop by 5 points. The third failed test brings the same results as the first, and so on, with the results alternating until S or T reaches zero, when the victim dies.

During the whole time, the character breathes with increasing difficulty, spits up bloodied phlegm, and suffers chest pains and periodic fevers.

The usual counter-measures (the *Cure Disease* skill or spell) may be successful in treating galloping consumption. However, recovery takes as long as the disease has lasted, and half the lost characteristic points are lost forever.



PREGENERATED PLAYER CHARACTERS



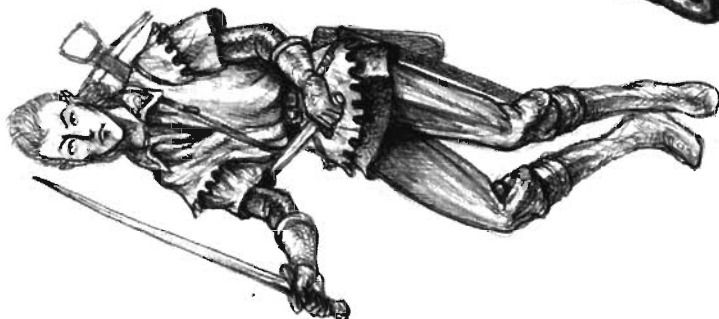
ERSZEBET LAUSCHENBERG
CLERIC OF VERENA
(Level 3: ex Physician's Student, ex Initiate)



JEAN-PAUL CHARPENTIER
FENCE (ex Burglar)



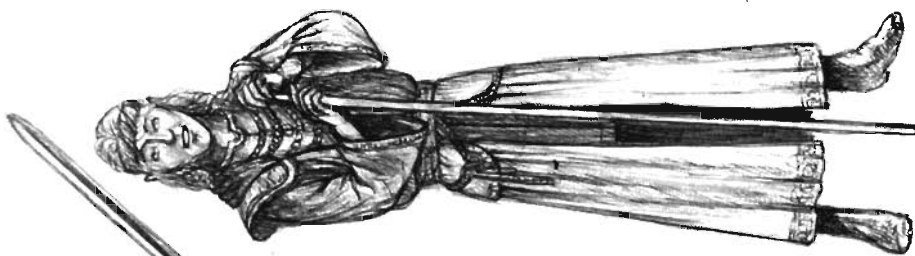
DUNDERL GOLDHAND
SCOUT (ex Prospector)



TUNAL STREAMRAIL
ASSASSIN (ex Bounty Hunter)



HEIDI KANT
OUTLAW CHIEF
(ex Outlaw, ex Bodyguard)



ELMARIEL MOONSTREAM
WIZARD
(Level 3: ex Wizard's Apprentice)

TUINAL STREAMTRAIL ASSASSIN (ex Bounty Hunter)

"Yes, well, I don't actually know that much about everything to do with woodland creatures, you know".

Tuinal is not exceptionally tall or strong for an Elf, but he is swift and silent of movement, deadly with weaponry. His movements are lithe and graceful, almost feline.

Tuinal spends most of his time posing as a scout/ranger type, and his tracking and outdoor skills allow him to maintain this pose easily enough. He avoids real experts in these fields, however, in case the superficiality of his knowledge is detected. Rather, Tuinal is a gifted and swift assassin. His Manbane-coated crossbow bolt is a favourite method of despatching targets. Tuinal has travelled widely within the Empire, and into the Bandit Kingdoms, but he never settles anywhere for long. He has patrons among the rich and noble, but he never reveals who pays him for his work.

Tuinal has a powerful contempt and derision for followers of Khaine, the evil Lord of Murder. "*Scum. Kill for the sake of it. Vermin.*" In justification of his own profession, if pinned down, he will say, "*Those I kill have it coming to them, and probably a lot dirtier than I make it. I only put evil and vermin to death.*"

It's certainly true that Tuinal doesn't kill innocent people for money. Extraordinarily for an assassin, he's actually very morally fussy about his commissions. He needs to know his 'victims' are evil creatures, and takes care to check the people who ask for his services.

Age: 49 Race: Elf Fate Points: 3
Alignment: Neutral (yes, Elves *can* change, albeit slowly)
Religion: Liadriel (notional)

STARTER PROFILE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	47	32	3	4	5	59	1	41	50	55	55	34	41

CURRENT ADVANCE SCHEME

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+30 ³	+30 ²	+1 ¹	+1 ¹	+6 ⁴	+30 ¹	+3 ²	+30	+20	+20	+20	+20 ¹	+20

1,2,3,4 : Advance(s) taken in characteristics.

CURRENT PROFILE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	67	50	4	5	9	69	3	41	50	55	55	44	41

Skills: Concealment - Rural, Urban; Dance; Dodge Blow; Excellent Vision; Follow Trail; Marksmanship; Night Vision; Shadowing; Silent Move - Rural, Urban; Specialist Weapons - Lasso, Net, Two-handed Weapons; Speak Additional Languages (Bretonnian, Reikspiel); Strike Mighty Blow.

Magical and Notable Items: *Sleeved Chain Mail Shirt* +2 (2 APs, body, arms, legs); *Magical Sword* +5 WS, +1 D, +2 D vs. Orcs and Goblinoids; *Amulet of Thrice-Blessed Copper*; *Potion of Healing*; *Spell Jewel* (9 Magic Points) containing the spell *Strength of Combat*; Stopped blue crystal vial containing 4 doses of Manbane.

HEIDI KANT, OUTLAW CHIEF (ex-Outlaw, ex-Bodyguard)

"Oh, right, a castle. Yippee. Haunted, is it? Full of monsters? You don't say. Drac who? Oh, another Most Evil Man Who Ever Lived. Well, I suppose it can't hurt to take a look."

Heidi is a tough, tanned, weathered woman with no pretensions. She almost radiates contempt for authority, and it's not so much that she doesn't tolerate fools gladly, she simply doesn't tolerate them at all. But she is sociable in a darkly humorous way, and her determination and refusal ever to give in to adversity makes her a valued friend and comrade to any adventurer lucky enough to get into her good books. Active for many years as the leader of a group of audacious bandits in the Vaults, Heidi accepted an amnesty offered by a local noble and even took service as a leader of his troops. "*Tileans! Useless scum. All the bravery and sense of a Snotling faced by a hundred Dwarfs.*"

So, Heidi has set off wandering again, looking for an opportunity to do something a little bit crazy. This powerful and tough warrior has been to most of it, seen most of the rest of it, done plenty of it, and isn't that impressed. Ordinary adventures and risks bore her, although she isn't alive and healthy because she has a penchant for taking *stupid* risks. Now, perhaps if there were something special to interest her, something *unique*....

Age: 27 Race: Human Fate Points: 3
Alignment: Neutral
Religion: Myrmidia (notional)

STARTER PROFILE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	37	34	3	3	6	34	1	26	36	33	31	39	37

CURRENT ADVANCE SCHEME

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20 ³	+30 ¹	+1 ¹	+3 ²	+5 ⁴	+20 ²	+2 ²	+10	+30 ¹	+10	+10 ¹	-	+10 ¹

1,2,3,5 : Advance(s) taken in characteristics.

CURRENT PROFILE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	44	4	6	11	54	3	26	46	33	41	39	47

Skills: Ambidextrous; Disarm; Fleet Footed; Follow Trail; Luck; Ride - Horse; Specialist Weapons - Fist Weapons, Two-handed Weapons; Street Fighter; Strike Mighty Blow; Strike to Stun.

Magical and Notable Items: *Magical* +2 plate breastplate (2 APs, body), *magical* +2 helmet (2 APs, head); *Magical 2-Handed Sword* with *Protection Rune* (+10 WP), *Characteristic Gain* (+10 Cl), *Warp Attack* (ignores armour protections); *Amulet of Righteous Silver*; *Amulet of Righteous Silver*.

ELMARIEL MOONSTREAM, WIZARD (LEVEL 3: ex- Wizard's Apprentice)

"We have more time, we Elves. We can afford to take more wine and relax better than you Humans."

Elmariel is tall, slim and graceful, and unusually sociable for a wizard. Elmariel has a trace of superiority in his attitude, but no more than a trace - he's too easy going.

Elmariel's major influence is his old tutor, Ransarel, a noted Loren loremaster. Ransarel taught the young and rather too readily distracted Elf how to concentrate and focus his attention. Then he taught him Petty Magic, and had the youngster hooked. When Elmariel learned how the power of Battle Magic could course through his being, he never looked back. Elmariel owes his fearsome intelligence and ability to handle magic in a detached and cool way to this careful guidance.

Elmariel is fond of creature comforts. He likes regular hot baths, clean linen, freshly washed clothes, and good food. Most of all, Elmariel loves wine, and has actually been on tours of the vineyards of Bretonnia and northern Tilea. He alternates between spending months, even years, lazily indulging such tastes with shorter periods of yearning for adventure. At the present time, hedonism palls and Elmariel is growing restless again...

Note on Spells: Elmariel knows 9 Petty Magic spells, 8 each Battle Magic 1 & 2, and 6 Battle Magic Level 3 spells, as selected by the player (subject to GM approval!). Elmariel has 41 Magic Points.

Age: 81 Race: Elf Fate Points: 3

Alignment: Good

Religion: Liadriel (moderately devout)

STARTER PROFILE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	35	3	4	5	60	1	41	37	58	54	44	40

CURRENT ADVANCE SCHEME

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10'	+10'	+1'	+1'	+3'	+30'	-	+20'	+20'	+30'	+20'	+20'	+20'

1,2,3 : Advance(s) taken in characteristics.

CURRENT PROFILE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	51	45	4	5	8	80	1	51	47	78	65	54	40

Skills: Arcane Language - Magick; Cast Spells - Petty Magic, Battle Magic 1,2,3; Excellent Vision; Identify Plants; Luck; Read/Write - Reikspiel; Rune Lore; Scroll Lore; Secret Language - Classical; Sing; Speak Additional Language - Reikspiel.

Magical and Notable Items: *Robe of Toughness* +2 (2 APs, all locations); magical dagger, no attack bonuses, but +20 P (total profile +10 I, -2 D, ±0 P); Wand of Onyx (7 Magic Points); Scroll of two Level 4 Battle Magic Spells (*Aura of Invulnerability*, *Strength of Mind*).

ERSZEBET LAUSCHENBERG, CLERIC OF VERENA

(LEVEL 3: ex- Physician's Student, ex- Initiate)

"There are things that have to be done. You can stand around doing nothing if you like, but think about it. If you don't stand up against evil and injustice, you're helping it to spread. If you don't cut it out, you're letting it grow."

Erszebet is the only daughter of a wealthy Middenheim family, and the traditional liberalism of Ulric's City has strongly influenced her. Erszebet is powerfully concerned with social justice and righting wrongs. Her first career was in medicine, where she felt she could help the poor and sick. However, there's a steely side to Erszebet; she hates to see the guilty escape their just deserts too. The calling of Verena's priesthood was, in the end, irresistible.

Erszebet has made steady progress in the priesthood and has attracted very favourable reactions from her High Priestess. She has adventured more readily in the last year or so, pursuing bandits and a group of Tzeentchian cultists, and while she doesn't relish combat the thrill of pursuit holds an attraction for her. However, she stays cool and composed; Erszebet has a hot heart, but a cool head.

Spells: Erszebet knows 8 Petty Magic spells, 7 Battle Magic Level 1, 6 Battle Magic Level 2, and 5 Battle Magic Level 3, as chosen by the player (subject to the restrictions noted in *WFRP* p. 205 and the discretion of the GM). She has 36 Magic Points.

Age: 25 Race: Human Fate Points: 2

Alignment: Neutral

Religion: Verena

STARTER PROFILE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	31	33	2	4	7	34	1	36	27	40	30	38	37

CURRENT ADVANCE SCHEME

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+10'	+10	+1'	+1'	+6'	+20'	-	+20	+20	+20'	+20'	+30'	+10'

1,2,4 : Advance(s) taken in characteristics.

CURRENT PROFILE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	33	3	5	11	44	1	36	27	50	50	58	47

Skills: Arcane Language - Magick; Cast Spells - Petty Magic, Clerical 1, 2, 3; Cure Disease; Heal Wounds; Identify Undead; Law; Linguistics; Manufacture Drugs; Meditate; Public Speaking; Read/Write - Reikspiel; Scroll Lore; Secret Language - Classical; Theology.

Magical and Notable Items: Full suit, +2 chain mail armour (2 APs, body, arms, legs); *Horn of Hounds*; *Boots of Silence*; *Ring of Fortitude*; Scroll of spells (*Cure Light Injury* [x2], *Cure Severe Wound*, *Hammerhand*, *Smash*).

JEAN-PAUL CHARPENTIER, FENCE (ex- Burglar)

"Opportunity is where you find it, you understand. And danger? So far I have found it to be over-rated. The mind is sharper than the sword. And the rewards - ah, there is no sensation in the world like making a real find. Well, almost none."

Neat and dapper, Jean-Paul is a handsome fellow and knows it. He positively oozes Gallic charm as he rips you off (some people would say he just oozes). He has returned from several years robbing Estalians blind with an "importing and exporting business, you know", and with plenty of money stashed away in various places he has come to fancy a life of adventuring.

Jean-Paul isn't being romantic or unprepared about adventuring. He has taken part in many dubious and dangerous episodes of burglary (and worse) and faced genuine obstacles, hazards, and enemies. He took his hugely-prized magical gloves from one of those enemies, a Cathayan whose cheap red gold had been used to try to deceive the Bretonnian. Jean-Paul doesn't react well to that sort of thing.

If there's money, or magic, or treasure in it, Jean-Paul is interested. And if there is a little fame, or infamy, then that would be ideal. Just as long as he can stop for a pint or two of good wine and a scullery maid along the way, Jean-Paul will be a happy man.

Age: 32 Race: Human Fate Points: 3
Alignment: Neutral Religion: Ranaid (mostly notional)

STARTER PROFILE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	34	4	5*	6	33	1	39	28	34	34	34	33

CURRENT ADVANCE SCHEME

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20'	+20'	+1'	-	+4'	+20'	+1'	+10'	+10'	-	+10'	+10'	+10'

1,2,4 : Advance(s) taken in characteristics.

CURRENT PROFILE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	54	5	5 ⁷	10	53	2	49	38	34	44	44	43

Skills: Bribery; Concealment - Urban; Dodge Blow; Evaluate; Magical Sense; Palm Object; Pick Lock; Scale Sheer Surface; Secret Language - Thieves; Secret Signs - Thieves; Sense Magical Alarm; Silent Move - Rural, Urban; Speak Additional Languages - Estalian, Reikspiel; Spot Trap; Super Numerate, *Very Resilient (+1 T, included in profile).

Magical and Notable Items: Shield with *armour rune* (2 APs, all locations); magical crossbow, +10 BS; 1 *Arrow of banefulness* (Daemons); *Gloves of the Cobra*; *Multiple Warding Ring* (Blast, *Lightning Bolt*, *Wind Blast*).

DUNDERL GOLDHAND, SCOUT (ex- Prospector)

"There's a lot in these mountains - more than you'd see in one of your little lifetimes, even if you had a Dwarf's eyes. I could tell you things that'd scare your beard off your chin - if you had one, that is."

Dunderl is in middle age for a Dwarf. He's tall for his race, and he is built, in the Dwarven idiom, like a stone outhouse. Many years prospecting for gold in the Grey Mountains, out in all weathers and having to fight off bandits and goblinoids, have toughened him into a very powerful physical specimen.

Dunderl's knowledge of the Grey Mountains is excellent, and he knows several tombs and treasure-places there. He has adventured since his prospecting days, with the warhammer and magical armour which he prizes almost above life. "Don't need no other magic, the steel and hammer be enough", he says, although he isn't averse to any enchantments which heal wounds! He is wealthy, but he doesn't speak of it, as you'd expect.

There's something else he doesn't speak of either. Sometimes, if he's relaxed with a pipe and some ale at the end of a long day, he lets slip a remembrance of his wife and daughter. Then his eyes turn to steel and he says no more. There's an awful tragedy in this Dwarf's life, and it may have something to do with the extraordinary ferocity he shows in battle, and the violent hatred he reserves for followers and creatures of Slaanesh.

Age: 106 Race: Dwarf Fate Points: 2

Alignment: Neutral

Religion: Grungni (devout)

STARTER PROFILE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	37	30	5*	5	7	19	1	25	43	27	57	54	28

CURRENT ADVANCE SCHEME

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	+20'	+20'	+1'	+1'	+6'	+20'	+1'	+10'	+10'	+10'	+10'	+10'	+10'

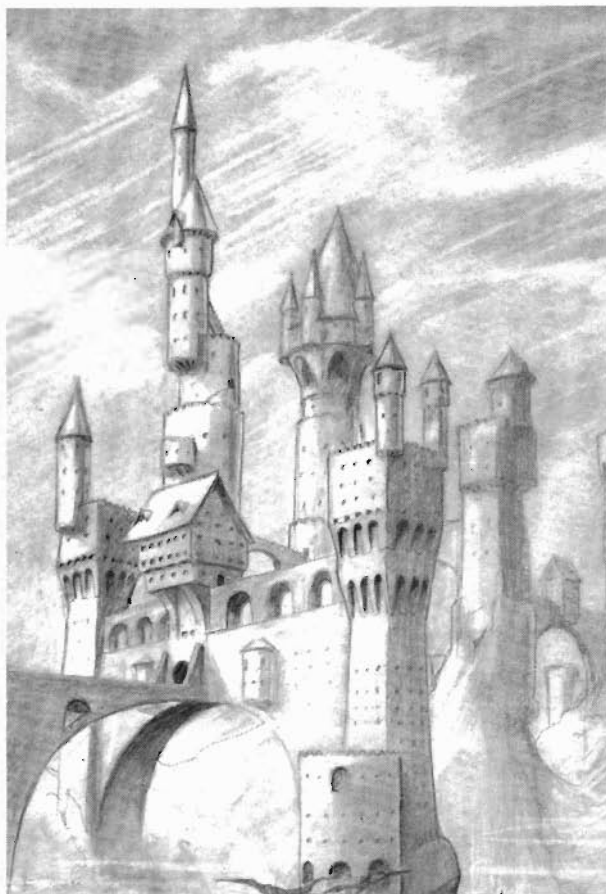
1,2,4 : Advance(s) taken in characteristics.

CURRENT PROFILE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	57	40 ³⁰	6	6	11 ¹³	39	2	35	43	27	67	64	28

Skills: Ambidextrous; Animal Care; Carpentry; Cartography; Concealment - Rural; Drive Cart; Fish; Fleet Footed; Follow Trail; Metallurgy; Mining; Orientation; River Lore; Secret Language - Ranger; Secret Signs - Scout; Silent Move - Rural; Sing; *Very Strong (+1 S, included in profile).

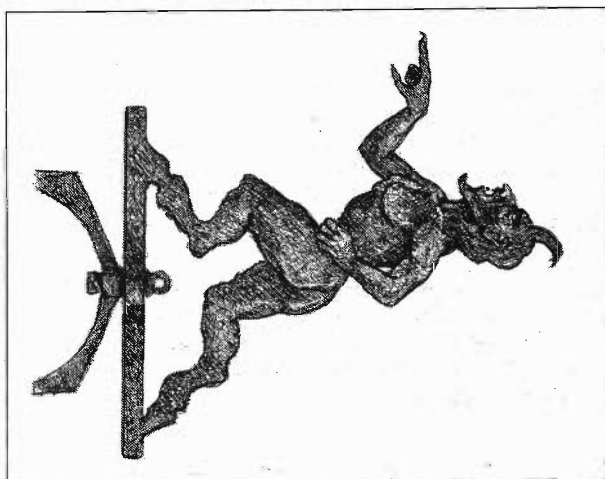
Magical and Notable Items: Full suit of dwarf-size magical *chain mail* +2 (2 APs, body, arms, legs); magical Warhammer with powers of *Characteristic Gain* (+10 I), *Destroy Magical Weapon*, *Flight*, and *Resist Fire*.



Gregor

The Great Enchanter summons the Manifest Changers of the Vows, the greatest of our Lord's Servants, in a Chamber within the dungeons. Access to this chamber can only be had through the Great Tower of the Friend. From the Room of Portals a Stairwell leads down through the warp to the dungeons. Take what you have and prevent the Enchanter using his crafts over our Lord's again. Many are the warps given by our Lord to foil the enemies of change.

Nanow' thakla 'Izinbar Tazend!



My dear Marquis,

I am most pleased to learn that you have accepted my invitation to share the pleasure of watching one or two souls, who have given us both displeasure in the past, enjoying a suitable end. A guest suite has been prepared for you in the North Wing, and I humbly request the honoured presence of your charming family. They can be independently entertained while you concern yourself with the delightful little representative of Slaanesh you so enjoyed when last you came.

I am most interested in the new alchemical materials you mention. I am glad to hear that you have kept the formula most secret. I am sure steps can be taken to keep things that way. I look forward very much to the pleasure of your company.

[Handwritten signature]

Minister Imperium, I scrawl this in haste. What we seek is not here. D doesn't keep his important works here. His Grimoires are hidden deep in the area he calls only, "The Bloodheart", and the Lermontov book has been taken away for perusal by Goethe, the sage, and there is no other obvious solution to the pupae, or the Black Spheres.

I've heard whispers D has magical books not made of paper, whatever that means, hidden in the dungeons. I have no way of finding them. D has ways of moving where he wishes there, but others find strange warps and areas blocked to normal passage.

I'll try to get this to you if Kurt gets away with the mule tomorrow. Another missive may have to await another messenger.

Signid *[Handwritten signature]*

HANDOUT 2

HANDOUT 1

HANDOUT 6

HANDOUT 4

HANDOUT 3

Kellentag 11, Brauzeit 1907

To whoever may find this:

If this is found, I have failed in my efforts.

The Great Enchanter has duped many in the court of Emperor Carolus. He has made determined efforts to present himself as contrite and repentant. His repeated overtures and gestures have made many say that he is truly changed of heart. How can a monster without a heart have such a change.

I have no voice within the court. I am only a humble servant of Sigmar. My views expressed to the Priests have no weight. I have no way to sway them with honey-tongued lies and nice gestures as this devil does. I know he means to murder the glittering jewels of the Empire and Bretonnia here. I cannot desert my master and so cannot escape. But I can at least sacrifice this place for any who follow me.

There are dark nightmires in this place, but other I have done what I can here. This room at least may stay free of them for a time; only Sigmar knows how long. I have no other boon to give. The few coins I possess are of no value here. I beg any of good heart who follow to overcome what the monster will do this night. Destroy anything of him which remains and do not forget the name of Sigmar!

Johannes Glaube

Johannes Glaube, Initiate of Sigmar.

I. Take the middling brain of one of the scaly folk, the Lizardmen or one of the great Zoats if you can have it, which is best. Dry in the hot sun of Nachgeheim if you may, else by the slow warmth of a gentle clay oven, taking all due care. Mix the dried curts of the brain to a paste with Gesundheit Tincture of Nuln. Using a thick copper spoon, slowly swirl the paste into 1 Imperial Pint of boiled and distilled water in a glass vessel of cleanliness and purity. Add to this a small portion of the brain-pan fluid of any Daemon you may get, even the least kind, to be equal to one filling of a blue clay thimble of Ostland. Simmer for 12 hours when Mörtsleib is fully waned in the sky.

II. Collect in a small leather pouch the fingernails of two Dwarfs or one Ogre, but do not use the toenails for these are malodorous and rejected by the art. Grind the nails to a fine dust. Take one Giant Spider and remove the chest plates of dark hardness, swabbing with finest wine and herbal liquor to remove all venoms. Grind this down also and add to the nails. Collect all the grindings into a beaker and slowly infuse into two pints of Ogre blood, adding a little best Marienburg brandy to taste if desired. Reduce slowly for a seven-hour epoch, in which time cast the Aura of Protection upon the mixture seven times, as the clock chimes.



Erszebet has a personal mission from her High Priestess: she has been charged to retrieve the bones, heart and brain of the High Priestess of Verena who perished at the dreadful Poison Feast. Verena herself has sent an omen that these parts still exist, and Erszebet has been given the honour of the quest. The bones are almost certainly undisturbed within the Chamber of the Poison Feast itself, but as for the rest....

The murdered High Priestess also had an ornamental mace with the sigils of Verena etched into it, used to administer sacraments of the goddess. If this could also be recovered this would be rewarded with great favour by the Church of Verena, and possibly even marked by the goddess herself!

What Erszebet tells her travelling companions of this quest is left to your discretion.



Elmariei has been asked by his tutor to perform a straightforward duty in Castle Drachenfels. A previous visitor, a High Wizard of Parravon, met a very untimely end there, as so many did. He was distinguished by his wearing of very unusual deep violet robes edged with carmine and yellow braiding - hideous, but distinctive. His Grimoires contained important spell variations known to few. The Grimoires are also protected against intrusions. Elmariei wouldn't even begin to know what to do with them. His old tutor does, though, which is why he wants them so badly.

However, Elmariei's tutor has also told him that the wizard wore an Elven-crafted ring, from the Loremasters of Loren, which would be treasured by any Elf who should possess it; it had been given him as a gift, and he could use its powers as an Elf might. 'Time it came back to an Elf, Elmariei', Elmariei's tutor said breezily. He has told the Elf about this ring, which he can keep if he finds it, but in return the tutor expects the Grimoires returned. Elmariei should recognise them if he finds them. His old teacher expects him to do his best.

What Elmariei tells his companions about his personal tasks is entirely left to your discretion.

HANDOUT 7

HANDOUT 5

HANDOUT 8

HANDOUT 9

DRACHENFELS PROFILE SHEET

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36
37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65							

Location Count (LC)

In the chart below, I shows Initial Profile; F shows Final Profile. The empty centre line is for you to fill in Drachenfels' Battle Profile, given the changes from his Initial Profile which accrue as the Location Count (above) increases.

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
I	0	15	10	2	3	8	17	0	20	10	20	20	50	0
F	5	80	50	7	9	30	80	4	80	45	85	80	100	19

Percentage Characteristics: +1 per +1 LC

W: +1 per +2 LC

M, S, T, A: +1 per +10 LC

LC	Skill Regained
10	Dodge Blow
15	Strike to Injure
20	Strike Mighty Blow
25	Strike to Stun
30	Lightning Reflexes
35	Very Resilient
40	Very Strong

LC	Spellcasting	LC	Recovery
4	Petty Magic	32	Necro 2
8	Battle 1	36	Battle 3
12	Daemonic 1	40	Daemonic 3
16	Necro 1	45	Necro 3
20	Illusionist 1	50	Battle 4
24	Battle 2	55	Daemonic 4
28	Daemonic 2	60	Necro 4

LC	Special Result
20	Plate Armour +1 regenerated
20	Gauntlet, +1 S
30	Plate Armour +2 regenerated
30	Gauntlet, Protection Rune
40	Plate Armour +3 regenerated
40	Gauntlet, Dx2
40	Drachenfels' face causes terror

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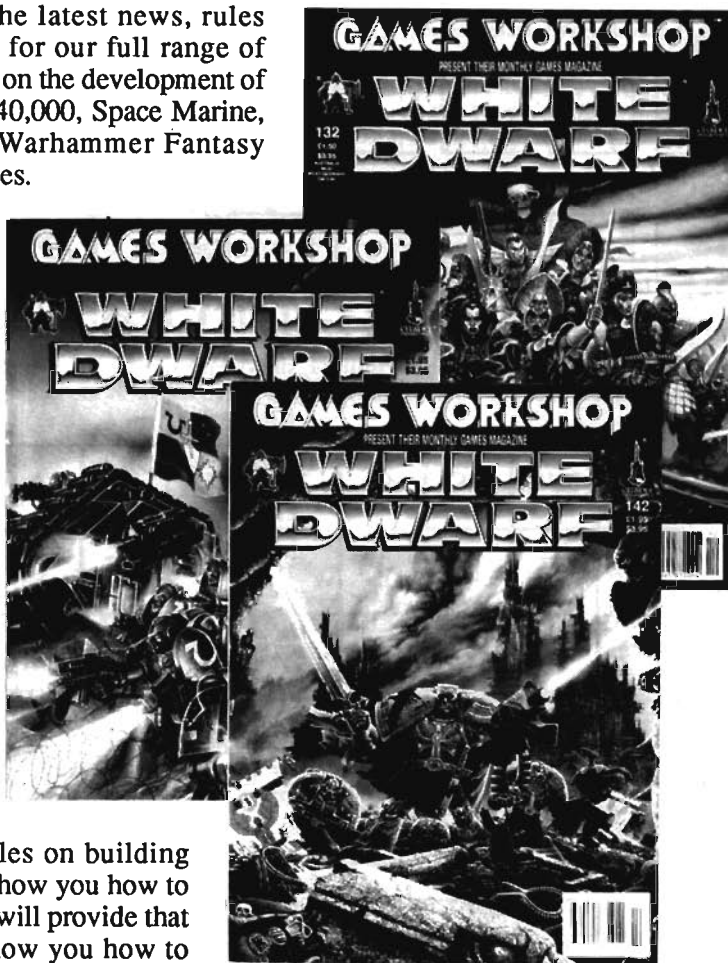
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