

# Heart

Volume III of the  
DOOMSTONES  
CAMPAIGN

# of Chaos



WARHAMMER  
**FANTASY**  
ROLE-PLAY

An adventure for

By Robin D. Laws





# Heart of Chaos

The Final Volume of the DOOMSTONES Campaign

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By Robin D. Laws

*The Doomstones campaign has been a quest through the wild, mountainous terrain of the Border Princes, following a centuries-old trail to find and reunite four powerful artefacts, the Crystals of Power. Having joined the four crystals, the adventurers discover that it was a bad idea, and must contend with Beastmen, Imperial Knights, secret Dwarfen brotherhoods, ghosts, an entire Chaos cult and the forces of the daemon-lord Tzeentch himself, if they are to prevent their foolish action from setting off a chain of events that will bring civilization to an end.*



This is a completely new volume, concluding the story begun in the four original Doomstones adventures released by Flame Publications (Fire in the Mountains (1989), Blood in Darkness (1990), Death Rock (1990) and Dwarf Wars (1990)), which were released by Hogshead Publishing as Fire & Blood (1996) and Wars & Death (1997).



# HEART OF CHAOS

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Robin D. Laws' noteworthy credits include the roleplaying games *Feng Shui* and *Rune* (both from Atlas Games); principal design work on *The Dying Earth RPG* (Pelgrane Press), and *Hero Wars* (Issaries Inc.), as well as *Pantheon and other Roleplaying Games* for Hogshead Publishing. He was a designer on the *King of Dragon Pass* computer game and is now a contributing editor to *Dragon* magazine, writing a monthly column called "The Play's The Thing." If you enjoy his roleplaying work, check out his novels *Pierced Heart* and *The Rough and The Smooth* (Atlas Games) and the upcoming Glorantha novel, *A Promise of Thunder*.



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**CHAPTER 1**

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# INTRODUCTION

Welcome to *Heart of Chaos*, the final instalment of the Doomstones Campaign. In this adventure, the player characters must cope with the dread consequences of their having re-assembled the four Crystals of Power, ancient Dwarfen artefacts which figure in a millennia-spanning plot by the Chaos god Tzeentch. Learning that by combining the Doomstones they have done a terrible thing, they embark on a frantic quest to destroy them. The adventure takes them from a desolate mining town in the Yetzin Valley to the tops of several mountains, from the ruined Dwarfen complex where the crystals were created to a colony of cliff-dwelling Chaos cultists. The player characters are pursued by agents of the Empire, and by Dwarfs loyal to the old Dwarfen civilization; perhaps worse, they are befriended by Beastmen who hail them as harbingers of Chaos. The adventure climaxes in an aerial chase to the finish, as the party races to destroy the crystals before the crystals destroy the Old World.

This introductory chapter tells you what to look for in this book, recaps the events of the previous instalments of the campaign, provides you with the basic back-story behind the events of this adventure, and gives you a plot summary of the adventure.

## WHAT THIS BOOK CONTAINS

*Heart of Chaos* contains the following:

- This introduction, which provides a recap of previous instalments in the *Doomstones* series, as well as basic notes on how to use the book and hints on running linear adventures like this one.
- The adventure itself, including the maps and diagrams you need, plus handouts for the players.
- Full descriptions of the effects and powers of the Crystals of Power – or the Crystal of Doom as it is now. These are slightly different from the abilities each crystal had before they were fused together. This section is also a player handout.
- Appendices dealing with the following subjects: an organization, the Coldfire Knights; the Knight, a new advanced career; notes on Dwarfen ghosts and an unpleasant new necromantic spell, *Create Memorizing Head*.

## EVENTS SO FAR

The previous instalments of the *Doomstones* series have concerned themselves with the rediscovery of four great Crystals of Power, great and mysterious artefacts created at the apex of Dwarfen civilization before the Time of Woes.

If you wish to play this volume as a stand-alone adventure, you have some work ahead of you. You must create a series of adventures in which the player characters gain the four crystals. The crystals must be separated. They must also have travelled back to one general area after having

been further away for many years. In the official storyline, that area is the Yetzin Valley. It should be as if the crystals are moving back towards one another, although the means by which each of them returns appears, at least on the surface, to be entirely coincidental. Use the recap that appears below as a guideline for the sorts of adventures that might be required to regain each crystal.

If you have already used previous instalments of the official *Doomstones* saga, use this recap as a memory refresher.

### Fire in the Mountains

In the first instalment of the campaign, the adventurers follow the century-old trail of a great Orcish warrior-priest named Torgoch, who briefly led an attempt to make a new Orc kingdom in the Yetzin Valley. They learn that Torgoch found the Crystal of Fire during a raid on a Dwarfen complex in the north end of the Valley. At the end of a long journey, the adventurers find his old complex and find him, now a lich, in possession of the crystal. They defeat him and take it.

### Blood In Darkness

The adventurers find clues pointing to the whereabouts of the Crystal of Earth, and pursue them to the abandoned Dwarfen shrine of Kadar-Helgad.

The Dwarfs hid the crystal at the shrine when they discovered that their enemy, Torgoch, was in possession of the Crystal of Fire. After a long slog through an underground

## PUBLISHING HISTORY

The publishing history of the *Doomstones* campaign may provoke some confusion, so here is a quick explanation. The first four instalments of the campaign were originally published as separate volumes, in 1989 and 1990, by Flame Publications. Hogshead Publishing recently reprinted these four adventures in two volumes. Volume One, *Fire and Blood*, reprints the first two instalments, "Fire in the Mountains" and "Blood in Darkness." Volume Two, *Wars and Death*, reprints instalments three and four, "Death Rock" and "Dwarf Wars", and also includes some new material which foreshadows this adventure. That new material is also printed in this book, and can be found in the next chapter.

*Heart of Chaos* is Volume Three of the series. It is an all-new adventure, printed here for the first time. Long-time **WFRP** players who followed the original books when they first appeared might therefore think of this as Book Five in the series. This tangle is surely the result of a terrible plot by the Chaos god Tzeentch. Try not to think about it.



complex, they find the crystal, and battle its elemental guardian, the Stone Man.

## Death Rock

A ghostly encounter points the adventurers towards a monastery called Eyrie, where the adventurers race to find the Crystal of Air before the monastery is overrun by Orcish invaders led by a hundred-year-old, Chaotically fortified cousin of Torgoch.

## Dwarf Wars

The adventurers set out to ransack the ancient Dwarf stronghold of Kadar-Gravning, where they expect to find the fourth crystal, the Crystal of Water. When they get there, they find it occupied by two contending factions of the Dwarfs of the World's Edge Mountains.

The World's Edge Mountains are on the brink of civil war, and each faction hopes that it can prevail in this conflict by finding the Crown of Hargrim. This legendary artefact carries enough political prestige to give legitimacy to the chosen king of either side. The adventurers find the tomb of the hallowed Dwarf king, Hargrim, and pluck the final crystal from his well-preserved hand.

When a character attunes to the fourth crystal, all four fly through the air and fuse together. The PCs experience hallucinations which tell them that bringing the crystals together might have been the mistake to end all mistakes.

## GM's PLOT SUMMARY

Here's a brief synopsis of the action of this instalment. You may find this useful when referring to the obstacle map given in the next section, "Running Linear Adventures".

**From There To Here:** The action begins at the stronghold of Kadar-Gravning, from *Dwarf Wars*, or another unspecified location depending on where the adventurers chose to combine the crystals. A powerful storm blows up and the characters look for shelter. A blind child called Hopeful Pippo leads the characters to a desolate mining town called Urdevar.

**Ill Omens In Urdevar:** In Urdevar, the player characters may become entangled in petty disputes between the townspeople; they may or may not realize that the Chaotic magic of the combined crystals is subtly heightening the natural tensions of this tightly knit community of misfits and loners.

**The Smell of Burning Ice:** A group of Imperial agents, the Coldfire Knights, arrive in the village, also seeking shelter from the storm. If the player characters take the trouble to interact with them, they'll learn that these uncompromising engines of destruction are looking for the crystals, which they have connected with a threat to the Empire. They'll learn to fear the awesome fighting prowess of their leader, Mechthild von Strohm. If they find a way to speak in private to Kostenlos Umlaut, a prisoner of the Coldfire Knights, they discover that one of the Dwarfs who participated in the manufacture of the crystals is still alive. He is called Zockri the Younger, and he lives as a hermit in a hut high atop Hawk's Claw Peak, one of the mountains of the Yetzin range.

The party's stay in Urdevar is interrupted by the sudden appearance of a swarm of burrowing Beastmen, the largest of which bursts up through the earth in the middle of the community and kills Hopeful Pippo. The adventurers can

participate in the fight against the Beastmen, or simply stand in slack-jawed wonder as Mechthild von Strohm and her crew tear into the fearsome creatures and rip them to shreds.

**Beastly Doings:** While en route to the foothills of Hawk's Claw Peak, the player characters encounter another group of Beastmen. Like the creatures that attacked Urdevar, they're attracted to the Chaotic force emitted by the crystals. Unlike those creatures, they bow down before the adventurers, believing them to be mighty avatars of Chaos. One of them, a two-headed bird creature called Slurk, continues to pop up at odd intervals throughout the adventure.

**Hut on the Mountaintop:** The trip up Hawk's Claw Peak proves that the elements can be every bit as dangerous as any living opponent. When the adventurers find Zockri, they may learn the history of the crystals, and the location of the stronghold where they were made. This complex is also in the Yetzin Valley.

Mechthild von Strohm appears, throws an axe into Zockri's face, and inadvertently sends the group hurtling down the mountainside in the old Dwarf's hut, which comes loose from the stilts that hold it to the mountain peak.

**Grudges of the Damned:** The adventurers go to Karak Vagno, where they are ambushed by members of the Brotherhood of Memory, an organization of traditionalist Dwarfs dedicated to the destruction of anyone who dares to reassemble the crystals. If they get past these opponents, the player characters may then explore the complex. They find the ghosts of the original engineers who made the crystals, and, by reliving their tormented memories, get the chance to solve the ancient mystery behind their corruption. They learn that the Chaos god Tzeentch altered the crystals as part of a millennia-spanning plot which will soon culminate in the destruction of human civilization through its greed for power.

Their discovery is punctuated by a volcanic eruption that destroys Karak Vagno, sending them scurrying for the exit.

**Tzeentch Distilled:** The adventurers meet up with Slurk once more; when he discovers that they need to know more about Tzeentch and his plan, he offers to help them infiltrate F'thaktoi B'kah, a colony of cultists captained by Mauro Malusalbus, who claims to commune directly with the god of malign change. The player characters must keep their cool while posing as insane cultists, as they hope to find out enough about Tzeentch's plot to put a stop to it.

If they succeed in doing so, they learn that a rift of pure destructive energy has opened up over the spot where they first combined the crystals. This will eventually grow large enough to swallow half the continent. The survivors of this catastrophe will then be slaughtered during the final march of the Chaos armies – unless, of course, the adventurers are able to destroy the crystals and the rift. They discover that they can do so by throwing the crystals into the rift.

As they learn this, F'thaktoi B'kah is attacked by a fleet of gyrocopters belonging to the Brotherhood of Memory. They destroy the place, and the adventurers are once more forced to flee for their lives.

**The Leatherhawk:** The player characters hear a noise in the sky, look up, and see the very thing they need – an experimental flying contraption, half dirigible and half winged aircraft. They seek out its inventor and learn that by using it to save the world, they will inevitably destroy his life's work.

**Fixing A Hole:** Final horrors await as the adventurers use the *Leatherhawk* in a frantic race against time to get to the



rift before their various enemies knock them out of the sky. Even if they do destroy their crystals, their chances of survival remain grim – especially if you choose the Warhammer ending over the Hollywood ending.

## RUNNING LINEAR ADVENTURES

For the purpose of discussion, let's define two distinct types of published roleplaying adventures. The first is known as the *linear* adventure; it is comprised of a number of sequences which all lead into one another in a predetermined way. By contrast, the typical dungeon exploration adventure is non-linear; each encounter is separate from the next, and it doesn't matter what order they occur in. Let's call this adventure type *compartmentalized*, because its encounters are basically separate from one another.

Why are we telling you this? Previous instalments of the *Doomstones* series have been compartmentalized adventures, but *Heart of Chaos* is linear. Other **Warhammer FRP** adventures such as *Death on the Reik* and *Dying of the Light* also fit this pattern. If you're unfamiliar with the standard techniques for running a good linear adventure, or you're an experienced game master interested in possibly learning a new trick or two, this section is for you. We're not saying that one type of adventure is superior to the other. Some game masters prefer one sort over the other, but we think that each has its own set of advantages and disadvantages. You'll find it easier to run published adventures if you're aware of these.

Compartmentalized adventures are the easiest to run, making them ideal for beginning GMs. The players select the order of events by deciding which dungeon doors to kick in. They can't ruin a carefully orchestrated plot by making an unexpected choice, because there is no carefully orchestrated plot to ruin. The PCs are confined to a rigidly defined environment, such as an underground complex or wilderness area. As game master, you know where everything is, and the players have little opportunity to surprise you. Compartmentalized adventures rarely bog down into inaction and frustration; when the PCs are at a loss for something to do, they can just leave the room they're currently exploring and look for another with simpler puzzles to solve.

The main drawback of compartmentalized adventures is that they all seem the same after a while. It's hard to take a compartmentalized adventure and describe it the way you would a thrilling story from a book or movie. The characters may seem to have more freedom of action, but that's because you, as game master, have created a place in which their freedom doesn't really matter. Their actions have consequences only within their narrow compartments.

Classic adventure stories make use of a standard structure which lends them a sense of order and rising excitement. At the outset, they set out a *problem* to be resolved. The middle of the story then presents the lead characters with a number of *obstacles* to overcome. (Obstacles are sometimes known as *plot points*.) Each obstacle is a bit harder than the last, and each one leads the heroes closer to the resolution of the problem. (The hero may be led to the next obstacle after failing to overcome the last one; this is harder to do in roleplaying adventures, where success is usually required to bring on the next obstacle.) Finally, you reach the *resolution* (or *climax*), wherein the problem is solved, ideally in a sequence that is the most exciting of any of the episodes that make up the story. A well-written linear adventure follows this model, too. If you succeed in running it well, you and your players will create a story that is as much fun as your favourite novels or TV episodes.

However, linear adventures are harder to run well than compartmentalized ones. Because each episode is connected to the next, like pearls on a string, it is possible for the adventure to grind to a halt when players are unable to overcome an obstacle that leads them to the next episode. Linear adventures do not typically confine the adventurers to a tightly defined dungeon or wilderness environment. Instead, they tend to rely on investigation and character interaction. Because the players have actual freedom of action, rather than the illusion of it, they can do unexpected things. Sometimes these actions make it impossible to continue the adventure as written, as if the string has broken and the pearls are bouncing all over your floor!

For example, let's say that you create a linear plot that depends on the adventurers getting information from a tavern-keeper in Altdorf. The tavern-keeper's reluctance to talk to the adventurers is the obstacle that drives this sequence. If the adventurers overcome this obstacle – that is, they somehow convince him to talk – they learn that they need to go to Middenheim and search the apartment of a certain costermonger. The next obstacle is in the costermonger's apartment; maybe they need to search it to find a hidden document. If the player characters perform according to your expectations, everything will be fine, and they will find their way to the next obstacle. However, if one of them does something completely unexpected, like attack and kill the taverner, you may suddenly find yourself at a loss. How do you get them to the next obstacle now?

In other words, player characters in roleplaying can't be counted on to co-operate with the game master the way authors of fiction know that their characters will. The players, not knowing half of what is going on, have a different view of your storyline than you do. Actions which seem absurd to you, with your omniscient knowledge of the situation, might make perfect sense to the players. Also, their characters may be less interested in achieving resolution of the story you've created than in dealing with their own problems. Maybe the character in the above example has a grudge against tavern-keepers stemming from his childhood. Maybe the player is trying to show that his character is going insane and has trouble coping with frustration. Or maybe the player just got bored and decided to spice up the evening with a little gratuitous violence. Whatever the reason, you now have a challenge in front of you.

There are two ways to handle these sorts of unexpected deviations from the plot line.

The first way, the way of *control*, is not recommended. Controlling game masters manipulate the story line to prevent the characters from ever going off track. In this case, a controlling game master might have the authorities burst in coincidentally, preventing the character from attacking the tavern-keeper. He might decide, against all likelihood, that the tavern-keeper is a retired Judicial Champion, capable of mopping the floor with the offending PC. Or he might have the twin brother of the taverner show up, and reveal that he also has the piece of information that the adventurers need.

This is not to say that game masters should never thwart the desires of the players, especially ones that have a bearing on the plot. Like most problems in game mastering, it boils down to a matter of balance. If the player characters feel that they can never deviate from the plot without being slapped down by some contrived happenstance, they'll lose their connection to the story and to their characters. Contrivances damage the suspension of disbelief we need to throw ourselves into the fictional world of a story.

Players under a controlling game master may also feel that their characters are bystanders or puppets, unable to

influence the outcome of events. They should never be made to feel that you are the active storyteller and they are the passive audience; roleplaying is a co-operative experience. Good game masters take their players' input into account.

A more appropriate way to handle surprise deviations from the linear plot line is *improvisation*. Take a step back from the story, and look at the next obstacle. Try to think of other ways that the characters might logically reach it. Even better, listen to what your players are saying, and react to that. One advantage you have is that players formulate their plans in front of you. They will pursue a list of possible actions, rejecting the least likely ones. Listen to what they plan to do, and decide what entertaining things might happen if they try them. Give them enough resistance to make them feel that they're accomplishing something, but not so much that they give up in despair. Try to come up with a way for the most interesting choice on their part to lead to the next obstacle, so that your linear plot can then continue.

Some game masters are natural improvisers. Others need to work at it; rest assured that it is a skill you can develop. One good way to prepare for possible improvisation is to make an *obstacle map* of the linear adventure you plan to run. You can do this both for published adventures, and for linear adventures of your own. The obstacle map is a chart of the crucial clues that lead the characters from one sequence to another. Refer to it when your characters do something that changes the planned course of the adventure.

Below is the obstacle map for *Heart of Chaos*, broken down by sequence. When breaking down other adventures, you may find it convenient to do the same, or to further break each sequence down into individual obstacles. For each sequence the chart provides you with the crucial clues that lead to the next sequence. It also tells you how the players are normally expected to get the information in question.

For example, in order to get from 'Hut on the Mountaintop' to 'Grudges of the Damned', the player characters must learn the history of the crystals, and discover the location of the complex called Karak Vagno. If the players surprise you during this sequence, perhaps by hopelessly insulting Zockri so that he refuses to speak to them, a quick look at this chart will tell you which clue what they're missing out on. Your task is clear: you need to improvise another way to get this information into the players' hands. Since they got you into

this mess, you should wait for them to get you out; listen to how they intend to proceed. Imagine new obstacles which will make their plan a challenge to carry out. If they deal creatively with these obstacles, and the dice roll favourably, allow them to succeed and get the information they would have learned had they not insulted Zockri. If not, provide them with another obstacle which flows logically from their failure, and let them struggle their way back into the pre-established string of clues. It may be a while before they find another way to learn what Zockri would have told them, but they'll get there eventually.

## A Note On The Text

We've done our best to make the descriptions of characters, events and places in this book as vivid as possible. We want you, the GM, to have fun reading this book, and to picture clearly what is going on. This does not mean that the text is intended to be read aloud to your players in the course of the game. Secret information meant for the GM only is included alongside the descriptions of what the players see.

We do this to encourage you to paraphrase the descriptions in your own words as much as possible. Even if you're very good at dramatic reading, a game session loses its immediacy and sense of drama after a paragraph or two of recited text. You want to make this seem like a story you're making up as you go along, rather than a pre-programmed script from a game book. Every game master has their own style, but we recommend that you half-skim through the text as the game progresses, picking out a few phrases and descriptions to incorporate into your own narration of events.

To make the adventure easier to skim, certain key words are **boldfaced** as reminders of the content of the section.

There's one change between the earlier volumes and this one. The first four parts said that the Crystals were made 6000 years ago; in this one it's 4000 years. This shouldn't affect anything in the first four adventures, since it's just background: the information only becomes relevant (and known to the PCs) in this final volume.

Make sure you carefully read this adventure, fully familiarizing yourself with its contents, before running it. It can get complicated in places, and is not designed to be run on the fly.

### Heart of Chaos Obstacle Map

Sequence	Crucial Clue(s)	Source of Information
<i>Ill Omens In Urdevar</i>	Crystals have bad effects on community.	Observation/deduction
<i>The Smell of Burning Ice</i>	Mechthild is very tough. Importance of Zockri the Younger. Zockri lives on Hawk's Claw Peak.	Observation Kostenlos Umlaut Kostenlos Umlaut
<i>Beastly Doings</i>	Introduces Slurk.	Interaction
<i>Hut on the Mountaintop</i>	History of crystals location of Karak Vagno.	Zockri the Younger
<i>Grudges of the Damned</i>	Only Tzeentch knows how to destroy the crystals. There's a colony of cultists who claim to commune with Tzeentch.	Engmeld's ghost Slurk
<i>Tzeentch Distilled</i>	The crystals have triggered the growth of an entropic rift, which will eventually destroy the Empire. The only way to destroy the rift is to throw the crystals into it. The rift is up in the air, and the adventurers need some way to get up to it.	Mauro Malusalbus or drinking the distillation or interrogating the memorizing heads
<i>The Leatherhawk</i>	The <i>Leatherhawk</i> is the best way to get to the rift, but if it is destroyed, Grandin Air-Talker's life will be ruined.	Grandin Air-Talker
<i>Fixing A Hole</i>	Climactic sequence - no clues required.	Not applicable



CHAPTER 2

# FROM THERE TO HERE

This chapter acts as a link between the end of *Doomstones 2: Wars and Death* and the start of this book.

## NO END OF TROUBLE

As *Dwarf Wars* concludes, the adventurers find themselves in the ancient dwarf hold of Kadar-Gravning, where they have located the fourth Crystal of Power, the Crystal of Water. The adventurers' sense of victory is short-lived, however. As soon as one of them attempts to attune to the fourth crystal, the four fuse together, and the entire party experiences hallucinations which hint of some of the dreadful things to come.

The following sequence also appears at the end of *Doomstones 2*. We reprint it here for the benefit of readers who own the earlier, Flame Publications editions of the *Doomstones* series, which do not include it.

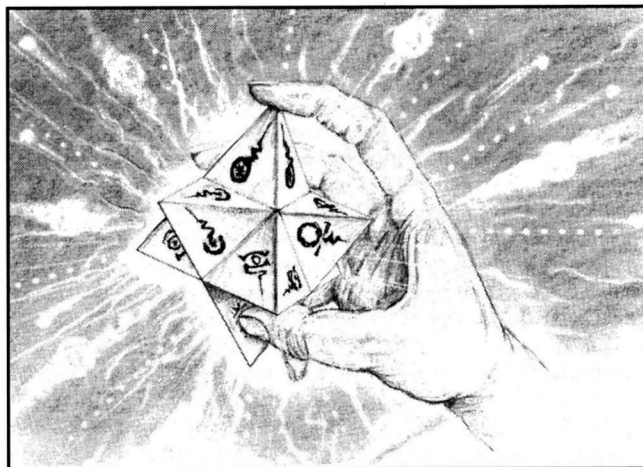
## EPILOGUE FROM DOOMSTONES 2

In which our heroes begin to learn just exactly why the Crystals of Power are known as the 'Doomstones'.

Now that the characters have all four of the Crystals of Power, they might think that their epic adventure has reached an end. In fact, they've merely wriggled themselves onto a profoundly sharp and gleaming hook. When a character attunes to the last of the four crystals, you get to yank in the fishing line.

The characters have likely been attuning themselves to the crystals as they've acquired them, and the crystal of water is probably the fateful, final stone. But it doesn't really matter if they've saved another crystal for last.

Chances are that a member of the group attunes to the crystal at the first opportunity, not far from Hargrini's Tomb.



However, if your group shows more restraint than the usual adventurer's party, you don't have to worry about that either. Interestingly terrible things happen to them the moment they attune, no matter where they are or precisely when that moment occurs.

## Rude Convergence

At no time since worried Dwarfs separated the crystals four thousand years ago have all four of the crystals had users attuned to them at the same time. As you have perhaps suspected, attuning all four crystals may very well spell the end of the Old World as we know it. Needless to say, the characters must either undo what they have so ignorantly done, or watch in horror as everything they know and love is destroyed.

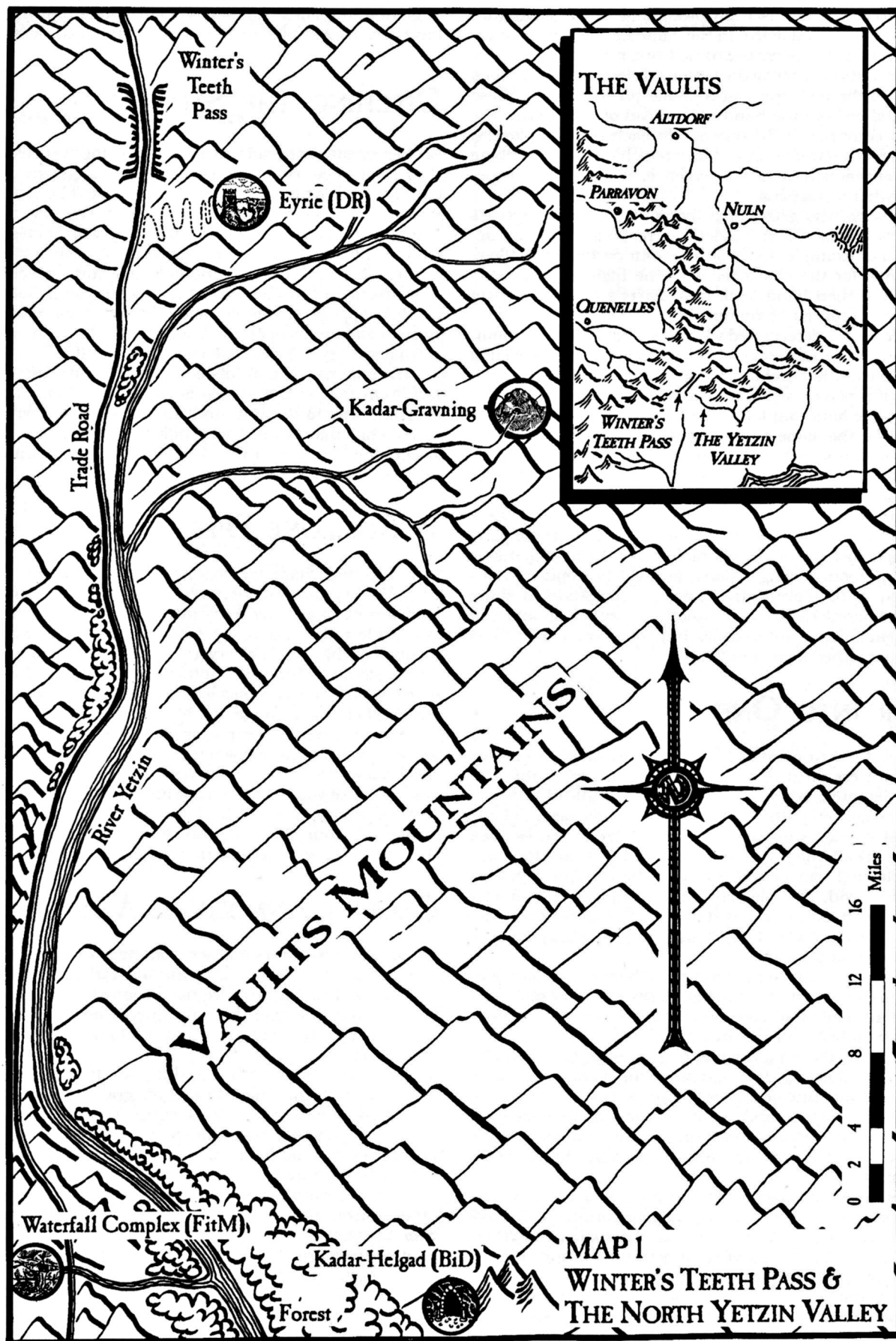
When a character attunes to the fourth crystal, all four of them take flight, howl through whatever space separates them, and slam together, accompanied by a blinding flash of light and a deafening clatter of thunder. The former restraints preventing opposing elements from touching are gone, and that is a bad thing.

It is unlikely that the characters are far apart when the crystals are separated. It doesn't matter if they are; time and space mean little to the malign magic lurking in the crystal. If need be, they can rocket through the air for miles until they reach one another in their predestined and disastrous union. If a character grabs onto a crystal as it goes flying through the air, you can either subject that character to horrific quantities of damage, or describe a miraculous escape, depending on the whim of the moment and how many Fate Points they burn along the way.

## Foreshadowing Most Foul

Once the crystals are together, each character suffers a terrible premonition of the future. The premonition strikes





**MAP 1**  
**WINTER'S TEETH PASS &**  
**THE NORTH YETZIN VALLEY**



any character who has been prominent in the adventure and is still alive and active in the campaign. It doesn't matter whether a character is attuned to a crystal or not.

Handouts describing the various different premonitions appear on the next two pages. Make photocopies of these pages and cut out the hand-outs ahead of time. When the crystals converge, hand one out to each of your players. Each player-character gets a different handout describing his or her reaction to the convergence, and what they experience when it happens.

To decide who gets which handout, look at everyone's character sheets. Each handout corresponds to a characteristic. For example, the first hand-out pertains to Fellowship. Look for the character with the highest Fellowship rating, and then hand back that player's character sheet with the appropriate handout.

Once you've determined who gets a particular handout, move on to the next one, checking against its associated characteristic. Each character gets only one handout, although if a player is playing two or more characters, then they get one hand-out for each character. If two characters are tied for the same qualifying characteristic, choose the winner with a secret die roll. If your players are using the supplied sample characters, we've listed those character names in brackets after the characteristic.

Every character should get a handout. However, if there are more than nine players in your group, then some players simply lose out. Their characters see their companions twitching about having visions, and get to wonder what's going on. Your players are under no obligation to share their premonitions with one another. Neither should you stop them if they want to do so; but you shouldn't let them show each other their handouts.

## FOUR INTO ONE

Although the four crystals have fused into one, the characters who were attuned to them still retain all of the deliciously tempting powers that originally led the adventurers down the garden path. Their users no longer need to be in physical contact with the stones in order to access their abilities. In addition, a character attuned to the stone of a given element can now use any of the combined powers associated with that element. For example, the character who has attuned to the Crystal of Earth can now also use the combined powers of Earth and Fire, as well as the powers of Earth and Water.

As before, the lesser powers of each crystal can only be used once per turn. After using a greater power of a crystal, the attuned character must wait for 1D6 hours before using any other, non-automatic power.

Naturally, there's a price to be paid for this. Tzeentch's purpose in affecting the creation of the stones was to increase the amount of Chaos in the world. Now that the crystals are together, and are more powerful, they are more likely to fail in a manner catastrophic to their users. Subtract 10 from any **WP** rolls made to activate the powers of the stones.

Even when the powers are successfully used, they have unpleasant side effects. Something important to the adventurers rapidly decays, falls into disrepair or is otherwise ruined. The details of what gets ruined and how are left for you to determine.

For example, if a character uses one of the crystal powers while standing on a hanging bridge, one of the crucial ropes suddenly frays. A character using a power in hopes

of getting to a chest full of coins later finds that the coins have been transmuted into brass or another valueless metal.

## DITCHING THE STONES?

Sooner or later, the adventurers are going to decide that they need to get rid of the Doomstones as quickly as they can. Tzeentch's magic ensures that they can't be separated, now that they've fused directly together. The player characters can discard the stones, but they will always magically reappear when the next moment of crisis arrives, no matter what. Use a D4 to randomly determine which of the four attuned characters gets the fused crystals back. The crystals appear in the character's hand. If necessary, an unseen force pries open the fingers of the hand in question so that the crystal can materialize in its palm.

The only way to end this effect and to separate the PCs' fate from that of the stones is to destroy them. There is only one way to do that; and the player characters won't learn what that is until they talk to the Dwarfen scholar Zockri the Younger in the "Hut On the Mountaintop" sequence in the fourth chapter.

## IF SOMEONE DIES

If an attuned character dies in the course of this adventure, the crystal that they were attuned to will automatically attune to another party member within 1D6 minutes. Use a die roll to randomly determine which character is attuned in this way. The crystal will not attune to someone who is already attuned to another of its elements. The newly chosen character becomes attuned to the same element as the dead character he or she is replacing.

If there are no other player characters left to attune to (in other words you're down to less than four adventurers), the crystal will attune to the nearest non-player character who provides you with the most interesting plot opportunities. Depending on which character you pick for such a dubious honour, this could prove to be a real wild card for this storyline, so choose with care.

## CLOUDS ANNOUNCE A STORM

When the adventurers surface from their various visions of dismal futures or pasts, they are **blasted by a cold, cutting wind**. The temperature has dropped significantly. No matter what direction the adventurers head in, the wind always seems to change so that it's blowing directly into their faces.

If it's already wintertime at this point in your campaign, the wind hurls tiny **pellets of icy, grainy snow** into the player characters' faces. This stings terribly. Visibility is reduced to 10 yards in any direction, and can't be increased by torches or other light sources. The snow will extinguish flames at any rate.

If the adventurers entered Kadar-Gravning during any other season, the wind brings **sheets of blinding, pelting rain**. Visibility is reduced to 15 yards in any direction. Again, light sources are of no use in extending visibility. The *protection from rain* spell will keep the caster dry, but makes sight no easier.

Although pack wolves are afraid of fire, the party will be hard-pressed to come up with any, with the rain or snow

## INTRODUCTORY HAND-OUTS

### Fellowship (Callission Silvereye)

As the crystals slam together, you experience a vision. It is more real than a dream, more solid. It is real and unreal at the same time.

A terrible smell assails your nostrils. Your vision is dimmed and blurry. You realize that you are lying in a bed, your clothing and sheets soaked with sweat. Gradually you realize that you are the source of the smell. It is the smell of disease and imminent death.

Somehow, as you might know something in a dream, you realize that you have helped to bring about a terrible doom. You know you and your friends will save Eyrie, but will then make a mistake that may mean the end of everything.

You look around you for help. Your age-dimmed eyes see robed monks around you. You call for a pen, some vellum. You realize that you have been case back into the body of Yazeran, the monk who made the prophecy that warned you to save Eyrie. Quickly now, quickly! You must scribble down a warning against the doom that awaits you. But first, first you must remember the damnable gibberish of the first prophecy. Otherwise you risk changing everything. You wrack your brains to remember Yazeran's doggerel. Your fingers are slick with perspiration. You have so little time! Finally, you remember his wretched verse. You scribble it down, fast, because you want to get to the end and then write the warning, the real warning. "Don't attune to the last crystal," you want to write, "because — because —"

The vision ends. You are sitting on the ground. The four crystals are together. You could not prevent it. Your fate is sealed. You think. If only you could remember the nature of the doom that awaits you...

### Ballistic Skill (Giuseppi Tollucci)

It all depends on you. The others let you down. They let everybody down, by putting those crystals back together. Now only you can save everybody. You have to throw the crystals through that little hole. It's like a pinhole, and it's so far away. And the wind is rushing through your hair, distracting you. The air is thin and hard to breathe. You're cold, so cold, and your fingers, they seem like they're going to crack apart like icicles struck against a cold railing. Yet you must, you must throw the crystals through the hole. The hole is getting closer. And closer. And closer. And fire is raining all around you.

Oops! You dropped it!

That's strange. Must have been a hallucination. You hope your companions didn't notice. You see they're all looking strangely. But not necessarily at you, thanks to all that is good.

### Weapon Skill (Klaus Treuer)

You are fighting and fighting and fighting. An old man is holding you down. You are trying to fight against him, but he has become a part of everything. His body is so old and corrupt that it is impossible to tell what is body and what is soil or wood, or steel. Every time you hit him, blood spurts out of you, or your companions. It is the stones that made him this powerful, the stones. He cackles in your ear, thanks you for what you have done for Chaos.

Then suddenly all is normal again. The stones hitting together, that must have caused your bizarre and terrifying vision. You try to conceal your terror from your companions. Fortunately, they seem buried in their own distant concerns.

### Cool (Rogni Grimsson)

You go blind. Everything is dark. You're a liquid. You're the thoughts of Tzeentch. You're being distilled into a liquor. You dribble and fizz through piping. Tzeentch is eternal. Someone is waiting to drink you. It has been a long time since he's felt firm enough to drink you. Tzeentch is inevitable. It's because of what those adventurers have done, far away, that gives him the strength. The strength to drink of Tzeentch. Tzeentch starts a plan in one century, and ends it forty centuries later. The stones, when together, they will end his plan. You will quench the man's thirst, his thirst for Tzeentch. Maybe Tzeentch doesn't plan things at all. Maybe he just is, and it's men like this distiller of Chaos, the one who is about to drink you, who make things happen. People like him, and people like you, who connect stones that were never meant to be connected again.

You're back, back in the world. Did your fellow adventurers see you go strange for a minute? Do you want to admit to them that for a moment you thought you were the distilled essence of a Chaos god?

### Strength (Lars Mortensen)

Your strength is what you have always depended on. It always saves you when everyone has let you down. But now you're holding up a vast pillar of stone. You're holding it up for your companions. But they don't understand. They don't understand that they must get out of the way, before the wall of fiery liquid washes over them. They are laughing at you, because you don't see that the crystals are together. They are laughing because the crystals are on top of the stone you're holding, weighing you down. Ending everything. They are laughing because there is no hope.

What? Hah? Suddenly you are back to reality? What was that all about?



### Wounds (Anders Gruber)

You're bleeding, bleeding! Every wound you've ever struck anyone else has come back to haunt you. You're in pieces! You've been severed from everything.

You are the world. Those foolish children of yours, those adventurers, they put those ancient gallstones of yours back together. It is they who have opened this wound. Only they can sew it up. But they are so small, so helpless, so ant-like. They can scarcely understand the forces mobilised against them. Forces led by Tzeentch.

This is it. You know Tzeentch would kill you someday. The adventurers will surely fail. As everything fades, you wonder if Tzeentch even knows the damage it has done to you...

You shake your head. That was one strange, powerful hallucination. At least, you hope it was a hallucination. It would be very bad news if that turned out to be a prophecy or something...

### Will Power (Borgin Forkbeard)

You try to resist, but you can't. Something is pulling at you, tugging you away from —

You're gone. You're there. You're somewhere else.

A heavily veiled gypsy woman sits across from you, seated at a table inscribed with intricate interwoven patterns of mystic runes and sigils. The musty perfume of incense encircles you.

Do you remember this woman? Part of you thinks so. Part of you thinks not. It's so hard to remember who you are. Who you were.

The woman is angry at you. She is screeching: "Fool! Fool! Can't you see the message written for you in the secret entrails? Can you not see the horrors that await you? Better you had never left your unfortunate mother! You are fated to bring the stones together, the stones of doom! Then you will bring Chaos and destruction to us all!"

Just as suddenly as it seized you, the vision is gone.

### Toughness (Oleg Kuryitsin)

When the crystals slam together, your companions all look sick for a moment. That's good. That allows you to cover the fact that you feel sick. You're not ever supposed to be sick. Your mother, who had a third eye on the back of her neck and swore that you would one day bring about the final triumph of Chaos, she held you when you were sick like this...

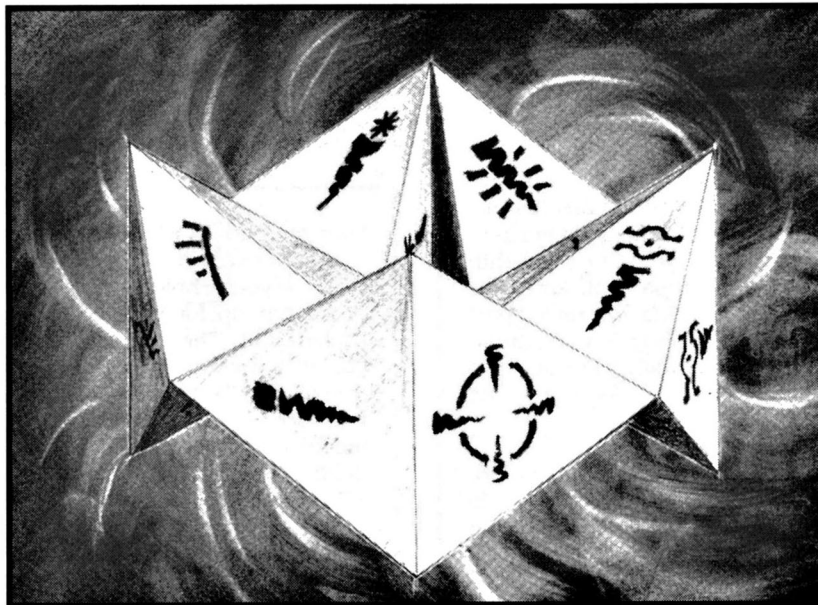
You come to your senses with vomit oozing all down the front of your tunic. What was that nonsense about your mother? Did your colleagues see your humiliation? They seem oddly distracted themselves...

### Leadership (Fiathiriel Clearwater)

When the crystals slam together, your companions all look as if they've gone insane for a moment. Their eyes roll back in their heads. They shake. They quiver. They're clearly insane.

You can take the crystals now, all four of them, take their essence into you. Lava, hot lava flows through your heart.

To protect them, to protect everyone, you may have to kill them. Kill them all.





Either way, the gusts are so strong that they pose a severe challenge to player characters attempting to use their Ballistic Skills. In order to hit a target, the character must be able to accurately judge just how far off target the gusting wind will carry the missile. Player characters with unmodified Ballistic Skills over 50% suffer a 20% penalty when trying to fire missile weapons in these high winds. All others suffer a 35% penalty. For many player characters, this means that trying to fire a missile during the storm is pointless.

Bring this scene to life by making appropriate whooshing noises. In the case of a rain storm, you can prepare in advance for this scene by raiding the cupboards for an old, bent **cookie sheet**; shake this every now and then to simulate the sound of thunder. Or there are many recordings of storms and thunder available on CD or cassette.

Make your players feel the discomfort of their characters. Tell them that they have no hope of healing while exposed to the storm. As they wander around, tell them that they've got completely lost.

## AMONG WOLVES

As the party continues its trek, they begin to hear another sound mixed in with the keening of the wind: the **howling of wolves**.

The howling gets closer and closer, then turns into growling and snuffling as it gets closer still. Finally, the large creatures creep into the zone of visibility: the party is **surrounded by wolves**. These are pack wolves (*WFRP*, p247) but extremely large ones. There are three adult wolves for each party member.

The wolves sense that something is wrong with the adventurers. They are reacting to the unnaturally strong Chaotic aura given off by the Doomstones now that they are

fused together. Use this encounter to make the player characters feel that something is wrong, not only with the wolves but with themselves.

The wolves are curious about the strange force that they have sensed within their territory. They will bare their teeth and growl at any signs of life or movement, but will only attack if:

- the adventurers make any sudden or obviously hostile moves, or
- the adventurers hold the fused crystal in sight of the wolves, or
- the adventurers are insufficiently wounded, and are therefore in need of additional softening up.

Ask one of your players to do some math for you. First, have them add together the current WP values for all of the characters. Next, get them to add together the normal WP values for all of the characters. Finally, ask them to divide the total current value by the total normal value to get a percentage.

If the result is 51% or higher, make a face as if the adventure is forcing you to do something terrible to the characters. Grimly make a notation on a piece of scratch paper, shaking your head all the while. Then forget all about it; the adventurers are wounded enough and don't need any more trouble from the wolves.

If the result is 50% or lower, the wolves attack, fighting until X wolves have been killed, where X equals the number of party members. Then the wolves turn tail and run.

### Pack Wolves

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	33	0	2	2	5	30	1	-	10	10	14	14	-



## Heart of Chaos

pouring down on them. If the PCs make no hostile moves, the wolves will follow and watch them for what feels like several miles, before melting away into the storm.

## WHY IS THIS HAPPENING?

The wind and the hostility of the wolves are representative of the **opposition of the natural world** to the Chaos taint of the Doomstones. All natural animals will react badly to the player characters so long as they possess the Doomstones or are infected by their taint. More intelligent animals may even attack the party members.

## THE BLIND LEADING THE DOOMED

After the wolf encounter, describe the storm conditions for a little while longer as the adventurers grope about helplessly. Perhaps they will seek shelter; let them find none. If they try to pitch a tent, the tent blows away. If they try to construct a lean-to, the wind keeps knocking it down.

Once the players are suitably frustrated and desperate, tell them that they hear **singing**: a high, broken voice is singing a child's song. If they stumble in the direction of the voice, they find a scrawny, dirty young boy working a trap line. He is freeing a dead, waterlogged squirrel from a snare. Watching the way he works, the adventurers can tell that he is **blind**.

### Hopeful Pippo

**Human male trapper, age 11**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	5	0	1	1	4	30	1	37	34	28	35	25	35

**Skills:** Concealment Rural, Flee!, Orientation, Set Trap, Silent Move Rural, Spot Trap

**Trappings:** knife

Pippo's parents were killed by Goblins a long time ago. He still isn't sure what happened; he has been blind since birth. On that terrible day, he heard the screams of his parents, and the crack of breaking bones. He's a resilient little fellow, however, determined to survive in the harsh mountain environment. Building on the skills his father taught him, he's able to make a meagre living trapping small game and selling it to Querla, a merchant of Urdevar. He's also developed his other senses. This aptitude protects him from Goblins, who are never as good at sneaking up on him as he is at hearing them coming. Although he can be tripped up when outside areas he knows well, he's otherwise surprisingly fleet of foot.

Despite the tough conditions of his life, Pippo is an **in-corrigible optimist**. His favourite phrase is "Everything is going to be all right."

Pippo is a good-looking young boy with curly blond hair and milky blue eyes.

When Pippo hears the adventurers approach, he pulls his knife from his belt and waves it around ineffectually. "Who goes there?" he cries.

The adventurers should see that Pippo is no threat, and isn't worth mugging. He's a friendly sort, and it doesn't



take much for him to suggest that he lead them to Urdevar, where they can find shelter from the storm.

Here are Pippo's answers to questions the player characters will probably ask:

- *How can you navigate around in this storm?* "Not being able to see is normal for me. I make my way around by the feel of the trail beneath my feet."
- *What is this Urdevar place you want to take us to?* "It's the only real town around here. It's where I sell the game I trap."
- *What are people like in Urdevar?* "They're very nice people, very good to me. They may be a little shy around strangers, though."
- *Do you always have storms like this out here?* "I don't recall a worse storm, ever."
- *How do you survive out here?* "Oh, I manage. Everything always comes out all right, if you just set your mind to it."
- *Aren't you worried about goblins?* "No sense worrying about them. I can hear better than they can sneak."
- *What happened to your parents?* "They were killed by goblins, I think."
- *I'm sorry to hear that.* "Don't be sorry. It was a long time ago, and they must be in a better place now."
- *Optimists die grim deaths in this terrible world, you little fool.* "Don't be silly. Everything will be all right."

## ONWARDS TO URDEVAR

The next stop for the adventurers is the isolated mining town of Urdevar. If you look at the map of Winter's Teeth Pass on p.9, you'll see that Urdevar isn't marked on it. Where it is, is up to you. Mark Urdevar on the map now, putting it somewhere in the mountains, other than the route the adventurers used to get to Kadar-Gravning.

CHAPTER 3

# ILL OMENS IN URDEVAR

In this chapter, the adventurers stop for rest in the village of Urdevar, in all likelihood led there by the blind child Hopeful Pippo. There they see the first signs of the Doomstones' curse on the outside world, as proximity to the player characters causes the people of Urdevar to turn against one another.

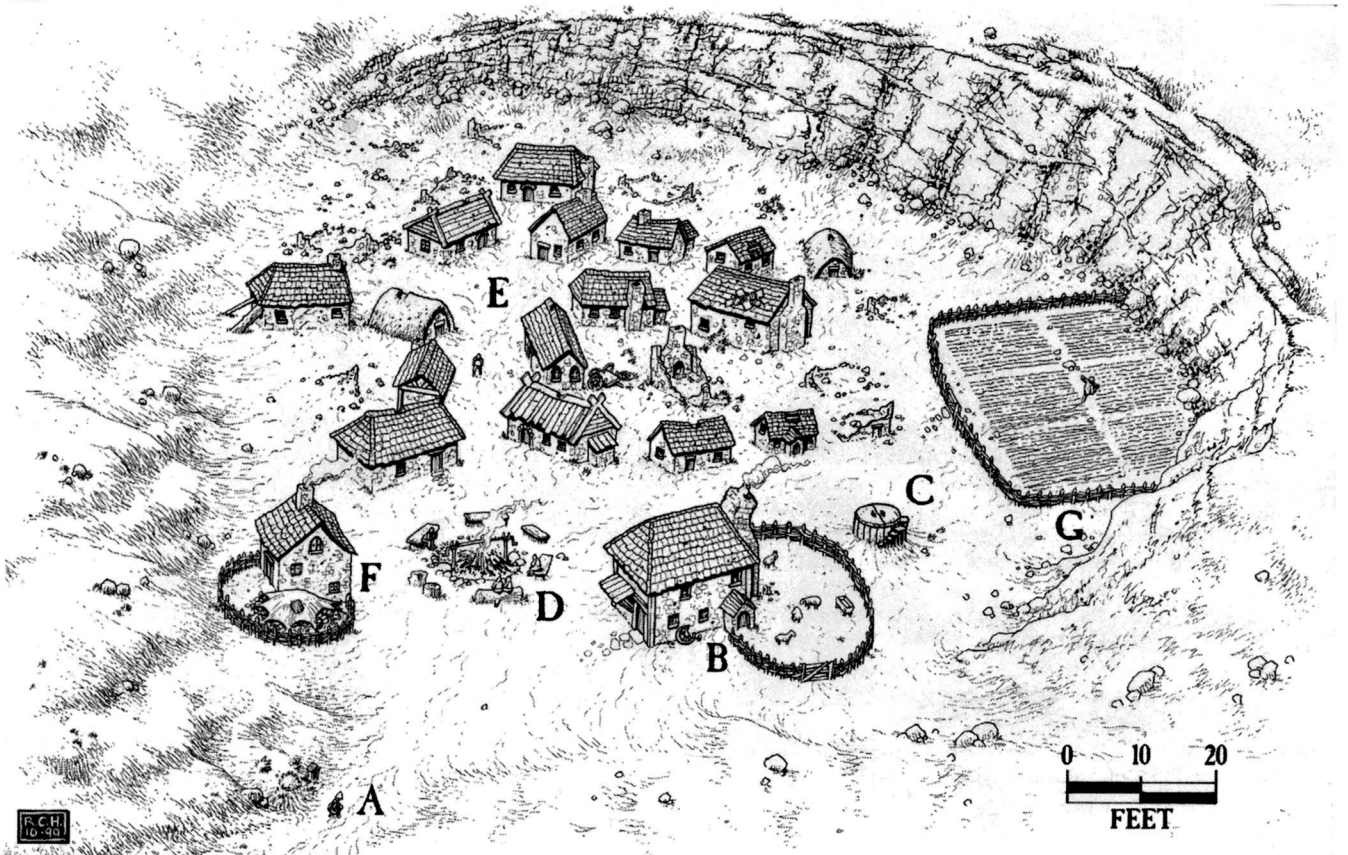
## URDEVAR TOWN

Urdevar, a **poor mining community**, is home to about four hundred people. Its residents refer to it as a town, but it is scarcely a village. Life here is hard. Almost everyone is a silver miner, but the mines they toil in have been largely worked out for centuries. The Urdevarans scratch for scraps of silver left behind by earlier miners. They've become resigned to desperate poverty. During a typical month, the average miner barely scrapes up enough silver to buy rations for himself. The favourite topic of conversation here is the one great strike; the residents all console themselves with dreams of the colossal find that will make them rich. They while away their backbreaking hours in the mines

speculating on the most likely location of such a find. Needless to say, no one in living memory has come close to finding such a thing.

Urdevar is a **close-knit** community. All of its people have either suffered in lifelong poverty, or have been cast out from the wider world for one reason or another. They are far from any kind of authority, and settle problems themselves. Troublemakers don't last long here. It takes a long time for a new resident to become accepted. Its people **fear attack** by bandits, mutants, Chaos Beastmen and roving Orc bands. Anyone bothering to come to Urdevar is probably planning to rob them, they figure. On the other hand, they are so poor that a handful of coins from an adventurer can buy them an amount of food that would otherwise cost them months of punishing labour.

**Manners and hygiene are appalling** even by Old World standards. Bathing is a luxury; some of the veteran miners claim that regular bathing is a certain sign of Chaos worship. Even the cleanest denizen of Urdevar is covered from head to toe in a greasy coat of granite dust. Urdevarans are connoisseurs of the fine art of **spitting**. You should punctuate any Urdevaran dialogue with the occasional loud and





brazen *hocch* from the back of the throat, followed by a dramatic, mimed expectoration. The miners are also chronically flea-bitten, so the spitting should alternate with vigorous **scratching**. There isn't a literate person in the entire town, and the use of big words invites universal suspicion, while visible magic will cause fear and even panic. Despite the barrenness of their vocabulary, Urdevarans are great and relentless **talkers**; they compensate for the loneliness of their days in the mines with a garrulity that would be extremely annoying if anyone actually bothered to listen to anyone else.

Hopeful Pippo's introduction is not enough to overcome the natural suspicion of the Urdevarans. They like the boy, but they also think he's soft in the head. The adventurers will have to win the villagers over on their own. However, if they prove that they're not dangerous, and that they're either free with their purses or willing to listen to a lonely Urdevaran's typically long and monosyllabic digressions about nothing, they'll have a hard time getting the locals to give them any peace.

Urdevar is built on a small plain of flat land, nestled between rough hills and a sheer cliff wall. As one of the few flat spots at a comfortable altitude, it has been in continuous use as a mining camp for centuries. It is visible from whatever trail the player characters are using.

## A. The Roadway

In better times, no doubt a long time ago, somebody levelled off one of the hills and created a wide, sloping roadway to allow trade caravans to access the town.

## B. Querla's Place

Querla's Place has no sign, but everyone in town knows that this is the place to come to for **food, alcohol and female companionship**. Querla is Urdevar's only real merchant, a Halfling woman who runs the dominant business in town. She buys goods from travelling peddlers (very rare in the region), and sells them to Urdevar's residents as they need them. She also buys the silver scrapings that the miners eke out of the surrounding mountains, and resells them to the peddlers. Querla discourages the peddlers from dealing directly with the miners; and because she's one of their best customers, they do as she says. From the miners' point of view, the advantage of selling silver to Querla is that she buys right away; a man could starve to death waiting for the next peddler to arrive with a barrel of salt pork.

Querla manages three female staff, two Halflings and a human who she terms her 'girls', to work in her Place and tend to the miners' needs and desires. Their names are



Gilla, Jerchūnda and Jeanne. All three are odd, rough-looking creatures who are as worn out as the silver mines.

Querla's Place is **not an inn or tavern**. On the top floor are sleeping quarters for herself and the three women. The main floor is devoted to her wares: whatever food she has in stock, grog sold in rough earthen jars, and the three girls. Querla discourages drinking on the premises, expecting her customers either to drink her watery grog at the Fire Pit (D) or in the privacy of their own hovels.

If the adventurers ask for lodging here, Querla just laughs. She tells them to sleep in a hovel, just like everyone else. Under no circumstances will she abandon her own sleeping quarters; she values her dignity over any possible payment. However, if offered 1 GC per adventurer, she'll turf her girls out of their rooms and make *them* sleep on the floor. Their rooms smell very bad, and the mattresses (a rare commodity in Urdevar) are heavily infested by bedbugs. The girls, resentful at being dislodged, will do everything they can to make the adventurers feel unwelcome; this does not exclude spitting or the strategic use of the contents of a chamberpot.

Behind the Place is a corral in which a few mangy sheep are kept. Although Querla sometimes shears them and uses the wool to make garments or blankets for sale, they're mainly here to be butchered and eaten.

## Querla

**Halfling female trader, age 63**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	24	4	4	6	25	1	27	55	30	47	57	16

**Skills:** Consume Alcohol, Evaluate, Haggle

Many people mistake Querla and her companions for Dwarfs, but in fact they're Halflings, although particularly large and unattractive members of that race. Querla would rather **lord it over** the pathetic residents of Urdevar than become a struggling trader in some more comfortable location. Not that she wants her customers to know that; she's forever threatening to pull up stakes and leave, a prospect which frightens the average Urdevaran enormously. She is a haughty, bullying woman. Everyone in the village respects and depends on her, but no one actually likes her.

*Characteristic saying:* "I'm not running a charity, you know."

## Gilla

**Halfling female, age 70**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	15	5	2	3	6	25	1	39	42	22	60	51	20

**Skills:** Consume Alcohol

Gilla's only interest is in **drinking**. She used to drink to forget, and one day she succeeded. She no longer recalls what brought her to this pitiful backwater. She vaguely recalls that she was here before Querla or anyone else. She has no ambitions to improve her lot in life. She doesn't especially enjoy her work, but her customers don't expect much in the way of enthusiasm, and it's the easiest way she knows to get more liquor. Querla pays her directly in grog, with a little food thrown in for good measure.

*Characteristic saying:* "Be a good boy, an' pass that mug to Gilla."

## Jerchūnda

**Halfling female, age 55**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	20	10	2	3	7	21	1	24	45	22	49	52	17

**Skills:** Consume Alcohol

Jerchūnda (the "ch" is hard) is sweet-natured but dumber than a post. She's not attractive, even by the elastic standards of the locals, but acts as if she is. She likes to pretend that she doesn't take money for her favours, and that the entire male population of Urdevar are her "boyfriends". She'll want the male party members to be her **"boyfriends"** too; she'll also expect them to play along and pay her without calling any attention to the fact that they're doing so. It hasn't really occurred to her that there might be a better life outside of Urdevar; she was born and raised here by her father, who worked the mines around here for many a fruitless decade.

*Characteristic saying:* "You're my new favourite boyfriend."

## Jeanne Poutine

**Human female, age 19**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	23	11	3	3	6	23	1	27	45	29	42	52	37

Jeanne came to Urdevar two years ago, with a lover who came to try his luck in the mines. He soon contracted a hacking lung disease. Jeanne went to work for Querla to pay for medicines, but they were of no use. She is now indebted to Querla, and means to work off the money she owes, then take to the road to look for better circumstances. Jeanne doesn't think much of Querla or her neighbours, a fact she doesn't bother to conceal. She's tough-minded and mistrustful, but will react well to the adventurers if they offer her enough **money** to solve her problems.

*Characteristic saying:* "Those coins jingling in your purse must be weighing you down."

## C. Rain Cistern

Urdevar has no well. Instead, it gets its fresh water from a cistern filled by the rain. It doesn't belong to Querla, but she keeps a possessive eye on it nonetheless. During the winter, the cistern freezes solid. In order to get water, the people have to chip off hunks of ice and melt them over a fire. They have to pay for the fuel, so water is an especially precious resource in the wintertime.

## D. The Fire Pit

The Fire Pit is an assemblage of **rotting wooden benches ringed around a big cooking pit**. It is to Urdevar what a town square would be to a more civilized area. Normally you'd find dozens of local residents sitting on or around the benches, getting thoroughly skunked on Querla's homebrewed alcoholic swill. In the foul weather, everyone is getting legless in their own hovels instead.

## E. Hovels

The people of Urdevar all live in these **sixteen stone buildings**, of various sizes and in various states of disrepair. The buildings have been here longer than any of the residents. No one owns any of them; Urdevarans live like squatters. The average hovel provides sleeping quarters to twenty-five people; the smallest has room for only six, while the largest can sleep seventy-five if need be.

There is little in the way of furniture in any of the hovels; anything of value has long since been sold off to peddlers; the rest has been chopped up for use as firewood. Instead, the floors are piled high with blankets and furs, most of them very old and all of them crawling with lice, spiders and the occasional rat. (The discovery of a rat is a cause for great excitement; they're a prized local delicacy.)

The druidic *Delouse* spell might be very handy for player characters who have to stay in one of these hovels. Urdevarans tend to stay in a particular hovel out of habit, but they move elsewhere when they get tired of being cooped up with a given set of companions. Player characters can simply barge into any hovel, grab themselves some unused blankets, and go to sleep. This is not to say that the inhabitants will refuse a lodging fee, if offered one.

## Drulmar

**Dwarfen male miner, age 130**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	21	2	4	7	15	1	19	45	30	52	51	38

**Skills:** Consume Alcohol

**Trappings:** Hand Axe

Drulmar is typical of the miners of Urdevar. He's a **dreamer** and non-stop talker who thinks that his big silver discovery is going to come tomorrow, and has thought this for over thirty years. He constantly complains about the lice, the lack of good food and Querla's extortionate hold over the community, but doesn't give a thought to leaving. Meanwhile, he works harder than a dog and spends what little he makes on food and grog. He is popular among the other miners; if they had a leader, he would be it.

*Characteristic saying:* "I'm *this* close to a big vein, more silver than anybody's seen before. I can smell it, I can."

## The Scholar

**Human male miner, age 49**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
1	20	15	2	3	7	35	1	10	31	34	25	33	32

**Skills:** Consume Alcohol

The Scholar, as everyone in Urdevar calls him, is forty-nine years old, but looks about seventy. He's stooped over from five hard years of work in the mines, and hobbles along with the help of a cane. He suffers from constant joint pain, which accounts for his unpleasant disposition. The others call him 'The Scholar' not because he's an educated man – he isn't even literate – but because he has memorized all sorts of **stories**, which he will grumpily tell around the Fire Pit when the others badger him enough.

He refuses to tell anyone his real name, but sometimes hints that he was a great warrior who forswore violence, or is a notorious criminal hiding from the authorities after a heinous crime. These insinuations are just a way to keep others from interfering with him; he's really nothing more than an itinerant labourer.

*Characteristic saying:* "My legs hurt. Shut your hole."

## Anton Lippio

**Human male miner, age 22**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	36	38	4	4	6	32	1	24	31	34	37	30	26

**Skills:** Consume Alcohol

Anton, a new arrival to Urdevar, has yet to have every spark of life crushed out of him by its severe work conditions. He is certain that he is smarter than anyone else who ever tried to mine these hills, and that his superior brain power will soon lead him to the strike of all time. Anton is arrogant, brash and always in the mood for a dispute. Ever ready to stand up and argue if he feels that someone has offended his honour, Anton finds himself rather out of place among the dispirited souls of Urdevar. They just won't argue with him. If the adventurers show him the slightest sign of disrespect, they'll soon find him half an inch away from their faces, sputtering and protesting with all the energy he can muster. Anton is certainly a **hothead**, but he isn't fool enough to start a physical fight with anyone who looks strong enough to thrash him. He knows enough about magicians and clerics to stay away from them entirely.

*Characteristic saying:* "You have no right to treat me this way!"

## F. Bollo's Peat Moss

The only other business in Urdevar is run by Bollo Maschera, who sends his large brood of children out to dig peat moss from a distant bog during the warm months, and sells the moss for use as heating and cooking fuel when it gets cold. Bollo and his family live on the premises.

## Bollo Maschera

**Human male trader, age 38**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	36	38	4	4	6	32	1	24	31	34	37	30	26

**Skills:** Evaluate, Haggle

Unlike his neighbours, Bollo Maschera doesn't dream of a big silver strike. He **dreams of toppling Querla** from her near-monopoly on village business. Bollo came here as a miner many years ago, and soon figured out that the only Urdevaran living more than a subsistence existence was Querla. He married one of Querla's 'girls', earning her eternal rancour. He retired his new wife from her life of dubious reputé and put her to work making children for him. As soon as the children were old enough to walk, he sent them out to gather branches and peat. Soon Bollo was as much a fixture of the Urdevar scene as his hated rival; the miners came to rely on him for fuel, rather than going out

and getting it themselves. Bollo worked his wife to death, and has outlived several of his children. He watches Querla's every move, looking for signs of weakness. Some day, he tells himself, he will figure out how to get rid of her and take her place. Bollo is very cautious about his ambition, though.

He's also suspicious of any newcomers, fearing that they will take Querla's business away from her before he gets the chance to do it. If anyone arrives in the village and shows half a flash of ambition, Bollo does everything he can to encourage the newcomer to leave. This is how he will treat the adventurers.

*Characteristic saying:* "You don't want to stay in this miserable pest-hole. Get out before you find yourself trapped here, just like me."

## G. Vegetable Patch

During the spring and summer, Querla grows vegetables on this plot of land. Gilla, Jerchūnda and Jeanne do most of the work. Every now and then, one of the miners gets insolent and asks why the whole community shouldn't share in the produce, instead of having to pay Querla for it. The other villagers, frightened that Querla might leave them or hike prices on other items, soon convince the knave to shut up.

## ARRIVING IN URDEVAR

If the adventurers are being led into Urdevar by **Blind Pippo**, he **introduces them** to its residents, calling them his "lovely friends".

If you've brought the player characters to the village by some other means, they meet Blind Pippo just outside the village itself, working a trap line. He hears the adventurers approach, calls out to them brightly, and introduces himself. He asks the adventurers about themselves, answers whatever questions they have, and generally presents himself as a chipper young fellow. Again, he volunteers to introduce them to the people of Urdevar.

For the rest of this chapter, we'll be referring to characters who are described in full here as *supporting characters*. The other, unnamed residents of Urdevar are *background characters*.

## FIRST IMPRESSIONS

When you first introduce each of the Urdevaran characters, you have two goals.

*Show each character in the best possible light.* It's important that the Urdevarans first appear to the adventurers as **essentially decent**, if rough-edged, people. The players should be able to tell the difference between their normal behaviour, as displayed in these initial encounters, and the nasty things they get up to after they've been exposed to the energy of the corrupted crystals.

*Make each character distinctive.* Each time you introduce a new character, you should try to convey the *core concept* of that character. A core concept is a phrase that sums up the most memorable thing about the character. It might be a motivation, an attitude, or an identifying quirk. From your point of view, this phrase is the key to understanding and presenting the character. If you do this well, the players will be better equipped to differentiate the various characters, and to care what happens to them.

Ideally, when you get to the sequence where the Urdevarans become corrupted, the players will feel bad about it, especially since their downfall is a direct result of their desire for the Crystals of Power.

### Urdevar Character Quick Reference Chart

Character	Core Concept
Drulmar	Dreamer
Gilla	Drinking
Jerchūnda	"Boyfriends"
Anton Lippio	Hothead
Bollo Maschera	Hopes to topple Querla
Hopeful Pippo	Incorrigible optimist
Jeanne Poutine	Money
Querla	Lords it over her neighbours
The Scholar	Knows many stories

You don't have to introduce the characters in any particular order. Choose randomly, or give priority to the ones you think will have the most amusing interactions with your particular stable of player characters.

When Pippo introduces **Drulmar**, he gives the adventurers a hearty welcome, extending his grimy hand in friendship. He apologizes for the village's poor state of repair, but says that things will soon be different. "Any day now, there will be a great silver discovery, and then we'll all be in clover. You'll see."

**Gilla** clutching a mug of grog, invites the adventurers to take a swig. Anyone accepting her offer learns that Querla's grog manages to be both foul-tasting and watery.

**Jerchūnda** flirts with all of the male player characters, dubbing at least one of them her "new favourite boyfriend".

**Jeanne Poutine** takes one of the player characters aside, choosing a female character if available. She warns the character that Urdevar is no place for people who aim to make something of themselves, and that folks who plan to stay for a while have a habit of remaining forever. She advises them to heal up, wait for the storm to end, and then get out. She says that she'd leave too, if only she had enough money saved up.

When Pippo introduces the adventurers to **Anton Lippio**, he's busy arguing with **the Scholar**. He thinks the story that the Scholar told last night was supposed to be about him. Anton is hopping about in anger, but the Scholar dismisses his complaints with a half-hearted wave, as if at a gnat. Lippio warns the adventurers that people here are quite rude, and unconcerned with personal honour.

Pippo then introduces them to the Scholar, enthusing over the wonderful stories he tells. The Scholar modestly says that Pippo exaggerates his storytelling ability. He apologizes for not getting up, complaining that his joints are killing him.

**Bollo Maschera** offers the adventurers special deals on peat moss while in town, if they want to barter goods for them. He warns them against Querla, saying that she likes to boss everyone around, and will probably try to boss them around, too.

**Querla**, on the other hand, is protective of the villagers. She tells the adventurers to be careful about arousing false hopes, or trying to change peoples' ways. "Every now and then, somebody new comes along and makes all sorts of promises of a better life, but everyone just ends up disappointed." She says that no one else cares about these people like she does.



### INTERLUDE

While the player characters heal up in Urdevar, you have the opportunity to run some off-the-cuff interaction between them and the supporting characters. Try to get the players interested in the people of Urdevar by setting up little plot lines that tie their characters to the supporting characters. Think about the different personalities or goals of the player characters and go from there.

For example, a kindly player character might get involved with Jeanne Poutine, perhaps offering to help her get out of Urdevar. A minstrel, raconteur or academic type could be inspired to pry some rare stories out of the Scholar. Maybe one of the adventurers is a moral crusader, itching to shut down Querla's prostitution operation and get the grog-addled citizens of Urdevar to quit drinking. If your group has a character who is as hot-headed as Anton Lip-pio, Anton might enlist that character in a feud with another, claiming that his nemesis has also insulted the player character.

These are just examples. The key to running off-the-cuff interaction like this is to pick up on the cues that your players give you when their characters talk to the supporting cast. Figure out what a player character wants, and set up a sub-plot that promises to deliver it.

There are three reasons to do this.

- Events in the next section will have greater impact if the players have strong emotions about the supporting cast, whether negative or positive.
- It's often fun for the players to get a chance to depart from the script for a while. This allows them to feel that they're an integral part of the story.
- It will give the players practice at this less structured style of play, which they will need in order to successfully complete later chapters of this adventure.



However, you don't absolutely have to do this if the players are unreceptive; you can move right onto the nasty supernatural stuff, below.

### BAD INFLUENCE

The storm rages unabated as the adventurers recover from their wounds. Let them interact with the personalities of Urdevar as they choose. Then gradually introduce a series of disturbing incidents as the days wear on.

If you want to create new characters and add them to the story, feel free to do so. After all, there are around four hundred villagers. On the other hand, if the player characters seek out additional characters but you don't want to bother to make up interesting ones, remember that the people of Urdevar are constantly drunk and exhausted. Most of them have had any sense of individuality or life ground out of them years ago. Let them respond to the player characters as little as possible.

### HOVEL COLLAPSE

**One of the stone hovels collapses**, injuring some of the people inside. If the adventurers are staying in a hovel, it's that hovel that falls apart. The mortar holding the stone blocks of the roof spontaneously crumbles, causing large stone blocks to fall on the sleeping inhabitants.

For player characters, treat this as a **\$5 hit**. If you have the *GM Screen and Reference Pack*, use the 'Falling and Crushing Criticals' chart on p.16 of the Critical Hits booklet to determine the nature of any critical hits. Characters can't parry the falling blocks. Armour reduces damage as normal, but this shouldn't make a difference to sleeping characters. Don't tell us you're letting your player characters get away with wearing armour in bed!

If any of the game master characters from the Urdevar Character Quick Reference Chart (p.19) are in the hovel when it collapses, they can suffer no worse result than a 5 on the Falling and Crushing Criticals chart: that is, severe bruising which leaves the victim prone for a round, and causes a -10 penalty to all physical activity for D3 hours.

If there are any background characters in the hovel when it collapses, some of them are crushed to death by the falling blocks. Don't neglect to describe the pooling blood rapidly flooding out from beneath the blocks to soak the blankets and furs in gore.

On first glance, there is nothing supernatural about this calamity. The hovels are all in poor repair, and the mortar holding the other buildings together is cracked with age. However, anyone closely inspecting the rubble will discover that the mortar didn't just crack; it crumbled to particles the size of grains of sand. No explanation for this is apparent: even Dwarfen engineers will be mystified. The adventurers have no way of knowing for sure that the crystals are responsible, although they may suspect it.

### A RUDE SURPRISE FOR PIPPO

The next morning the adventurers encounter Pippo, wailing in despair. His face is purple with bruises and a large cut runs across his lips, from top to bottom. He says he was getting ready to leave the village when **a group of people** came up behind him and **beat him up**. None of them said anything, so Pippo has no idea who the culprits are,



or why he was attacked. Pippo can't stop weeping. "They've always been good to me before," he cries. "Why would they do this to me now?"

The corrupting effect of the crystals has begun to decay the bonds of community in Urdevar, just as it broke the roof of the hovel. For no apparent reason, a drunken Anton Lippio became convinced that Hopeful Pippo was mocking him. He convinced a few similarly inebriated friends to help him waylay the fellow and teach him a lesson. Anton and friends are now torn between fear and remorse. Their violence of the night before confuses and shames them. However, they have no intention of owning up to their cowardly crime; they know that they would be driven out of the village if the truth became known. They will deny all knowledge of the incident if interrogated by player characters.

Pippo does not stay around to find out who jumped him; he tearfully heads off into the wilderness, telling the adventurers that he knows it's safe there.

## FUEL FOR THE FIRE

Later, the adventurers witness a commotion developing around Bollo's Peat Moss. Despite the pelting rain (or howling snow), someone has managed to **set fire to Bollo's**

**stock of peat moss.** People panic. Someone shouts out that everyone will freeze to death if all the peat moss burns. Dozens of villagers rush to the rain barrel, grabbing mugs and buckets to fill with water to try to douse the flames. The Urdevarans are impossible to organize. Player characters who try to get them to form a chain are ignored.

If the player characters are able to put out the fire, through the use of the *Extinguish Fire* spell or some other means, the Urdevarans will thank them generously. Otherwise, the fire is eventually extinguished, but only after a quarter of Bollo's stock has gone up in flames.

In the aftermath of the incident, Bollo angrily swears that he will find out who set the fire and make them sorry they were ever born. He suggests that the culprit might be acting at the behest of a certain person; everyone knows that he means Querla. Querla indignantly denies any involvement in the arson. She points out that the fire will drive up demand for fuel, retorting that Bollo probably did it himself. The miners quickly take sides. Unless the player characters intervene and calm the crowd, a great brawl breaks out between the two sides. To calm the crowd, the first player character to speak up must make a Fellowship test with a -5 modifier.

Even if the adventurers do avert a *mêlée*, they're unable to convince anyone that the fire might be accidental;

## Heart of Chaos

the villagers all assume it was deliberately set. In fact, the fire is the result of spontaneous combustion, caused once again by the crystals.

### BEAR IN THE WATER

*Note: This sequence will not occur if it is wintertime.*

The next day, another commotion erupts, this time at the rain cistern. Someone has thrown a decomposing bear carcass into it. The **water is obviously contaminated**; a white blanket of maggots floats on its surface. Miners gather and quickly begin the nasty task of fishing the bear parts out of the water.

Outrage sweeps through the town; the villagers show their anger by cursing, shouting and shaking their fists. There is no other convenient source of water nearby, so the Urdevarans have two choices. They can either drain the cistern and hope that the storm lasts long enough to refill it, or they can leave the water in the cistern, forcing them to purify it somehow before drinking it (nobody knows that boiling water will purify it – not even player characters) or risk disease.

Querla appears and accuses Bollo of contaminating the water. She says he wants to sell more of his peat. Bollo denies this, but the frightened villagers are now anxious to

find a scapegoat. Unless the player characters successfully counter Querla's arguments, the villagers believe her. To convince them otherwise, the first player character to speak against her must make a Fellowship test with a -10 modifier.

To determine who the real culprit is, roll D6 and consult the chart below. This will become important later.

The culprit was acting under the influence of the crystals. They possessed the character during the night, inducing a sleepwalking episode. The crystal energy killed a bear and caused it to rapidly decompose. Then, via a nightmare, it inspired the culprit to drag the corpse back into the village and dump it into the cistern. The culprit thought the whole thing was a dream, but now realizes that it was real – and is too terrified to admit anything about it to the other villagers.

The player characters may or may not be interested in finding the water poisoner. It doesn't hurt the adventure if they decide not to bother.

### ASKING QUESTIONS

If the adventurers ask the supporting characters about the incident, each of them points the finger at another. Try to portray the characters less sympathetically than before.





Leave the players with the feeling that everyone in Urdevar is becoming more hostile and suspicious.

- **Drulmar** says that Gilla probably did it: "The drunken doxy is always stumbling around here destroying things! Her brain is completely pickled by grog!"
- **Gilla** blames Jerchūnda. "She's crazy, you know. Doesn't even admit to what she is. Won't share her drink, neither, when a poor soul's run herself out. A lunatic like that is capable of anything!"
- **Jerchūnda** points the finger at Jeanne Poutine. "Jeanne's crazy for money. Thinks that if she gets some, she can get out of here. Such a greedy slut. And she's always stealing other peoples' boyfriends. She must be figuring to blackmail us. Not that I'm saying I know how that would work. All I know is I saw her sleepwalking last night." (The sleepwalking bit is a fabrication, intended to bolster the accusation.)
- **Anton Lippio** accuses Pippo. "The little blind bastard is sneakier than he looks, you know. How do you think a blind boy survives in this misbegotten place? Because he's not blind, that's how. Because he's not a boy. He's a Chaos mutant, I'm sure of it. He thinks he's got us all fooled with that friendly, innocent act of his, but he don't, do he? We know different, don't we?" Anton has just invented this theory to justify his earlier attack on Pippo. Any character who accuses him of the attack and succeeds at a **Fel** roll (+10 modifier) can break him down and force him to admit to it. He stubbornly clings to the Chaos mutant accusation, however, even though he has no evidence to offer beyond Pippo's knack for survival.
- Predictably, **Bollo Maschera** charges Querla with the poisoning. "She wants to drive me out of town, because I compete with her. She'll do anything to make me look bad. She did it herself, don't you see? She wouldn't be content with me just leaving, not any more. She wants the others to kill me!"
- **Jeanne Poutine** says that Drulmar is the culprit. "Drulmar was with me the night before. He fell asleep right as soon as he was finished, so I was trying to shove him out of bed to get on to the next customer. And he woke up and got all irate-like and told me he'd poison me if I wasn't careful. This is his way of doing it. He knows I always start my morning by going out to the rain barrel for a drink of water." (Drulmar did say he would poison her, but it was just an idle threat.)
- **Querla's** accusation of Bollo still stands. "You know who I think did it, and you know why."
- **The Scholar** blames Anton Lippio. "He's been acting like a right weasel the past few days. Slinking around, getting all huffy-like if he thinks anyone's looking at him too hard. Sure sign of a guilty conscience, I say."

## LOOKING FOR CLUES

If the players seem only mildly interested in identifying the culprit, they will find no physical evidence. Move on to the next section when things get boring.

If, on the other hand, you can tell that the players are determined to find the saboteur, there is a clue to be found. It is a tunic stained with blood and bits of rotting bear viscera. The culprit has planted it in the living quarters of the character he or she accused of the crime in the previous section. Check the 'Finger-Pointing Quick Reference Chart' above to see which character this is. If the characters find this clue, make **Int** rolls for each of them. The character with the highest successful roll realizes that the tunic fits the culprit, but not the character the culprit has accused.

## MAKING AN ACCUSATION

Should the player characters publicly announce their suspicions, the villagers believe them. They accept the adventurers' word whether or not they're naming the real culprit; Urdevar is desperate for a scapegoat.

The supporting characters immediately seize the accused character and, unless the player characters intervene, put him or her to death. In the wintertime, they drag the accused up onto the roof of Querla's Place and throw said accused to his or her death. Otherwise, they drag the accused over to the rain cistern for a drowning. Don't flinch from describing the horror of this rough justice.

After this incident is resolved one way or another, the Coldfire Knights arrive in Urdevar. The action continues in the next chapter of this book.

## OTHER CHOICES

It's possible that the attunement to the last crystal, which begins this final part of the *Doomstones* saga, will occur far from Kadar-Gravning. If this happens, you'll have to figure out how to get the players to Urdevar. The specific location of Urdevar doesn't make any difference to this storyline. You can put it anywhere in the Old World.

## ALTERNATE URDEVARS

You should also feel free to change any details about Urdevar that make it fit better with a different location. For example, it's not crucial that Urdevar is a mining town, or that its main building is a combination of shop and house of ill-repute. Here are the things about Urdevar that do matter:

**Urdevar is an isolated place.** The closer the town is to civilization, the less credible the Beastman attack becomes. The Coldfire Knights are less likely to be active in the heart of the Empire; they're front-line shock troops who head off trouble in distant corners of the Old World, not everyday civilian authorities.

**It has an atmosphere of decay and depression.** This is important for thematic reasons; the Old World is not a sunny and cheerful place. The mood of this story should start out bleak and get desperate from there.

**The people are rough, but good at heart.** The players must be able to see the difference between Urdevar's residents when they first encounter them, and after they have been exposed to the effect of the crystals for a while.

**It's near a mountain.** The location of the next section does matter, and it has to make sense that the residents of Urdevar know Zockri the hermit, and can direct the player characters to him.

CHAPTER 4

# THE SMELL OF BURNING ICE

As the action continues in the village of Urdevar, the PCs encounter Mechthild von Strohm, a merciless agent of the Empire who will later become their nemesis. In order to get the vital clue which leads them to the next stage of the adventure, the player characters must gain a surreptitious audience with a prisoner of the Coldfire Knights, the scholar Kostenlos Umlaut. Not long after they get this clue, Beastmen, attracted by the Chaotic signals given off by the fused Doomstones, attack the town. Mechthild leads the defence, giving the player characters a first-hand opportunity to see just how formidable she and her Coldfire Knights can be

## ARRIVAL OF THE COLDFIRE KNIGHTS

The player characters see a heavily armoured, well-equipped party of warriors trudge up the main road into the village, guided by Blind Pippo. This is a contingent of **Imperial agents** from the Order of Coldfire Knights, led by the alarmingly powerful Mechthild von Strohm. Von Strohm and

the Knights appear several times in the course of this adventure, and so are described in the Appendix, on p.124.

## DESCRIBING THE GROUP

Note: the player characters won't know the names of the approaching Coldfire Knights and their companions at this point, so don't read them out. Their names are included for your ease of reference.

Mechthild stands behind Pippo. She's a short, squat woman with a shiny, steel half-mask covering the right side of her face. Tell the players that she carries herself with an air of absolute confidence and power. She wears full plate armour, which is in good repair. All of her equipment is of top quality, and is fairly new.

Flanking her are two other fully armoured knights (Helmut Beschluss and Nikolas van Liebewelpen). Describe Helmut as tall, bald, and silent. When describing Nikolas, mention his youthful good looks.

The rest of the party, walking a few paces behind the



three knights, consists of a beautiful young woman with light blonde hair and a haughty demeanour (Katrin Schneekette), a middle-aged man with an enormous gut and outsized waxed moustache (Joachim Hartwurst), a dark-featured, unsmiling fellow with a goatee (Peter Zynismus), a Halfling with purple bags under his eyes and thinning brown hair (Franno Burrlling), and an older, scowling man (Bertolt Geizhals) who holds a chain connected to a collar around the neck of a pathetic, dirty old prisoner (Kostenlos Umlaut).

## MECHTHILD'S AGENDA

Mechthild has come to the Yetzin Valley in search of the Crystals of Power. Unwillingly helping her in this mission is her prisoner Kostenlos Umlaut. Kostenlos, a scholar, had been researching into the Dwarfen Time of Woes, and that led him to information regarding the existence of the crystals, and to later prophecies predicting that they would be found together in the Yetzin Valley, precipitating a crisis that would cause a disaster to the Empire as devastating as the Time of Woes was to Dwarfen civilization. Mechthild's mission is to find and destroy the crystals before this happens.

Neither Kostenlos or Mechthild know that the crystals have already been found. They don't know how to destroy the crystals when they find them; they don't even know that the crystals are near-impossible to destroy. They have no mystical means to detect the crystals or the effects of their energy on the people and objects in their vicinity. All they have to go on are Kostenlos' memories of a variety of old documents, many of them written by crazy people. Unless the adventurers make it obvious that they have the crystals, Mechthild won't attack them.

If at any time the characters do make it clear to Mechthild that they have the Doomstones, go to the passage entitled 'Crystal Clear', later in this chapter.

## THE PRISONER'S DILEMMA

Kostenlos has been badly mistreated by Mechthild during the trip from Altdorf to the Vault Mountains. He's an old man and not terribly fit, but she has shown no tolerance for his frailties. Whenever he slows down the party, she instructs Bertolt Geizhals or Joachim Hartwurst to beat him. She's slapped him a couple of times herself, and has also humiliated him by having a metal collar locked around his neck. Kostenlos is led about on a chain attached to this collar; the chain is usually held by Geizhals or Hartwurst. The stewards accompanying the knights take every opportunity to shame the old scholar; they make jokes at his expense, throw food at him, and shove him about if given the slightest provocation. (The wizard Katrin Schneekette does not contribute to these petty torments; she's too haughty to even acknowledge his presence. The Halfling spy Franno Burrlling feels secretly sorry for Kostenlos, but is unwilling to intervene on his behalf.)

Kostenlos has never been treated like this before. He grew up in a well-to-do merchant family, and is used to the respect afforded an educated man. He is accustomed to people arguing with his theories, or even insulting him, but blatant, unrelenting abuse is something he never thought he'd face. He's certain that Mechthild will get him killed. He's come to despise her, and hate the Empire. The

Empire is going to kill him anyway, so why should he care if it gets destroyed in some epic Chaos manifestation? All he wants is for Mechthild to fail.

Therefore, if he finds out that the adventurers have the crystals, he'll try help them instead of the Coldfire Knights. If Mechthild finds out they have the crystals, she'll try to kill them. The challenge for the player characters in the following encounters is to interact with the members of the Coldfire force enough to realize that they need to reveal their situation to Kostenlos while keeping Mechthild in the dark. Let's hope they've been brushing up on their roleplaying skills.

## SETTLING IN

Like the player characters, the Coldfire Knights have come here to shelter from the storm. They don't expect to learn anything about the crystals while in Urdevar. That won't stop them from asking around, however.

**Bertolt negotiates with Querla** over accommodations. If they care, the player characters can watch this exchange from a distance. They see Querla shake her head at first, just as she might have done with them if they asked to stay with her. Then Bertolt leans forward and whispers in her ear. Querla looks frightened, and then nods her head in agreement.

If the prostitutes have been ejected from their rooms to make space for the adventurers, Querla in turn demands that the adventurers leave so that the Coldfire Knights can move in. They can't persuade her to change her mind. If the adventurers refuse, Querla goes over to confer with Bertolt. Bertolt talks to Franno, who comes over to warn the player characters not to make an issue of this. Franno tells the party that his group includes nobles of the Empire, who expect the best lodgings wherever they go. He then looks fearfully back at Mechthild and Helmut, telling the adventurers that these are no ordinary Imperial nobles. "I've seen them in battle many a time, my friends, and even when you're fighting on their side, what they can do is terrifying. You don't want to die over a room in a flea-infested inn. Choose your battles, friends." If the adventurers still want to fight to the death over their room reservations, the Coldfire Knights are more than happy to oblige them. Nothing like a little bloodshed after a long walk to keep the muscles limber. Refer to the passage entitled 'Premature Battle', in the 'Other Choices' section at the end of this chapter.

If the adventurers are staying elsewhere, Querla forces her female staff to sleep on the floor of her establishment. She even sleeps there herself, ceding her own bed to Mechthild.

## INTERACTING WITH THE ORDER

Only one member of the Coldfire mission seeks out the player characters for conversation. This is Franno, who is acting on Mechthild's instructions. An adventuring party is out of place in Urdevar, Mechthild wants to know what the player characters are up to, and Franno is good at drawing people out.

However, if approached, most of the other members of the group will respond to the player characters, especially when they find out just how boring it is to wait out a storm in Urdevar.



The chart below provides core concepts for the Coldfire characters. See 'First Impressions', on p.19 for more on the use of core concepts. Two of the characters are given both *apparent* and *actual* core concepts; these are characters whose outward actions are belied by their internal motivations. An apparent core concept is one that you present to the player characters. An actual core concept reflects the character's hidden desires and intentions; these are for your own use, so you can decide what the character might do in an unexpected situation.

On p.29, you'll find a section called 'Scapegoat'. This is an episode designed to provide a break between the episodes in which the adventurers interact with the Coldfire characters. When the players appear to be getting restless or stumped, go to 'Scapegoat'; the PCs can return to their questioning of the Coldfire characters after that.

### Franno Burrling

Franno is listed first because he is the only Coldfire character who goes out of his way to interact with the player characters. They may also choose to talk to him again later.

#### First Approach

After his party gets settled in at Querla's, Franno approaches a player character and exchanges pleasantries. Make an **Int** roll for Franno. If he succeeds, he approaches the player character with the lowest **Fel** rating. If he fails, he chooses the one with the highest **Fel** rating. Franno is an accomplished liar; play him as natural, open and friendly.

He introduces himself, expecting the player character to do the same. If asked what his masters are up to, he says something to the effect of: "Some sort of surveying mission, but there's something secret about it. I'm just an underling; they don't tell me anything." If the character's player asks how honest Franno seems to be, make a secret **Fel** roll on the character's behalf. If the roll succeeds, tell the player that there's something deceptive about Franno. If the roll fails, say that Franno appears to be truthful.

Franno then asks the adventurer what the player characters are doing in the area. Despite his earlier words, he knows very well that Mechthild is looking for the Crystals of Power. If the player mentions the crystals, or provides any solid hints about them, Franno lets the conversation die as naturally as he can and then immediately alerts Mechthild. Go to 'Crystal Clear', later in this section.

#### Later On

If the players approach Franno again later on, there is a 75% chance that he is drunk and in his cups, having purchased some grog from Querla.

When sober, Franno is parsimonious with information, responding to questions about himself, the other party members, and their mission with vague and purposely inarticulate comments, such as:

- "Oh, you know, I was doing this for a while, and then I was doing a bit of that."
- "The others? They're just typical, you know. Regular sorts."
- "I don't really know much about the mission. I just do my job, which is the kind of thing you'd expect. You know."

Franno is also an expert at answering questions with questions. He tries to draw as much information out of the player characters as possible, like so:



- "I bet you've had some interesting adventures. In fact, your names sound kind of familiar. Should I have heard of you?"
- "Your friend there, the Dwarf. There's a real aura of mystery about him, isn't there?"
- "You must be very far from home. What brings you all the way out to the Vault Mountains?"

When drunk, Franno is no more forthcoming about the Coldfire Knights. He does, however, become more open about his emotional state. In this state, he forgets to pry into the adventurers' lives. His comments are either melancholy, or are about poetry:

- "Sometimes you go through your whole life to get somewhere, don't you, and when you get there you discover that's not where you want to be, right?"
- "Storms always make me sad. They remind me of the great Halfling poem, 'The Dripping Away of Life', by Jubjo Walnuts."
- "I've been working on a poem for a long time, a poem about the way that all things are doomed to go away sooner or later. I had a couplet come to mind a few minutes ago, but it's gone. That always happens to me."

### Mechthild

Mechthild doesn't go out of her way to speak to the adventurers, but will respond if approached. (If you're good at accents and impressions, an Arnold Schwarzenegger voice would not be inappropriate here.) She is fairly open about her mission and identity, and is prepared to reveal the following tidbits of information:

- She belongs to a knightly order, one that serves the Emperor with "unswerving loyalty".
- Her mask covers scars she acquired in combat with a Beastman. The mask has some "very useful abilities".

- She is investigating reports of some “dangerous, cursed magical artefacts”.

If the adventurers show any interest in the latter, Mechthild calls for Bertolt. Bertolt appears. She tells him to bring Kostenlos. A few moments later, Bertolt drags Kostenlos over to Mechthild and her interlocutor. Mechthild commands Kostenlos to describe “the things we are searching for”; Kostenlos then accurately describes the crystals.

The player character may then ask what interest the Empire has in these items, or why Mechthild describes them as cursed and dangerous. Mechthild merely replies that they must be destroyed, as must anyone “affected by their taint”.

If a player character admits to possessing the Doomstones, go to ‘Crystal Clear’, below. If not, the conversation departs from the subject of crystals, and Mechthild dismisses Bertolt and Kostenlos. Try to steer the conversation around to the subjects of virtue or loyalty. This will allow Mechthild to expound on her philosophy. The point of this is to frighten the adventurers, and impress upon them what an implacable opponent she will be. Suitable von Stroharm pronouncements might include:

- “Loyalty is the only virtue. Failure is the only sin.”
- “Chaos is a threat to the Empire, and must be exterminated. All threats to the Empire must be exterminated.”
- “My comrade Helmut cut out his tongue to prove his loyalty to the Empire. That is very honourable, but I would sooner cut out the tongues of others.”
- “The Knights of our Order are famous for never giving up. We will cease fighting when all our foes are dead, and not a moment before.”

### Helmut

Helmut doesn't like making his tongueless grunts and groans in the presence of strangers, so it might take a little while for the adventurers to figure out that he's mute. If they approach him, he tries to wave them away. If they continue to pester him, his gestures get increasingly hostile. If the player characters persist, he finally opens up his mouth, points at his missing tongue, and groans angrily at them. Try to make your facial features and gestures as expressive as you can when portraying Helmut.

Helmut is not literate. If anyone gives him a note, he crumples it up and throws it angrily at the character's feet.

### Nikolas

Nikolas engages in prolonged conversation only with characters he perceives as social equals. He immediately identifies as a noble any character who has the *etiquette* skill and wears a heraldic emblem somewhere on their person. Characters may also convince Nikolas that they are nobles by recognizing the Liebewelpen crest which is displayed on both his breastplate and his shield, and then making a successful **Fel** roll. However, if the characters don't have *etiquette*, he cools to them midway through the conversation and quickly excuses himself.

To seeming peers, Nikolas will reveal the following:

- He is a member of the Coldfire Knights, a knightly order which serves the Empire.
- The main mission of the Coldfire Knights is “keeping the rabble down”.
- The leader of the mission is Mechthild von Stroharm. “The Stroharms are of most excellent stock, with large land holdings. Mechthild is a credit to her bloodline.”

(At this point, make a secret **Fel** roll for the player character doing most of the talking. If the roll is successful, tell that player that Nikolas's feelings for Mechthild clearly go beyond mere collegial admiration.)

- The current mission is a fight against Chaos. “The trick to handling Chaotics is to treat them like any other threat to the public order. Fear is their chief weapon, but a man of noble birth is above such weaknesses.”
- The current mission has something to do with crystals of some sort. “Some beastly business to do with the history of the Dwarfs. Not my sort of thing, really.”

In order to get Nikolas to reveal each of these facts, the character must seem only casually interested, as if making small talk at a dull aristocratic function. If you're the sort of game master who likes to keep dice out of roleplaying situations, judge how well the player is conveying this feeling. If you prefer to use dice, have the player of the questioning character make a **Fel** roll to earn each new fact. Either way, Nikolas shuts up quickly if he begins to suspect that the players have a genuine interest in his mission here.

Non-noble characters get nothing from Nikolas but a condescending brush-off. “I believe you should be addressing my steward. That's a good fellow.” He points to Joachim and then departs, so as to avoid any further contact with undesirables.

### Katrin

Katrin is uninterested in talking to the adventurers. She might be willing to talk to a fellow wizard, if the wizard makes a higher successful **Fel** roll than she does, and breaks the conversational ice with some occult shop talk. For example, Katrin's ears perk up if offered a chance to learn an exotic spell.

If the character tries to get Katrin off the subject of the latest advances in magical theory, they must make a second **Fel** roll. If the roll fails, Katrin bids them an abrupt goodbye and walks away. If the roll succeeds, Katrin is willing to reveal the following bits of information:

- She serves Mechthild von Stroharm, who in turn reports to an aide to the Emperor. She does so in order to earn her licence to practise magic in the Imperial armies. “I have time for my theoretical studies, and the missions permit me to hone my practical skills.”
- The others are “very dangerous, but uninteresting”.
- The mission concerns the capture and destruction of four Dwarfen artefacts, the Crystals of Power. “They are also called the Doomstones, because many prophecies made over the year predict some great apocalypse if they are ever combined again.”
- The prisoner, Kostenlos Umlaut, is the one who alerted the Empire to the possible threat of the stones. “But he is just a scholar, not a wizard. Those who can, do. Those who cannot, teach.”

Katrin then asks her fellow wizard if he has heard anything about these crystals. If the character admits to the truth about them, go to ‘Crystal Clear’. If not, have the wizard's player make a **Fel** roll; Katrin makes an **Int** roll. If the character's **Fel** roll fails, or Katrin gets a higher successful roll than the character, go to ‘Suspensions Raised’.

### Peter

The cynical Peter Zynismus will open up only to player characters who present themselves to him as common soldiers or mercenaries. Nobles, academics or characters who display obvious wealth will get only the shortest of replies from him.

Even those Peter is willing to speak to get little useful information about the mission at hand out of him. If an adventurer spends a while telling war stories with him, this is what they will learn:

- Peter started his life as a carpenter, but then got dragged into the service of the Empire as an artilleryist.
- He captained his own mercenary company for a while.
- Peter thinks that the one great truth in life is that the common soldier always gets it in the neck. If it isn't the enemy, it's the damn aristocrats who give the orders.
- The knight that Peter serves, Helmut, isn't a damn aristocrat. He's a common soldier who made good.

If the adventurer makes a successful **Fel** roll, Peter proceeds to tell the story behind Helmut's missing tongue. (This is found in Helmut's character description in the Appendix, on p.128.)

### Bertolt

At any given time, there is a 50% chance that Bertolt is guarding Kostenlos Umlaut. If he is not guarding Umlaut, Joachim Hartwurst is.

Bertolt is very mistrustful, and is not interested in talking with the player characters. He is even less interested in letting them talk to Kostenlos. Although he's usually looking for ways to profit on the side during Coldfire missions, he's too wary to accept a bribe, or do anything else which will compromise the mission. If the adventurers persist in bothering him, or try to rescue Kostenlos, he will shout for help. One member of his group will arrive every round, until everyone is present.

### Joachim

Joachim views his guard duties as more annoyance than duty, and is desperate for any kind of diversion. Although he is eager to talk, he has little of value to say:

- His master is Nikolas von Liebewelpen, "the young noble".
- Liebewelpen belongs to a knightly order that serves the Empire. It teaches its knights all kinds of crazy notions about loyalty.
- This is his first mission in Nikolas's service. "I was bodyguard to his father once, many years ago. He ran into me in the street in Altdorf, and hired me on the spot."
- Joachim hates this place. "There is no decent food here. I'd kill a man for a decent sausage."
- Joachim has a philosophy of life: "There are two types of people in this world. There's people who fart more than they belch, and people who belch more than they fart."
- The prisoner is "some stupid book person. They brought him to help them find something. He's fun to kick every now and again." If he's currently guarding Kostenlos, he takes this as a reminder to give him a desultory kick: "Aren't you, book person?"

If the player characters ask to speak to Kostenlos, Joachim refuses: "The masters would skin me alive. And I don't mean that as a figure of speech." However, Joachim is amenable

to bribery and other persuasions. Here are some methods the player characters can use to convince him to let them talk to the prisoner:

- Gamble with him, win and then forgive the debt in exchange for a few minutes with Kostenlos.
- Provide him with a large and delicious meal. Not long after gobbling it down, he will fall asleep.
- Challenge him to a foolish contest of some kind, like thumb-wrestling or a belching competition. If he wins, the adventurers must pay him 5 GCs. If the adventurers win, he allows time with Kostenlos.

### Kostenlos

As noted above, the adventurers can only talk to Kostenlos by somehow getting Joachim Hartwurst to neglect his guard duties.

Kostenlos is eager to tell the adventurers what is going on, or at least what he believes is going on. He doesn't beg for rescue; he knows just how powerful Mechthild and the others are, and is sure he would be slain in any escape attempt. Kostenlos can tell the adventurers anything found in his character description on p.130 of the Appendix. You should note that although he is convinced that the Crystals caused the Time of Woes four thousand years ago, and the Brotherhood of Memory agrees with him (see p.45), he has no evidence to disprove the general view that volcanic activity is what destroyed the Dwarfen empire.

Kostenlos will respond to questions to the best of his ability. Here are some probable questions and answers:

- *How can we destroy the crystals?* "I have no idea."
- *What does the Empire want with the crystals?* "I found various prophecies which said that the crystals will soon demolish the Empire, just as they brought about the Time of Woes that ended the golden age of Dwarf civil-



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zation. The Coldfire Knights want to destroy the crystals before this happens."

- *Do you know what the exact nature of this catastrophe will be?* "Only that it will be very bad."
- *Aside from the big disaster, do the crystals have other bad effects when combined?* "Yes, all the prophecies talk about this."
- *What kind of effects?* "The Doomstones are supposedly tainted by the Chaos god Tzeentch. Tzeentch is the god of change and alteration – usually for the worse. Some of the prophecies say the crystals cause things to fall apart, buildings collapsing and the like. Others say they twist at the souls of people, making them mistrustful and irrational, even mad."
- *Is anyone else looking for the crystals?* "The Dwarfs of Karak-Ungor tried to kill me just for learning that the stones existed. Imagine what they'd do to anyone who actually found them."
- *What will the Coldfire Knights do to someone who happens to have combined the crystals already?* "I believe that von Strohmarm intends to kill such persons, just to be on the safe side. That isn't part of her orders, though, so perhaps she could be persuaded otherwise."
- *Is there any way to save the world without killing these people?* "I don't know."

Give the involved players five minutes of real time to talk to Kostenlos. As the time draws to an end, Kostenlos guesses that the adventurers have the crystals, assuming they haven't already admitted it. He then tells them to seek out a Dwarf named Zockri the Younger, who was last reported living as a hermit in the Vault Mountains, on top of Hawk's Claw Peak. "Zockri was alive back then, in the time just before the Time of Woes. His name appears in the documents several times. If he's still alive, he must know the secret of the crystals – if not, perhaps he left records or descendants that do. I thought I might get word to him one day. Now you must do it, or everyone is doomed!"

On this note, the adventurers hear Bertolt approaching. If they stick around and allow Bertolt to see that they're talking to the prisoner, go to 'Suspicious Raised'. If not, give them time to reunite with the other party members and discuss what they've learned. Then go to 'The Burrowers', below.

## SUSPICIONS RAISED

If the Coldfire Knights have reason to believe that the adventurers might have the crystals, they **attempt to capture** the player characters.

Members of the Coldfire group who can subdue opponents attempt to do so. Katrin uses her *Sleep* spell. Nikolas and Peter employ their *strike to stun* skills. Helmut uses his net and then a lasso; Joachim does the same. Bertolt and Franno stay out of the fight unless their comrades appear to be in serious danger.

Mechthild simply wades into battle with her axe, fighting full-out and demanding immediate surrender. Make an **Int** roll for Mechthild; if she succeeds, she selects the player character with the highest **T** rating as her opponent. Otherwise, she picks a random character. When the players see just how much damage Mechthild dishes out, you may see their characters surrendering pretty quickly.

After the player characters are captured or surrender, Mechthild interrogates them, demanding to know if they

have the crystals. As she does this, Franno searches through their belongings. Unless the adventurers have some extraordinary way of keeping the crystals hidden, Franno finds them.

Mechthild then orders the deaths of the captives. Kostenlos appears, urging her not to kill them right away; he has important questions to ask them: "We still don't know how to destroy the crystals; maybe they know how." Mechthild tells Kostenlos he can speak to them during the evening, and that they'll be executed at dawn.

This decision gives Kostenlos enough time to tell them about Zockri the Younger, if he hasn't done so already – see 'Kostenlos', above. It should also give them enough time to escape. Helmut commandeers one of the smaller hovels as a prison for the group, and leaves Peter and Joachim as their guards. If the players are smart, their characters will concentrate on running, leaving a final fight with the Coldfire Knights for another day. If they botch the escape attempt and end up fighting Mechthild again, the result could be a high death toll of adventurers. So be it; there are no guarantees of success and no rewards for stupidity in the Warhammer world.

## CRYSTAL CLEAR

If the adventurers tell a member of the Coldfire group that they possess the crystals, Mechthild assembles her group to confront them. She offers them **two choices**: they can hand over the crystals, or they can die. "I have planned all along to kill anyone found with the crystals, because I believe in erring on the side of caution. But if you spare us the bother of slaying you, I will let you leave this place alive." (Her unspoken addenda to this offer is "If we find out later that we need to kill you, we can easily track you down then.")

If the player characters hand over the crystals, Mechthild does indeed let them leave. In fact, she makes it clear that their continued presence in Urdevar is unwanted. However, before they get a chance to leave, something unexpected happens; go to 'The Burrowers'.

If the player characters refuse to hand over the crystals, Mechthild attacks without warning. Go to 'Battle Royale', immediately below.

## BATTLE ROYALE

If the adventurers get into a **straight-up fight with the Coldfire Knights**, many of them are likely to die, especially those who fight Mechthild, whose ability to ignore high Toughness ratings should prove devastating. The players are given plenty of opportunity to escape this fate, and many hints as to how dangerous Mechthild is. If they get their characters killed at this stage of the story, it's through their own stupidity; you should ruthlessly play the Coldfire characters to the best of their abilities, and let the bodies fall where they may. Mechthild and her allies fight without quarter. Don't be afraid to take a quick break before running the fight, in order to review the abilities of the characters you'll be running.

## SCAPEGOAT

As the adventurers are trying to figure out what the Cold-



fire Knights are up to and what connection they have to the crystals, the crystals themselves get to work again, arousing the villagers to **violence against an innocent individual** who they believe to be guilty in the rain cistern incident. (If it is wintertime, or if a culprit has already been named and killed, the incident in question is the burning of Bollo's peat stocks.)

If the villagers believed Querla's accusation against Bollo earlier in the day, it is Bollo they decide to kill.

If the adventurers convinced the villagers that Bollo was innocent, the Urdevarans spontaneously become convinced someone contaminated the water. Roll a D6 on the chart below to determine the identity of the scapegoat. The scapegoat can't also be the real culprit; reroll if necessary.

## Scapegoat Chart

Roll	Scapegoat
1	Drulmar
2	Gilla
3	Jeanne Poutine
4	Anton Lippio
5	Querla
6	The Scholar

If you're rolling on the scapegoat chart, player characters may also become convinced of the scapegoat's guilt, through the crystals' malign influence. The adventurer with the highest **WP** is immune from this effect. For each character, secretly make **WP** rolls (-5 modifier); characters attuned to

crystals suffer a -10 modifier. Pass a note to each player whose character fails the test; the note should say something like, "You suddenly realize that [insert name of scapegoat] must be the one who [contaminated the rain cistern/burnt Bollo's peat]. No one else could have done it; you know this in your bones."

A mob scene ensues; people rush from their houses to find and kill the scapegoat. Unless the player characters physically intervene, the scapegoat is murdered. The victim might be kicked to death or thrown onto a bonfire. Describe the violence as vividly as you can, evoking sympathy for the terrified, innocent victim of this explosion of rage.

The player characters can save the scapegoat from being killed; their abilities far outstrip those of the pathetic Urdevarans. Doing so, however, will arouse the villagers' hatred and suspicion, unless the player characters can convince the mob that they have the wrong culprit.

Von Strohmarm and the Coldfire Knights watch this scene, but do not intervene. If an adventurer begs them to do so, Von Strohmarm dismissively replies that this matter is of no relevance to the survival of the Empire. However, any character who makes a point of looking for Kostenlos Umlaut's reaction notices that the oracle is watching the proceedings intently, unlike his captors. The look on his face is one of concerned recognition.

## THE BURROWERS

The sequence in Urdevar ends with the sudden end of the storm. The crashing rain (or blinding snow) stops dead.

The sun shines its warming rays over grim Urdevar. A rainbow appears in the mountains. The sky becomes blue. Birds chirp. The residents of Urdevar come out of their hovels to dance around in delight, hugging one another. "It's over! It's over," they cry.

Alas, this moment of hope merely heralds the arrival of a band of Chaos Beastmen. They have been instinctively drawn to Urdevar by the energy of the crystals, and expect to find a great Chaos Warrior or major creature of Chaos to lead them to pillage and plunder. When they arrive and see nothing but a bunch of panicking villagers, they do what comes naturally and start killing people.

The **Beastmen** appear by **burrowing up through the earth**, thus appearing in the middle of the village. They get *surprise*, but aren't close enough to any of the adventurers (or Coldfire characters) to attack them this round.

All of the Beastmen are weird albinos, hybrids of humans and various underground animals. There are mole people, albino fish-men and hairless, eyeless white-skinned humanoids. The most terrifying Beastman of all is a forty-foot long legless lizard with three shrieking, eyeless human heads jutting out of the top of its skull. It is this creature that surfaces in the middle of the hovels, looks around for a victim and spies Hopeful Pippo. It picks Pippo up in its enormous jaws and bites him in half. It then spits out the top half of the corpse, so it can have a nice crunch on the tasty legs. Pippo's chest, arms and head fall at the feet of the player character who seemed to like Pippo most. This character must make a *terror* test.

The other Beastmen spend the round of surprise attacking and killing various background characters. Then Mechthild and company charge into combat, laying waste to the Beastmen. Mechthild attacks the legless lizard creature, giving the adventurers a chance to see first-hand just how formidable she is. Mechthild dodges its bite attacks while laying into it with her sword; make sure you describe this fight as vividly as possible. You probably won't have to fudge any rolls to make the fight impressive, but be sure to do so if the dice happen to be uncooperative.

The three heads on top of the lizard-thing's skull are shrieking incessantly. In fact, they're speaking in Old Worlder, although it's impossible to make out their words over the din of combat. Any character with the *lip reading* skill can make three **Int** checks, one for each head, to figure out what they're saying:

- Head 1: "Where are you, our terrible masters? We hail you, champions of Chaos!"
- Head 2: "It is come! It is come! The day of Tzeentch has come!"
- Head 3: "I don't see the masters! They're gone already! We're too late!"

Like any self-respecting adventurers, the player characters will probably join the fight against the Beastmen. There are too many Beastmen for the adventurers to count. End the fight when the player characters have killed  $x$  Beastmen, where  $x$  equals (the number of player characters) multiplied by 2. Don't bother actually rolling out full combats for fights between Coldfire Knights and Beastmen. Just roll dice behind your GM screen as if you're playing by the rules, and keep describing the carnage, giving the impression of the Knights as implacable, relentless warriors.

If a player character joins Mechthild in fighting the lizard-thing, it aims its attacks at the player character. If it's fighting more than one player character, choose its target randomly each time it attacks.

## Legless Lizard Beastman

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	25	-	10	10	15	52	1	91	40	24	40	24	5

## Other Beastmen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	3	4	11	30	1	30	29	24	29	24	10

*Mole-Headed Beastmen:* Bite does D8 base damage.

*Albino Fishmen:* Claws have 25% chance of causing *infected wounds*.

*Hairless, Eyeless Humanoids:* Sonar abilities give them the *dodge blow* skill.

## FAREWELL TO URDEVAR

At this point, the adventurers should realize that there's not much reason to stay in Urdevar. If they're reluctant to head along, give them suitable hints until they do so. If they have used any of the crystals to fight the beastmen, then as soon as the Coldfire Knights have recovered from the battle Mechthild will want to talk to them about it (go to 'Crystal Clear' on p.29). If they haven't yet learned about Zockri then this is a good chance to have Kostenlos sneak a message to them, warning them they're in danger and telling them to journey to Hawk's Claw Peak.

## IF MECHTHILD GOT THE CRYSTALS

Six hours after the adventurers part company with the Coldfire Knights, the crystals reappear in their possession, as described in 'From There to Here' on p.10. They have no way of knowing this, but Mechthild and Katrin spent those six hours trying to destroy the Doomstones, to no avail.

## OTHER CHOICES

If the adventurers leave Urdevar without finding out about the existence of Zockri the Younger, you can do one of two things to salvage the situation:

- Have a supporting character run after the adventurers with a "secret message" from Kostenlos Umlaut; it contains the information about Zockri and his home on Hawk's Claw Peak.
- Let the player characters flounder around searching for more information about the crystals, improvising a story around the choices they make. When they do something that would logically lead them to Zockri's name and location, return to the storyline given here.

If they refuse to take the hint – and there are always groups of adventurers who will miss the obvious – then encountering the respectful Beastmen in the next chapter may give them a clue. If they slaughter them, keep repeating similar encounters until they finally realize that something unusual is going on.



CHAPTER 5

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# BEASTLY DOINGS

In this sequence, the adventurers are faced with a number of ominous signs indicating that they are being shadowed by mysterious creatures. These creatures turn out to be more Beastmen. However, these Chaos creatures don't want to kill the player characters – they want to join them.

## EVERY STEP YOU TAKE

The journey to Hawk's Claw Peak takes several days. During this time, the PCs are **observed by Beastmen**. Although they too are instinctively responding to the energy of the combined crystals, these Beastmen are more cautious than their fellows back in Urdevar. They also believe that the energy is given off by powerful avatars of the Dark Gods, but expect such avatars to be cruel and arbitrary. They want to approach their "new leaders" slowly, to make sure they don't get beheaded for their effrontery. Thus, they have chosen to observe the "avatars" for a while, then gradually court their favour through a series of gifts and displays of obeisance.

As this sequence begins, make a secret **Int** test for any character with the *sixth sense* skill. If a roll is successful, tell the appropriate player that the character has a sense of unease, as if being watched. Further successful sixth sense tests give the same result until 'Frightful Retainers', on p.33.

## I CAN TELL BY THE WAY YOU SMELL

The first sign of the Beastmen trailing the party is their **foul odour**, which on a couple of occasions wafts its way towards the adventurers when the Beastmen are careless enough to get upwind of them. Only the most fussy or fastidious player character (your judgement) should be able to detect the smell the first time around. On a second occasion, everyone gets a good whiff.

## CAMP FOLLOWERS

When the characters set up camp, they will presumably establish a watch to stand guard while others sleep. In the middle of the night, the watchman hears rustling in the underbrush. If he shines a light source towards the source of the sound, he catches a **fleeting glimpse** of a hulking, hairy creature that walks upright. The light reflects off the back of the creature's retina, making it seem to have glowing eyes.

As soon as it sees the watchman react, the creature quickly bounds into the bush. If the adventurers head into the bush to find it, they find nothing.

## DRUMS ALONG THE YETZIN

As the characters break camp to continue their journey, they hear a strange **drumming and chanting**. The sound echoes off the surrounding mountains, so that its point of origin is impossible to pinpoint. Any character with the skill *demon lore* identifies the sound as similar to drumming used by some demonologists in their rituals of summoning. If the character then makes a successful **Int** test, he also knows that this particular chant is one meant to placate and soothe the demon being summoned, to let it know that its summoners are also minions of the same Dark God. If the character makes a second **Int** test, he further identifies this particular chant as one sacred to Tzeentch.

Although the player characters might conclude that the local minions of Chaos are summoning a demon, in fact the drumming and chanting is aimed at the party, in an effort to guarantee a safe reception when the Beastmen finally reveal themselves.

## CALLING CARDS

Later that day, waiting for them in the middle of whatever trail they are following, the adventurers find six steaming **piles of freshly laid excrement**. Five of the piles are obviously mammalian faeces, while the sixth, which is much smaller, has the distinctive black-and-white appearance of a bird's droppings. The adventurers will recognize the smell; it's a more intense version of the nasty aroma they sniffed from a distance earlier.

The adventurers may interpret this as a threat or insult, but this is actually what passes for a formal greeting among Chaos Beastmen. Like other animals, they use their dung and urine as a means of communication; these piles are meant to identify their creators to the "avatars of Chaos" and indicate friendly intentions towards them.

## UNWANTED GIFT

The next night, a noise alerts whichever watchman is on duty in the middle of the night. Again, a scampering shape is seen, and little else. When the watchman shines a light on the spot where the noise was found, he finds a pile of rocks which have been quickly arranged into a crude altar. Placed in front of the altar are a number of old clay pots. Each pot has a lid woven from grass laid upon it.

When the lids are removed, the adventurers find big chunks of **uncooked meat inside the pots**. If they have the stomach to investigate the meat closely, they find it fresh – no maggots. A close look at the bones found with the meat – especially a set of foot bones – reveals that the flesh is almost certainly that of a Halfling.

As far as the Beastmen are concerned, this is a generous sacrifice, sure to win the favour of the Chaos avatars. They were very hungry, and wanted to very much to eat the rest of that Halfling themselves.

## FRIGHTFUL RETAINERS

Later that day, the Beastmen finally make themselves known to the adventurers. Coming out from a hiding place (a rock or perhaps a tree), they rush out into the middle of the trail. They prostrate themselves before the player characters and burble in Dark Tongue. Four of the Beastmen are bear-people; they look rather moth-eaten and their snouts are covered in scars. The fifth is part man, part horse, and wobbles about frightfully on two ungainly horse legs. The sixth is a skinny fellow with the head of a finch, his body covered in patchy brown feathers. Jutting out from his stomach is a second head, this one a very ugly vulture's head covered in thick, knobbly warts, with a long and faintly obscene-looking wattle dangling from its chin. The bear-men are named Urkus, Abzort, Grumm and Pleth. The horse creature is called Hinny. The finch-headed one is named Slurk.

Adventurers who understand Dark Tongue hear that the **Beastmen are pledging eternal allegiance** and obedience to them, and that the Beastmen believe that the player characters are great avatars sent by Tzeentch to commence the destruction of the world.

If no one understands Dark Tongue, Slurk realizes that the adventurers aren't comprehending, and switches to Old Worlder. Slurk is the only Beastman who speaks this language, and not terribly well:

"Oh great avatars of Chaos, you so smart and evil, we love you much and follow you always. You so smart to look

like stupid humans and [here Slurk names the various races represented in the player character party] not like Chaos creatures, so it be easier for you to destroy world! I am Slurk, your loyal servant! This is Hinny, and Urkus and Abzort and Grumm and Pleth, who will be almost as loyal servants as Slurk! Hail Tzeentch! Destruction to all!"

Despite this show of servility, the Beastmen will fight back if attacked. The exception is Slurk, who will slink away to pester the adventurers another day.

### Slurk

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	30	42	2	10	30	70	1	30	15	30	05	15	15

**Skills:** Dodge Blow, Language – Old Worlder

### Hinny

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	20	10	2	4	8	20	1	20	05	15	15	15	03

### Urkus, Abzort, Grumm and Pleth

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	70	10	7	7	18	20	2	20	10	15	67	62	14

## TALKING TO THE BEASTMEN

If the player characters seem hostile or angry, the Beastmen cower: "Please oh please do not hurt us with your terrible wrath!"

Under no circumstances will the Beastmen believe that the adventurers are anything but avatars of Chaos. After all, the stink of Tzeentch is rolling off them like sweat on a hot day. If a player character denies being an agent of Chaos, Slurk (or, if a player character is speaking Dark Tongue, one of the bear-men) says, "You so smart and evil to say that you not serve Tzeentch, when we all know that you do! It is good to keep secrets! We will follow you anyway, and tell no one that you are going to end the world!"

The player characters might ask why the Beastmen think that they serve Tzeentch: "You test us, to see if we truly as cruel and clever as we must be to serve great Chaos champions such as you! The stench of Chaos, you is pulsing with it, it assailed our nostrils from many miles away, made us drunk with pleasure! All will eventually come and serve you. Wherever you go, Beastmen smell your beautiful, evil stench, come to bow before you. All Beastmen will join you, follow you as you send us to obliterate stinking Old World! Stupid Empire! Ashes, it will be. Many corpses, we will eat!"

The Beastmen have no useful information about the crystals, which they've never heard of.

If asked about the impending end of the world, they hop about and drool with glee. "It has come to us in our dreams. The demons from beyond the veil whisper in our ears, and tell us that it will come. Everything will be eaten! Everything!" Continue this gibbering blather as needed.

A player character might well ask why the Beastmen



are looking forward to the end of everything; after all, that will mean their deaths, too. "You so smart to test us, to make sure that we are real Beastmen. You know the answer – that life is horror, nothing but pain and suffering. We exist only to destroy, so that nothing will be left. All hail Tzeentch, our saviour! With your help, he will rescue us from the shame of living! He will rescue us all!"

### DISMISSING THE BEASTMEN

If told to go away, the Beastmen beg and grovel. "O woe and blasphemy! No insult could be worse than this! Let us serve you. Let us lick the undersides of whatever parts you want us to lick!"

If ordered to leave in the name of Tzeentch, they do so reluctantly. However, they continue to shadow the adventurers, and show up every day or so to beg them to reconsider. They should appear at moments of maximum inconvenience. For example, if the adventurers are attempting to convince a nervous trapper to let them take shelter in his cabin for the night, the Beastmen will arrive when the trapper is on the verge of agreeing.

### ADOPTING THE BEASTMEN

The party may decide that the best way to handle the Beastmen is to accept their obedience. The Chaos creatures refuse to perform obviously virtuous assignments, but are happy to execute menial or pointless tasks. Whenever a job is finished they return to ask for further orders. They will gladly fight on behalf of the adventurers; this is the assignment they expect to perform. Slurk will not fight to the death, but the others will.

The party may get to like having a group of formidable monsters to do their bidding. Whenever they get too complacent, remind them of the bestial, Chaotic nature of Beastmen. Have them engage in disgusting rites to propitiate Tzeentch, threaten other game master characters that the adventurers need to befriend, or attack and kill innocent people.

If the adventurers go too far in condoning Chaotic behaviour, you're in danger of having the adventure derailed. Religious characters should receive dreams from their gods that make it clear the divine powers, and if a Priest or Druid continues along that path, their deity may refuse them spells. For other characters, the odd nightmare about becoming a Beastman (or Beastwoman) themselves should jerk them back into the path of righteousness. If you use alignments in your game, then don't be afraid to threaten PCs with alignment changes – lawful characters in particular should be given very little leeway before the acceptance of Beastmen retainers pushes them closer to Chaos.

### PERSONALITIES

The bears are lumbering, unquestioningly stupid creatures who never question the adventurers' behaviour or motives. They like to fight, eat, bully others and sleep. The four of them are continually struggling for dominance, and will fight amongst each other if bored. They get bored easily.

Hinny is a weak and easily frightened creature who is in constant pain. He whines when physically or mentally taxed, which is nearly all the time. He does whatever the

fiercest nearby character tells him to do.

Slurk is a little more complicated. He's the smartest and most determined of the Beastmen, and he finds in the adventurers something that troubles him – a sense of loyalty and conscience. As the adventure progresses, he begins to abandon his Chaotic ways in order to dedicate himself to the well-being of his new friends, the adventurers. He never becomes exactly good: he's willing to sacrifice him for his comrades, but not for any greater cause.

Slurk's two heads can both speak, and at first they have slightly different personalities. The head on his shoulders (the finch head) does most of the talking; it grovels and is eager to please. The head protruding from his stomach (the vulture head) is ill-tempered and easily discouraged. It mutters away every now and then, complaining that the entire venture is doomed. It is perpetually worrying that the "idiot forces of Law" will suddenly burst upon them and crush them all.

It is the finch head that abandons Chaos in the course of the adventure. As the story continues, the finch-Slurk becomes gradually more hopeful and positive, arguing with the pessimistic vulture-Slurk. The vulture head becomes more insistent in its predictions of doom, now becoming fearful that the finch head's behaviour will get Slurk killed by the adventures, other Beastmen or some different minion of Chaos.

The adventurers shouldn't discover this division within Slurk right away; wait for a suitable lull in the action to spring it on them. Have fun playing the two heads of Slurk; this character should seem like comedy relief until the conclusion, when it has the chance to make a moving sacrifice for the sake of the player characters.

Accordingly, you should try to keep Slurk alive until the conclusion of the story. His premature death won't derail the entire narrative, but it will rule out an entertaining





scene. Slurk avoids combat whenever he can; his game statistics give him good defensive values when you aren't able to manoeuvre him out of a fight. Use your licence to fudge if necessary.

## REINFORCEMENTS

If these Beastmen are slain while serving the player characters, others arrive to replace them, attracted by the energy of the crystals. Roll D6 on the following chart to see which kind of Beastman shows up. If the result is 'Bear', use the statistics given above for Urkus and the others. For other types, use the statistics given below.

Beastman Types	
Roll	Species
1	Badger
2	Bear
3	Fox
4	Mountain Goat
5	Snake
6	Spider

### Badger

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	48	20	5	6	12	50	3	30	20	26	40	68	15

**Mutation:** Claws do D8 damage.

**Personality:** Badger Beastmen are stubborn, defensive, quick to anger. They argue with the adventurers, questioning their judgement.

### Fox

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	35	55	4	5	11	31	1	40	27	44	33	24	60

**Mutation:** Bite may cause rabies: victims who fail a Disease test will gain 1D6 Insanity Points within 1D6 weeks. Victims must make one Disease test per successful bite, but do not suffer cumulative effects for multiple failures.

**Personality:** Sneaky and subversive, fox creatures follow the letter of the adventurers' orders but not necessarily the spirit of them. They will disobey orders when presented with the opportunity for immediate, selfish gain.

### Mountain Goat

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	40	29	6	8	17	30	1	59	14	13	13	46	16

**Mutation:** None, aside from bestial appearance.

**Personality:** Stubbornly loyal when the adventurers seem powerful and in control, mountain-goat Beastmen are compelled to attack leaders when they become weak. They may turn on the party when its members are injured and in a poor position to defend themselves.

### Snake

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	48	10	4	4	10	70	1	62	18	19	13	17	20

**Mutations:** Fangs – ignores armour on a **WS** roll of 15 or less. Poison – any hit that damages opponent also forces opponent to make a Poison test; if test is failed, opponent's **WS**, **BS**, **I** and **Dex** are reduced by 10 for D6 days; additional doses have cumulative effects.

**Personality:** Cool and calculating, snake Beastmen may realize that the adventurers do not truly serve Tzeentch. They will attack if an opportunity presents itself; otherwise, they will simply slither away into the trees.

### Spider

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	53	10	4	8	10	61	2	64	13	18	17	19	14

**Mutations:** Has two attacks per round; first is Web Spinner, second is its Poison Bite.

- Web Spinner – entangles opponent on successful hit.
- Poison Bite – base damage D3 if victim passes Poison Test; base damage D12 if opponent fails.

**Personality:** The very predatory spider Beastmen may not be able to resist the temptation to snack on a needed game master character or vulnerable adventurer.

**CHAPTER 6**

# HUT ON THE MOUNTAINTOP

In this chapter, the player characters make the difficult trek to Zockri's mountaintop home. The climb to the top of the mountain where Zockri's hut awaits is a difficult one, involving numerous natural obstacles, with an optional creature attack or two.

When they finally find Zockri, they find an ancient Dwarf consumed by guilt and self-loathing; Zockri has no interest in helping the adventurers.

The challenge of this scene is to overcome Zockri's emotional resistance and convince him to reveal the origin of the Doomstones.

## HAWK'S CLAW PEAK

Just like the village of Urdevar, the exact location of Hawk's Claw Peak in the Vault Mountains is left up to you. There should be enough distance between Urdevar and Hawk's Claw Peak to allow for the scenes that take place in the previous chapter, plus any business particular to your player group. Once this is over, you should cut right to the events of this chapter, starting with some mountain climbing and wilderness survival challenges.



## HENCE THE NAME

Hawk's Claw Peak is named after the many large hawks that inhabit its foothills. These animals are smarter than most other hawks; they've learned to hunt co-operatively, thereby increasing their food intake and also increasing the number of hawks the land will support. They've also learned to be very protective of their nests, because a local goblin band, the Egg-Suckers, sometimes raids them.

The hawks' nests are in small natural alcoves in a thirty-foot cliff wall near the trail that leads up the peak. When the adventurers get close to them, the **hawks dive-bomb them**. There are too many hawks to count; you don't need full game statistics for them in order to run this encounter.

Each hawk has the equivalent of the *dodge blow* skill and an **I** of 75. Any successful **BS** hit against a hawk will fell it. Keep track of each slain hawk. Any attempt to hit a hawk with **WS** while it's dive-bombing the character is doomed to fail, but let the player roll anyway.

Each character is dive-bombed D3 times per round. The hawks have learned to drive off goblins by diving at their faces, trying to pluck at their eyes with their impressively clawed talons. Characters with helmets that cover their eyes are not attacked by the hawks after the first round. Characters who place scarves, headbands or other makeshift anti-hawk devices over their eyes are abandoned as targets after the first round in which all dive-bombing hawks fail to harm their targets. However, such characters will have trouble seeing properly, and may run off the trail. If they then remove their eye-protectors, the hawks attack again.

Each dive-bombing hawk has a 10% chance of putting out a character's eye. If it fails to do so, its attack has no effect. Characters who lose an eye suffer a loss of the binocular vision required for depth perception; they have their **BS** ratings reduced by 20, although the reduced rating may not be less than 5. They suffer a similar penalty to any other test that requires long-distance vision. Until treated, they also suffer a -10 penalty to all attacks. All sight-related skills, such as Night Vision bonuses, are eliminated.

Characters losing both eyes are permanently blinded, and are incapable of performing almost any physical task expected of an adventurer. Such characters should be retired. Perhaps their companions, once they're finished disposing of the threat of the crystals, would be willing to undertake some great quest to restore their eyes. If their eyes are regenerated, they can return to action.

There are at least three ways to end this encounter:

1. Kill ten or more hawks, they stop attacking.
2. Run through the hawks' territory and come out the other side, braving the hawk attacks. This is a 140-yard sprint. See *WFRP*, p.73 for movement chart.
3. Retreat and find another trail up the mountain.
4. Use a spell or crystal power with an damage-dealing area effect, such as *rupture*.

If the players come up with another reasonable solution to the problem, let them use it.

## UP THE MOUNTAIN

Once past the hawk trail, the adventurers are in for a two-day trek up the increasingly raked slope of a glaciated mountain. This terrain counts as *difficult ground* (*WFRP*, p.74). Provided that the characters take their time, they should suffer no damage on the way up. It is impossible to move up the mountain at running speed.



## ICE WORMS

On the snow covering the surface of the glacial ice, **parasites** lurk. They are tiny white insect larvae, about an eighth of an inch in length. These ice worms remain dormant until they sense nearby body heat. They then wriggle towards the heat source, leaping onto the legs of passing animals (or, in this case, people.) The worms have a suction clamp under their mouths; they use this to grasp the animal's hair. The worms can also clamp onto clothing or armour. They then wriggle across the surface they're clinging to until they find flesh. They eat their way into the flesh, leaving a small pin-prick of a wound.

The larval insect feeds on the flesh for several days, and then begins to pupate, using the surrounding muscle tissue of the host organism as a caterpillar would use a cocoon. One day after it wriggles its way into the victim's muscle tissue, its presence begins to cause excruciating pain in the affected area, which is usually the legs. Affected characters suffer reductions to their Move ratings, and penalties to all actions (such as combat) dependent on the use of the affected area, in accordance with their Toughness ratings:

Character's Toughness	Penalty to Move Rating	Penalty to Actions
10+	None	-5
7-9	-1	-10
3-6	-2	-15
1-2	-3	-20

This period lasts for D6+2 days. At this point, the larvae become white-carapaced beetles, which burrow out through the host's muscle tissue and skin, each one caus-



ing D3 damage. The damage disregards Toughness and Armour. Pick an appropriate moment for this horrific event, and describe it in detail.

If the Beastmen have come along for the trip, Slurk will warn the adventurers to be on the lookout for ice worms. If any player characters have the *cure disease* skill, they may make **Int** rolls at full value to know in advance about the threat of ice worms. Other characters can make **Int** rolls with a -30 modifier, or -15 for anyone native to the Vaults.

The trick with ice worms is to spot them when they're still clinging to one's clothing or armour, and then burn them off with a flaming twig. (A torch will work, too, but then the user risks burning himself.) If the party is forewarned about ice worms, have each character make an **I** roll for every three hours of travel. (This assumes a cautious movement rate, which is safe for this terrain. If the characters are moving at standard rate, check once every 90 minutes of game time.) Successful **I** rolls mean that the character has spotted ice worm-casts on the surface of the ice and avoided them, or has seen a worm on their armour or clothes. Failed rolls mean that the character has become infected, and will suffer the results given above.

Characters who know to look can inspect their skin for the pin-prick wounds inflicted by the worms. If they are infected, and have no extraordinary way of dealing with the parasites – such as the Druidic spell *Delouse* – they can destroy the parasites only by searing their own flesh. This causes 2 points of damage, which disregards Toughness and Armour, and causes a -1 penalty to Move and a -10 penalty to relevant physical actions for a one-day period.

## FROSTY BEDROLLS

The ascent to Zockri's hut can't be made in a day. Half-way up the mountain, as the sun sets, the adventurers become too exhausted to go further and must make camp for the night. Ask the players what their characters are doing to keep warm. If a character can cast the petty magic spell *Zone of Warmth*, their problems are solved. If not, they may be in danger. Do the characters have a tent? Do they have extremely thick blankets? Are they prepared to strip down completely and huddle under these blankets? Or do they have enough fuel to keep a fire going all night? Do characters on watch duty have a way of keeping themselves warm?

If you aren't satisfied that the adventurers have prepared themselves for extreme cold, they must make Toughness tests, or suffer from **frostbite or hypothermia**. Each character must roll their Toughness or less on a D10. If the roll is above the character's Toughness, take the difference between the result and the Toughness rating and apply it to the character as damage. This damage is not reduced by Toughness or Armour. If the damage suffered is 3 points or less, the character is suffering from frostbite. If the damage suffered is 4 points or more, the character is suffering from hypothermia.

*Example: Cailission Silvereye has a Toughness rating of 3. His player rolls a D10, and gets a result of 3; this is equal to Silvereye's Toughness, so Silvereye suffers no damage. Giuseppi Tollucci also has a Toughness of 3. His player rolls a D10, getting a result of 5. This is greater than his Toughness, so Giuseppi suffers damage. The amount of damage equals Result minus Toughness, or two points of damage. (5 - 3 = 2). Because Giuseppi suffers only 2 points of damage, he has frostbite, not hypothermia.*

In addition to the damage, characters suffering from frostbite suffer a -5 penalty to **BS**. This lasts until the damage is healed.

Hypothermia is a more serious condition; its symptoms include irrational behaviour, sudden swings between excess energy and lethargy, headaches, blurry vision, abdominal cramps, fits of shivering, and loss of co-ordination. Characters suffering from hypothermia suffer a -10 penalty to **BS**, **WS**, **I** and **Dex**, which lasts until the damage is healed. They also gain Insanity Points equal to half the damage suffered; these points are *not* erased when the character is healed.

In order to cure frostbite, the character must have a good supply of water and a means of heating it. (The cure involves the careful, gradual application of warm water to the affected areas.) The doctoring character makes an **Int** test (+20 for the *cure disease* skill), with the victim's Toughness as a bonus; if the test is successful, all frostbite damage is reversed. Curing hypothermia is possible only with proper shelter and a ready supply of dry, warm blankets or furs. The healer cures the victim by gradually bringing his body temperature up to normal. The healer must make an **Int** test with a bonus equal to the victim's Toughness, but a penalty of -10 (+15 for *cure disease*).

## CARNAGE OPTIONAL

If your players bemoan the fact that their characters haven't had a chance to kill anything in a while, or are complaining that they haven't had a decent chance to grub any good treasure lately, run this encounter. If not, go on to 'Obligatory Glacier Trouble'.

While trekking up the glacier, the characters are attacked from above by a band of goblins. They are called the Egg-Suckers, after their practice of raiding the nests of the hawks. This area of the mountain is too inhospitable for them to live on, but it does have a handy cave in which their chieftain hides his loot.

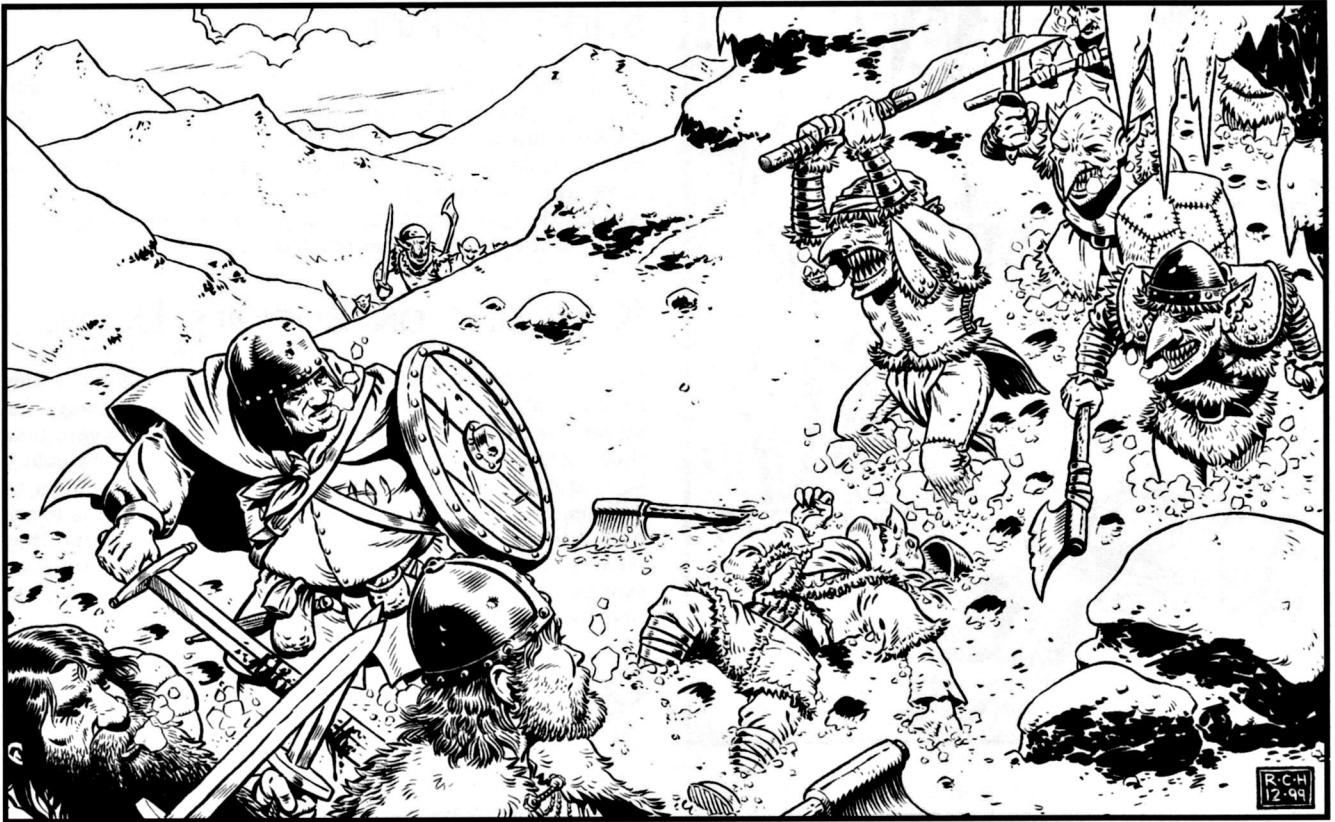
The chieftain and his top warriors are just returning from a trip to the treasure cave when they see the adventurers and decide to attack. They pop out of their cave when the adventurers are within 30 yards of them. They fire at the adventurers with their short bows until their opponents get within 10 yards. Then they throw flasks of oil. These are not Molotov cocktails; the oil, which has a very low freezing point, is so cold that it sticks to the skin and causes freezing damage. The goblins are adept at throwing these frostbite bombs, and do not have to make a Risk test when hurling these missiles. They have the same range modifiers as a regular bomb: 2/6/10. Each successful hit with an oil flask does D3 damage, which disregards Toughness and Armour.

When the PCs reach the lip of the cave, the goblins attack with swords. These are especially tough specimens of their kind, especially the leader, Grutto Cutting-Wind.

### Grutto Cutting-Wind

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	53	43	5	6	12	57	2	42	39	24	24	26	21

Grutto has a **magic helm**, giving him 2 points of protection on the head. It is small, although obviously not made for a



goblin (it would fit a Halfling or Dwarf), and is strapped to his head with strips of leather. He wears a sleeved mail shirt, giving him 1 point of protection on his body and arms.

### Other Goblins

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	49	41	4	5	9	50	1	37	29	20	20	20	18

The other goblins wear leather jacks and coifs, giving them 0/1 point of armour protection on head, body and arms.

## TREASURE CAVE

The best piece of treasure is Grutto's helmet. Apart from that, bags containing a total of 50 silver shillings lie on the floor of the ice cave. One of the bags also contains a magic scroll containing the *Zone of Warmth* spell. In a different bag is a potion, currently frozen solid in its ceramic jar. It is cursed, a *potion of futility*; when consumed, it has no effect. Unfortunately, it also blocks all effects of the *next* non-cursed potion that the character consumes.

However, Grutto has hidden the bulk of his treasure cleverly; he's frozen it into the great sheets of ice that form the walls of the cave. By laboriously chipping away at the ice, the characters can free 20 GCs per hour. Every hour spent in the cave working the ice requires another test for frostbite or hypothermia, as in 'Frosty Bedrolls', above. There are a total of 154 GCs frozen into the walls. If the characters have some way of melting all of the ice at once without melting the gold too, they can get it all with minimal risk.

## OBLIGATORY GLACIER TROUBLE

No self-respecting glacier is without a crevasse; nor is a wintry adventure complete without a bout with snowblindness. Early in the second day of the trek (or after the goblin encounter), the sun comes out from behind a dark cloud, creating a glare off the glacial ice and subjecting the characters to **snowblindness**. Each character must make a **Toughness** ×10 test; those who fail are temporarily blinded. Choose the blinded character with the least number of Fate Points, using a random die roll to break ties. The loser **falls into a crevasse**, a deep fissure in the glacier.

## ROPED IN

If the players previously specified that the party members are all connected to one another with ropes tied around their chests, the character is in luck. All the characters have to do is pull on the rope to drag their companion back. Any character on the edge of the crevasse may attempt a **Strength** ×10 test to pull the fallen character out. Characters may combine efforts, adding their **Strengths** together. Unless the players explicitly state that they are doing so with care, however, there is a danger that the force of the rope on the character's chest will cause **asphyxiation**. Allow any character who follows or has followed a Ranger career to make an **Int** test; those who pass the test know to use caution in hauling up a roped individual.

If caution is not exercised, the fallen character must make a **Toughness** ×10 test, with a penalty equal to three times the combined **Strength** of all the characters pulling on the rope. If the test fails, the character takes D6 choking damage, not reduced by **Toughness** or **Armour**.



### ROPELESS

If the PCs were not connected by ropes, the falling victim falls further into the crevasse, suffering a three-yard drop. (See *WFRP* p.75 or the *GM Screen* for falling rules). A victim damaged by the fall is also stunned.

If the PC is stunned, would-be rescuers must climb down into the crevasse and tie a rope around his chest, then climb back out. Treat the walls of the crevasse as a three-yard sheer surface; it is so slippery that characters without spiked soles suffer a -10 penalty on Risk tests when climbing up or down it.

### MORE COLD DAMAGE

Crevasse are very cold. Any character spending more than one round in a crevasse must make a test against frostbite or hypothermia, as explained in the 'Frosty Bedrolls' section on page 38.

### EFFECTS OF SNOWBLINDNESS

Once the threat of the crevasse is dealt with, some characters will still be suffering from snowblindness. Their eyes become sensitive to glare; all colours are perceived with a red or pink tinge to them. Eyes also become irritable.

The discomfort of this condition causes a -5 penalty on all percentile tests (or -1 to all D6 and D10 tests) until the condition is remedied. Anyone with the *cure disease* skill can make an **Int** test to identify the cure for this condition; after a period spent in darkness, it is self-correcting.

### SHEER SURFACE

Finally, as the sun sets and casts orange and violet light over the glaciers of Hawk's Claw Peak, the adventurers spy Zockri's hut at the very summit of the mountain. It is a rickety-looking, one-room wooden structure sitting two or three feet above the snow on wooden stilts which go all the way down into the glacier. On one side, twenty or thirty yards to the west, is a twenty-foot cliff.

### KNOCKING ON ZOCKRI'S DOOR

When the adventurers finally knock on Zockri's door, they find the old hermit less than welcoming. "Go away," he shouts, not bothering to open the door. If the players take their time in arguing with Zockri, remind them how cold it is, and demand additional frostbite/hypothermia tests as you see fit. The only way to get Zockri to open up is to tell him outright that they have the four crystals, and that they have recombined. As soon as this fact is broached, the door swings wide, and a scary-looking Dwarf appears. "Get in here, you damned fools!"

### COOL RECEPTION

The hut is a mere ten feet by twelve feet, and is lined with fur inside. Zockri has a small fire going in a metal stove; he'll throw some more of his precious fuel on the fire if the adventurers ask sweetly enough – and one of them passes a **Fel** test. Otherwise, he'll let them shiver. Without the extra heat, the low temperature inside the hut is uncomfortable, but poses no health risks.

Once the adventurers come inside, Zockri seems disoriented and lost in thought, as if he's forgotten exactly why he let them in. The ancient Dwarf is a sight to behold; his flesh is wrinkled and desiccated, tightly hugging his skull and bones. His yellowy beard flows is so long that it trails on the floor, collecting dust. Little red mites crawl around in the beard. His fingernails are long and discoloured. However, Zockri's eyes are bright with intelligence, and with fear.

Before you read out the following dialogue, figure out the number of years between your current campaign date and -1500. Use that number to fill in the blank below.

Finally, Zockri says: "I've waited over four thousand years for this day. \_\_\_\_ years, to be exact. But now that the moment has come, I have forgotten what I meant to do. Do I help you or let it all happen? Let the end finally come?"

### ZOCKRI IN EXILE

Zockri has lived here for thousands of years, ever since he helped create the Crystals of Power, which brought about the doom of Dwarfen civilization. Anxious to punish himself for his folly, he chose this spot as an inhospitable place to die, and built a hut here waiting for death to take him. He added the stilts as self-punishment; the hut keeps him as far away from the beloved underground passageways of his youth as any structure possibly could.

Zockri has been living in torment ever since the Time of Woes. Death will not take him. He spends his every day stewing and cursing, carrying out an unending grudge



against himself. His contact with the outside world is limited to an annual visit a year by members of the Brotherhood of Memory (see p.45) and even that tests the limits of his tolerance. Each year they come to ask him if anyone has visited him to inquire about the crystals; each year he tells them that this has not happened. They provide him with supplies and leave him to his solitude.

He needs little in the way of supplies. He stopped eating millennia ago, but starvation refuses to claim him. He's sworn off reading and all other activities that might make his time pass more enjoyably.

## CONVINCING ZOCKRI

In order to get Zockri to talk to them, the adventurers have to convince him that there is some point in trying to save the world. You can either let the players make **Fel** rolls until he gives in, or judge according to the content and quality of their roleplaying. Once convinced, he tells the story below.

## THE STORY OF THE CRYSTALS

"To understand why we made the crystals, how we could make such a terrible mistake, you have to understand the times. Dwarfen civilization was at its height. You should have seen the magnificent cities of my youth! The treasures we excavated! The secrets we discovered! It seemed as if every day a Dwarfen engineer came upon a new discovery that improved our lives, that made our work more efficient and our hours of rest more diverting and relaxing. The works of Dwarfen engineering you know today are but pale reflections of our ancient grandeur.



"Our enemies were in disarray; we thought we had defeated them forever. We had beaten the Elves at the Battle of Three Towers in the year – ah but you Humans have remade the calendar since then – and we were steadily driving them out of their cities and back to Ulthuan. The greenskins were of little concern to us; our cities were fortified, our armies strong. We knew of the Dark Gods of Chaos, but we did not see their workings in the world; some thought that they were nothing but superstitions, stories told to frighten children and foolish people. We grew complacent, overconfident, overproud. Thus the seeds of our downfall were sown.

"I was a young engineer in those days, with no reputation to speak of. My father, Zockri the Elder, was famed the marvels of his engineering, and I was expected to contribute as much to our society as he had. I was apprenticed to the great Wismag the Sagacious, designer of many ingenious steam-powered devices.

"Wismag assembled a group of the finest Dwarfen minds to pursue a new theory of his. The theory held that a new source of energy could be found which would make steam power seem like child's play. He thought that this new form of power could be wrested from the very stones of the earth. It would be found in crystals – crystals of power. These crystals would allow us to manipulate the energies behind the very elements themselves! It was not what you would think of as magic – we Dwarfs scoffed at that thing of the Elves – its effects would be so mighty as to eclipse the greatest accomplishments of wizardry.

"The process of perfecting Wismag's crystals took many years. We built our own underground complex under the Yetzin Valley, where we could pursue our tests in privacy. We created devices to channel the energy of the crystals. I know that you will think this the most absurd of fantasies, but we actually discovered a way to send this power through the air, where it could be intercepted and used by any Dwarf city equipped with special apparatus of our design.

"Finally, ten years after the defeat of the Elves, we were ready. All of our tests results were positive. We were about to change the face of the world, and usher in a new golden age beyond the dreams of our fathers. We transported the receiving apparatus to the great strongholds of the World's Edge Mountains.

"The first test was scheduled for the stronghold of Karaz-a-Karak itself. I was the one who stood before the receiving apparatus, ready to show the results of this experiment to the vaunted Gotrek Starbreaker himself. My colleagues remained in our complex here in the Yetzin Valley, where the crystalline device was housed.

"If you know your history, you can guess the rest. The tests failed catastrophically. The apparatus in Karaz-a-Karak exploded, wounding Gotrek Starbreaker and nearly killing me. Waves of destructive energy coursed throughout the strongholds of the World's Edge Mountains, causing explosions and earthquakes wherever we had installed one of our receiving machines. Thousands were killed. And this was but a mild foretaste of the disasters to come. Soon our civilization was devoured by a wave of volcanic activity and further earthquakes. Seeing that we were vulnerable, the Goblinoids fell upon us, and that was the start of the end of the golden years of the Dwarfs.

"And it is the fault of Wismag, and of myself, and of our other colleagues. If we hadn't made those damned crystals, if something hadn't gone so completely wrong, our civilization would not have been destroyed. The crystals were separated, but even at the time there were grim omens.

## Heart of Chaos

Shamans and wizards said that the crystals could not be kept apart. They were meant to destroy the world, and some day they would.

"This is my curse – to live and to remember. To wait until the crystals are reassembled by the inevitable pack of fools. And now here you are, fools. Perhaps you will face a similar curse, to linger on thousands of years after your unknowing actions have destroyed everything you hold dear. Or perhaps you will be annihilated, along with everyone else. Count yourself lucky if that happens, my friends. Count yourself lucky."

## ANSWERING QUESTIONS

Here are some questions that the player characters might ask, and the answers Zockri gives:

- *Where can we find the complex where Wismag created the crystals?* "The ruins are not far from here. I will draw you a map. The place was called Karak Vagno. It means Stronghold of Wisdom." [Zockri goes on to draw a map to the place; it is a several-day trek north of Kadar-Gravning.]
- *Why did the experiment go wrong?* "For hundreds of years after the Great Catastrophe I racked my brain for the answer to this question, going over every detail again, again. To this day, I still do not know."
- *How many of you worked on this experiment?* "There were five of us. Wismag, myself, Ulgruld the Odiferous, Burgmal Cleft-Pate and Frethrof the Astute."
- *Could one of them have sabotaged the project?* "Why would they do such a thing?"
- *Do any of the others still survive?* "No, they were all slain in the explosion that destroyed Karak Vagno."
- *Is Karak Vagno inhabited now?* "Why would it be? It is nothing but a treacherous ruin."
- *How are the crystals connected to Chaos?* "Who says they are?"
- *There are supposed to be numerous prophecies linking the crystals to Chaos.* "Speculation, nonsense and superstition. I am – was – an engineer. I believe only in what can be proven."
- *Do you ever have visitors up here?* "Every year, Dwarfs from the Brotherhood of Memory come to see if anyone has come to me about the crystals."
- *Brotherhood of Memory? Who are they?* "They are Dwarfs from Karak Hirn who have sworn to kill, if necessary, to prevent anyone from combining the crystals. They'll no doubt slay you soon."
- *Any particular members of this Brotherhood we should know about?* "Last time they came, the one who did most of the talking was a red-haired woman named Moera Sure-Strike. She seemed very confident. I don't talk to them much when they come. I just want them to leave me alone."
- *Have you heard of the Coldfire Knights or Mechthild von Strohm?* "No."

When the player characters are beginning to run out of questions but before they have actually asked everything they want to, go to 'Coldfire Attack', immediately below.

## COLDFIRE ATTACK

Someone rips the door to Zockri's hut off its hinges, and throws an axe inside. The axe hits Zockri in the face, split-

ting his skull from the top of his forehead to just above his top lip. For a split second, the adventurers see the axethrower is Mechthild von Strohm.

After parting company with the adventurers, von Strohm became suspicious of Kostenlos Umlaut. His attitude changed subtly as he privately enjoyed the thought of having put one over on her by telling the adventurers about Zockri. Mechthild tortured Umlaut until he told her about the Dwarf scholar, and about his warning to the adventurers. Mechthild now knows everything that the adventurers told Umlaut about themselves.

Mechthild has left the badly beaten Umlaut, guarded by Bertolt Geizhals, at the foot of Hawk's Claw Peak. She and the rest of the Coldfire party have scaled the mountain, following the trail left by the party, and have now found Zockri's hut.

## HUT OVERBOARD

Back to the present. Have all the player characters make **I** tests. Those who fail are *surprised* and cannot act; those who succeed can make a single action, so long as it only takes a couple of seconds or so – getting out of the hut should be very difficult, even for someone by the door. The following events happen in fast sequence:

Zockri takes the axe in the face and staggers backwards, his arms windmilling. He bumps into several of the surprised adventurers. They, and he, fall against the west wall of the hut, the one that overlooks the twenty-foot cliff.

A terrible groaning sound is heard. The floor of the hut tilts down to the west, sending Zockri's table and chair sliding down this newly created slope. All PCs must make an **I** test or lose their footing and tumble after the table. The stilts supporting the hut are breaking – don't tell the PCs this, let them work it out for themselves.

About to step up into the hut, Mechthild is caught in mid-stride. She freezes. The terrible groaning sound is followed by an even more ominous splintering sound. Mechthild jumps backward, away from the hut.

There is a thump and a snap as the hut breaks away from the stilts and falls onto the ice, then a moment of awful stillness, then the sound of ice crackling beneath the floorboards of the hut. The hut begins to slide down the ice, down the side of the mountain, gathering speed.

At this point, let the PCs take an action – one each, and again it must be a fast one. The doorway is narrow; there may be space for one PC to get out, but no more. The requirements for getting out are described below in 'Abandon Hut!'

Then the hut hits the lip of the cliff and is airborne. The adventurers feel strangely weightless for a moment that feels like forever. The hut is sailing through the air. Then there's a hideous crunch as it hits the glacier below. All characters take D6-1 damage, disregarding armour, from the impact of the landing.

The hut doesn't stop; instead, it slides down the ice. It's rocketing down the side of the mountain like a gigantic toboggan. Every now and again it hits a ramp-like jutting rock or ice feature and sails briefly into the air once more. When it lands, it rolls end over end like a six-sided die, and the adventurers bounce around inside it.

It takes sixteen rounds for the hut to zoom down the mountain and come to a stop just above the hawk cliff. If any characters try to get out of the hut during this period, go to the next section. If everyone stays aboard until the hut stops, skip to 'On the Brink'.

## ABANDON HUT!

The only way out of the hut while it's in motion is through the doorway. In order to get through the door, a character must succeed in two consecutive tests:

- A **Strength**  $\times 10$  test to get into a standing or crouching position as the hut careens down the mountainside.
- An **I** test (-15 modifier if it's on the glacier) to spring through the doorway.

Characters who pass the **Strength** test but fail the **I** test are knocked over, and must try both tests again when the next round rolls around.

Getting out of the hut in this way is not a good idea. Characters who succeed will end up on the mountain, alone, and probably without the necessary tent and blankets to keep warm. Every round that the hut careens down the mountain, it covers a distance that would take a character on foot an hour to traverse. Only one character can attempt the jump each round. Even characters jumping out during consecutive rounds will be separated by an hour's travel on the cold mountainside. To find out how far up the mountain any characters are when they jump out of the hut, subtract the current round from 16. The result is the number of hours of travel the character must spend in order to get down off the mountain. Exhaustion sets in during the eighth hour of the trek, at which point the character can't go on any further and must sleep. Demand frostbite/hypothermia tests (p.38) when appropriate.

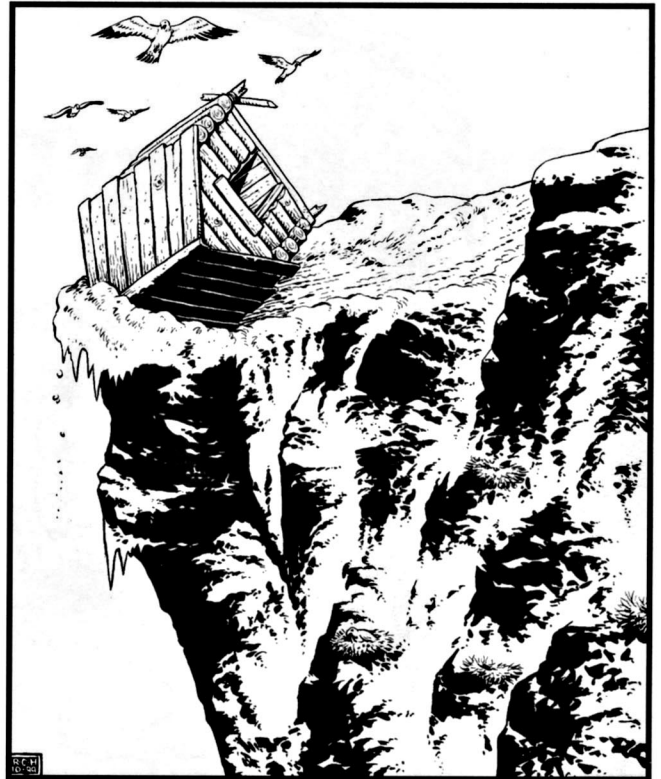
Any characters who managed to get out of the hut at the beginning, before the hut fell over the cliff, will have the furthest to go. They will also have the Coldfire Knights to contend with: flight or surrender would seem to be the best options. It's possible to use a large flat object such as a shield as an improvised sled, although the person steering the sled must make an **I** test to avoid crashing into rocks, trees and so on. If they fail, they wipe out: subtract their **I** from the number they rolled, divide by 10, and everyone on the sled takes that many Wounds. If the failed roll is a double then the sled is too badly damaged to continue; if the roll is 99 or 00 then it's destroyed.

## ON THE BRINK

What finally puts the brakes to the hut is the build-up of snow and ice that collects on its forward edge. Characters inside the hut can sense that its speed is slowly decreasing, and that the hut is meeting more and more resistance. Finally the sliding building slows to a crawl, and then to a stop.

As soon as any characters attempt to stand, the hut shifts again, quickly sliding another three yards or so. Standing characters must make an **I** test each; if they fail, they fall to the floor again. (Actually, because the hut has been flipping and rolling, the so-called "floor" is in fact a wall. The doorway is now facing east, away from the cliff's edge.) There's another moment of sliding, and the hut again comes to a halt. It should be clear that it's still unstable.

Then the characters hear something else: the cry of hawks. The arrival of the hut just above their nests has disturbed the hawks, who have taken wing to investigate. Through the doorway, the characters see hawks circling. Give the players a few seconds to put this together for themselves. If they don't deduce that the hut is in fact teetering on the edge of the hawk cliff, have the players make **Int**



tests for their characters. The character with the lowest roll figures it out.

The challenge is to get out of the hut without causing it to plummet over the lip of the cliff. To do this, each character must make two consecutive, successful **I** tests. Each attempt takes a round. The first test reflects the difficulty of getting into position without causing the hut to shift; the second represents the climb up the slope of the 'floor' and through the doorway.

Any character failing one of these **I** tests by more than 20 risks sending the entire hut over the brink. If this happens, the hut begins to slide forward on the compacted snow. The other player characters in the hut can try to compensate for this sudden motion by quickly adjusting their own positions; if everyone passes a **I** test, the hut is stabilized again and stops moving. If not, the whole thing goes over the cliff, and everyone inside suffers the effects of a 10-yard fall, as per *WFRP* p.75.

## ZOCKRI'S FATE

If all of the adventurers get out of the hut without sending it over the brink, they make a shocking discovery. Despite the axe bisecting his face, **Zockri is still alive**. He regains consciousness, groans, feels the axe sticking out of his face, and wails. "I can't die!" he screams, contorted by pain. "I can't die!"

If the adventurers try to get him out of the hut before it falls, he protests: "Maybe the fall will kill me." He then struggles to his feet and intentionally sends the hut over the edge. It falls into the snow below with a strangely gentle, muffled crash.

When they investigate, they find that one of the wall boards has shattered beneath him, its splinters impaling him from his lower back out through his gut. But he is still





alive, and although he is dreadfully cut up, he is not dying. He groans, and begs the adventurers to somehow destroy the crystals. "I will die only when the crystals die, or when everything dies, not before."

If the adventurers go over the cliff in the hut with Zockri, a similar scene ensues. Likewise, if they all jumped out of the hut during its slide down the mountain, they find the hut in ruins at the bottom, and find Zockri's horribly injured but still living body inside.

It is possible that the adventurers will drag Zockri – literally: he cannot walk in this state – along with him for the rest of their adventure. He does not want to go, but may be in no condition to struggle if they want to take him. Zockri has no further information to provide, but may rudely criticise the player characters when they make mistakes or find themselves dithering over their next course of action.

No matter how badly wounded he is, Zockri does not die until the crystals are destroyed. If the adventurers are in his presence when they destroy the crystals, they see him smile grimly for a moment, and then crumble into dust.

## WHAT ABOUT THE HAWKS?

The hawks skip their usual dive-bombing routine because they've been disturbed by the hut incident, which is far outside their usual experience. If the players wonder why they're being left alone, have them make **Int** rolls to see if their characters figure this out.

## LOOKING FOR UMLAUT

It is unlikely, but possible, that the player characters will go looking for Umlaut at the foot of the mountain. If the

hut sequence unfolds as planned, they see only Mechthild, and have no idea whether Umlaut is with the group on the mountaintop or not. However, they may deduce that Mechthild would be smart enough not to bother dragging a feeble old man all the way up the mountain.

On the other hand, if player character actions force you to improvise a different hut sequence (see 'Other Choices', immediately below), the adventurers will see that Umlaut is not present, and may be motivated to look for him.

If any character with the *follow trail* skill examines the tracks made by the adventuring party on the way up the mountain, another set of tracks is found around their own. This is the trail of the Coldfire party, which inspected the tracks and followed the adventurers on their trek up the mountain. If any tracking characters make an **I** test (+20 modifier), they spot two sets of tracks going off towards a copse of trees about 500 yards away.

Bertolt Geizhals and Kostenlos Umlaut are hidden among the trees. Bertolt is leaning up against a stump while forcing Umlaut to recite the text of a classic play to him. Bertolt makes Kostenlos act out all of the parts, and periodically chucks a clump of dirt at him when he doesn't like a line reading. Make an **Int** test on his behalf (-15 modifier) to sense the approach of the adventurers.

If given a chance to surrender, Bertolt does so readily; he knows he's no match for the entire adventuring party. If taken prisoner, he offers no resistance but tries to escape the first time he's given a good opportunity to do so. If the adventurers demand custody of Kostenlos, he shrugs and hands over the chain that attaches to the collar around the scholar's neck.

Kostenlos has no new information. If the adventurers interrogate Bertolt, they find that he has few worthwhile facts to offer them.

The adventurers may decide to take Kostenlos with them; if they don't, the scholar is recaptured by Mechthild and Katrin when they return from the mountaintop. Kostenlos is a high-maintenance companion; he should slow the party down. If there's a trap or ambush to be found, Kostenlos walks right into it. He should not survive the adventure; try to squeeze as much pathos as you can out of his eventual demise.

## OTHER CHOICES

The hut sequence will play out differently if the player characters aren't all conveniently convened inside when Mechthild von Stroharm shows up to do them harm. It is a fun sequence, so you might want to subtly steer the players into placing their characters inside. If they want to place guards outside the hut, require regular frostbite/hypothermia checks for those guards. Encourage players to keep their characters inside the hut during Zockri's history lesson, so that they can interact with him; strictly enforce the "you can't talk if your character isn't present" rule.

Still, it may be that you can't corral all of the player characters into the hut. A straight-up fight with the Coldfire Knights will then ensue. By the time that Mechthild arrives, the group should already have Zockri's map to Karak Vagno, which is all they need to get to the next major set piece of the adventure.

## **CHAPTER 7**

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# **GRUDGES OF THE DAMNED**

In this section, the player characters head to Karak Vagno, the ruined complex where the Doomstones were first created. Outside the complex, a group is lying in wait for them: the Brotherhood of Memory, a group of Dwarfs intent on destroying the crystals – and anyone who helped put them together again.

Plunging into the complex, the adventurers find the original laboratory, where a ghostly, eternal round of recriminations is in progress. The ghosts of the Dwarfs who took part in the creation of the crystals are still accusing one another after all these years, each seeking to pin the blame for the catastrophe on one of their colleagues. The adventurers must unravel this ancient mystery, discovering how and why the crystals were contaminated by Tzeentch.

## **TRIP TO THE RUINS**

If you want to add some further hazards to the trip from Hawk's Claw Peak and Karak Vagno, feel free to do so. It may be, however, that the characters are sufficiently scuffed up for the moment, and that their players need a quick description of an uneventful journey to cheer them up. There's more horror on the way, and a moment of peace might provide some emotional contrast.

## **THE BROTHERHOOD OF MEMORY**

When they attempt to enter the ruins, the adventurers are ambushed by members of the Brotherhood of Memory. The Brotherhood of Memory is an organization of Dwarfs from the stronghold of Karak Hirn in the Black Mountains.

### **History and Purpose**

The Brotherhood exists in order to track reports of the Crystals of Power. It was formed when the crystals were first separated in -1550. A faction of priests of Valaya in the service of Gotrek Starbreaker believed that the Crystals had created the Time of Woes and predicted that events would someday conspire to bring the crystals together, precipitating an even worse disaster. The Brotherhood was created to ensure there would always be vigilant Dwarfs ready to leap into action should someone reunite the crystals.

As long as the four stones remain separated, lost and unknown to the rest of the world, the Brotherhood is content to let them remain that way, reasoning that they are safer that way, and therefore it has never tried to determine the precise location of the four artefacts. However, if there is any sign that the crystals are being used or joined, then they will do whatever is necessary to stop it. They completely missed the events of the last century, but the joining of the Doomstones has caught their attention, and their forces are now active.

### **Membership**

Being a member of the Brotherhood is anything but a full-time occupation. For four thousand years its initiates have been checking for the signs that the crystals have been recombined, and until very recently they found nothing. The Brotherhood has become a sort of honorary society; accomplished warriors and clerics loyal to the memory of the Imperial Dwarfs of Karak Ungor are initiated into the Brotherhood with much pomp and ceremony, as a sort of reward for outstanding service.

### **Insignia**

The emblem of the Brotherhood is that of a large eye. Below the eye, caught forever in its unblinking gaze, are four smaller symbols, each representing one of the four elements: a lick of flame, a curling wave of water, a swirling gust of wind and a stone.

### **Leadership**

The Brotherhood's leader, Wacref the Rememberer, is the only member who still expects to see the original purpose of the group brought into play. One of Wacref's ancestors lost an arm and most of his beard in the Doomstone explosion in Karaz-a-Karak, and Wacref sees keeping the crystals inactive as not only vital to Dwarfen civilisation, but also a matter of family honour. The other members of the group see him as a colourful character, a bit soft in the head but well-intentioned.

The only effective way for the Brotherhood to keep track of the crystals is through magic, and Dwarfs are notoriously poor magicians. Although priests of Valaya have been known to have crystal-related visions in the past, Wacref periodically employs the services of various non-Dwarfen visionaries and oracles to make certain the crystals are still safely inactive.

## **RECENT DEVELOPMENTS**

Wacref maintains a patchy network of part-time agents among the Dwarfs of the Empire; they keep their ears open for rumours of the crystals as they go about their everyday lives. It is these informants who heard the lectures of Kostenlos Umlaut and alerted Wacref to them. Wacref sent a second group to interrogate and possibly eliminate Umlaut, inadvertently alerting the Empire to the existence of the crystals.

When the player characters found the first of the crystals and began to use it, Wacref's rented prophets began to shake and tremble. They told him that the crystals were being used again, in the Yetzin Valley. He dispatched a group of agents to the Vaults, ordering them to kill anyone who

looked even remotely like they might be involved with the Doomstones. This group, led by Moera Sure-Strike, headed to Karak Vagno and set up camp, on the good assumption that the discoverers of the crystals would eventually come there in hopes of unlocking their secrets.

## THE YETZIN MISSION

All of these characters are influential Dwarfs from Karak Hirn. They believe in their government, and in their mission. However, unlike most of the characters in this story, they aren't fanatics. They just work for a fanatic. If hard-pressed by the adventurers, they will retreat, hoping to catch them later in an unguarded moment.

### Mocra Sure-Strike

**Female Dwarf Templar**  
**Age 142, Height 4' 7"**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	50	7	8	15	51	3	41	82	45	80	52	40

**Skills:** Blather, Charm, Consume Alcohol, Dance, Disarm, Dodge Blow, Etiquette, Excellent Vision, Heraldry, Luck,

### The Brotherhood and Dwarf Wars

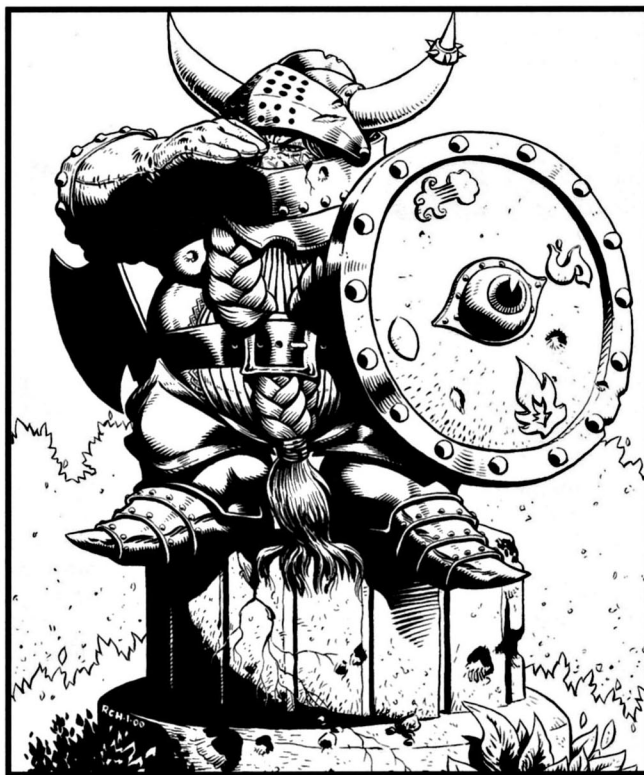
The Brotherhood of Memory hails from the same traditionalist Dwarf kingdom that was shown on the brink of civil war in *Dwarf Wars*, the fourth adventure of this series. In that episode, the adventurers may have ended up as allies or enemies of the so-called Royalist faction, depending on the attitude they took toward the priest Cranneg during *Dwarf Wars*.

During *Dwarf Wars*, there was the option of having forces loyal to Mendri show up to place the stronghold under siege. The adventurers may have perceived the pro-Mendri faction as rescuers or villains.

Although the Brotherhood of Memory was officially neutral in this dispute, most of its members – except for Wacref – took sides according to their other interests. With civil war still a possibility, Wacref was careful to ensure that the group he sent out to the Vaults was composed only of members of one of the two factions. To do otherwise would be to risk that the expedition's members would end up fighting each other after some stupid political argument.

It's up to you to decide whether Moera Sure-Strike and her companions are pro-Mendri Dwarfs, or Royalists. The nasty option is to make them members of the group that the player characters allied themselves with in the last instalment, so that the adventurers lose a potentially valuable group of allies. The nice option is to ally them with the faction that the adventurers already have reason to dislike; they'll therefore feel no distress when forced to fight them.

Then again, the question of the political allegiance of the Brotherhood members might never come up. Don't force the issue if the player characters don't care; they already have enough plot to worry about.



Musicianship, Night Vision, Read/Write, Secret Language – Battle Tongue, Specialist Weapon – Double-Handed Weapon, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient, Wit

**Trappings:** Crossbow, full plate armour, shield bearing the insignia of the Brotherhood of Memory, axe, set of lapis lazuli hair combs (value 10 GCs), **magic crossbow bolts (5):** (these have an effective strength of 6)

Moera Sure-Strike is the leader of this expedition. A proud warrior with red hair and a fine collection of scars, she is known among the Dwarfs for her courage and her refusal to admit error. She is surprised to find herself pursuing the Doomstones, as she had never thought that they would surface again in her lifetime. She wants to recapture the crystals because her reputation depends upon it, and she intends to do it honourably and quickly, so she can get back to her preferred occupation, which is the eradication of the Goblinoid bands in and around Karak Ungor.

### Errolius the Fleet

**Male Dwarf Templar**  
**Age 53, Height 5' 0"**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	89	51	5	6	15	46	3	43	69	50	71	72	37

**Skills:** Acute Hearing, Dance, Disarm, Dodge Blow, Fleet Footed, Read/Write, Secret Signs – Templar, Specialist Weapons – Double-Handed Weapons, Fist Weapon, Lasso, Net, Parrying Weapon, Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

**Trappings:** Normal blow, full plate armour, axe, dagger, juggling balls, deck of cards, medallion bearing the insignia of the Brotherhood of Memory.



Errolius the Swift is an unusually cheery and devil-may-care Dwarf. He lives for glory; he wants men to admire him and beautiful women to caress his fine beard. He's interested in this mission to the extent that it can provide him opportunities to embellish his personal legend of derring-do.

## Oto Warmaker

**Male Dwarf Gunner**  
**Age 206, Height 4' 8"**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	46	46	5	4	10	50	1	38	74	46	70	55	31

**Skills:** Acute Hearing, Carpentry, Disarm, Dodge Blow, Orientation (Underground), Read/Write, Scale Sheer Surface, Set Trap, Sixth Sense, Specialist Weapons – Bombs, Blunderbuss, Pistol; Spot Traps, Strike to Injure, Strike to Stun.  
**Trappings:** Crossbow, blunderbuss, leather armour and coif, hand and a half sword, **magic crossbow bolts (5)** with an effective strength of 6, listening horn.

Oto Warmaker is a grizzled old warrior over two hundred years old looking forward to the end of his career. Unfortunately for him, his descendants keep spending his money, repeatedly requiring him to don his armour and head out to kill more enemies and take their loot. He was inducted to the Brotherhood over a hundred years ago, and is unpleasantly surprised to find himself called back to active duty. He's not a coward, and won't shirk from a fight, but his heart isn't in this mission. He doesn't believe Wacref's theory that the crystals will bring about the end of the world. On his right bicep is a tattoo of the Brotherhood's insignia.

## Bertrog the Orator

**Male Dwarf Cleric, 3<sup>rd</sup> Level**  
**Age 152, Height 4' 6"**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	57	41	6	5	10	37	1	38	73	55	75	60	39

**Skills:** Arcane Language, Cast Spells – Clerical Level 3, Identify Undead, Magical Awareness, Magical Sense, Meditate, Public Speaking, Read/Write, Secret Language – Classical, Secret Lore, Theology.

**Magic Points:** 23

**Spells:** Arrow Invulnerability, Assault of Stone, Create Quicksand, Cure Light Injury, Curse, Flight, Lightning Bolt, Remove Curse, Sleep, Zone of Warmth.

**Trappings:** Symbol of Grungni, full plate armour, hammer, theological tome with bookplate bearing the insignia of the Brotherhood of Memory, **Amulet of Reversal** (a rune-engraved medallion that once per day allows the spellcaster carrying it to dispel their own spells, provided they are within 48 yards of the spell's area of effect).

Bertrog is an influential cleric in Karak Hirn. For the last fifty years his days have been taken up with administrative duties in Karak Hirn's main temple to Grungni. When the call went out for members of the Brotherhood to journey to the Yetzin Valley, Bertrog leapt at the chance to get some fresh air and relive his early life of adventure. Although by

no means impious, he has a wry sense of humour, and enjoys a good conversation laced with witty repartee. He knows his history well enough to fear the power of the crystals, and is willing to sacrifice his life, if need be, to destroy them.

## Lorata Soksdottir

**Female Dwarf Assassin**  
**Age 86, Height 5' 2"**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	71	56	4	5	12	54	3	58	62	56	83	78	47

**Skills:** Act, Blather, Charm, Concealment Rural, Concealment Urban, Disguise, Flee!, Linguistics, Palm Object, Pick Lock, Prepare Poisons, Public Speaking, Scale Sheer Surface, Seduction, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapons – Lasso and Throwing Knife, Story Telling, Very Resilient, Wit.

**Trappings:** Three throwing knives, each poisoned with Manbane (see *WFRP* p.82 for effects of this poison), belt-knife, sword, garrote, grappling hook, rope, mail shirt, helmet, snake brooch (value: 100 GCs).

Lorata Soksdottir is an irresistible woman by Dwarfen standards. She was formerly romantically attached to Errolio the Fleet – and two-thirds of the males attached to the Dwarfen court of Karak Hirn. Her unabashedly lusty ways are an embarrassment to her peers, but not to her; she's proud to be a woman of pleasure. When the need came to send an expedition to the Vaults Mountains, Lorata was quickly inducted into the Brotherhood of Memory, in order to put distance between her and a certain scandal involving the heir to the throne of the Imperial Dwarfs.



### AMBUSH AT KARAK VAGNO

Here's how the ambush plays out. The entrance to Karak Vagno is in the form of a great bronze head of Grungni, the Dwarfen god of mining.

To get into the complex, one walks into Grungni's mouth and down a long, gently sloping ramp. The mouth has a still-functioning gate on it, to which Lorata Soksdottir has added a brand new padlock.

While the adventurers are fussing with the lock, the Brotherhood attacks.

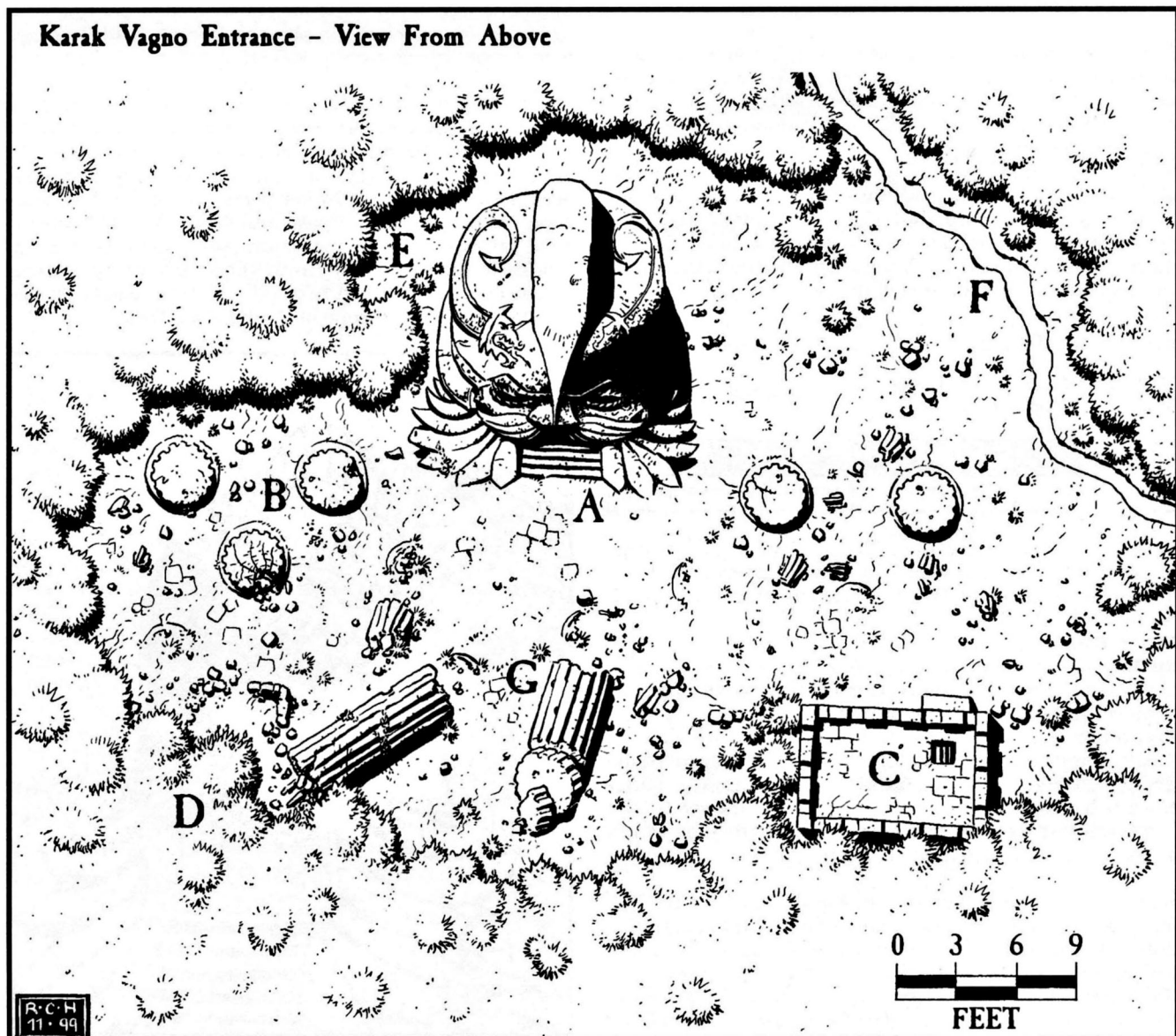
### THE TERRAIN

This section is keyed to the map labelled 'Karak Vagno Entrance - View From Above'.

- A. Entrance.** This is the entrance to the complex, as described above.
- B. Columns.** The entrance was once part of a much larger

structure, a temple to Grungni with a great roof supported by marble columns. Now only the columns remain, broken and weathered. Each is a yard wide at the base. Any character able to hide behind them is considered to have *hard cover*; attempts to hit them with missile fire suffer a -20 penalty.

- C. Watchtower.** There used to be two watch towers at the complex, but now only one remains intact. Its entrance is on the north side of the tower. To reach the top of the tower, one must climb a set of stone stairs. The top of the tower is equipped with battlements, so that characters can fire missiles from the tower while enjoying the benefits of *hard cover*.
- D. Forest.** The entire entrance is now hidden within a thick forest. Characters hiding in the woods have *soft cover*; characters targeting them for missile fire suffer a -10 penalty.
- E. Errolius's Spot.** Errolius has chosen this small indentation in the tree line as a good place to hide. See 'Brotherhood Tactics', below.
- F. Stream.** A fast-flowing stream burbles across the clearing at this point. It has no tactical significance, although



it might be interesting to stage a fight in the water. If reduced to weaponless combat, characters might try to drown opponents here.

**G. Fallen Columns.** The ruins of several columns, like fallen logs, lie here. They provide *hard cover* only to prone combatants.

## BROTHERHOOD TACTICS

When the adventurers arrive, Bertrog, Moera and Oto are on watch in the tower (**C**). Errolius and Lorata are sitting on blankets in Errolius's spot (**E**), trying to decide whether they should resume their affair or poison one another.

As soon as the adventurers begin to inspect the lock, gather in front of the complex entrance, or seem to be heading towards the watchtower, Bertrog casts his *create quicksand* spell on the ground beneath their feet. When the spell first comes into play, each character must make an **I** test. Those who fail are sucked down into the quicksand. Ordinarily, they would have a number of rounds equal to their Toughness in which to suffocate. However, Bertrog has a nastier trick up his sleeve. Using his magical *amulet of reversal* (see above), he then dispels the quicksand spell, hardening the earth once more. Those who fail their tests are buried alive in dry, hard-packed ground. Even those who pass the test are in trouble; they're trapped in hard earth from the knees down.

Characters whose feet are trapped can free themselves if they devote all of their energies to pulling their feet free. To pull a single foot out, the character must make a **Strength** ×10 test. Each attempt takes one round.

Characters who are buried alive and wish to dig themselves out must roll their **Strength** or less on a D20; each attempt takes three rounds of digging. Passing the test means that the character has found air, but is still trapped up to the waist. A successful **Strength** ×10 test is required to get the rest of the way out of the earth; each attempt takes one round. Remember, characters without air for a number of rounds equal to their Toughness are dead; don't forget to count the first round of the effect, before Bertrog can use his amulet of reversal.

When Bertrog's spell goes off, his companions in the watchtower waste no time. Using normal bows, Moera and Oto open fire on the trapped characters, against whom they enjoy a +20 **BS** modifier. (Ironically enough, characters trapped up to the waist are harder to hit, because less of them is exposed; characters trying to shoot them suffer a -10 penalty.) Each of them has five magic arrows, which have an effective strength of 6.

After finishing his quicksand routine, Bertrog chips in with a hail of lightning bolts. Lorata joins the fray by throwing her knives at the least trapped members of the adventuring party.

When the missile fire seems to be losing its effectiveness against the player characters, Errolius and Lorata charge out from their hiding place and engage in hand-to-hand combat with their opponents. It takes Moera and Oto four rounds to join them. Bertrog, uninterested in mixing it up, remains in the tower.

## ENDING THE FIGHT

Moera's orders are to kill anyone attempting to enter the complex. She will not accept surrender from the PCs if she thinks the Brotherhood is winning the combat; her sense

of honour tells her that she'd rather kill warriors than prisoners. If the adventurers offer to surrender even though the Brotherhood forces have been seriously weakened, Moera has no choice but to accept. She searches the characters, confiscating the crystals and any other magic items, and sees to it that they are securely tied up. She then announces an execution for the next day. When the adventurers protest, she claims to sympathize, but says that the stakes are too high to allow for any other course of action. You should then give the PCs the chance to escape during the night.

The members of the Brotherhood are unwilling to fight to the death. They are all firm believers in an old Dwarfen maxim: "He who fights and flees lives to pursue his grudge another day." As soon as one is killed, or if two or more of them are reduced below 3 Wounds, they stage a fighting retreat.

## A TOLERANCE FOR GRUDGES

Dwarfs live for grudges, and astute player characters will expect any surviving Brotherhood characters to pop up again. They may appear at the climax of the adventure, or return in sequel adventures of your own devising, anxious to erase the shame of their defeats at the hands of the adventurers.

This encounter doesn't permit the adventurers to interact much with the Brotherhood, but here are their core concepts, in case you use them in later stories.

Brotherhood member	Core Concept
Moera Sure-Strike	honour
Errolius the Fleet	swashbuckler
Oto Warmaker	weary veteran
Bertrog the Orator	urbane
Lorata Soksdottir	seductive

## EXPLORING KARAK VAGNO

This section of the adventure becomes non-linear for a time (see p.6) as the PCs explore the abandoned Dwarf hold of Karak Vagno. When they come to Area 15 and the ghosts of Wismag and the engineers, the linear adventure resumes.

### Area 1: Front Hallway

This is what the adventurers first see after opening the gate and entering the head of Grungni. It is a narrow hallway, covered in dust, gravel and sand. The PCs see signs of past looting; mosaic tiles once lined the walls, but have been pried out. If one of the characters tries to decide how long ago the looting took place, an **Int** test reveals that the chisel marks are far from fresh. The hallway is about twenty-five feet long, and is entirely inside the metal Grungni head.

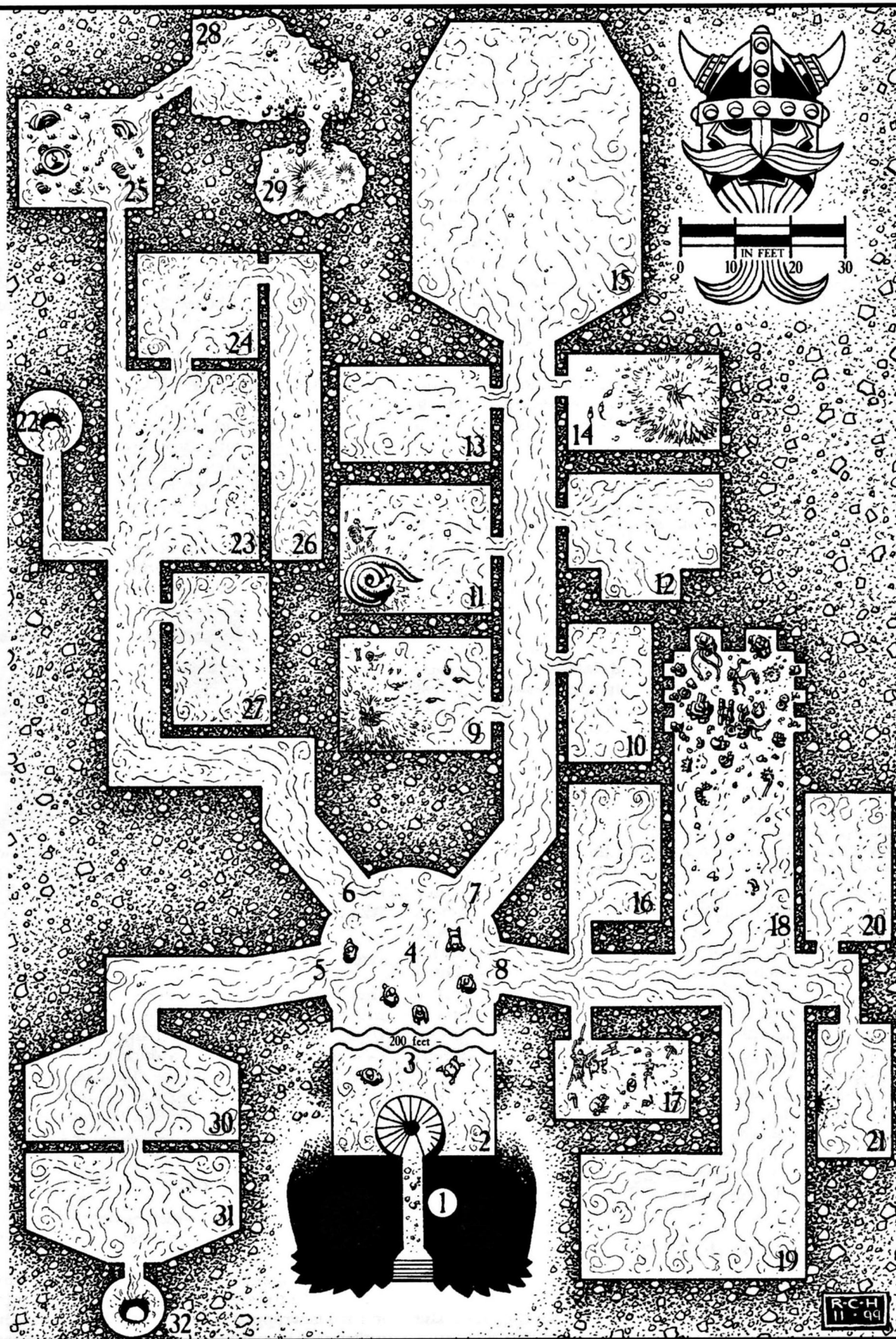
### Area 2: Spiral Staircase

This **metal staircase**, which is heavily coated with orange rust, leads down for twenty feet. The rest of the complex is twenty feet below the front hallway.

Oto Warmaker has set a **trap** on the staircase. He cut away one of the steps, attaching it to a very thin wire, which in turn is wrapped around a pulley. On the other end of the pulley is a bag of fist-sized rocks, suspended from the top



# THE RUINED COMPLEX OF KARAK VAGNO



of the chamber. When an unsuspecting adventurer puts weight on the step, a sharp blade fixed to it cuts the wire, sending the bag of rocks down on the adventurer's head.

Any adventurer may either stand still, allowing the rocks to land on them, taking a **S** 5 hit. Or they can try to dodge the rocks. This requires two **I** tests. The first test determines whether the rocks hit them or not; the second sees if they keep their balance. If they fail the second test, they will fall twenty feet to the floor of Area 3, the Grand Hallway. See *WFRP* p.75 or the *GM Screen* for rules on falling.

### Area 3: The Grand Hallway

This hallway, thirty feet long and two hundred and fifty feet wide, was once the social centre of Karak Vagno. In its heyday, it was littered with food stalls, tables for eating and fraternizing, and with exhibitions of engineering marvels. Now it is half-filled with volcanic rock, so that the taller adventurers have to stoop to avoid hitting the ceiling. There are the faint traces of a once-grand dais at the bottom of the spiral staircase, almost completely obscured by the thick blanket of pumice which now fills the chamber.

The Grand Hallway is punctuated with the bodies of those killed by the lava flow that destroyed the complex four thousand years ago. **Petrified** by rock and ash, these **Dwarfen figures** are frozen in positions of panic, forever caught in the act of fleeing. There are perhaps a dozen figures in all. Characters failing **Cl** tests are moved by the sight, and feel compelled to stand before these poignant figures for several rounds, contemplating their awful fate. Dwarfs suffer a -20 penalty on the test; Elves get a +20 bonus. There is no direct consequence of failing, although it might provoke an argument between those affected by the sight and those who maintain the steely indifference of hard-bitten adventurers.

Unless otherwise indicated, the floor of each of the other chambers described from this point forward is also covered by a foot or more of cooled volcanic rock.

### Area 4: The Circle

This is the terminus of the Grand Hallway. Four corridors lead off from it. None of the corridors have doors on them, although there are broken hinges on the tops of their doorways. Any characters who make a successful **Int** test while examining them realize that there used to be doors, and that they were blown open by an explosive flow of lava. They can deduce from the type of damage suffered by the hinges that the lava flowed *out* of the corridor at 7 into the Circle, but *into* the corridors at 5, 6, and 8 from the Circle. Ergo, the lava came from the corridor at 7, then filled the Circle, and then flowed down the Grand Hallway and into the corridors at 5, 6, and 8. The adventurers save time and effort if they follow the original source of the lava flow.

Any character standing near 7 hears a screeching and squealing sound emanating from the corridor. A successful **Int** test identifies the sound as a large number of rats.

### Area 5: Corridor A

This nondescript hallway leads to the quadrant of the complex which originally housed its support staff.

### Area 6: Corridor B

A similar hallway, this one leading to rooms once used for storage and other practical purposes.

### Area 7: Corridor C

A similar hallway leads to the quarters of the dead engineers, and to the chamber where the fatal experiment was conducted.

### Area 8: Corridor D

The fourth and final corridor leads to formerly lavish quarters for guests, the library and other areas designed to impress visiting Dwarfen dignitaries of the golden age.

### Arcas 9-14: Engineers' Quarters

This is where the project engineers once lived, just down the hall from their precious crystal-powered energy device. Little evidence of their lives remains; everything was destroyed by the lava flow. All of these rooms once had doors, but they were blown inwards by the initial explosion. Any character examining the doors who makes an **Int** test learns this fact.

These rooms are now patrolled by an enormous **snake**. The snake is twenty feet long, blind, and devoid of pigment. It hunts by heat detection. It usually feeds on the rodents which infest areas 9 and 14, but will respond to the adventurers' body heat within D20+6 rounds of their arrival in Corridor C. It will not enter Area 15; it instinctively shies away from the ghosts there. It behaves like a reasonably intelligent predator, and retreats after it has suffered 6 or more wounds. Its favourite places to retreat are area 11 and 12. If cornered, it fights with special ferocity, gaining +10 on all **WS** tests and +1 **S**.

The snake is venomous; its poison is deadly on one dose. See *WFRP* pp81-82 for more on poison.

### Big White Snake

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	63	-	6	9	15	55	1	20	-	05	70	50	-

### Area 9: Rat Nest

Even from the Circle, characters can hear the constant chirping from this room, in which a large nest of blind albino **rats** awaits them. The nest is made up of the chewed bits of paper and cloth left behind by various explorers over the centuries. It is about ten feet high, and squirms with the movement of the rats inside.

The rats are creepy, but offer no great danger to the adventurers unless they go rooting around in the nest looking for loot. It will take four rounds to root through the entire pile of nest trash and there is no loot to be found here, but the rat faeces does contain a debilitating virus: any character exposed to it must make a **disease** test. For each Wound they are currently suffering, apply a -5 penalty to this test. If the character fails the test, they acquire a disease.

The disease, known as 'the Invisible Hand', causes fatigue; the character loses one **S** point a day until their **S** equals 1. Whenever they exert themselves, they must make a **S** test or become exhausted and unable to move for D6 hours. Exertion is defined as making any test based on **WS**, **BS**, **S**, **T**, **I** or **Dex**. The disease gets its name from the fact that it carries no visible symptoms, and that its victims often feel that there is a force pushing down on their

## Heart of Chaos

chests and making it difficult for them to breathe. The disease is sometimes fatal; if a character ever scores 96-00 while making a **S** test required by the illness, they immediately take an **S** 6 hit. The ill effects of this infection do not kick in until a 24-hour incubation period has passed.

### Area 14: Rat Nest

This area is the same as area 9, except that a character who roots around in the rats' nest has a 10% chance per round of finding a magical scroll which has not yet been completely chewed up. It contains the spells *Delouse* and *Cure Light Injury*. Unfortunately, its version of *Cure Severe Wound* has been chewed up, and is only partly intelligible. A character may still attempt to use it, but there is a 25% chance that it will misfire and deal 2D6 damage to its intended recipient instead of healing them.

The nest here is bigger than that in area 9; it takes six rounds to root through it. Note that characters can still fail to find the scroll even after going through the entire pile.

### Area 15: The Crystal Chamber

This large chamber was the site of the disaster that touched off the Time of Woes. It looks rather modest now; it's just a big, empty room with lava-spattered walls. When the adventurers enter this chamber, refer to 'Shades of the Past'.

### Area 16: Guest Quarters A

Once a lavish guest chamber, this is now a featureless room half-filled by pumice.

### Area 17: Guest Quarters B

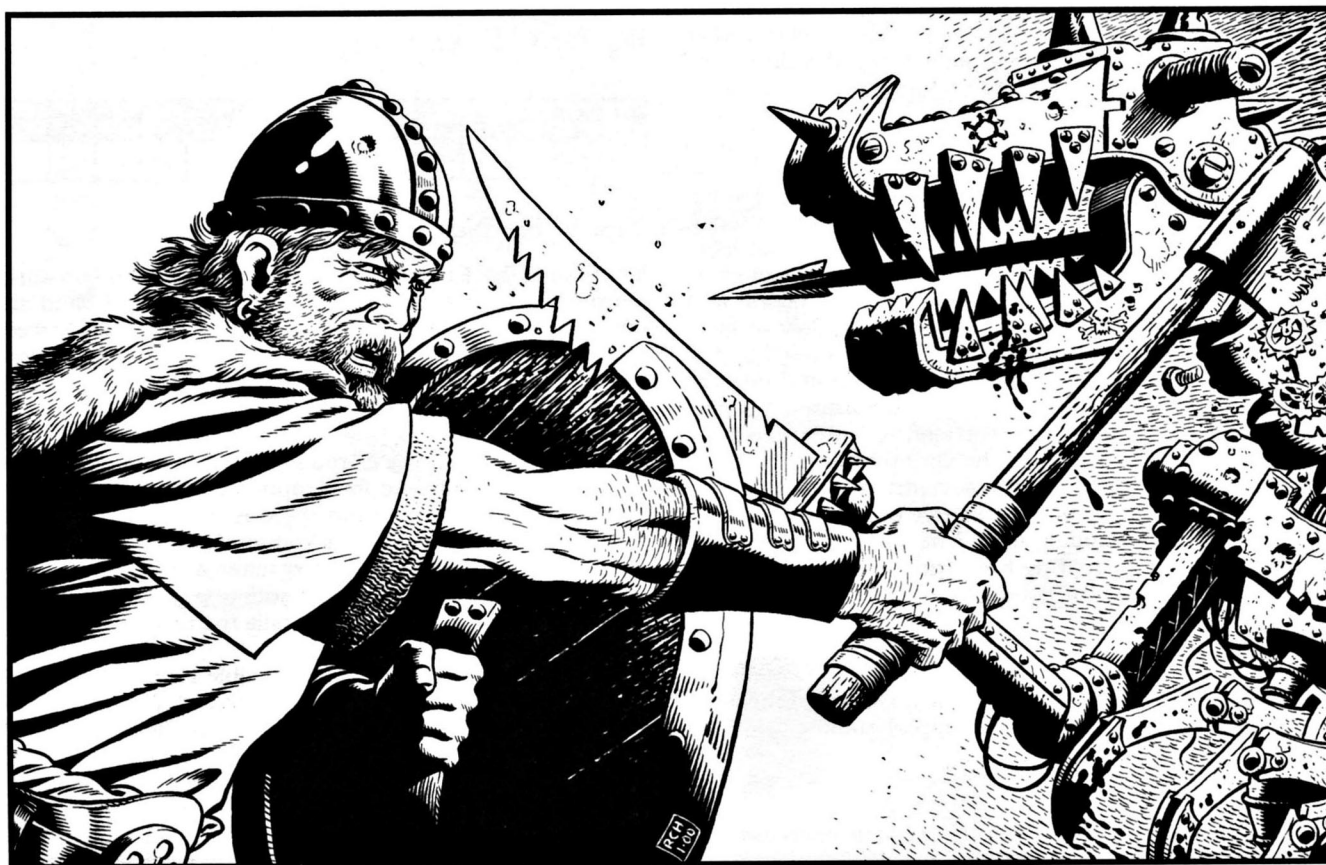
This is the same as 16, but contains the skeletons of a long-dead adventuring party. A character examining the remains and making a successful **Int** test can see from the pattern of the bones that the party members killed one another.

Equipment found with the remains includes two sleeveless mail shirts (one human-sized, one Dwarf-sized) a two-handed axe, three daggers, a sleeveless mail shirt, helmet, leather jack and leggings (human-sized), sword, a cross-bow and a quiver with 20 bolts, one set of knuckledusters, lock picks, two axes, two leather jackets (one sized for a female Dwarf, the other for a human male), a bow, a sword, a man trap, a sack, fifty feet of frayed rope, three lanterns, a cutlery set, six sets of dice, a pack of playing cards with lewd illustrations sketched on the card backs, a crowbar and a magnifying glass.

In their various purses, the skeletons have a total of 289 GCs. Strewn about the floor are pieces of jewellery worth an additional 180 GCs.

Also present are the following magical items:

- An amulet ring which replicates the abilities of an *amulet of enchanted jade*, but which only works between the hours of midnight and 6 A.M.
- A sleeved mail coat made of *Gromril*, sized for a female dwarf roughly 4'6" tall.
- A tome called the *Book of Curses*. Although its pages seem blank most of the year, letters appear on them during the month of Nachexen. Anyone reading more than half of the book gains the *daemon lore* skill and 2 Insanity Points.





## Area 18: Museum of Engineering

Formerly a display area for marvels of Dwarfen engineering, this chamber was largely destroyed in the eruption four thousand years ago. It is now a forest of twisted, rock-encrusted metal. The purpose of these damaged machines is impossible to divine, even to a Dwarfen engineer.

A thousand years ago, an adventuring party of Chaos worshippers, including a daemonologist, briefly explored Karak Vagno. The daemonologist summoned a lesser daemon to help him search the place, but then fled the complex, leaving the daemon behind. The daemon amused himself by reassembling some of the devices in this chamber, and then animating them. He eventually grew bored and left, but before he did so, he instructed his new creations to attack anyone entering the chamber.

Each of these clockwork creatures appears as a vaguely humanoid assemblage of gears, wires, cables and rusted metal. The largest is ten feet tall; the smallest is the size of a lap dog. They remain still, hiding among the other wrecks of the museum of engineering, until the adventurers are within striking distance. Then they attack. Make secret **I** tests for the player characters; if all of them fail, they are surprised when the creatures come out of hiding. There are as many clockwork creatures as there are adventurers.

### Clockwork Creatures

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	39	-	10	9	14	20	3	20	-	-	-	-	-

**Note:** The clockwork creatures take double damage from fire and water-based magical attacks effects.

## Area 19: Library

This room is filled with strange tubes of various metals, mostly copper, all deformed, twisted and discoloured from intense heat and the usual volcanic rock. Any Dwarf character making an **Int** test realizes these metal scrolls are all that is left of a great library of the Dwarfs, dating from the golden age of Dwarfen civilization. None of them are in any way readable. Any Dwarfen character who realizes or learns this must make a **Cl** test; those who fail are overcome with angst at the thought of so much knowledge being destroyed. Mourning over the fate of their shattered civilization, these characters suffer a -10 penalty to all **Int**, **Cl**, **WP**, **Ld** and **Fel** tests for the remainder of their stay in Karak Vagno.

## Area 20: Guest Quarters C

Another empty chamber.

## Area 21: Guest Quarters D

Another empty chamber, except for a large chalk marking on the south wall. It reads "DANAGAL WOS H-" and then ends abruptly. A large circle of dried blood lies on the floor under the spot where the marking ends. Any character examining this may make an **Int** test to deduce that the marking and bloodstain are about three hundred years old.

## Area 22: Well

This is a well, sunk to a depth of one hundred feet. (It used

to be two hundred feet deep, before the lava flowed into it.) It still contains fresh, very cold water. If strongly illuminated, the bottom of the well glimmers like gold. One of the dead adventurers from Area 17 dumped a cache of gold coins here, in hopes of recovering it later. There is a total of 159 GCs scattered at the bottom of the well.

Any character spending more than one round in the cold water takes D6 damage per round. This damage disregards armour. The character attuned to the Crystal of Water is immune to this damage. The well is also home to a very territorial water elemental, who will attack anyone who stays here for more than three rounds. The user of the Crystal of Water is immune to water elementals, too.

### Water Elemental

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	90	90	9	9	90	90	9	90	90	90	90	90	-

**Note:** In addition to its nine attacks, the water elemental can cast *lightning bolt* once per round.

## Area 23: Mess Hall

Engineers, apprentices and guests alike once ate in this communal dining hall. When Karak Vagno was destroyed, it was full of apprentices eating what turned out to be their final meal. Their bodies were vaporized by the heat, and the grease in that vapour rose to the ceiling, where it remained as the lava cooled. It remains there still, having acquired a ghostly sentience in the four thousand years since it was created. Its single consciousness is devoted to a solitary thought: the destruction of all flesh. When it kills, it absorbs the victim's body fat into itself. Due to the scarcity of prey in the ruins, it has grown very slowly.

The grease creature fights from the ceiling; it shoots out a number of pseudopods of solid, animated grease, and attempts to stuff them down its opponents' throats, so that they suffocate. Instead of taking normal damage, any character hit by a pseudopod must make an **I** test to prevent the grease from getting into their mouth. Those who fail take D6+2 suffocation damage each round, or until the grease is somehow cleared from their breathing passages. This damage ignores armour, and cannot be reduced below 2 points per round by Toughness.

The creature is inflammable, and takes triple damage from fire. However, if it is on fire, it deals an additional **S** 6 hit each time it hits an opponent, whether the opponent takes suffocation damage or not. The creature can be rendered immobile if it takes damage from a freezing effect, but the characters must be careful not to freeze the creature when it has one of its pseudopods down one of their comrades' throats. If this happens, the character is stuck with a greacicle in his windpipe, and takes an additional D6 damage per round until the blockage is removed.

The grease creature sticks to Areas 23, 24, 26 and the surrounding hallway. It cannot pursue the adventurers beyond this area.

### Grease Creature

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
1	50	-	6	1	50	89	*	25	-	-	-	50	-



**Note:** The grease creature has as many attacks as there are adventurers, plus one. As a strange sort of Dwarfen ghost, it is vulnerable to all abilities which specifically target Undead creatures.

### Area 24: Kitchen

This is now an empty chamber, and part of the grease creature's lair.

### Area 25: Food storage

Once the larder of the stronghold, its many shelves are now completely bare.

### Area 26: Pantry

An empty chamber that is yet another part of the grease creature's territory.

### Area 27: Storage

A rat's nest, identical to that in Area 9, is the feature of this otherwise empty chamber, formerly used for storage.

### Area 28: Unfinished Chamber

This chamber was in the midst of excavation when Karak Vagno was destroyed. It was to be the first of several new storage chambers. Some of the metal scaffolding used in the excavation is still visible, now immovably stuck in cooled volcanic rock.

A more recent spate of excavation occurred here about fifteen hundred years ago, when some engineers found an old construction map of Karak Vagno in a Dwarfen library, and dug through the wall of this chamber to Wismag's treasury, at 29. The entrance to the treasury used to be a secret passage leading from Wismag's quarters at 13, but this passageway is now completely sealed off by volcanic rock.

### Area 29: Looted Treasury

The small, rough tunnel from 28 leads to the treasury room, which used to be five feet lower than the rest of this level; the lava flow eliminated the difference. A hole has been chipped into the pumice in the middle of the room; there are bits of melted gold and silver mixed in the volcanic rock. The would-be looters were frustrated by the presence of the pumice; they hadn't counted on the fact that the

coins they sought would have been melted in with it. Only through a laborious smashing of all of the rock in this room can the gold and silver be recovered. Overall, it isn't worth the effort.

The partially mummified body of the expedition leader can be found curled up in a corner, with a ligature still around his throat. His companions murdered him when they realized that he had led them on a fruitless quest. Any character making an **Int** test can piece this story together.

### Area 30: Female Servants' Quarters

This former communal living chamber for the female servants of Karak Vagno is now empty.

### Area 31: Male Servants' Quarters

The chamber for their male counterparts is empty, as well.

### Area 32: Cesspit

The wastes of Karak Vagno's inhabitants were dumped here when the complex was still in use. Even with lava in it, it is still a 100-foot drop to the bottom of the pit. There is nothing of interest at the bottom, however.

## SHADES OF THE PAST

In room 15, for four thousand years, the original engineers of the Crystals of Power have argued over the incident that triggered the Time of Woes. Now they are ghosts, trapped in their state of unliveness by this unfinished business – they all want to find the saboteur who destroyed their project and with it (so they believe), Dwarf civilization.

As the adventurers approach the chamber, they are seized by a **powerful feeling** of frustration and anger. They feel that a terrible mystery hangs over them, and that all is lost unless they can solve it.

When the adventurers enter Room 15, their light source shines on **four strange figures**. Each figure is the rough size of a Dwarf, but is grey and somewhat formless. One of them is shaking its arms at a second, which cowers behind the remains of a broken table. Another sits in a corner, unmoving. The fourth faces a wall, which it occasionally pounds with its fist. These are the ghosts of the crystals' engineers: Wismag, Ulgruld the Odiferous, Frethrof the Astute and Burgmal Cleft-Pate.

All characters must make *fear* tests (+20 modifier) when first seeing the ghosts. The figures don't seem to notice the adventurers at all. The player characters can get as close to them as they want. On close inspection, it turns out that the figures are composed mostly of dust, hair, cobwebs and dirt. Bits of string, thread, metal, ceramics and parchment dot these peculiar figures.

If the characters do not interfere with the ghosts, the one shaking its arms (Wismag) crosses behind the table and grabs at the one cowering behind it (Ulgruld). Ulgruld's ghost jumps over the table, but Wismag grabs at its heels, knocking it down so that its chest hits the upturned edge of the table.

On impact, Ulgruld's ghost shatters into a cloud of dust and hair. Nearby characters must make *Toughness* tests, or spend several minutes coughing and wheezing; there is no negative game consequence of this, but you should play it up nonetheless.

In reaction to Wismag's outburst of violence, the other two ghosts stir from their positions, moving to trap Wismag in a corner. The two figures seem to be gesturing angrily at one another.

Meanwhile, a much smaller figure coalesces out of the thin coating of dust that lines one of the chamber's walls, like so much peach fuzz. It grabs a broom and sweeps the dirt that was once Ulgruld's ghost into a nice, neat pile. Over a ten-minute period the pile reforms, so that Ulgruld's ghost is 'whole' again. The sweeping figure returns to a corner, then throws itself onto the wall, where it becomes a coating of dust and cobwebs once more.

Even if the adventurers begin to interact with the ghosts at once, this scene should occur at least once during their contact with them. Wait for an appropriate lull and then describe a fight between the ghosts, and its aftermath.

## THE ENGINEERS

The ghosts still retain portions of their pre-death personalities, although their traits are now exaggerated, and their attention devoted solely to the question of which one of them sabotaged the project.

### Wismag

Wismag was the leader of the Crystals of Power project, and the founder of the science of alchemical engineering. He was a classic senior engineer: absolutely dedicated to his subject, but also ambitious, egotistical and **authoritarian**. At the beginning of his career he was seen as a rebel, who'd even make unauthorized copies of the prototype machines of his seniors, then rebuild them to show that his own theories worked better than the conventional ones. By the time of the Doomstones project, he was past





the peak of his genius. He had become as hidebound in his new orthodoxy as any of his old mentors were in their day.

He hated to be challenged, even though his theories had become outdated. Only his great reputation as the founder of alchemical engineering kept him in control of the project. He ran it with a rigid hand, shouting down his colleagues one day and adopting their theories as his own the next. The others quickly learned to despise him. Only Zockri, a naïve fellow prone to hero-worship, retained his respect for the old Dwarf.

Wismag's ghost thinks that Ulgruld the Odiferous was the saboteur. As the project continued, Ulgruld became a persistent irritant to Wismag. Ulgruld was constantly questioning his decisions and the validity of his theories. Wismag is so self-centred that he thinks his rival destroyed Dwarfen civilization just to make him look bad.

### Ulgruld the Odiferous

Ulgruld didn't see himself as Wismag's rival, and never realized that the older researcher detested him. This is not surprising, because Ulgruld had **very poor social skills**, even by Dwarfen standards. He cared only about research and improving the store of learning; never learned to read the moods of others, and had little or no respect for the social patterns of Dwarf culture. He thought of his frequent disagreements with Wismag as the best way to advance the project, and never once considered that his colleague might have regarded them as attacks on his honour.

As a ghost, Ulgruld feels especially deprived; he wishes that he could use his continued consciousness to press on with his research. However, to his acute frustration, he is unable to remember anything about it. All he can think about is who might have sabotaged the project. The same thought has been circling around in his mind for four thousand years, and he wants only one thing: the cessation of this maddening, useless idea.

The idea is that the culprit must have been Frethrof. Ulgruld never understood Frethrof, who was the only researcher on the project with the political instincts to keep it funded. Ulgruld does not accuse Frethrof of wilful sabotage; he thinks that his interest in socializing and politics distracted him from his true duties, and led him to make critical mistakes in his mathematical calculations.

### Frethrof the Astute

Frethrof the Astute was a mediocre researcher but a brilliant administrator. Skilled and savvy where his colleagues were socially inept, he was the one who was able to persuade the Dwarf King and his advisors to support the project and ensure its funding.

Although responsible for the mathematical calculations involved in the manufacture of the crystals, he was often absent from Karak Vagno. Instead, he spent his time touring other Holds and visiting other researchers, where he would calm fears about the possible dangers of this new form of energy and recruit suitable assistants to work on the project. His attitude towards his fellow researchers on the team was condescending; he smirked at their naivety and lack of political understanding. His reminders that they would have no materials to work with if it weren't for him did little to improve their view of him. The project would not have proceeded without him, but the others did not appreciate his role, seeing him as a diletante with no backbone for the rigours of real work.

Frethrof thinks that Burgmal did it, mostly because he finds Burgmal disgusting. In life, Burgmal was not only a toady but a physically unattractive one with a terrible speech impediment. To a proud Dwarf like Frethrof, someone like Burgmal is the lowest of the low: someone so hideous and with such lack of self-respect must be capable of any crime against Dwarfen civilization.

### Burgmal Cleft-Pate

While alive, Burgmal Cleft-Pate was a compulsive groveller. Whenever in the presence of a social superior, he couldn't stop himself from engaging in the most obvious toadying imaginable. Afterwards, he would curse himself for it, hating himself for his lack of honour, the person he was fawning over and anyone else who witnessed his shame. Although a skilled researcher, he never found a place in the research workrooms of the great Holds, because no senior engineer could stomach his constant sycophancy. Until, that is, he flattered his way onto the crystals project, where he discovered in Wismag a supervisor with an unquenchable thirst for adulation. Burgmal did better work under Wismag than he ever had before, but he also found even greater depths of self-hatred. Naturally, he began to despise Wismag, who came to symbolize everything that Burgmal hated about himself. Burgmal once made warning notations that in the margins of the plans for the crystals; he believes that Wismag deliberately ignored them, and that this brought about the catastrophe when the crystals were used to beam energy to Karaz-a-Karak. He doesn't want to remind himself that, if he had been more aggressive, like Ulgruld, he would have brought his concerns directly to Wismag instead of hiding them in a scribbled marginal note.

### Engmeld

The real saboteur was Engmeld, the apprentice no one pays attention to, even in death. Engmeld is the fifth ghost, the one who manifests only when one of the others is temporarily dispersed, pulling his pile of dust and ashes together long enough to dutifully sweep a dispersed colleague back together; then he retreats into a fine coating of soot on the wall. For millennia he has watched the ghosts blame one another for the crime, waiting for one of them to figure out what really happened, to point an accusing finger at him. Unlike the others, he is not trapped in his half-existence by an unsolved mystery; after all, he knows who did it. Instead, he is trapped by guilt and self-loathing. He believes that he will be freed only when the others find him out and punish him for his awful crime. But as one century crawls into the next, the others become even more stubborn, more certain that their chosen culprits are the guilty parties. Just as it was when Engmeld was alive, he is invisible to them.

## WHAT REALLY HAPPENED

Engmeld was born poor, the child of petty criminals who eventually fled from the Dwarfen strongholds before they could be punished for their crimes. They left him behind, an orphan, to make his own way. Although interested in engineering and the sciences, he knew that his prospects were limited: with no ancestry to prove his worth and no forebears to speak up for him among their fellows and colleagues, his only hope was to seek out an engineer and

offer to become his unpaid servant or the lowliest of work-room-cleaners. After a period of servitude, Engmeld thought, he would get a chance to prove himself as a quick learner and skilled thinker, and might become an apprentice to the engineer. It was his only chance for advancement.

After facing too many rejections to count, Engmeld finally attached himself to the lowly Burgmal Cleft-Pate. Engmeld hoped that Burgmal would notice his talents, but soon realized that Burgmal was too preoccupied with his own sense of inferiority to help anyone else.

When Burgmal joined the crystal project, Engmeld rejoiced. He thought he might be able to ingratiate himself to one of the other engineers. Frethrof saw his ambition and took an interest, but wanted to install Engmeld as an agent in the court of a rival engineer whose work, Frethrof felt, might overtake theirs. Engmeld, still hoping to become a researcher, refused. Instead, he decided to learn whatever he could about the field, even though he wasn't a formal apprentice. Between his cleaning duties, he read as many of the texts of alchemical engineering as he could. He listened in on the debates of the others. A natural talent, he soon found himself not only understanding what was being discussed, but able to work out the answers to the questions that vexed the real researchers. At first, he tried to provide these answers to his master, Burgmal, but Burgmal was too obsequious to dare bring them before Wismag. So instead, every night, when Wismag was sleeping, Engmeld borrowed Wismag's notes and entered corrections into them. The changes were adopted, and without Engmeld's insights, the crystals would never have been created.

As the theoretical stage of the project neared completion, Engmeld revealed himself to Wismag, and explained the additions to the notes, reminding the old Dwarf of how he had done the same thing with his mentor's work many years ago. Wismag refused to believe that a mere servant, not even properly trained in his field of alchemical engineering, could improve on the work of an engineer as accomplished as himself. Instead, he convinced himself that he had made the corrections himself, and that the servant was part of some prank set up by Frethrof or one of his other rivals. He gave Engmeld a rambling lecture on how his attention-seeking actions would reflect badly on his ancestry and family honour, and sent him away.

Engmeld was devastated by this. He knew that with Wismag against him, he would never be allowed entry to the Dwarfen Engineers' Guild, and with his parents' criminal past his future within Dwarf society was always going to be one of mistrust and disbelief. He left Karak Vagno, with confused thoughts of becoming a Trollslayer. Not far from the Hold he met a gang of outcasts, outlaws and bandits, including former friends of his renegade parents. They took him into their group and their confidence; they were cultists of Tzeentch. Engmeld proved as fast a learner in the dark arts as he had been in alchemical engineering; soon he was communing with one of Tzeentch's daemonic servants. The daemon provided Engmeld with the enchantment – in the form of mathematical formulae – that would transform the Crystals of Power into a mighty tool of Chaos.

Engmeld returned to Karak Vagno, where the researchers had scarcely noted his absence; instead, they were anxiously beginning the manufacture of the actual crystals. It was child's play for Engmeld to surreptitiously work Tzeentch's spell into the blueprints and thus into the crystals, infecting them with the Dark God's taint.

In return for his service to Tzeentch, Engmeld was destroyed along with the rest of the inhabitants of Karak Vagno

when the crystals were activated. As the explosion ripped through the complex, Engmeld had time for a single moment of supreme remorse, and was then torn to bits along with everyone else.

Since that day, he has been waiting for one of the other ghosts to notice his presence, piece the story together, and denounce him for his cosmic misdeeds. When that happens, he will be freed, and so will the others.

## DUST BALL SEANCE

The challenge before the adventurers is to succeed where the ghosts of the engineering team have been unable, and piece together the above story. In doing so, they must overcome a pair of obstacles. First, according to the rules of Dwarfen haunting, Engmeld is not allowed to assist them in finding the truth. Second, Dwarfen ghosts are hard to communicate with.

There are three ways to communicate with a Dwarfen ghost: by physically thrusting a party of one's body into the field of energy that keeps its dusty form together, through the use of the *magical awareness* skill, or with the *Become Ethereal* spell. This section tells you what the adventurers experience when they use these various methods.

## GHOSTLY VISIONS

The visions experienced by the player characters are the same whether they use physical interference or the *magical awareness* skill to share the Dwarfs' memories. However, the chances of suffering any ill effects from the vision are reduced for those using *magical awareness*.

The following chart shows the possible ill effects for each vision, the test required to avoid those ill-effects, and the bonus to the test for characters using *magical awareness*.

If the ill effect is a damage value, note that Armour and Toughness do not reduce the damage. Damage is, however, reduced by the character's **WP**/10, just as standard damage would be reduced by **Toughness**.

Ghost	Handout	Ill Effect	Test to Avoid	Test Bonus*
Wismag	1	D6 damage	<b>WP</b>	+15
Wismag	2	D6 damage	<b>WP</b>	+10
Wismag	3	D8 damage	<b>WP</b>	+5
Ulgruld	4	D6 damage	<b>WP</b>	+15
Ulgruld	5	D6 damage	<b>WP</b>	+10
Ulgruld	6	D8 damage	<b>WP</b>	+5
Frethrof	7	D6 damage	<b>WP</b>	+15
Frethrof	8	D6 damage	<b>WP</b>	+10
Frethrof	9	D8 damage	<b>WP</b>	+5
Burgmal	10	D6 damage	<b>WP</b>	+15
Burgmal	11	D6 damage	<b>WP</b>	+10
Burgmal	12	D8 damage	<b>WP</b>	+5
Engmeld	13	None	n/a	n/a
Engmeld	14	1 Insanity Point	<b>CI</b>	+10
Engmeld	15	3 Insanity Points	<b>CI</b>	+5

\*if using Magical Awareness

The visions experienced by the adventurers are described in various player handouts. In case you find these handouts difficult to follow, here's a chart you can use as an aid when trying to remember who accuses who:

## Accusation Quick Reference Chart

<b>Ghost</b>	<b>Accuses</b>
Wismag	Ulgruld the Odiferous
Ulgruld the Odiferous	Frethrof the Astute
Frethrof the Astute	Burgmal Cleft-Pate
Burgmal Cleft-Pate	Wismag

As you read the handouts that describe the visions, you'll discover that they are highly slanted. The visions reflect the memories of the various ghosts, and are not objective records of what really happened. In order to get closer to the truth, the players will have to realize this as well.

## Wismag

The first time a character gains a vision by physically interfering with Wismag's ghost, give the following handout to the appropriate player. This is **Ghost Handout 1**.

You're in a big room. The room is luxuriously appointed with statues of silver and gold and intricate tapestries. You stand at the head of a table. Your hand reaches out to pick up a long wooden pointer. You take the pointer and use it to underline passages on a chart. The chart is dense with mathematical calculations. On the four corners of the chart, you see the symbols for the four elements. These are the same symbols that appear on the Crystals of Power.

You turn to look at the table. Sitting at the table are four other Dwarfs. One of them seems oddly familiar; it takes you a moment to realize that this is Zockri, looking young and healthy. Another is very ugly; he gazes up at you with puppy-dog eyes of unabashed admiration. The third Dwarf, wearing dishevelled clothing spotted with chemical burns, is ignoring you, flipping through his own notes. The fourth, immaculately groomed and clad in expensive robes, is taking notes, jotting down numbers in a ledger book.

The Dwarf in the burned clothing speaks up, his face distorted by obvious anger and jealousy. "Wrong, wrong, wrong!" he spits. "It is I who must lead this project, because I have no respect for your great authority. Wismag, you are a creature of the past, all bluster and no substance. All that matters is that I am right!"

You tremble with fury at this pipsqueak's audacity. "Ulgruld the Odiferous, keep your too-obvious ambition in check for just a moment. When our Crystals of Power usher in a new age of comfort and superior engineering, there will be glory enough for all!"

Characters who enters the energy field of Wismag's ghost for a second time experience the vision given here, in **Ghost Handout 2**.

You walk down a richly appointed hallway, carrying an iron lantern to illuminate your path. You open a door and enter a laboratory. Inside, scribbling away at a set of notes, is Ulgruld the Odiferous, the Dwarf you confronted before. He starts, hiding the documents he is working on. Is that the mark of Tzeentch you see in the margins? You move forward, reaching for his notes. He turns red and slaps your hand away.

"Back, you old fool!" he shouts. "I am going to eclipse you, and will not let you steal my best ideas from me. You think you control this project, but you don't! When the final die is cast, it will be my research that makes the crystals work! Your name will be forgotten, and I will be remembered not as Ulgruld the Odiferous, but Ulgruld the Over-Ruling!"

For the third vision, refer to **Ghost Handout 3**.

You are standing in a great octagonal hall lined with sheets of gold, decorated with ornate runes of extraordinary complexity. You consult a gigantic water-powered timing device. When the time is right, you proudly signal to the others. The fresh-faced researcher places a golden lattice in an even larger device festooned with levers and flywheels. The lattice has four holes in it, each the size of one of the Crystals of Power.

An apprentice places the Crystal of Earth in the lattice. The ugly researcher places the Crystal of Fire in the lattice. The richly attired researcher places the Crystal of Air in the lattice. Finally, the trouble-making one, the one named Ulgruld, steps up to the device to place the Crystal of Water in the lattice. You can't help but feel that there is something wrong with Ulgruld's expression. He radiates jealousy and spite. But, after another quick check of the timing machine, you step forward and reach for the main lever on the crystal energy projector, pulling it down.

The room erupts in fire. The last sight you see is the vindictive, duplicitous visage of Ulgruld the Odiferous. Then you are destroyed in a wave of red-hot lava.



Wismag pulls the lever



## Ulgruld the Odiferous

The first vision gained from contact with the ghost of Ulgruld the Odiferous is found in **Ghost Handout 4**.

You are walking beside a train of pack-mules, eleven laden with your research equipment, two more with your notes, and one with your personal belongings. You are barely aware of the road, because you are looking through a pile of notes you have scribbled on scrap pieces of parchment. Your heart is pounding with excitement; you are travelling to a new place, where you will do great work with the great Wismag, founder of your field of academic study, alchemical engineering. If only you could find that note you wrote! You have found a crucial flaw in one of his central theories and you wish to present it to him, as a young child would present an apple to his first teacher. How pleased the great man will be when he hears of its many implications for the Crystals of Power project.

Abruptly, you realize that the mules have stopped moving, and look up. Have you arrived? Yes! You bound over to meet the researchers who have gathered to meet you. Behind them are the work crews whose excavation equipment is building Karak Vagno, according to the specifications of the renowned Wismag. And there is the great one himself, standing nobly and proudly at the head of the welcoming committee. Indeed, it is Wismag. You reach for your notes, and immediately launch into your explanation of his error. He manages to contain his excitement, and introduces you to your new colleagues, the young Zockri and the humble Burgmal Cleft-Pate.

The third colleague must be pulled away from a conference with a workman; he is dropping coins into the workman's hand. You learn that this fellow is called Frethrof the Astute. But when you again begin to explain the mistake in Wismag's calculations, he seems indifferent. There is something strange about this fellow, you decide.

Ulgruld's second vision is found in **Ghost Handout 5**:

You are sitting in a study carrel, poring over reams of parchment. The documents are covered with calculations made in a neat, elegant hand. You rub your tired, watery eyes. The papers are illuminated by one of those new oil-less lanterns, and the notations on them are beginning to swim together before your eyes. A crushing weariness descends upon you. You yawn, stretch back in your chair, and –

The door to the chamber opens. You hear a voice. Startled, you fall backwards in the chair, landing painfully on your back. The back of your skull hits the stone flooring. The flimsy wooden chair back groans under your weight and breaks.

You look up into a smirking face. It is Frethrof the Astute, standing over you, making no effort to help you to your feet.

"What are you doing in my chamber, Ulgruld?"

A feeling of shame floods through you, even though it is not you who is in the wrong. You have been checking Frethrof's calculations. He is hardly ever in Karak Vagno these days, and you are worried that he is not paying enough attention to his work.

"Double-checking," you hear yourself mutter.

"Worry about your own work, Ulgruld."

You struggle to your feet, your head pounding. It hit the floor with quite a thump. "It is very important that these calculations be entirely correct, Frethrof, accurate to the thousandth degree."

"It is also important that we continue to obtain the materials we need. It is important that Gotrek Starbreaker understands the importance of this project. You refuse to understand that our research is only a part of our worries. I will attend to the calculations in due time – but they will not matter if Gotrek is convinced our project is worthless, or dangerous."

You lean against Frethrof's desk, your head pounding in pain. "Just make sure you –"

"Get out of my chamber, Ulgruld. I have been on the road for many hours, and now must sleep."

Ulgruld's third vision is **Ghost Handout 6**:

You are shaking with excitement. You stand in an octagonal chamber, its walls lined with enormous devices of your design. You touch the sides of the main engine, the energy projector. Its copper sides are hot to the touch, but you caress it anyway, as if it is treasured pet – nay, as if it is your own child. You have solved the great problems of the age, and will be remembered forever.

Wismag begins the countdown, his steady hand on the activating lever. Although he is his usual unsmiling self, you can tell that he secretly admires you for turning his vague theories into hard, copper-sheathed reality. It is now time to place each of the crystals in the special lattice you have created for the projector. The lattice keeps each of the crystals separate – for it would be disastrous if they came into contact with one another – yet allows their energies to mingle. It is crucial to the operation of the device.

First, Burgmal's young apprentice places the Crystal of Earth in the lattice. Then Burgmal adds the Crystal of Fire. Now it is your turn. Carefully, reverently, you place the Crystal of Water in the lattice. Finally, Frethrof steps forward. He seems to take a moment, as if lost in a daydream. He sets the Crystal of Air in its place in the lattice. Wismag, his fatherly eyes upon you, pulls the lever.

The energy projector begins to shake. You look at the lattice. Drops of strange condensation appear on its golden surface. It is beginning to melt! Something is wrong! Heart in your mouth, you leap forward, knocking the crystals from the lattice.

Everything seems to slow down. The crystals travel slowly through the air. You turn and fall, looking at Frethrof. His face is a picture of surprise and shame.

"The calculations!" you shout. (Or do you only have time to think it?) "You fool, you never –"

Then there is only the flame, as you are consumed.

## Frethrof

Frethrof's first vision is **Ghost Handout 7**:

Your knuckles are white with anger and frustration. You stand in the meeting room of Karak Vagno, facing the other researchers. There is the petty tyrant,

Wismag the Windbag. The annoying pedant, Ulgruld the Odiferous, who did not earn his sobriquet for nothing. The ineffectual young Zockri. And the sublimely repulsive Burgmal Cleft-Pate, a trickle of drool always on his lips. Why, that servant in the corner, sweeping away, has more common sense than these vaunted geniuses of alchemical engineering. You make a mental note to learn the boy's name.

You would like some ale to calm your nerves. Just a sip, for the tongue. There is a flask of Gimli's Most Potent Brew in the inner left hand pocket of your robe. You can feel it pressing against you. But you cannot reach for it. The others will judge you for it. They have no taste, like most researchers. They wouldn't know a truly fine ale if the cask rolled over them. They will also look askance at the richness of the gilding and the inlaid gems on your flask. It is not that you really care what these unwashed steel-hammerers think of you; it is that the naïve distrust they display towards you makes your work more difficult.

For what seems like the thousandth time, you begin to explain it all. The calculations are important, and they will be completed on time, but there are other calculations to be made. Political calculations, monetary ones. The project requires many resources, from all over the Dwarf empire. The Elders must be convinced that it is worth risking it on an alchemical experiment, no matter how great the returns might be. Then there are the rival researchers, in other fields, whose work must be watched in case it overlaps or overtakes the crystals project. There is no one who distrusts the new more than an Elder, with their love of the old ways. All of these matters require your absence from the complex for long periods of time.

You are tired of soothing these ignorant buffoons. If only you were back at Zonon's quarters, quaffing the summer ale his daughter brings you. Instead, you are forced to stand and take it as the drool-spattered Burgmal, having ignored all of your words, dares to scold you! How can you make the fools understand? Without you, there would be no project at all!

You open your robe and take the sip of ale anyway. Burgmal's eyes pop out in righteous outrage. It does not matter. The stinking piece of tripe will never understand.

Frethrof's second vision is **Ghost Handout 8:**

You awake on a carved stone bed, your head hurting in the way it has of reminding you that last night you were drinking large amounts of the finest ales. You think back to the evening: matching Zonon pint for pint, listening to his tales of fighting green-skins in the World's Edge Mountains in his youth, and his stories of more recent incidents, as an advisor to Gotrek Starbreaker. He tells them well, and you listen attentively. There is much you can learn from him.

There is a knock at the door, and the voice of a servant outside: "Master Frethrof, Zonon Goldfinder wishes you to join him for breakfast. He wishes to speak with you on several matters."

This is why you are here, you think as you pull on fresh clothes and comb your beard. Dwarfs never talk of serious business before the ale is brought. Will this the matter of the extra thirty skilled engineers needed

to work on the crystal-energy receivers in Karaz-a-Karak, or perhaps the more sensitive matter of a suitable husband for his daughter Ariata?

You hurry down the large stone staircase towards Zonon's council-room. He sits pensively in his chair, idly toying with the pieces of a board game, the morning meats growing cold on the table. You are worried about Zonon; he has taken to brooding lately.

"Frethrof," he says, standing. "Thank you for humouring an old man and coming quickly. I am suddenly consumed by a doubt about this project of yours. You keep saying that it is safe, and on your assurance I have given my word to Gotrek Starbreaker —"

"Your support has been essential to the success of the project, old friend," you say. Inwardly you begin to worry. What vein is he mining here?

"You say it is safe, but what about these researchers you employ? What do you really know about them? They are not from the families that built our empire, are they? I have heard there are worshippers of Chaos abroad in the land, undermining our institutions, threatening our way of life. How do you know there is no saboteur in your group?"

You placate old Zonon, knowing that his anxieties are without foundation. But even as you do so, an image of the hideous, slobbering Burgmal Cleft-Pate rises unbidden in your mind. Everyone knows that there are people with bad blood in them, and that poor breeding can be detected in the features, and in a person's manners. As the saying goes: "An ugly face covers an ugly soul." You resolve to keep a closer eye on this creature from now on.

Frethrof's final vision is **Ghost Handout 9:**

A knock on the door of your chamber in Karak Vagno. It is the boy, the servant Engmeld. "The others are waiting. It is time," he says.

Accompanied by Engmeld, you head to the testing chamber. The young fellow seems preoccupied; he's no doubt worried that his master, the loathsome Burgmal, will dismiss him once the crystal project succeeds. Burgmal will then be able to afford a dozen such servants. It is typical of an oaf like Burgmal to mistreat a loyal servant. It is a shame; the boy has potential, definite potential. You have tried to convince him that the future for a bright, ambitious lad lies not in research, but in the affairs of state. You have offered to assist him in finding a lucrative position for himself, if he can merely do you a couple of favours in the laboratory of a rival, which would benefit him as much as you. But your advice has gone unheeded; the boy dreams of being a researcher and engineer, just like the odious Burgmal. You shrug; there is only so much you can do to help a person who will not help himself.

You enter the chamber, where the others are waiting. You look around at all of the equipment, reminding yourself how expensive it was. A full third of the money raised is in the form of short-term loans; if this experiment fails, your next few months will be spent placating nervous nobles, coaxing them into extending their loans. This had better work.

Engmeld places the Crystal of Earth in its place on the apparatus. Then Ulgruld inserts the Crystal of

Water. As you step forward and place the Crystal of Air into the machine, Burgmal glares at you, slobber dripping from his grotesquely distended lips. The disgusting fool has been watching you, and is no doubt offended that your attention has wandered. If only he understood what was really at stake here!

Wismag touches the lever and you make a quick prayer to Grungni, your ancestors' god, for success.

As the lever falls, the complex begins to shake. The machines rattle themselves apart. It is hot, so hot – like flame! The last thing you see as the chamber fills with steam is the ecstatic face of Burgmal. An agent of Chaos – you can read it on his ghastly features! As your body is melted in a sudden eruption of molten rock, you have time for one last thought: you should have paid heed to Zonon's warnings.

## Burgmal Cleft-Pate

Burgmal Cleft-Pate's first vision is **Ghost Handout 10:**

Sweat glues the rough fabric of your robe to your back. You're squirming in your chair, sat around a table bestrewn with parchments, diagrams, empty plates and tankards. Another interminable meeting. You want to speak up, but cannot. It is as if your whole life is one of those dreams where you want to move, but you're trapped, stuck in place like a toad caught in a hollow rock. But instead of wanting to move, you want to talk. Your treacherous tongue betrays you. It's afraid to say anything bad about your superiors. Flattery it can manage. Outright boot-licking, it's expert at. But any hint of disagreement, and you're paralyzed. Even for a matter as important as this.

Wismag, egotistical Wismag, hateful Wismag, is blathering away. He represents everyone and everything that frustrates you in this world, and you can't bring yourself to do anything but render obeisance to him. He's engaged in yet another endless dispute with Ulgruld, who imagines that he's caught the master out in some error. Ulgruld's point is worthless – a mere semantic argument – yet he is as bold as a brass goblin in taking up everyone's time with it! Young Zockri dutifully scribbles down every last detail of their meaningless dispute. And Frethrof, haughty Frethrof, is looking at you as if you are a foul heap of dung wafting noxious odours under his aristocratic nose!

You know that there is a serious error in the alchemical formulae determining the dimensions of the crystals. You need to tell them, before it's too late! Open your mouth, Burgmal, speak! Speak!

Finally your tongue releases you from your agony, lets you speak. Relieved, you let your shoulders fall. You relax.

And then you hear yourself saying, "Wismag, you are so well-experienced with this field, as its illustrious founder, that ambitious Ulgruld wishes to polish his ego at your expense. It is clear to the rest of us that you are as sagacious as ever. When you said we should drop this matter and move along to the next item before us, I think you – I mean to say, you could not have been more right."

Curses! Curses! How could your tongue betray you like that? Why does it insist on licking Wismag's boots? Why can't you ever say what is really on your mind? You hate yourself, hate yourself, *hate yourself!*

Burgmal's second vision is **Ghost Handout 11:**

If your tongue is always going to betray you, you're going to have to find another way to get through to Wismag. Your fingers, they won't play false with you. That's it. You can write it down. On the plans for the projecting device. You can creep into the workshop – no, not creep. Walk. Walk. You have every right to go into the workshop. You are as qualified a researcher as anyone else. They are your equals. You have every right. Very well, then, Burgmal. Get up from your bench now and walk towards the workshop. There is nothing shameful in this.

There you go. You're in the workshop. No one else here. *Of course not, it's the middle of the night!* But that doesn't matter. It's not that you're sneaking about. You've simply thought of something, and you've come here to jot it down before you forget. Yes. That's it. And then when Wismag notices the changes, he'll recognize your hand, and he'll ask about it, and *you'll boldly speak up*. Yes, boldly. You will have nothing to fear, nothing to be ashamed of. This is why you are here, to contribute your knowledge. You are not afraid of Wismag. Not afraid.

Now the plans are in your hand. Your hands should not be shaking like this. There is no reason for them to shake. There. They stopped. You made them stop. Because you are in control, Burgmal. You are doing the right thing. You are going to conquer your damnable need to flatter Wismag. You are Wismag's equal. Nearly Wismag's equal. You have the right to speak up to Wismag.

Just make the correction, Burgmal! Make the correction and maybe you'll still get some sleep tonight! Where is it? Think clearly, Burgmal, clearly – it's the ten-degree differential in the containment factor. There! You've noted it! Done, now you can –

What's this? Someone else has already made extensive corrections to the plans. You don't recognize the hand. But – whoever it is, they're right. They've found a *nine-degree* increase in efficiency, twice as good as what you found. If only you'd had the guts to speak up before! Now you've been left behind, all because of your unforgivable cowardice!

You slump into the desk, pounding it with your fist, your face red with anger. You are a fool Burgmal! A fool, a failure and a disgrace to your lineage!

Burgmal's final vision is **Ghost Handout 12:**

The day has come. The entire group has gathered in the testing chamber, save for Zockri and Wismag. Zockri, of course, is in the receiving chamber in faraway Karaz-a-Karak, King Gotrek Starbreaker at his side. And Wismag – the haughty swine must wait until the last minute, to sweep illustriously into the room and grace his underlings with his presence!

Here he comes now! Before you know it, you're in the midst of a scraping bow, and you're saying, "Wismag, the day is upon us. Your heart must be swelled with pride, at the history you are about to make today."

"Quite correct," says Wismag. You continue to flatter him, as your colleagues look on in obvious disgust. Frethrof seems quite literally nauseous at the sight of you, and well he should be. What a toady you



are! Finally Wismag consults the timing machine and signalling that the process should begin. You place the Crystal of Fire in the golden lattice that keeps the four stones separated in the projecting machine. Ulgruld places the Crystal of Water. Frethrof installs the Crystal of Air. And finally, Wismag himself adds the Crystal of Earth.

There is but a brief moment of calm before the chamber begins to rumble and shake. Instinctively, you know that you are doomed. Finally your tongue is loosened, and you can say what you have always wanted to say:

"Wismag, you cretin! You ignored my –"  
Then you are destroyed.

### Engmeld

Engmeld's visions are available to those with *magical awareness* only during those brief moments when his pile of dust takes form to sweep up the scattered bits of one of the other ghosts. Characters physically interfering with Engmeld's ghost can gain visions either by disrupting his Dwarfen form, or by touching his layer of dust on the wall.

His first vision is **Ghost Handout 13:**

You are a child, four years of age. Your father stumbles, bruised and bloody, into the room where your family is sat. You ask what has happened to him. Your mother swats you. "Learn to mind your business, sprat!"

You are a little older, perhaps nine years. Something is going on: your parents are packing in a hurry, throwing possessions, clothes, weapons, tools into a sack. They're going somewhere. You want to ask where, but you know that you will only get swatted for your trouble. You beg to come with them, but your mother refuses to let you. "You'll only be a burden, where we're going. Make your own way, like we had to do." They go. It's only an hour later, when the watch arrives with axes and stern faces, that you realize you'll never see them again.

You are outside the workshop of Hagbold, sitting underneath a window as the great scholar lectures his apprentices inside. You have to strain to hear, but the words are music to your ears. Alchemy. Science. Engineering. You wonder why he has to repeat things so many times. You understand everything perfectly. Then you hear footsteps and reluctantly – for Hagbold has just now reached the interesting part – you take to your heels to avoid the shame of being caught. Dwarfs have little time for orphans.

You are dogging Hagbold himself. Begging to be his servant. Extolling your virtues as a worker. Naming a very low price. To no avail – he has no time for a street boy. You sense that he is a little afraid of you. Never mind. You keep asking. You will ask them all until some engineer or researcher accepts you.

Now it is Burgmal you are following. A pathetic figure – ugly, lisping, drooling. But he is the only learned Dwarf in this Hold that you have yet to ask. If he turns you down, you will have to journey through the wilderness, braving Goblins and Orcs, to find an-

other place to learn. But – Burgmal is stopping! He's listening to your proposal! He's nodding. Handing you his books to carry! Success! You're not an apprentice yet – merely a servant – but one day! One day!

You are a year older. You are sweeping the floor of Burgmal's modest home. He sits in a corner, brooding, lost in his own private sorrow, or anger, or frustration. He will not share it with you. He scarcely answers your questions about his work. You are learning nothing, getting no closer to your goal.

Another year older. You arrive in the Yetzin Valley, lugging Burgmal's belongings into an underground tunnel. The tunnel will soon be an advanced complex for the practical application of alchemical engineering. Your heart is singing! There will be other researchers! One of them will give you the chance you crave! You'll be a engineer yet!

Engmeld's second vision is **Ghost Handout 14:**

You sit in the private chamber of one of the other researchers, Frethrof the Astute. During your many months in Karak Vagno, he is the only one who has taken any notice of you. None of his colleagues have even bothered to learn your name. When Frethrof invited you to speak with him, you thought that you had finally achieved your goal – he was going to make you his apprentice. The more he talks, though, the more dejected you become. He doesn't want to make you a researcher. He wants you to become a spy.

"You're a bright lad, I can tell," he says. "So open your eyes and look around you. Is it really the researchers who matter? Do they have the power? You think of them as great chieftains of learning, because your own beginnings were humble. I understand that. But I was born to a high family, Engmeld, and I can tell you that the world looks very different from where I sit. To the Dwarfs who really matter, even the great Wismag is but a speck, a Dwarf with no history to his line, and with just one useful trick to perform.

"Take the long view, Engmeld. Once the project is completed, Wismag and the others will be unnecessary. It is not about science or engineering, it is about advantage. The king will regulate this new source of energy, and attention will shift from Karak Vagno to the workshops there. What you see here is just the prelude. Do you understand me?"

You nod. You feel your chin wobbling. You thrust out your jaw to stop this embarrassing display of emotion. Nonetheless, Frethrof sees through you.

"You are sad because you have a dream, and you want to see it realized. I understand that. What I am telling you is that there are better dreams for a lad of your ambition. Let me install you as a servant at Zonon's household. There is no danger in what I propose. For the next few months the engineer Gisward Firebringer is staying with him. If you can keep an eye on him for me, noting his work, seeing who he meets with, the possibilities for advancement are unlimited. For you and me both."

You say to Frethrof, "So this means you will not let me be your apprentice."

"Apprentice? Listen to me, boy!" Frethrof groans, grabbing you by the shoulders and shaking you. "I

need an apprentice like I need the red pox! What I need is a smart lad in Zonon's house!"

You tell him that you will think upon the things he has said, but you are already planning to run away from Karak Vagno, the place where all of your dreams have died.

Engmeld's final vision is **Ghost Handout 15**.

You are running through the woods. Exhausted, out of breath, your heart pounding like it's ready to burst. You didn't bring food, or water. What were you thinking, running away like that? There was nothing holding you there. You could have left of your own accord, at a sane pace, during the day, with proper supplies.

You hear a noise. Your legs are pulled out from under you; you are flipped head over heels and yanked upwards into the trees. You dangle upside down, tied at the ankles by some kind of rope. You've stepped into a snare of some kind. You hang there for a long time, regretting your rashness. Surely the snare has been left by Goblins, and you can expect to be murdered when they catch you. You ask yourself if Goblins really eat Dwarfs, like the stories say.

Finally someone comes to inspect his trap. You can't believe your eyes. It's Eloprad, one of your father's confederates from long ago! He used to dandle you on his knee, and now here he is, in the forest of the Yetzin Valley!

You are in Eloprad's camp, eating a plate of hot beans. Never has a meal been so delicious. Eloprad's wife, Ojora, is there as well; she was like an aunt to you, back in the old days. Over the next few days, travelling together, you unburden everything to her, tell her that you are lost, your hopes in ruins. You remark on the coincidence of finding her and Eloprad here, as fugitives from Dwarfen justice.

Ojora leans forwards and whispers, "That weren't no coincidence."

She tells you that she and Eloprad belong to a group, a confederacy with members everywhere, across the world, among other races. "Your parents wouldn't join, so they had no protection when they got caught. Our group, it's had eyes on you for a long time, Engmeld. Perhaps since before you was born. There's great things you can do for the world. Great things you can learn. There's more to the science of the world than what them researchers will teach you." She brings you to Keeler, another member of Eloprad's band, one who will tutor you in the mysteries.

Finally, you are learning. Poring over charts and diagrams. Circles and pentagrams. Learning invocations. The secrets of the universe.

Everything Keeler can teach you, you quickly learn. Keeler tells you that he must introduce you to a new tutor. This tutor must be conjured up.

The stench of brimstone is in your nostrils. The tutor is before you. It is winged and warted and feathered, like a great misshapen vulture. It tells you that it is a *chi' khami'tzann tsunoi*. You may address it as the Feathered Lord. Its eyes pierce you, know everything about you. "There is a spell I must teach you," it tells you, "a spell of numbers. In order to make proper use of this spell, you must return to Karak Vagno."

## Becoming Ethereal

Characters using the *Become Ethereal* spell (or a similar effect from a magic item) can interact directly with the ghosts, entering into conversations with them. The information revealed by the ghosts in conversation will be different from that contained in the visions, because it is the players who dictate, through their choice of questions, what the ghosts reveal.

Players whose characters are not ethereal can't communicate with the ghosts. *Strictly enforce this!*

When the ghosts realize that they have an audience, they all talk at once – with the exception of Engmeld, who can do nothing to draw attention to himself. It may be a bit of a challenge to play all four characters at once, but take a deep breath and remember that all you really need to convey is the fact that they're all talking over one another. Let the ethereal character bring the ghosts to order and force them to talk one at a time. When things get exciting, start the cross-talk again. Have fun with this.

Except for silent Engmeld, the other ghosts all ask the ethereal character to act as a judge, to rule once and for all which one of them is responsible for the great disaster. Each is willing to answer questions; each believes that his account is the absolute truth.

When playing Wismag, remember to play up his intellectual arrogance. He takes a condescending attitude to the ethereal character, and splutters when challenged. He also has trouble remembering the names of his colleagues; the mere appellations of others are an insignificant detail to him.

Ulgruld is the quintessential absent-minded professor with terrible social skills. When asked questions unrelated to research, he is vague; he never paid much attention to such matters. Given any provocation, Ulgruld babbles on about his research in highly obscure terms. He thinks that everyone is naturally fascinated by this sort of thing. Don't worry; his babble doesn't have to make any sense.

Here are some sample phrases you can salt his dialogue with:

- "pan-elemental energy matrix"
- "alchemical tolerance limits"
- "many, many orders of magnitude"
- "spiralling logic vortex"
- "the mushiness factor"
- "unbalancing equations"
- "incongruent thaumatometer readings"
- "radical de-organization theory"
- "runic geomorph structure"
- "rapid crystallization drift"
- "entropic variance fields"

Play Frethrof's ghost as forthright and to the point – he is sure that Burgmal did it "because he is obviously of bad blood." Give Frethrof the natural sense of superiority and blunt arrogance of a high-born Dwarf, but don't forget that he is perceptive – even witty, if you can manage it.

Burgmal is perhaps the hardest character to play. Even as a ghost, he's unable to shake his instinctive obsequiousness, especially towards Wismag. He complements Wismag and agrees with him at every opportunity.

Only if taken aside will the spell of Wismag's presence be broken. Burgmal then shows an entirely different side of himself, brimming with bitterness, self-hatred and contempt for Wismag. Only then does he share his belief that the disaster was Wismag's fault.



## WHEN THE TRUTH IS REVEALED

As soon a player definitively points to Engmeld as the culprit, the **ghosts are freed** from their eternal bondage. Before their souls migrate to the great beyond, they have a few moments in which to communicate directly with the player characters, and provide further information to them.

(Before triggering this scene, determine if the players' accusation is genuinely based on the clues provided, or is just a guess or suspicion. If necessary, ask the players why they think Engmeld did it. If they can't produce a good justification, continue the scene until one is found. An answer that draws on player knowledge instead of character knowledge – for example, that Engmeld is the least likely suspect, and that the least likely one is always guilty in mystery stories – is not considered good justification.)

When Engmeld is named as the guilty one, a vortex of wind rushes through the chamber, picking up the remaining bits of dust and dirt and whirling them about. The adventurers must cover their eyes and mouths to protect themselves from this flying grit. The wind lets up after a moment. When they open their eyes, they see that the dusty figures are now extremely well-defined; they can make out

individual features and facial expressions. Moreover, Engmeld has joined the other four Dwarfs and now stands in front of them. The others look confused. The player characters hear unearthly music, the sound of an ancient Dwarfen song being sung by deep male voices. They can't pinpoint its source.

Engmeld steps forward and says, "It is I, Engmeld, who did this thing. By solving this mystery, you have freed us."

Engmeld has time to answer a few questions. Presumably the players ask about the crystals, and how to destroy them. Engmeld says that his infernal tutor told him that there was a way to destroy them, but that only Tzeentch knows what it is. He is also able to fill in any of the other details given above, should the players be curious about them. The other ghosts are also able to speak to the adventurers, although they are quite flabbergasted to discover that none of them even suspected the true wrongdoer.

Get out your watch and time this scene. After five minutes of real time have passed, the vortex returns, this time blowing the dust figures to bits. For an instant, the players see five vaguely Dwarf-shaped pulses of bright energy gather from the dust forms. Four shoot down through the floor of the chamber on their way to the Dwarfen afterlife. The fifth begins to follow them, but as it does it begins to glow first



red, then with an awful black radiance. Slowly and silently it shrinks and disappears.

If the players have forgotten to ask the important question about the destruction of the crystals, Engmeld's spirit cries out to them: "You must destroy the crystals – but only Tzeentch knows how!"

## AFTERMATH

As soon as the spirits of the researchers have departed, the chamber begins to shake and pitch. The room fills with steam. Characters who experienced visions 3, 6, 9 and/or 12 and make an **Int** test may realize that **the whole place is going to explode** again. (Your players may figure this out on their own.) The floor begins to buckle, and its stone tiles are suddenly burning hot. Chunks of the ceiling begin to fall into the room. If the adventurers don't make a break for it after you mention these details, all of them are killed when lava bursts through the floor and fills the chamber.

It is unlikely that they'll just stand there watching, however. If they run at top speed towards the exit, they'll just barely outpace a rushing flow of lava that fills the entire complex in a matter of minutes. Each character takes D4 heat damage just from the proximity of the lava. Any character falling into the lava is instantly killed. Any character coming into contact with a small amount of lava takes D6 damage, their **Toughness** notwithstanding.

During their run for the exit, the adventurers see that the old stronghold is shaking itself apart. Huge blocks of stone are falling from the ceiling. The floor of the corridors is heaving, the flagstones buckling and cracking.

As the floor rears in a particularly alarming way, all player characters must make an **I** test. Anyone who fails

stumbles and takes 1D3 damage from the intense heat of the suddenly close lava-flood. The PC who failed most egregiously (with the greatest difference between their **I** and their roll) tripped over a chunk of stone flooring. The character must make an **I** test in order to regain their footing and get running again; if the character fails, the lava washes over them and kills them. Another character can prevent this by also making an **I** test; this represents the difficulty of turning around, grabbing the fallen character, hauling them to their feet and getting them turned around again, all before the lava comes. If the intervening character fails their **I** test, both characters are killed by the lava flow. That may seem drastic, but you shouldn't mess with lava. However, seemingly doomed characters can be saved by a combination of the powers of the Crystals of Fire (to protect against the heat) and Earth (to protect against tons of molten rock). Don't feel a need to point this out to PCs – they're the ones who wanted the stones so badly in the first place.

As the adventurers get clear of the complex, they can feel the ground vibrating beneath their feet. A volcano is forming where Room 15 used to be. Another spurt of lava explodes into the bronze figure of Grungni at the entrance to the Hold, blowing it high into the sky like a champagne cork. The lava sets trees in the surrounding forest on fire, and the player characters must continue to flee, or risk being burned to death. As long as they keep moving, they are in no further danger. Dwarfs with the skills *stoneworking* or *history* will know that there has been no volcanic activity in this part of the Vaults since the Time of Woes.

It takes half a day of travel to keep ahead of the forest fire before it is quenched by one of the ferocious storms common to the Vaults. This will give the players time to think about the fact that only Tzeentch knows how to destroy the crystals, and what that must mean for them.



**CHAPTER 8**

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# TZEENTCH DISTILLED

In this sequence the adventurers receive a valuable clue from an unexpected source – Slurk the Beastman. When Slurk discovers that the players characters need to learn something known only to Tzeentch, he leads them to the next best thing: a nearby colony of Chaos cultists. Slurk says that the leader of this group is in contact with the Chaos god himself. Slurk takes the adventurers into the colony, which is a series of caves set into the side of a great cliff. There they must pose as devotees of Chaos until they accumulate enough trust and goodwill to gain an audience with cult leader Mauro Malusalbus. The information they seek is found in Malusalbus's journal; the form of this journal provides a nasty surprise. Finally, the adventurers are caught in the act of examining the journals, and must escape, provoking a chase up the network of rotting ropes that the cultists use to travel from cave to cave.

## SLURK'S REVELATION

Slurk has important information to impart to the party.

If Slurk was with the party in Karak Vagno, and witnessed the final confession of Engmeld's ghost, he waits until the group is out of danger and then pipes up. If he has been allowed to remain with the party but was outside the complex or otherwise unaware of Engmeld's words, he speaks up only after overhearing the adventurers wondering how to proceed. If they previously sent him away, he returns to pester them once more, evading their attempts to kill or drive him off. In trying to convince them to let him serve them, he boasts about his abilities, promising to solve their problems. "Just give me problem you has, and I show you how useful I are," he chirps. This should provide an opening for the adventurers, who are presumably stumped as to how to proceed, to give him a challenge. If you've played Slurk in a properly annoying and ineffectual manner, the players should be thinking that there is no chance he can help them. Play up this reversal for comic effect.

Slurk's revelation is this: **he knows someone privy to the secret thoughts of Tzeentch.** He offers to take the adventurers to this. He volunteers no further information, but does respond to the adventurers' questions. Here are some sample Slurk answers:

*Who is this person you are taking us to?* "He is Great Master."

*Does he have a name?* "All I know is the Great Master."

*How is he in contact with Tzeentch?* "He has some great magic or wisdom, I don't know how."

*Is he dangerous?* "Oh yes, of course. He serves Tzeentch!"

*Where do we have to go to find him?* "I take. Is not far."

*Are there others with him?* "He rules mighty city of Tzeentch worshippers."

*Won't they try to kill us?* "Not if I introduce you. You is the great harbingers of the new destruction!"

Slurk answers other questions in the same manner; his

replies are honest, but brief and uninformative. Slurk isn't being intentionally deceptive; he's just a creature of low intelligence and thinks in short sentences. If pressed for details, he confesses that all of the questions are making his brain tired, and says that the adventurers should let him take them to see the situation for themselves.

## OF TWO MINDS

Slurk's view of the adventurers depends on how they have been presenting themselves to him. It may be that his two heads have developed separate attitudes towards them.

## SERVANTS OF TZEENTCH

If they have encouraged him in his belief that they are servants of the Dark Gods, he remains a snivelling, heartless minion of Chaos, perpetually fantasizing about the destruction he thinks that the PCs are about to leave in their wake. In this case, both heads are in relative harmony. The vulture head may scold the finch head when Slurk does something foolish, or fails at a test, but both are following the same goals. Skip to "Heedlessly Into the Abyss", below.

## SIMPLE DENIALS

If the adventurers have tried to convince Slurk that they are not servants of Chaos, and he has not seen them engage in any especially noble or altruistic behaviour, he cheerfully refuses to believe their disavowals. He concludes that the player characters must conceal their true identities as Chaos minions for some reason, and makes a great show of going along with this ruse.

On the other hand, the vulture head becomes suspicious and begins to argue with the finch head whenever Slurk is alone. If an adventurer is able to sneak up on Slurk while he's arguing with himself, they'll hear a dialogue that goes something like this:

*Finch Slurk:* No, no, just because they say they not serve Chaos not mean they not serve Chaos! They just lying! You not ever hear no Chaos minion lie before?

*Vulture Slurk:* You poltroon idiot! You so trusting! We see them do any Chaos?

*Finch Slurk:* They building up they strength, so they kill everyone later!

*Vulture Slurk:* Why they need learn about Tzeentch, if they great servants of Tzeentch? They no act proper at all!

*Finch Slurk:* "Tzeentch's plots are many and various, and sometimes seem to work against themselves." This what the Great Master say.

*Vulture Slurk:* Don't try to think, Slurk. Makes bad smell, like something burning.

## POSITIVE ROLE-MODELS

If the adventurers have shown selflessness or kindness, especially if directed towards Slurk, he finds himself in the midst of a puzzling change of heart. The part of his personality represented by the finch head is beginning to warm to them, and to question his own dedication to Chaos. The vulture head, on the other hand, becomes convinced that the adventurers are traitors to the cause. As in the above case, the two heads argue in private. Eavesdropping characters hear dialogue in the following vein:

*Vulture Head:* Don't try fool me. Know your think.

*Finch Head:* I not thinking nothing, Slurk.

*Vulture:* Slurk, you is thinking that these people is good to you and deserve your loyalty. Deserve it more than the Great God Tzeentch.

*Finch:* But they is servants of Tzeentch! Loyalty them, loyalty him, same thing!

*Vulture:* You thinking they is right when they say they is not servants of Tzeentch, and worse, you is thinking it not matter! I know all your dirty thoughts, Slurk.

*Finch:* Shut up, Slurk.

*Vulture:* I not shut up. I not let you lead us astray into the disgusting ways of Law! You betray Chaos, I get you, Slurk! I promise you that!

## HEEDLESSLY INTO THE ABYSS

Mauro Malusalbus's cult is headquartered in a crevasse in the middle of a mountain called Ruptured Peak, named for a gigantic fissure that appeared in this mountain during the earthshaking havoc of the Time of Woes. The residents of the Yetzin Valley consider it haunted, and avoid it. It takes three days to travel from the burned forest around Karak Vagno to the Ruptured Peak. If you want to add some wilderness encounters or other dangers of the trail during the adventurers' trip to the mountain, do so.

## THE ASCENT

Ruptured Peak is neither as steep nor as high as Hawk's Claw Peak. Although its upper reaches are chilly, climbers do not risk frostbite or hypothermia even at its summit.

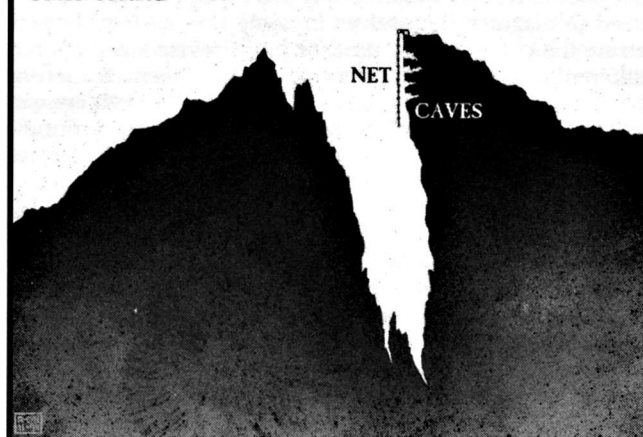
## PATROLS

However, the cultists who live in the caves in the crevasse do patrol the mountain. If the adventurers decide to come here without Slurk, they'll face an unfriendly reception. There are three patrollers for every member of the party. Most of Malusalbus's cultists are slowly wasting away from the poor health conditions of their cave hideouts, but there are a few capable Chaos warriors among them, and they're the ones sent to patrol the mountain. If the adventurers are unaccompanied by Slurk, the Chaos warriors attack them on sight.

If Slurk is present, he hails them with a hearty "Njawrr'thakh 'Lzimbar Tzeentch!" They recognize him and do not attack, but keep their weapons ready. Addressing Slurk, they gruffly inquire as to the identity of the adventurers. Provided that they let Slurk do the talking, there is a moment of tension but no real problem. Slurk tells the cultists that the player characters are the great heralds of

## RUPTURED PEAK

Cross-section



Tzeentch: "Is the ones the oracles scream of. Is the ones in our fever dreams, who will come to destroy all." The patrollers seem less than impressed by Slurk, and uninterested in any "heralds of Tzeentch" but nonetheless allow him and the adventurers to continue up the mountain.

## Chaos Warriors

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	59	49	5	3	10	60	2	89	89	89	89	89	18

**Trappings:** Full plate armour, two-handed sword

## THE DESCENT

As the adventurers approach the summit of Ruptured Peak, Slurk explains that they will have to spend a certain amount of time living among the other cultists, and proving their worthiness, before they'll be allowed to meet with Malusalbus. Malusalbus is very fearful of attack, particularly from servants of Tzeentch's rival Chaos god, Nurgle. Nurgle worshippers have infiltrated his community more than once in the past, and slew many of his most valued supporters. Just having the crystals is not enough to win his trust, Slurk explains. Neither is Slurk's introduction. He explains that he is allowed to come and go as he pleases, but is not a full initiate of the cult. His influence will get them inside the community, but they themselves must win over the Great Master.

He suggests that they avoid displaying or claiming any great powers until they know that Malusalbus likes them: "Great Master, he funny sometimes, maybe get jealous. Not want to end up in Penitence Ward or Tumour Room." If asked to explain what the penitence ward is, he says that it's a place where people go to think about Tzeentch. He refuses to speak further of the tumour room.

## MORE GUARDS

There is another set of guards at the summit. Use the game statistics given above. There is one warrior per adventurer. If the adventurers start a fight with these guards, they have



no hope of gaining admittance into the community, or of winning an audience with Malusalbus. This particular blunder should be very difficult to recover from; the players will need to disguise themselves in some way and try to penetrate the cult a second time, or must devise some entirely different way of learning the thoughts of Tzeentch. Getting into a fight here is a very obvious mistake, and you are well within your rights to let the adventurers flounder around a great deal before learning how to destroy the crystals.

### FIRST LOOK DOWN

Once past the guards, the adventurers can look down into the fissure that splits Ruptured Peak. It is a vast crevasse, a sort of cliff-face with many ancient, shallow caves cut into its side. The residents of the commune move from cave to cave by climbing **a vast net made from decaying rope and cloth sheets**. At the summit, there is a decaying wooden rack. The net is tied to this rack, which overhangs the cliff. On average, there is about two feet between the net and the face of the cliff.

The adventurers see a family of degraded, bedraggled cultists scrabbling along on the net, travelling from a lower cave to a higher one. This is a family of Halflings: an elderly man, a man and woman of child-bearing age and a prepubescent male child. The woman bears a ragged pack on her back, and something is squirming inside it; it could be either a puppy or an infant. The family hauls itself up from one cave to another directly above it. The child slips for a moment, one of his hands flying free of the slippery rope. The others pay him no mind, but he manages to hold on, and is soon scrabbling along as if nothing had happened. Then, as the others are entering the cave mouth, the elderly Halfling grabs a piece of rotting cloth and watches in dismay as it rips. He screams, free-falling into the gorge. His rapidly plummeting body disappears into the mists that shroud the base of the crevasse. Moments later, a barely audible but still appalling crunching noise echoes its way up from below. The couple and their child watch from the lip of the cavern, no discernible expression on their faces. When they hear the crunch of impact, they pump their fists as if in triumph, and chant:

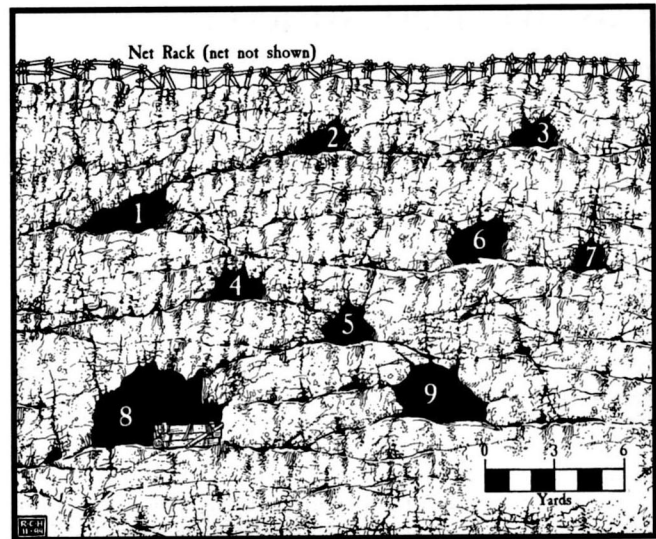
*"Hail Change! Hail Great Tzeentch! Change has no limits, and is not circumscribed!"*

In case the player characters want to interact with the family later, they are the Applecakes, as described on p.82 in the 'Characters' section.

### NAVIGATING THE NET

Every time a character climbs on the netting, that character must make an **I** test (+10 modifier; with an additional 5% for any skill that the PC can convince the GM is relevant) to avoid slipping. There is also a 5% chance that any given bit of rope or cloth will snap each time it is forced to bear weight.

If a PC slips, or the net breaks, the character must make an **I** test (+20 modifier) or fall into the crevasse. While falling, the character can try another **I** test (-20 modifier) to grab a lower piece of rope. If this test fails, the character falls to his or her death. The fall is hundreds of yards, so there is no normal chance of surviving it. Characters may use *Flight* spells or other extraordinary means to save themselves, or to avoid the risk of falling into the crevasse at all.



Doing so will arouse the suspicion of the cultists, who are afraid that newcomers might be powerful servants of Nurgle. Still, this is better than being dead...

### LOCATIONS

This section describes the **layout of the community** that Mauro Malusalbus calls *F'thaktol B'kah*. Characters who speak Dark Tongue know that this translates as "Penultimate Change". Malusalbus chose this name – or was given it by Tzeentch – to indicate that this community was the second last stage in the cultists' lives. The last stage, he claims, is their triumphant participation in the destruction of the Old World, which will bring with it an elevation to great status in the Empire of Chaos that will follow.

*F'thaktol B'kah* is made up of a number of shallow caverns in the cliff wall. Community members have no numbering system to differentiate the various caverns; the numbering system is provided for your benefit. The cultists themselves refer to rooms, not caverns. They'd say, "I'm going to the larder", not "I'm going to Cavern 1".

Refer to the diagram labelled 'Cave Key' to see the spatial relationships between the various cave mouths.

The cliff is made of a dark grey granite, with veins of quartz and other crystalline rocks. The caves were not created by water erosion, and therefore don't have stalactites, stalagmites or other features of elaborate limestone cave systems. A character with the *mining* skill will realize that the caves were once mining tunnels, probably predating the Time of Woes and the splitting of the mountain. However, any trace of workmanship has long since eroded away.

At the end of each room description, you'll find a list of possible encounters. These are the characters most likely to be found in a given location. Note that *F'thaktol B'kah* is not a dungeon, populated by characters who are keyed to one room and stay there forever. Unless they are prisoners or invalids, the cultists move around the complex during the day. If the adventurers are looking for a particular game master character, they may have to search a bit before finding him, facing the hazards of the netting in the process. Some characters appear as possible encounters for several different rooms; their location depends on the time of day. Characters who are imprisoned or otherwise rooted to one location are described in this section, not in "Characters".

For a quick overview of the uses of the various caves, consult the chart below.

Cave Overview	
Cave	Use
1	Housing
2	Malusalbus's quarters
3	Housing
4	Food preparation
5	Worship
6	Medical care
7	Housing
8	Housing
9	Cultivation

## CAVE 1

This cave is used for **housing**.

### I. Sleeping Chamber: The Blessed Wheel

Malusalbus awards sleeping arrangements to his followers on a merit system. Those who seem to understand his doctrine the best get to sleep in this chamber, which Malusalbus calls "The Blessed Wheel". Its inhabitants cultivate a superior attitude towards the other residents of F'thaktoi B'kah, and jealousy guard their territory. If the player characters try to bunk down here, the residents inform them that, as new members of the community, they must instead sleep in the "The All-Perceiving Eye" in Cave 7. If the player characters refuse to move, its residents do everything in their power to drive them out, from hurling their own waste at the interlopers to calling on Malusalbus's warriors for help. Malusalbus will be displeased by charac-

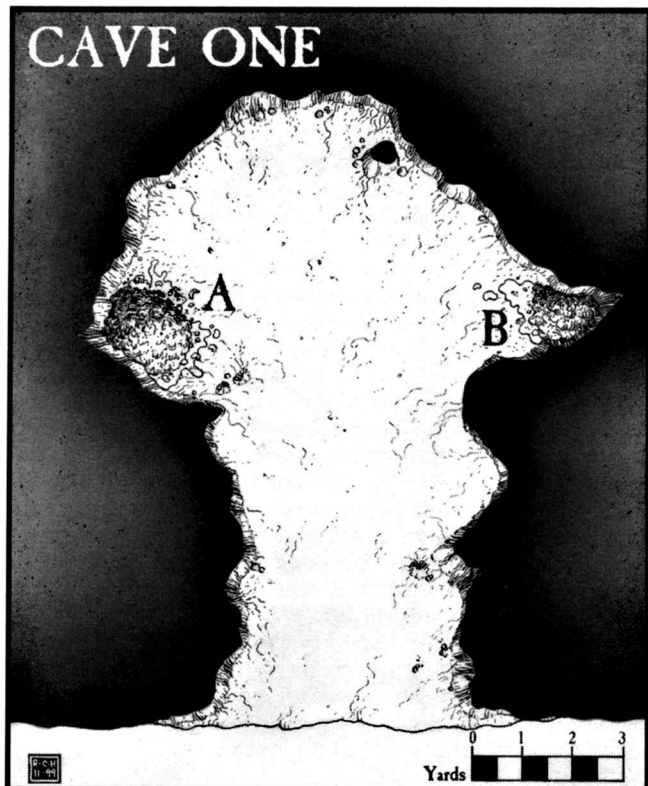
ters who insist on remaining in these exclusive quarters.

Aside from the social status it confers, the Blessed Wheel offers no special amenities to its residents. The cultists live in enforced squalor. Malusalbus allows them to dispose of their urine; they collect it in pots and periodically heave it out of the cave mouth. He does not, however, let them dispose of their solid waste. Instead, they're supposed to pile it in the alcoves labelled A and B on the diagram. Malusalbus believes that this is a metaphor for existence. The waste matter breeds all manner of diseases, and is also a haven for worms, insects and rats. Its smell, and the illnesses it causes, keep the cultists in a weakened condition, which renders them docile and easy for Malusalbus to control.

This area usually sleeps about fifty cultists. The most prosperous own wretched, parasite-infested bedrolls; the others sleep on straw matting or the stone floor. The chamber is not heated; if the player characters try to light a fire the residents shout at them until they put it out. There is no ventilation in this chamber, and a fire would quickly fill it with choking smoke. Many of the residents suffer from chilblains, a form of frostbite aggravated by dampness and inactivity. Some cases have advanced to a gangrenous state. The player characters needn't fear this, however, so long as they stay active and keep themselves reasonably dry.

## CAVE 2

**Mauro Malusalbus** lives in Cave 2. There is no netting in front of his cave: the only way to enter is to climb up a rope



### Cult Hierarchy

Malusalbus commands his flock not through force, but by manipulation of their thoughts and fears. One of his most effective manipulations is the hierarchical structure he has created for his cult. F'thaktoi B'kah is divided into four ranks. Low ranking members take abuse from the higher ranking cultists, and strive to qualify to move up the rank structure themselves. High-ranking cultists lord it over their inferiors, but live in constant fear of demotion. The cultists have swallowed this idea so utterly that no one seems to notice that high rank confers almost no privileges that a new initiate does not enjoy.

The only tangible difference between ranks is the assignment of sleeping quarters. The living chambers for the various ranks differ in no substantial way, a fact which does not stop the cultists from struggling bitterly among one another for the right to live in the chambers which Malusalbus has marked as prestigious. High-ranking members live in the chamber called the Blessed Wheel. Cultists of the second rank live in the Whirling Heart. The sleeping chamber of junior cultists is called the Jaws of Love. Newcomers and recent initiates live in the ominously named All-Perceiving Eye.

### Cult Hierarchy Quick Reference Chart

Rank	Sleeping Chamber	Cave
First (highest)	The Blessed Wheel	1
Second	The Whirling Heart	3
Third	The Jaws of Love	7
Fourth (lowest)	The All-Perceiving Eye	8

ladder in the alcove behind the confession chamber (Cave 5, Room IV). The rope ladder leads to a trap door, which Malusalbus keeps locked and bolted from his side. Malusalbus almost never invites anyone into his private quarters; when he must meet with his devotees in private, he does so in the confession chamber (Cave 5, Room III). The only other cave he ever spends time in is the Temple (Cave 5). He receives daily visits from his three lieutenants, Loic Sadique, Petra Traubensaft and Dr Armin Schwitzend. If he wants to speak to any of them outside of their standard reporting times, he summons them using a series of gongs found in Room III.

Malusalbus uses curtains to make four distinct areas in his cave. The curtains are supported by rods mortared onto the cavern walls. Originally a royal purple, they are now spotted with black mildew.

## I. Trapped Threshold

Malusalbus has weakened the rock on the lip of the cave and then cemented over the cracks with mortar. If anyone stands on this **weakened area**, it **crumbles**, sending the character plunging into the crevasse. Falling characters may make **I** tests to see if they can grab hold of the net below. There is a 25% chance that the net will break if grabbed in this way. As mentioned in 'Navigating the Net', above, a fall from this height means immediate death.

The curtain between areas I and III is also trapped. If anyone other than Malusalbus touches the side of the curtain facing the threshold, an invisible daemon materializes and attacks the adventurers. The daemon and the triggered summoning spell are both gifts from the Lord of Change which supervises Malusalbus's activities.

## Invisible Dacmon

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	42	7	3	10	60	4	89	89	89	89	89	14

**Special abilities:** Invisible – characters attempting to hit the daemon suffer a -20 penalty to **WS** and **BS**. Scythe-like attack – base damage is D8.

Perhaps luckily for the adventurers, the daemon makes no noise, in order to maintain the advantage of invisibility. They can fight it without alerting the cultists.

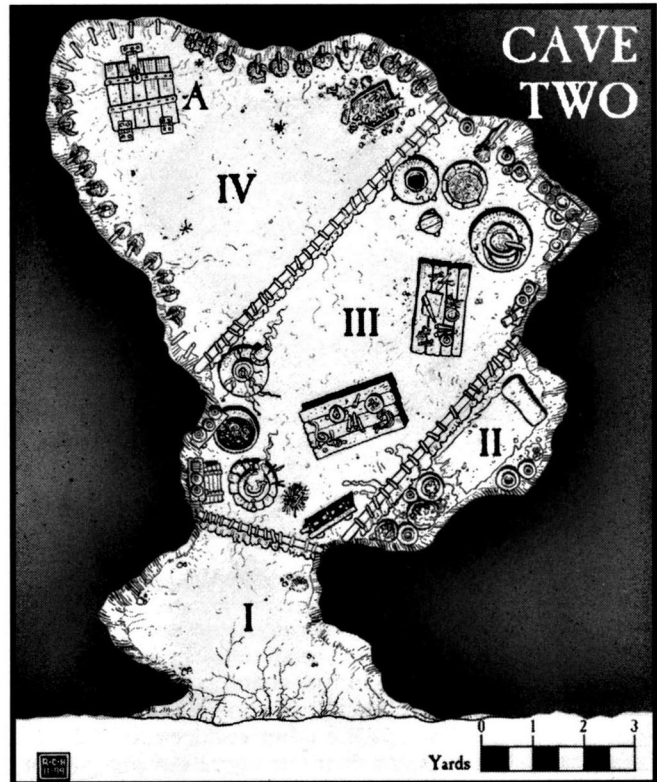
**Possible encounters:** None, aside from the daemon.

## II. Sleeping Quarters

Not much of interest here. Malusalbus keeps a rotting bedroll here, and, true to his teachings, pots of his own waste.

Malusalbus spends most of his spare time lying on this bedroll after drinking a potion of his manufacture, which he believes to be the distilled essence of Tzeentch – see Room III, below, and Malusalbus's character description on p.76, for more information.

If found here, he is rolling around on the bedroll, sweating and shouting. His expression ping pongs back and forth between terror and maniacal glee. Now and then he shouts out in Dark Tongue. There is a 10% chance that any hallucinatory utterance will contain a terrible truth about Chaos; characters who hear and understand it must make **Cl** tests or gain 1 Insanity Point each. None of the utterances contain useful information about the crystals or Tzeentch.



While hallucinating, Malusalbus is in no shape to defend himself or even perceive the world around him. It is easy to kill him, if this is what the adventurers wish to do.

**Possible encounters:** Mauro Malusalbus.

## III. Distillery

This is where Malusalbus prepares the potion that he believes to be the distilled essence of Tzeentch. The room is filled with alchemical equipment: jugs, pots, jars, rubber tubing, a small iron furnace and various work benches. The walls are lined with jars of chemicals and spell components. Five large vats are filled with a pitch-black liquid with the consistency of molasses. Each vat has a number scrawled on it in chalk; the numbers run from one to five. This is Malusalbus's distillation. The numbers reflect the number of distillations the potion has undergone. If adventurers taste the potion or even touch it, they suffer hallucinations that may reveal information about the secret of the crystals. See '100% Proof Tzeentch' on p.94 for details.

At point B there is a rack containing three gongs of varying sizes and a mallet to strike them. Malusalbus uses these gongs to call his lieutenants. If the adventurers bang the large gong, Loic Sadique shows up within D10 minutes. The medium-sized gong summons Petra Traubensaft, who appears within D6 minutes. The smallest gong calls Dr Schwitzend. There is a 25% chance that Schwitzend will ignore the banging of the gong altogether; otherwise he appears in D4x5 minutes. The lieutenants arrive through the trap door in Room IV. None of them is pleased to find the adventurers in Malusalbus's private quarters – especially if they have done anything to the Great Master. Loic attacks on sight. Traubensaft and Schwitzend call for help, sending Beastmen and Chaos Warriors crawling over the netting to the Temple, and then up through the trap door.

**Possible encounters:** Mauro Malusalbus.



#### IV. Library

Malusalbus's library contains no books. The secrets he has learned during his hallucinatory trips into the mind of Tzeentch are not written down. They cannot be allowed to fall into the hands of Nurgle's agents or those opposed to Chaos. With the help of his daemonic mentors, Malusalbus devised an alternate way to record the results of his hallucinations. He periodically commissions the sacrifice of an intelligent victim, and uses necromantic spells to keep the subject's head in an Undead state. The rest of the body, which is unnecessary for Malusalbus's purposes, is chopped up and fed to commune residents.

Malusalbus's spell erases most of the victim's memories, creating room for new ones. However, the heads retain some memories, and their basic personality traits; they are conscious and suffering at all times. When Malusalbus has completed one of his hallucinatory journeys, he takes the most recent head down from its rack in the library and dictates his notes to it. Due to the magic of the necromantic spell, the heads are unable to resist, and must memorize the notes. Likewise, when Malusalbus wants to recall a detail from his notes, the head is compelled to accurately repeat their contents to him. It is a hellish existence, and the preserved heads want only to die. Their desires mean nothing to Malusalbus, who has no intention of freeing them from their current state; he's told them that they might continue on for hundreds or even thousands of years, if Chaos does not first destroy the world.

Eventually the brain of a particular head fills up with memories, and Malusalbus must add another one to his collection. He prefers outsiders as victims; his warriors capture an intelligent creature and bring him or her to the temple (Cave 5, Room I) for the ceremony of sacrifice. Participating in these rituals improves the morale of his devotees,

and binds them to him. However, on occasions when his warriors have failed to find a suitable victim in time, Malusalbus has taken the heads of low-ranking cultists. He does so in secret; perhaps one-third of his devotees would desert him if they found out that they might be beheaded and placed in his library.

Of the two dozen or so heads in his library, two of them are still open to further memories. One of them acts as an index head, remembering only references to other pieces of information known by other heads. Malusalbus asks it which head has memorized the details of a subject he is researching, and then consults the second head for the actual information.

Malusalbus' current index head is in danger of filling up with information. If the player characters displease him, he may well attempt to convert one of them into a new index.

Characters seeing the heads for the first time must make *terror* tests (-10 modifier). The heads are all arranged on wooden racks, hanging by their hair. The occasional bald heads have had nails driven into the top of their skulls, and are suspended by twine tied to the nails.

The room is largely empty except for the heads, but there is a pile of loose junk sitting in a broken wooden crate in the corner. The crate contains, along with a number of broken ceramic and glass jars and a variety of damaged alchemical tools, a grimoire and a magical disk.

The grimoire contains the following necromantic spells: *Zone of Life*, *Control Undead* and *Create Memorizing Head*. The latter is a unique spell taught to Malusalbus by his daemonic superiors. (The spell itself appears in the Appendix, on p.134) If the adventurers are willing to go to the trouble of finding a well-heeled necromancer, they could sell this one-of-a-kind hex for as much as 500 GCs. However, the spell is so outrageously perverse and daemonic that even the act of selling it will give the seller 1D6 Insanity Points.

The disk is a *moon gauge*. If allowed to warm in the palm of one's hand for a minute or two, the tarnished bronze disk shimmers, and its surface mimics the appearance of rippling water at night. A few seconds later, an image of the moon Mannslieb appears reflected in the image of rippling water. The moon's phase is exactly the same as the current phase of the real moon. The moon gauge works only between dusk and dawn. As far as the average adventuring party is concerned, it is almost guaranteed to be completely useless. However, to a dealer in magical curios, it might be worth up to 50 GCs.

It is in this room that the adventurers are meant to discover the crucial clue that leads them to the climax of this adventure. For information on this sequence, and on asking questions of the memorizing heads, refer to 'The Dark God's Secret' on p.91.

**Possible encounters:** Mauro Malusalbus.

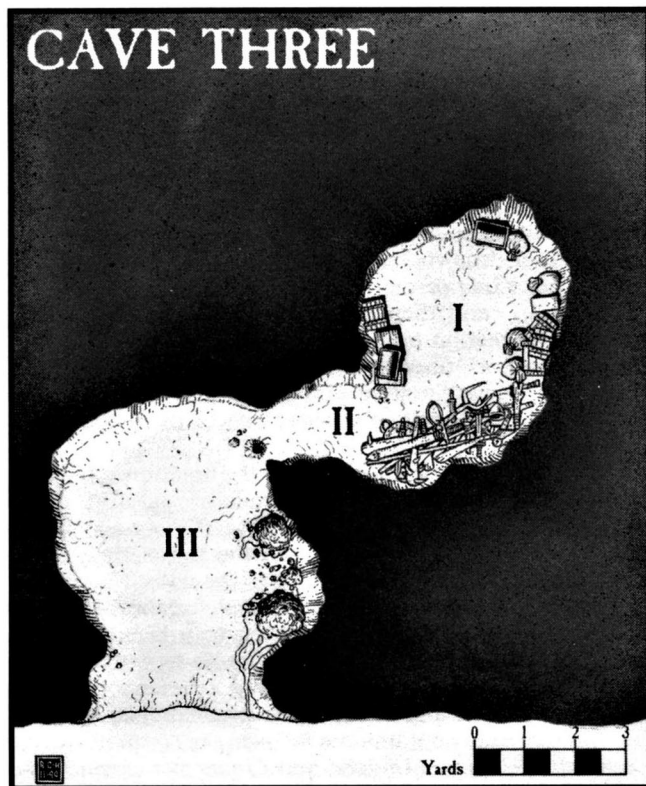
### CAVE 3

This cave provides **housing** for warriors and for mid-ranking cultists.

#### I. Warriors' Quarters

Malusalbus's Chaos warriors live in somewhat better conditions than his regular devotees. Although the Chaos warriors are dedicated lackeys of Tzeentch, they take a merce-





nary attitude towards Malusalbus and his followers. They'll happily work for him in the name of Chaos, at least until Tzeentch calls them to wage war against the Old Worlders. However, they do not consider themselves members of his cult, and refuse to follow his more punishing spiritual doctrines. Thus, their portion of this cave is free of human waste (although the living quarters at the mouth of the cave is not). A couple of the more fastidious Chaos warriors burn incense in this chamber in order to mask the smell.

The warriors look down on all the cultists, and bully them when bored, which is often. There are few challenging opponents in this isolated place, and they have grown restless. Adventurers posing as newcomers to the cult will find the Chaos warriors spoiling for a fight, and might pass the time or gamble some coins by engaging in mock combat with them. Note that a Chaos warrior's definition of "mock" combat is one that leaves the loser with grievous and possibly crippling injuries, but doesn't *quite* kill him.

Each warrior owns a small footlocker containing currently unused equipment and sundry personal effects. Each warrior's locker contains coins and equipment worth 5D20 GCs. Their most valuable trappings are their suits of plate armour, but these are so distinctively and so obviously the armaments of Chaos that no halfway sensible merchant would ever buy them.

In total, there are five Chaos warriors in F'thaktoi B'kah for every adventurer, plus one. During the day, no more than a third of them are present in this chamber. At night, two-thirds of them are present.

**Possible Encounters:** Loic Sadique

### II. Sleeping Chamber: The Whirling Heart

This sleeping chamber is almost the same as the one at Cave 1, Room I, except that the inhabitants are of second rank. Their proximity to the Chaos Warriors is supposedly

a privilege, but is in fact a disadvantage, as the impatient warriors are most likely to harass those nearest to them. This gives second-ranking cultists all the more reason to scheme their way to top rank.

### III. Armoury

This is where the cultists store their weapons, which they are required to turn over to the community upon initiation. The weapons are carelessly heaped one upon the other, in no particular order. They're almost all makeshift or home-made weapons such as clubs, cudgels, slings, spears and pitchforks. There are, however, a handful of swords and daggers. None of them are particularly valuable.

## CAVE 4

This cave is used for **food preparation**.

### I. Kitchen

The communal kitchen for the entire cult is located here. It is as primitive as you might expect: it consists of a great copper cauldron suspended over a fire pit. The walls, ceiling and floor are coated in a thick layer of black grease; the only ventilation for this room comes when the wind blows in the right direction and sucks the smoke out of the cave. Mushrooms, the main vegetable in the cultists' diet, lie piled in mouldy old crates. Sacks of stolen grain lie on the floor as well; the sacks all have rat holes gnawed in them.

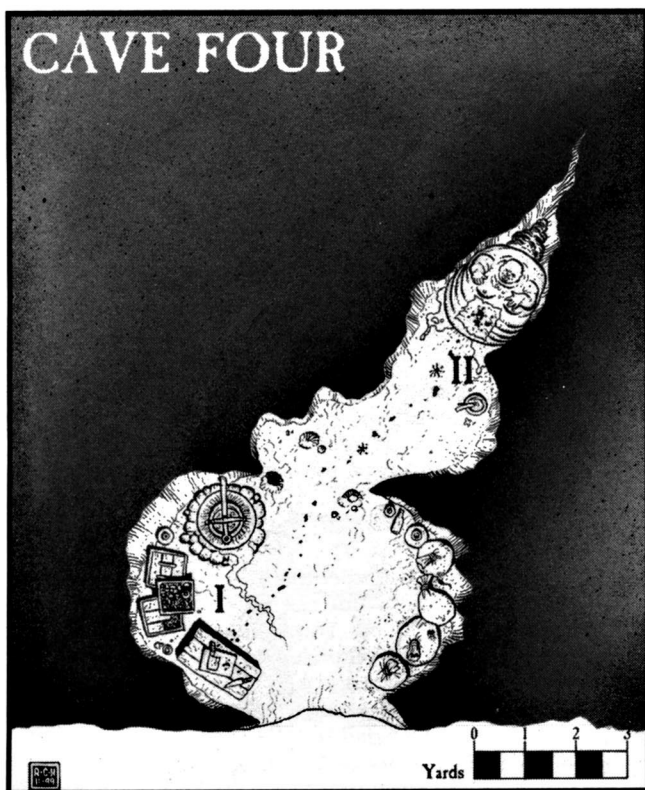
The cultists eat twice a day. Each meal is the same: a thick and foul gruel of mushrooms, meat and whatever foodstuffs the warriors have stolen from the sparse inhabitants of this stretch of the Vault Mountains. Half an hour before feeding time, dozens of urchins clamber onto the nets from their families' living quarters and head to the kitchen, where the cooks ladle gallons of slop into rotting wooden buckets. The children then adroitly climb back home, with the buckets suspended from poles strapped to their shoulders. Naturally, there are accidents every now and then, and a bucket-hauler is swallowed up by the abyss.

When the psoriatic porters arrive back home, a mad scramble ensues. There are always more hungry mouths than there is gruel, so the cultists push and shove one another for first crack at the buckets. Family loyalty and self-sacrifice are unknown in these free-for-alls. Mauro Malusalbus teaches that only those capable of fending for themselves will be called by Tzeentch for greatness. (He also finds underfed followers have difficulty thinking for themselves.) Sometimes the gruel bucket is kicked over in the mêlée, and recriminations ensue. There is no going back for seconds, so it is not unknown for a cultist judged guilty of knocking the bucket to get the heave-ho out the cave mouth into the crevasse.

There is little of value in the kitchen itself, unless the adventurers are interested in unclean mushrooms and dull-edged implements of butchery.

### II. Larder

The aforementioned implements of butchery are primarily used on the prisoner kept in the larder, a cultist named Kurt Aufschnitt. Kurt has the misfortune to suffer from a mutation which makes him an ideal source of nutrients for his fellow devotees. He's an enormously obese human,



weighing over fifteen hundred pounds. He's bald and jowly; his neck is buried amid layers of fat. Kurt is force-fed eighteen hours a day, and his chest is usually slick with mushroom juice and saliva. He was once chained to the wall of the larder, but now he has grown so fat that he is thoroughly wedged in to the cavern. Even if he could move, he knows he has no chance of navigating the net. He realizes that he will die in this chamber, and wishes it will be soon. So far his body shows no sign of obliging him; he continues to increase in size, no matter what the cultists do to him.

Lying across his enormous belly is a great wet cloth, stained with red liquid. If the adventurers venture to lift the cloth, they see that great gaping wounds have been cut into Kurt's flesh. The portions of his vast girth which are not open and bloody are instead cross-hatched with scar tissue. If the adventurers wait until food preparation time, they witness a cook enter the chamber carrying a saw. The cook lifts up the cloth and hacks a layer of blubber from Kurt's gut. Kurt's screams are high-pitched and unrelenting. The chunk of flesh is about two feet long and half a foot wide; the cook carries it as if it is fairly heavy. The first time the player characters see this, the blood-slicked meat slides out of the cook's hands and hits the soot-caked floor, where it wobbles for a moment before coming to rest. The cook bends over, picks up the strip of blubber, and nonchalantly carries it into the kitchen, half-hearted knocking the grit off it with the back of his hand.

Kurt's mutations allow him to quickly regenerate any wound to his soft tissues, and to build up tremendous amounts of fat despite his meagre nourishment. His fat sustains a colony of over two hundred people. Kurt is constantly pleading for the others to put him out of his misery, but he's too valuable a resource to them.

When the adventurers realize what the cultists do to Kurt on a daily basis, they must all make **CI** tests; if they fail, they gain D3 Insanity Points.

If the adventurers wish to destroy F'thaktoi B'kah, all they need to do is murder Kurt. Without his flesh to sup on, the cultists will slowly die of malnutrition. However, to do the deed they will have to distract or dispose of the cultists who shovel mushrooms into Kurt's throat almost constantly throughout the day. If attacked, they will shout for help. In response to such an alarm, cultists and warriors begin to scramble across the netting in order to rescue him. They know how disastrous it would be if they lost him.

Kurt is a willing victim, but he turns out to be damnably hard to kill. This scene should be as horrifying as anything in the Warhammer setting; when you describe it, don't stint on the viscera. Kurt's long ordeal has done nothing to inure him to pain; he can't help but scream in agony if the method the adventurers use to kill him is painful in any way. The safest course is to administer a poison of some sort. If Kurt's screaming goes on for longer than usual, the other cultists come swarming to his aid.

Kurt has no useful information for the adventurers, unless they're really stuck. If they seem to be getting nowhere, Kurt will hint that Malusalbus's secrets are all kept in his private library, in his quarters. His suffering puts him in a constant state of hysteria. When calm, he whines. When upset, he cries or howls.

## Kurt Aufschnitt

### Chaos Mutant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
-	-	-	-	15	50	-	-	-	10	29	10	16	12

## CAVE 5

Cave 5 is the centre of the cult's **religious activities**.

### I. Temple

The temple is a largely unadorned chamber lined with makeshift benches. It can comfortably seat fifty worshippers, but Malusalbus routinely demands that all two hundred or so of his followers attend him here. The cultists spend many of their waking hours attending Malusalbus's services, which generally take the form of long, ranting monologues about Tzeentch and the nature of Chaos.

If the characters attend one of these services, refer to 'In the Temple', p.89.

If there is no service in progress, the temple is vacant.

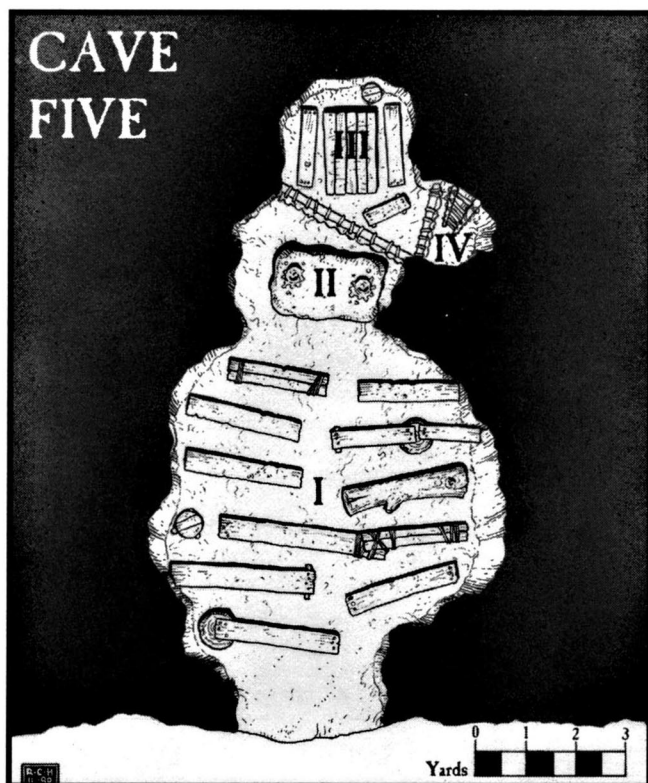
**Possible encounters:** Mauro Malusalbus, any cultist other than the Chaos Warriors

### II. Altar

This area is given over to a block of rough-hewn stone, three feet tall, six feet long and four feet deep. This is where Malusalbus conducts his sacrifices to Tzeentch. Most of his sacrifices are to create the memory heads for his library, but every now and then he calls for a run-of-the-mill human sacrifice to please his dark patron. He may do so on one of Tzeentch's unholy days, when cult morale is at a low ebb, or if he needs to make an example of someone.

The surface of the altar is caked with dried blood. The front face has a half-completed series of crude images carved into it. The carvings depict Tzeentch, flanked by his Lords





of Change. If the temple is empty, the sculptor, Detlef Meissel, may be working on this unpleasant bas-relief.

**Possible encounters:** Detlef Meissel.

### III. Confession Chamber

This is the private chamber in which Malusalbus holds private meetings with individual cultists, or with small groups. As the name suggests, these meetings are generally unpleasant for the cultists; Malusalbus most often meets with his followers in order to scold them for improper behaviour, or even for harbouring forbidden thoughts. Tearful confessions of wrongdoing and promises to do better in the future inevitably follow. Malusalbus then decides what sort of punishment to mete out to the offender against the faith.

The chamber is unimpressively fitted out, with a scarred wooden table and several scorched, uncomfortable wooden benches. If Malusalbus is meeting with someone else, the presence of the adventurers is unwelcome. If the PCs want to meet with Malusalbus, they must prearrange a talk.

**Possible encounters:** Malusalbus, with other cultists.

### IV. Alcove

This alcove, which is cordoned off by a curtain, contains a ladder leading to the trap door to Malusalbus's library (Cave 2, Room IV.) It allows the cult leader to travel between the temple and his personal quarters without braving the net.

Although cultists are not allowed to be here without permission, Malusalbus doesn't see the need to post a guard.

## CAVE 6

Cave 6 is an **infirmary**.

### I. Infirmary

Severely ill cultists are kept in this draughty chamber, where they are permitted to sleep in beds and skip regular cult activities. Their bedclothes and mattresses are not especially clean, but conditions here are luxurious compared to the standard accommodations of the various sleeping chambers. There are two categories of patients in the infirmary:

1. Those with serious infirmities; that is, problems worse than advanced gangrene.

2. Females considered attractive by the cult doctor, Dr Armin Schwitzend.

In both cases, the patients are probably in worse condition now than when Schwitzend admitted them. There are D4 patients at any given time, and six beds in total. Like any other room where people sleep, Malusalbus insists that pots of human waste be kept nearby.

**Possible encounters:** Adrianna Fegriva, Dr Schwitzend.

### II. Penitence Ward

This prison cell is home to cultists who have sinned grievously against Tzeentch, but not so grievously that Malusalbus wants them killed. The walls are bare; there isn't even a bench to sit on. The iron gate that separates this cell from the tumour ward is kept locked; the keys are in the possession of Malusalbus's lieutenant, Loic Sadique. The cell is usually guarded by one of Sadique's Beastman lackeys, Sssarth, Ivarsss or Sssalem. There are 1D6 prisoners in the cell at any time. No one is kept here for long.

**Possible encounters:** Sssarth, Ivarsss, Sssalem, Lilo Murlmelnde.

### III. Tumour Ward

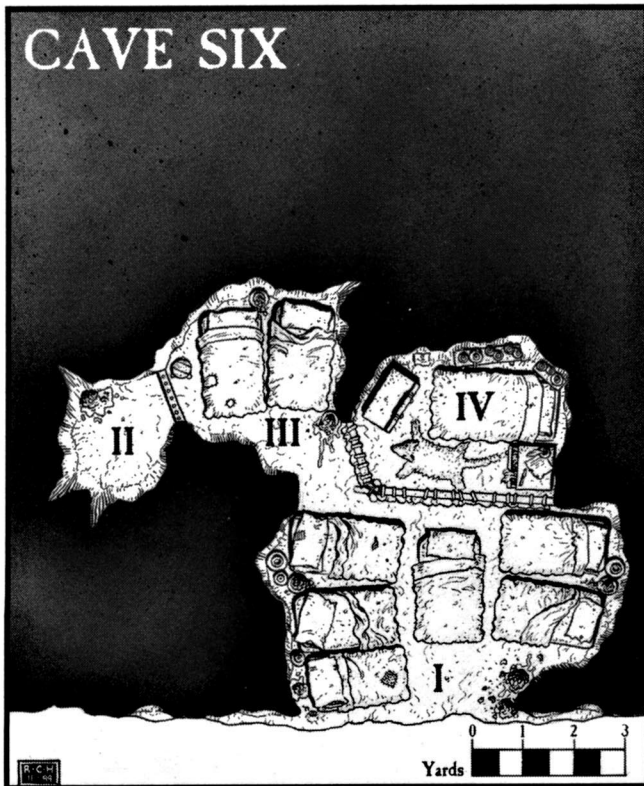
In this ward, the worthiest of Malusalbus's cultists are monitored while they are subjected to techniques designed to induce useful mutations. These techniques were devised by Dr Schwitzend; they involve the ingestion of potions containing trace quantities of warpstone, along with countless other toxic substances.

Schwitzend has perfected some of his potions; they are guaranteed to either kill the recipient or trigger a specific useful mutation. Other potions are still in the experimental stage, and may induce a beneficial mutation, but are more likely to kill or cause a harmful mutation. The most loyal cultists vie for the opportunity to receive the first type of potion. The second type is used as a punishment, or is administered to volunteers who have not yet proven themselves worthy of a guaranteed beneficial mutation.

The chamber is so named because Schwitzend's failures often cause the subject to grow huge, grey, warted tumours that look vaguely like gigantic, bloated worms. These most often protrude from the afflicted person's neck, but may grow from any muscle tissue. These tumours can grow to weigh nearly fifty pounds, and some victims gain more than one.

Malusalbus has declared these tumours holy gifts from Tzeentch, and does not allow Schwitzend to remove them. The victims must carry these heavy, disgusting new organs around with them for the rest of their lives. There are tumour victims living in all four of the major sleeping chambers. In a few rare cases, the tumours grow nostrils and mouths, and the latter occasionally whisper incoherently to their owners or other bystanders. Malusalbus is very interested in what they might have to say, and their hosts

## CAVE SIX



are required to memorize any statements the tumours make. To date, none of them have said anything that anyone except Malusalbus would find interesting. If a player character develops a tumour (by taste-testing the potions in Room IV, for example) consult the Tumour Growth Chart on p.86, in the 'Events' section.

**Possible encounters:** Dr Schwitzend, Primo Grigioverme.

## IV. Doctor's Quarters

Dr Schwitzend insisted on private quarters as a condition of coming to F'thaktoi B'kah. His possessions are lavish by

cult standards. He owns a bed, a chest of drawers and a battered oak wardrobe. The wardrobe contains an array of clothing that was once dandyish, but is now moth-eaten and ragged. He owns nothing of value to looters.

Schwitzend's laboratory equipment is also kept here. Arranged in racks along the walls are vials of various potions. They are labelled with a series of symbols. The key to the symbols, written in a Classical script, is found on a peeling piece of parchment glued to the cavern wall. A character with the *arcane language - classical* skill understands the effect of each potion. Without this information, the adventurers can investigate their uses only by investigation. They can't take the symbol key with them; it rips if they try to remove it. To see what the potions do, consult the chart above. Because they are tainted by Chaos, the potions have no value. Any reputable alchemist approached to purchase such things would, as soon as they realized the true nature of what they were dealing with, inform the authorities or the nearest witch-finder.

**Possible encounters:** Dr Armin Schwitzend.

## CAVE 7

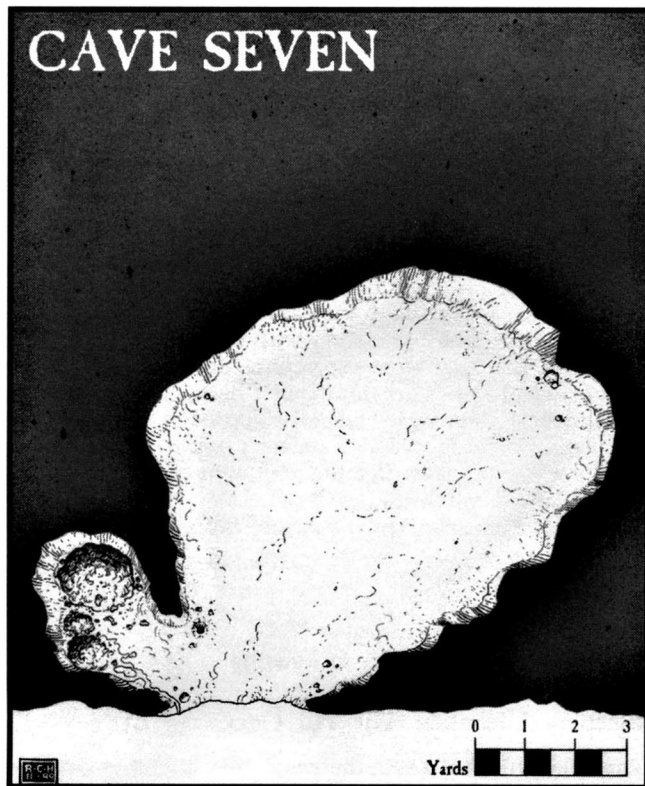
Cave 7 is devoted entirely to **housing**.

## Sleeping Chamber: The All-Perceiving Eye

There is little difference between this chamber and the Blessed Wheel (Cave 1), except that the inhabitants here are of the lowest rank. This is also the chamber where most of the Beastmen affiliated with the cult are housed. These creatures are allowed to come and go as they please, although those who are frequently away are never promoted. As few of the Beastmen have the patience to subject themselves to Malusalbus's teaching, that means hardly any of them have reached a higher rank in the cult. For the most part, they keep to themselves. Like the Chaos Warriors, most of the Beastmen have a propensity for bullying; the other cultists are afraid of attracting their attention, and give them a wide berth. Slurk is one of the few Beastmen that the cultists are not afraid of. Their attitude towards

## Potion Key Chart

Potion	Effect	Number of doses present
A	Subject gains legs of a beast; +D4 Movement	4
B	Subject's skin turns to thick hide like that of a rhinoceros; +1 AP to all locations except the head.	4
C	Subject must make T×10 test and spends several hours vomiting if test is failed.	3
D	Subject must make T×10 test and drops comatose for 1D3 days if test is failed.	3
E	Subject must make T×10 test and drops dead if test is failed.	2
F	No immediate effect. In D4 days, a huge worm-like tumour sprouts from a random body location.	3
G	No immediate effect. Within 2D10 days, subject begins to grow 1D4 additional arms. T+1, W+D4, I+5.	3
J	Subject must make T×10 test and spends several hours vomiting if test is failed.	3
K	Tastes strangely delicious. From time to time, for the rest of their adventuring career, tell the subject that certain things (flowers, corpses, etc.) remind them oddly of the time they drank this potion. No other effect.	3
L	No immediate effect. Within 1D4 days, a crown of six tiny horns sprouts from the top of the character's skull. Character gains +20 bonus on all tests to resist magic and spell-like effects.	1
P	No immediate effect. In D4 days, a huge worm-like tumour sprouts from subject's neck.	4
Q	No immediate effect. In D4 days, a huge worm-like tumour sprouts from subject's torso.	2
R	No visible effect. Character is +10 WS at night, -10 WS during the day.	3



him isn't exactly affectionate, but some are able to relax in his presence and even converse with him a little.

The All-Perceiving Eye is the chamber to which the player characters will be sent when they seek shelter with the cult. The people here are either newcomers or veterans demoted from a higher rank. The mood is therefore a mixture of eagerness and resentment, as the old hands try to dampen the enthusiasm and naiveté of the novices. No one questions the worth of the cult or its teachings – at least, not openly – but the bitterer veterans complain that cult life isn't as easy a route to wealth and power as you might think. None of the inhabitants are foolish enough to criticize Malusalbus by name, but complaints about his underlings are common. Sample complaints might include:

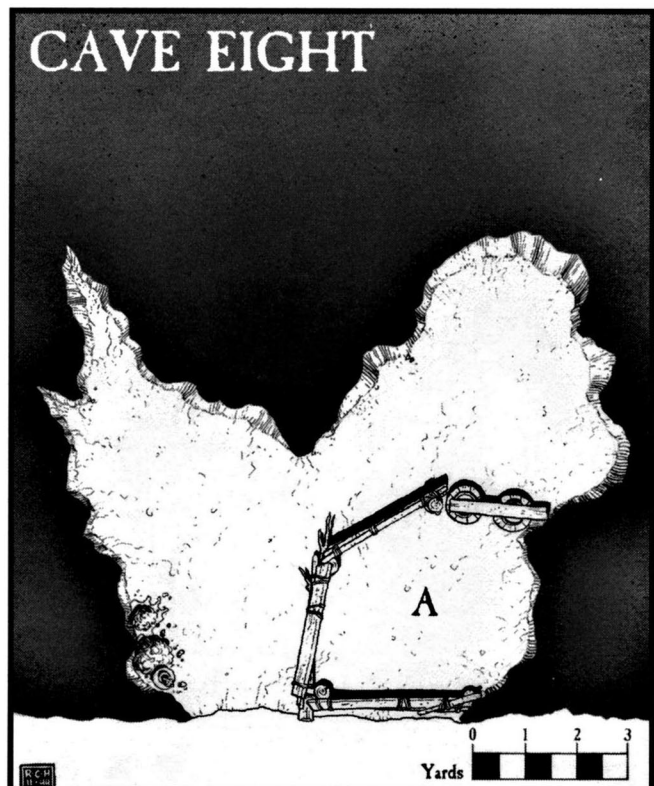
- "The way you hear some people go on, you'd think the apocalypse was coming next week. But we keep havin' to wait for that glorious day, don't we?"
- "Them snakes what attend on Sadique is a cruel and shifty bunch. They's terrible mistreaters, they is."
- "Andreas is such a pet of the Master. Here for only ten months, and he's set for the tumour ward. And he's going to get one of the doctor's good potions, mark my words."
- "Them Chaos warriors ain't doing their job. Should be raiding for better food is what I say. If I have to eat another spoonful of slop, I'm going to puke."

## CAVE 8

Another cave used for **housing**.

### Sleeping Chamber: The Jaws of Love

This chamber is devoted to the third-ranking cultists. They are no longer novices, but are still looked down upon by half of the other cultists. Those who are on their way up



are ambitious and hopeful. Those who have recently been demoted are sullen and resentful.

The Beastman accomplices of Malusalbus's unpopular lieutenant, Loic Sadique, are housed here. They have built a little fort for themselves at (A) out of discarded wood. By fiercely defending their territory, they encourage the cultists to fear them and leave them alone.

**Possible encounters:** Sssarth, Ivarsss, Sssalem.

## CAVE 9

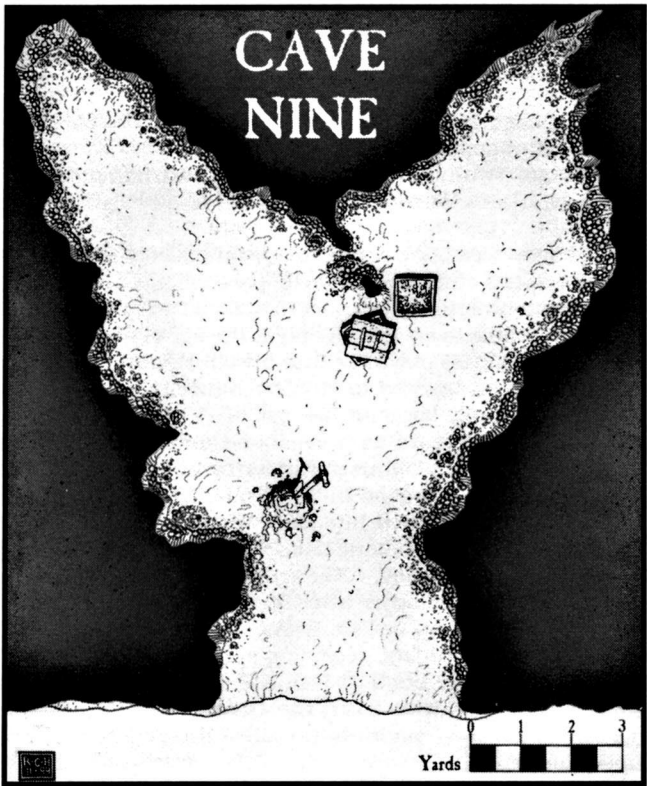
The cultists **grow their food** in this cave.

### Mushroomery

The walls of this cavern are covered by millions of tiny, knobby mushrooms, which give forth a noxious smell. They grow quickly, feeding on human waste. During the day, a work crew of ten cultists harvests the mushrooms and places them in crates. When a crate is full, one of the workers straps it on his back and clambers over to Cave 9.

The opportunity to labour in the mushroomery is considered a great privilege; the workers engage in enough physical activity to ward off chilblains, and can pop mushrooms in their mouths when hunger beckons. They are also allowed to miss Malusalbus's lectures. The mix of exercise and extra food makes the workers comparatively clear-headed. Malusalbus knows this, and rotates his followers in and out of the work crews on a regular basis. No one is allowed to stay too long here, no matter how good their work is. Malusalbus teaches that work is an abomination, and that those who engage in it are in need of purification. In practical terms, this means that cultists who have recently been assigned to the mushroomery are most likely to be picked on when they start attending Malusal-





bus's services again. The player characters must prove especially trustworthy to gain a work assignment here.

**Possible encounters:** Petra Traubensaft, Sandrine Soumettre

CHARACTERS

This section describes the various characters that the adventurers may interact with, in rough order of importance.

Mauro Malusalbus

**Human Male Cleric of Tzeentch (ex-Initiate, ex-Scholar)**  
**Age 63, Height 6' 2"**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	42	41	2	5	10	68	1	41	75	30	68	71	64

**Skills:** Cast Spells – Clerical 3, Cryptography, Daemon Lore, Heraldry, History, Identify Undead, Magical Awareness, Magical Sense, Meditate, Public Speaking, Read & Write, Rune Lore, Scroll Lore, Secret Language – Classical, Speak Language – Dark Tongue, Theology.

**Spells:** (As a cleric of Tzeentch, Malusalbus has access to Petty Magic, Battle Magic and selected spells of Daemonology and Necromancy.) Cause Panic, Control Undead, Create Memorizing Head, Curse, Fire Ball, Flight, Raise Dead, Spread Insanity, Steal Mind, Summon Guardian, Zone of Life

**Trappings:** aside from his clothing, Malusalbus carries no possessions with him

**Magic Points:** 32

**Note:** Malusalbus's high **Ld** derives from a combination of unusual talent and the effects of the essence of Tzeentch.

The average member of F'thaktoi B'kah begins as a sincere searcher for meaning in a world that seems a cruel and empty place. Malusalbus is an expert at manipulating this sort of person, because he was once one of them.

Mauro was born in Nuln, the illegitimate son of a priestess of Verena. He never knew his father, and was encouraged from a young age to pretend that his mother was really his aunt. As he grew older, Mauro guessed that there would be a great scandal if the identity of his father became known, and that this would in some way sully the reputation for political neutrality essential to any temple of Verena. Although Mauro was by disposition a cheerful and optimistic child, this uncertainty about his parentage led him to question things others took for granted.

Mauro was schooled by Verenan priests, who assumed that he would become an acolyte of the goddess of knowledge. After becoming an initiate, he quickly made a reputation for himself as a sweet-natured troublemaker who embarrassed his teachers by asking questions that could not easily be answered. During this time, Mauro became obsessed with the nature of Chaos. Why was it that all the deities put together could not retard the progress of the Dark Gods' minions? Why couldn't they win? Why, in theological terms, did Chaos exist?

He left the temple of Verena, earning a living as a tutor to rich university students while writing a series of obscure philosophical tracts on the question of Chaos. His researches led him to the study of the occult. Through his students, he became the centre of a circle of disaffected youths who spent their evenings in taverns, reciting their own bad poetry and listening to Malusalbus brilliantly throw into question all of the values their parents held dear.

Initially, Mauro's writings dealt with possible new ways to fight Chaos. He studied its ways only to identify its weaknesses. Gradually, however he lost track of the purpose of his mission, seduced by the thrill of uncovering forbidden knowledge. It was during this period that he stumbled onto the formula to distil the essence of Tzeentch.

At first, he promised himself that he would never come into contact with the Tzeentch essence; he would carefully experiment on it, testing its reaction with other substances. Maybe he could formulate some element which would be noxious to Chaos Warriors and Beastmen, giving a battlefield advantage to the Empire. Inevitably, though, the temptation posed by the substance overwhelmed him. Mauro knew that he was a strong-willed fellow, and an intelligent one, too. If he couldn't stand a tiny drop on the tip of his tongue, who could?

So Mauro ingested a bit of the essence of Tzeentch, and felt no change. If anything, he felt more vigorous, more thoughtful and more determined than ever to devise a way of defeating Chaos. Every so often, when his inspiration began to flag, he returned to his distillation for another insight into the mind of Tzeentch. The first time he repeated the dosage, it was only after considerable soul-searching. The next dosage required less rationalization. Soon, he was nipping into it every fortnight. As he delved further into the thoughts of Tzeentch, his old worries melted away.

One day Mauro was struck by a revelation. What if the triumph of Chaos was guaranteed because it was actually the moral force? To resist Chaos was to hold back something that was not only inevitable, but necessary. It was the dying culture of the Old Empire that was corrupt and impure; in theological terms Chaos itself was the more perfect force. The new world that Tzeentch and the other Dark Gods offered would be good and pure, because it would be

a total expression of one force. The aim of life should not be to fight the inevitable, but to shed the outdated conceptions of a contaminated and confused world, conceptions which prevent people from accepting the truth and virtue inherent in Chaos. If people feared Chaos because its mutations could make them hideous, they should not avoid mutations, but instead learn to find the beauty in them. If they dreaded Tzeentch's victory because they would lose all of the material possessions they had striven to earn, they should abandon their love of wealth. If they blanched at the thought of losing their individuality in the formless tumult of Chaos, they should start training themselves to be the same as everyone else, submitting themselves to a wise and charismatic leader who understood the real truth.

Mauro slowly introduced his coterie of hangers-on to these radical new notions. For every student who accepted them, another three were horrified and left Mauro's circle. Eventually word of his teachings spread, and he and his most loyal pupils were forced to flee Nuln, ahead of outraged authorities and several witch-hunters.

Over the next decade, Malusalbus and his acolytes travelled throughout the Old World, attracting new followers and remaining one step ahead of Witchfinders and Chaos-hunters. By this time, Tzeentch had begun to communicate with Malusalbus, sending a daemonic mentor to advise him, tutor him further and warn him of trouble. Malusalbus, now the leader of a full-fledged cult, established several isolated communities, all of which were raided and destroyed. Finally Tzeentch's daemon told him to come to the Yetzin Valley, where he would find an auspicious site for a permanent community. This became F'thaktoi B'kah.

Today Malusalbus retains a twisted version of his early optimism and charisma. He speaks in hushed tones, words swimming out of his mouth with the soothing cadence of waves lapping against a shoreline. His eyes sparkle with enthusiasm as he talks. He wears a broad, constant smile, which becomes eerie only it is completely inappropriate for the subject matter. With his followers, he adopts a warm, fatherly demeanour. When his charges are disobedient, he seems disappointed and sorrowful, assuring them that the punishment they must endure is for their own spiritual good. He maintains tight control over his flock, but assigns the dirtiest of the disciplinary duties to his primary confederates, Loic Sadique and Dr Armin Schwitzend.

After living in F'thaktoi B'kah for a while, the adventurers may wonder if Malusalbus still sincerely believes his doctrine, or is now no more than a cynical manipulator who derives a gruesome pleasure from the systematic degradation of his followers. The truth is that Malusalbus is part believer, part manipulator. He enjoys the power of his position, as he believes Tzeentch has urged him to. At the end of the day, though, he still thinks of himself as a good person doing the right thing for others.

Because the interactions between Malusalbus and the player characters are the heart of the entire F'thaktoi B'kah sequence, we've given them a section of their own; see 'A Conversation With Madness', p.86.

Physically, Malusalbus is a rail-thin man in his early sixties, with close-cropped white hair and a long, somewhat horsey face. His most noticeable attributes are his wide smile and gleaming blue eyes.

## Loic Sadique

**Male Chaos Warrior**  
**Age 20, Height 6' 3"**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	79	69	6	5	12	70	3	89	50	36	89	89	18

**Skills:** Dodge Blow, Luck, Strike Mighty Blow, Strike To Injure, Strongman

**Trappings:** Two-handed sword, dagger, warhammer, normal bow, Chaos Warrior armour (2 AP to all locations).

Loic (pronounced LOW-eeek) is an uncomplicated fellow. Ever since he was a child, his favourite pastime has been inflicting pain on others. His life as a truculent bumpkin in rural Bretonnia came to an abrupt end at the age of twelve, when he tossed his best playmate into a well. He ran away from home and soon learned to shift for himself; it helped that he was unusually large for his age.

After several years as a vagabond and petty criminal, he fell in with Malusalbus's wandering cult. Malusalbus's daemonic mentor, a good judge of talent, took an interest in Sadique and initiated him as a Warrior of Chaos.

Ever since then, Sadique has served with relish as Malusalbus's chief bully-boy. Although he is constantly on the lookout for an excuse to hurt someone, he scrupulously follows Malusalbus's orders. Loic makes a habit of threatening the other cultists, reserving special contempt for Dr Schwitzend. He thinks that Malusalbus tacitly encourages this behaviour, but in truth the Great Master is too absorbed in his own madness to notice the rivalry between his lieutenants.

Physically, Loic is a towering slab of beef with a low centre of gravity. Loic suffers from a couple of mutations. For one, his skin has a distinct green-yellow tinge to it. Even more disturbingly, his eyeballs have a disconcerting habit of popping out of their sockets, where they dangle at the end of a cluster of nerve endings. Loic pops them back in whenever this happens, but they soon pop out again. Unfortunately for his opponents, this does not happen to him when he is engaged in combat.

Loic enjoys clanking around in the elaborate and unwieldy suit of armour given him by the Lords of Change, although such protection is rarely necessary. Somehow he manages to safely climb the net even with the armour on.

## Dr Armin Schwitzend

**Human Male Alchemist (ex-Physician)**  
**Age 45, Height 5' 6"**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	38	36	4	5	10	67	1	58	31	53	59	39	29

**Skills:** Arcane Language – Magick, Astronomy, Cast Spells – Battle Magic Level 1, Chemistry, Cryptography, Cure Disease, Cure Disease, Etiquette, Excellent Vision, Heal Wounds, Lightning Reflexes, Luck, Manufacture Drugs, Manufacture Potions, Prepare Poison, Read & Write, Scroll Lore, Secret Language – Classical, Surgery

**Spells:** Cure Light Injury, Immunity From Poison, Sleep, Zone of Warmth

**Magic Points:** 18

**Trappings:** scalpel (use game statistics for knife)

Dr Armin Schwitzend is a lanky, long-haired man whose greying locks and moustache are usually matted with grease, sweat or other body fluids, usually not his. His cloth-

ing appears at first to be more dandified than that of any other cultist in F'thaktoi B'kah, although a closer inspection shows it is as ragged and primitive as anyone else's. In a colony where everyone stinks, Schwitzend is notable for stinking more foully than anyone else. Some people speculate that it may be a mutation.

Schwitzend was a prominent doctor in Nuln when Mauro Malusalbus was first gathering a circle of student admirers around him. As a man fond of the occasional drink, the doctor had heard Malusalbus speak several times, starting a casual acquaintance with him. When Malusalbus's doctrine began to embrace Chaos, the respectable physician formally withdrew his friendship. Malusalbus predicted that Schwitzend would come around to his way of seeing things, a statement the doctor regarded with righteous scorn.

Schwitzend's downfall came through his habit of allowing his hands to wander while examining attractive female patients. One of these patients, a woman from the loftiest heights of the Imperial nobility, was more than receptive to his advances. However, when she discovered that Schwitzend had indiscreetly told others of the affair, she anonymously alerted the authorities to Schwitzend's lucrative and illegal business of ending the unwanted pregnancies of Nuln's elite. Schwitzend was given twenty-four hours to leave the city.

This was only the first in a series in humiliating catastrophes which, over the course of a few years, stripped the doctor of his savings, his reputation and his good looks. Before long, he was unable even to make a living as a travelling country doctor. His worst misfortunes came as the result of bizarre coincidences, and Schwitzend began to wonder if he weren't the victim of some gigantic conspiracy.

Schwitzend knew he was correct in his suspicion when his path again crossed with Malusalbus. His old acquaintance, now a ragged, grinning madman, reminded Schwitzend of his prediction. The doctor realized agents of Tzeentch

had ruined him, so he would have no choice but to serve Malusalbus. Horrified but trapped, he joined Malusalbus's band. The Great Master put him to work as the apprentice to an alchemist working on ways to induce useful mutations. The alchemist died after the founding of F'thaktoi B'kah, and Schwitzend was put in charge of the project.

Unlike Malusalbus, the doctor does not see anything pure or benevolent about Chaos or the work of the cult. He feels that he was trapped into doing terrible things, and that Tzeentch and his network of conspirators will never let him go. He has resigned himself to doing evil, and to thinking of himself as an evil man. Schwitzend continues to do the work that Malusalbus assigns to him, although he takes little pleasure in it.

Since he now regards himself as a hardened sinner, he figures there is no reason to restrain himself from sexually exploiting his female patients. He spends much of his time worrying about what would happen if Malusalbus found out about these activities.

The doctor feels very lonely among the unquestioning zealots of F'thaktoi B'kah, and might unburden himself to the player characters if they make a point of seeming sympathetic to his plight. He will be especially likely to do so if they offer him a drink or three. While he is willing to share information about the cult and about his own slide into depravity, he is too afraid of Malusalbus to act against him. Malusalbus's lieutenant, Loic Sadique, makes a point of tormenting him, and he has no desire to test the Chaos warrior's appetite for sadism.

## Adrianna Fegriva

### Human Female Cultist

Age 33, Height 5' 4"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	12	08	2	4	5	23	1	32	25	40	32	12	60

Adrianna Fegriva, a former courtesan of Tilean extraction, is a tall woman with matted blonde hair. Despite the poor diet in the colony, she remains full-figured. Her ragged clothing clings flatteringly to her body. Since joining Malusalbus's flock, she has lost all of her teeth and developed sickening facial lesions. Despite these blemishes, she is still the most attractive woman in F'thaktoi B'kah.

This has not escaped the notice of the lecherous Dr Armin Schwitzend, who has chosen her as his next subject for seduction. The adventurers meet her if they go to the Infirmary (Cave 6, Room I.) She has been diagnosed with the "Spitting Chills", a fictitious disease of Dr Schwitzend's invention. The cure for the Spitting Chills is bed rest and extensive massage. Schwitzend has yet to extend his massage into forbidden territory, but Adrianna is suspicious.

Although the doctor revolts her physically, she does enjoy the relative comfort of the infirmary to life in the All-Perceiving Eye. On the other hand, she knows that Malusalbus teaches that sexual congress is evil, unless it results in mutated offspring. She hasn't decided whether or not to fend off Schwitzend's advances. She knows that Malusalbus would disapprove if he knew what Schwitzend was up to, but she doubts that her word would be taken over the doctor's if she made an accusation against him.

If the player characters befriend her, she may share her dilemma with them. She is a dedicated follower of Malusalbus; her life seemed so empty and meaningless, so confus-





ing and full of choices, until she came under his sway. If the adventurers try to turn her against the Great Master, she balks. But they might convince her to accuse Dr Schwitzend if they can persuade her it would be good for the cult. This could lead to a useful distraction while the party looks for their big clue. Engineering Schwitzend's death is a positive act, worth experience points; if allowed to continue, he will create many dangerous Chaos mutants and poison many others in pursuit of his unholy research.

## Detlef Meissel

**Human Male Artisan**  
**Age 56, Height 5', 10"**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	32	33	5	4	9	36	1	39	39	38	42	31	30

**Skills:** Art (sculpture), Astronomy, Cryptography, Drive Cart, Luck, Super Numerate, Very Resilient, Very Strong  
**Trappings:** hammer and chisel, chalk

Detlef Meissel has always been a lonely man, accustomed to working in silence for long periods of time. Never comfortable among people, he lived as a recluse until Malusalbus's cultists came to his small town in the Yetzin Valley. He found himself mesmerized by Malusalbus, who not only promised to make sense of the world, but offered a welcoming community. Meissel joined the cult, and Malusalbus went to work on him as he had done to many others, whittling away at Detlef's sense of self and his ability to reason critically. Meissel now displays all of the hallmarks of a high-ranking member of F'thaktoi B'kah: obedience, fervour and listlessness. The one thing that distinguishes him is his ability to sculpt. He uses this ability for the greater glory of Tzeentch, carving obscene and daemonic images into the altar Malusalbus uses for human sacrifices.

Because Meissel works on the altar alone, he is one of the few cultists with whom the adventurers can have a lengthy private exchange. As long as they are credibly impersonating new recruits to the cult, Meissel is friendly and open with them. He answers their questions in a quiet, matter-of-fact way, as if the mad doctrine of F'thaktoi B'kah is the simplest and most innocent thing in the world.

Meissel displays no symptoms of lunacy. He doesn't drool, rant or bug out his eyes. He is free of mutations, tumours and lesions. He is even comparatively clean. If played well, his apparent sanity will make the cult seem all the more chilling; if Malusalbus can draw in a fellow as down-to-earth and normal as Meissel, who is not at risk?

If the player characters turn Meissel against the cult, he will not risk his own life; he wants only to escape.

## Sssarth, Ivarsss, & Sssalem

**Snake-Headed Beastmen**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	48	26	4	4	10	70	1	62	18	40	13	17	20

**Skills:** Acute Hearing, Contortionist, Dodge Blow, Escapology, Hypnotize, Immunity to Poison, Lip Reading, Night

## Converting Cultists

It is extremely difficult to persuade cultists that their adopted way of life is a sham. To even get the opportunity to do so, the adventurers must find a way to privately meet with the target cultist for a long, uninterrupted period of private time. Malusalbus orchestrates cult activities so that his followers are almost never given time to themselves. If they do manage to arrange a *tête-à-tête* with a chosen cultist, they can convert him by succeeding in each of the following three stages:

1. The players must roleplay a convincing argument that has been tailored to the specific goals and personality of the cultist they are trying to convert.
2. The adventurer who does most of the talking must make an **Ld** test. There is always a negative modifier applied to this test, one which varies from character to character. Consult the chart below for the characters listed in this chapter. If you make a background character part of the story, you'll need to assess your own modifier based on your conception of the character.
3. Finally, the target cultist must fail a **WP** test. Some characters get positive modifiers to this test, as listed on the chart.

If the notation "n/a" appears under the **Ld** modifier for a character, any attempt to turn that character against the cult is doomed to fail. An asterisk means that you should consult the character's description rather than using the conversion method given above. For example, Dr Schwitzend gets an asterisk because he is not really a believer in Malusalbus, but instead thinks that fate has trapped him here. If they want his aid, the player characters will have to employ a different approach.

## Cultist Conversion Chart

Character	Adventurer Ld modifier	Character WP modifier
Applecake, Hamo	-50	+30
Applecake, Irrey	*	*
Applecake, Kenni	*	*
Fegriva, Adrianna	-30	+50
Grigioverme, Primo	n/a	n/a
Malusalbus, Mauro	n/a	n/a
Meissel, Detlef	-40	+40
Murmelnde, Lilo	-15	+10
Sadique, Loic	n/a	n/a
Schwitzend, Dr Armin	*	*
Soumettre, Sandrine	-30	+30
Sssarth, Ivarsss, & Sssalem	NA	NA
Traubensaft, Petra	-60	+30

Vision (the snake men can navigate around at night because they can are sensitive to vibrations in the air. The effect is more or less the same as Night Vision), Sixth Sense, Strike to Injure, Torture

**Mutations:** Fangs – ignores armour on a **WS** roll of 15 or less. Poison – any hit that damages opponent also forces opponent to make a Poison test; if test is failed, opponent's **WS, BS, I** and **Dex** are reduced by 10 for D6 days; additional doses have cumulative effects

**Trappings:** swords, normal bows, copper armbands worth 1 GC apiece

Sssarth, Ivarsss and Sssalem are Loic Sadique's henchmen. Like the Chaos warriors, they belong to the community, but aren't expected to show an interest in Malusalbus's theology, or obey his rules. These Beastmen are loyal to Sadique, not Malusalbus. "Loyalty" may be too strong a term where these creatures are concerned. They are interested in eating well and terrorizing others, in that order. As long as Sadique is able to supply them with food and victims, they will follow him. When he fails them, they will slither off in search of greener pastures.

The snake men have proven their worth to F'thaktoi B'kah on several occasions, through their great suspiciousness. They are the ones who identified followers of Nurgle who had come to sabotage the community.

Sssarth and his sidekicks make a point of flicking their forked tongues at all newcomers. When the adventurers join the cult, the snake men come to give them the once-over. The snake men remain mistrustful of the adventurers throughout their stay at F'thaktoi B'kah. Whenever the player characters get too complacent one of the Beastmen appears, fixing a suspicious eye on them.

There is not much in the way of personality to differentiate this trio. They're sinister, they're mistrustful, and they hiss a lot. Sssarth is the dominant one; he speaks for the others when the three are together. The others tend to nod their heads in agreement with him and parrot his most salient phrases, like so:

Sssarth: You ssshould know that it isssss our duty to keep a careful eye on the fresssh meat, newcomerssss.

Ivarsss: Careful eye...

Sssalem: Fresh meat...

Sssarth: A few monthsssss ago, there were ssssome new cultists came here. Everyone elsssse trusssted them. We did not. We were right. They are dead now.

Ivarsss: We were right...

Sssalem: They are dead...

It is virtually impossible to convince the Beastmen to abandon Sadique or F'thaktoi B'kah. If the player characters make any such overtures to them, Sssarth becomes even more convinced that they are up to no good.

## Lilo Murlmelnde

### Female Human Cultist

Age 45, Height 5' 0"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	15	10	2	2	6	25	1	25	15	33	20	15	15

Lilo Murlmelnde is the cultist who is most easily freed from the mental domination of Mauro Malusalbus. She may also be the character who the PCs will least want to rescue.

She is a dumpy, jowly woman with a pile of grey hair on her head. The other cultists know her as a chronic mumbler with a meek but annoying attitude. She presents herself to others as a pathetic sort in need of sympathy and aid. Once aid is given, she latches onto her benefactor with an ever-escalating series of requests. Play her as a sincere, unfortunate old woman at first; once the player characters are hooked, her whiny, insistent side comes to the fore.

When rebuffed, Murlmelnde snuffles, looks hurt and generally does all she can to induce guilt in her victims. If the PCs help her out but then refuse a later request for aid or sympathy, she makes a **Ld** test (+50 modifier); characters may resist with a **WP** test. If they fail to resist her guilt attack, they suffer a -10 modifier on all **Ld, Int, Cl, WP** and **Fel** tests for the next 4D12 hours, as they wrestle with their consciences after abusing this defenceless, grandmotherly old woman.

Malusalbus occasionally sends his most trusted cultists on lengthy recruiting missions. They travel mostly to rural areas within the Empire, looking for lost souls to bring into the fold. Murlmelnde is an example of the sort of person recruited in this manner. A native of Talabecland, she was a spinster aunt who was continually shuttled back and forth between various relatives, none of whom could stand her presence for prolonged periods. While travelling by stagecoach from one set of relations to another, she encountered a F'thaktoi B'kah recruiting team. They promised her a community where everyone was equal, and where the coldness of her family would be replaced by the heat of religious fervour. Murlmelnde was troubled by the references to Chaos, but drawn to the broad smiles and personal warmth of her new friends. She joined them and journeyed to Malusalbus's retreat at Ruptured Peak.

Since then, she has proven to be among the most troublesome of Malusalbus's charges. This cannot be attributed to any lingering misgivings about Chaos – Lilo has long since forgotten any such qualms – but instead arises from the emotional demands she makes on everyone around her. Where the ideal cultist of F'thaktoi B'kah is insanely cheerful and selfless, Murlmelnde remains morose and clinging. She treats even the Great Master as an errant nephew who fails to pay her the attention she deserves. Her complaining is nearly constant.

When Malusalbus punishes her – which happens on a regular basis – she calms down for a while, but it is never long before she returns to her fussing and moaning. For some months, Loic Sadique has been lobbying Malusalbus



for permission to feed her to the Beastmen in front of the others. Malusalbus, who sees Murlmelnde as a personal challenge to his powers of persuasion, has so far refused to do so. He is absolutely determined to remake her into an model cult member.

Although Murlmelnde seems to hate the conditions of cult life, she still prefers life here to that back home. She is willing to leave the cult only if the adventurers can offer her a better situation elsewhere. If they do take her under their wings and help her to escape, they learn that no good deed goes unpunished in the world of Warhammer. Use Murlmelnde to make their lives miserable with an endless stream of demands, complaints and injured feelings.

The adventurers encounter her if they go to the Penitence Ward (Cave 6, Room II). Murlmelnde has been assigned there for the twentieth time since her stay in F'thaktoi B'kah began, for failing to display the proper hopeful attitude. She tells the adventurers that she is terribly sorry for breaking cult rules and begs them to intercede with the Great Master on her behalf. The snake-headed Beastmen, Sssarth, Ivarssss and Sssalem, are on guard duty at this time, and carefully watch the player characters for telltale signs of un-Tzeentchly behaviour.

Whether they help her or not, Murlmelnde is released and soon found among the other cultists in the All-Perceiving Eye, the sleeping chamber to which the player characters are assigned.

## Petra Traubensafft

**Female Human Cultist**  
**Age 24, Height 6' 0"**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	22	26	2	2	5	22	1	32	32	12	89	66	45

Petra Traubensafft is a tall, spindly woman with lank, dirty-blond hair and a large nose reminiscent of a bird's beak. She is perhaps the most enthusiastic of Malusalbus's cultists, overflowing with joy at the thought of the coming new age of Chaos. She bounces about the caves with a gigantic grin on her face, exhorting her companions to recite Malusalbus slogans like:

- "Tzeentch conspires to bring us freedom!"
- "Abandon false doctrines!"
- "Hail Change! Hail Tzeentch!"
- "Change has no limits, and is not circumscribed!"

Although she long ago reached the cult's highest rank, she continues to live in the All-Perceiving-Eye, in order to bring instruction and enlightenment to newcomers and backsliders. When the adventurers arrive, she attaches herself to them in order to preach the word of Tzeentch. She does so in an annoying and intrusive way. She may wake up the entire chamber in the middle of the night for a chanting session. She asks the player characters probing questions about their pasts; no question is too personal for her. She uses the information they give her to worm her way into their emotional lives, saying things like:

- "When your father shouted at you, that made you feel very small, didn't it?"
- "You realize that your mother was only that way because she was blinded by the false doctrines of Law?"
- "Go ahead and cry. I can feel that you want to."

If the adventurers try to break Malusalbus's hold on her, she seems surprisingly receptive. In fact, she is setting them up for a fall, encouraging them to reveal who they are and who they work for. Given the least hint that they are insincere, she tries to trap them into a confession, and then turns them over to Malusalbus and Sadique for discipline.

Malusalbus adores Traubensafft; she is a model cultist, and he knows that she would die for him without a moment's hesitation. He is grooming her to take over the cult if something happens to him. He allows her special favours; for example, she is allowed to work in the mushroomery whenever she wants.

Sadique finds her cheerfulness extremely irritating. He doesn't understand it; as far as he's concerned, the whole point of being a servant of Chaos is that you can frighten people and revel shamelessly in your unrepentant, gloating evil. However, he must admit that he likes it when Traubensafft couples with him. This happens regularly; Traubensafft is hoping to show her devotion to the cause by producing a horribly mutated child. To date, only miscarriages have resulted from this unlikely union.

## Sandrine Soumettre

**Female Human Cultist**  
**Age 36, Height 4' 11"**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
2	13	10	1	2	3	34	1	26	25	20	50	35	40

Sandrine Soumettre manages to maintain a plump, matronly figure despite the lack of decent food in the colony. Her most prominent facial features are her buck teeth and large frog-like lips. Sandrine is of Bretonnian extraction; she used to be a maid in a fancy household where she felt she was badly treated, so she ran off with the cult's recruiters when they came to her small community.

Until she came to F'thaktoi B'kah, Sandrine was never much interested in the things that men and women do in bed together. In her previous life, there always seemed to be some kind of rough fellow huffing and puffing about her, but she had no desire to be with them. Now that she hears on a daily basis that it is forbidden to even contemplate sex, she can think about little else. She doesn't wish to disobey Malusalbus, and knows that procreation for the purpose of producing mutated offspring is perfectly permissible. She has therefore embarked on a quest to find a suitable mate, so that she can investigate the pleasures of the flesh while at the same time pleasing the Great Master.

She may be obsessed, but that hasn't made her any less choosy; the available candidates all seem less than appetizing. That is, until the player characters arrive. Sandrine is captivated by the male player character of your choice. Pick the character who you think will have the most entertaining reaction to pursuit by Sandrine.

She is completely up-front about her choice. "You seem attractive, yet also likely to provide F'thaktoi B'kah with a mutant child!" she burbles adoringly. Sandrine is quite persistent. It is hard to get rid of her by behaving badly; cruel behaviour merely confirms her feeling that her chosen beau is favoured by Chaos.

If a player character does engage in sexual congress with Sandrine, she becomes pregnant. She gives birth to a



perfectly healthy baby nine months later. If the player characters are aware of the pregnancy, this might lead to a sequel, in which the characters try to rescue the child from what is left of the F'thaktoi B'kah cult.

The Applecakes

Family of Halfling Cultists

The Applecakes are the cultists that the adventurers see climbing on the net when they first peer down into the crevasse. (See 'First Look Down', p.67.) Hamo and Irrey are married; Kenni is their son. Irrey's father, Oggo, is the older Halfling who fell into the abyss as the PCs looked on.

Although they have been resident in F'thaktoi B'kah for nearly a year, the Applecakes still live in the All-Perceiving Eye. Hamo blames Oggo's reluctance to accept some of the cult doctrines for the family's failure to advance in rank. Irrey is sad that her father will not see Tzeentch destroy the world, but Hamo is happy to see the old man go, and looking forward to the promotion ceremony.

Hamo Applecake

Age 63, Height 4' 1"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	13	27	2	3	5	47	1	39	20	27	23	47	34

Hamo is a former woodcutter from the Yetzin Valley. He became the first member of his family to convert to the worship of Tzeentch after Petra Traubensafft paid an evangelical visit to his tiny hamlet. His goal is to move up through

the ranks of the cult. In order to show his worthiness to Traubensafft and the others, Hamo seeks out the adventurers and practises his missionary techniques on them. He speaks intensely, trembling with excitement at the thought of Tzeentch's triumph.

If Hamo comes to suspect that the player characters are impostors, he will inform on them without a moment's hesitation, in hopes of promotion. His indoctrination is deeply rooted, so it is very difficult to shake his faith in Malusalbus's teaching.

Hamo is a broad-shouldered Halfling man with bushy sideburns and broad shoulders. His skin is sallow and his eyes sunken; Hamo eats less than his share of the already pathetic rations, in order to show his piety.

Irrey Applecake

Age 54, Height 3' 8"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	22	30	3	3	4	51	1	43	23	35	17	35	41

Irrey Applecake was at first sceptical of her husband's new religion. Her lengthy stay in F'thaktoi B'kah weakened her resolve, and now she has accepted almost all of the cult's rules of behaviour. However, she still finds it difficult to abandon her love for others, as Malusalbus teaches. She is still very attached to her husband and her son, no matter how hard she tries to kill her love for them. She will not leave the colony unless Hamo and Kenni come with her – or if they have been slain.

Irrey's skin hangs loose from her face and arms, due to sudden weight loss. She was once plump, but now is a shadow of her former self. Her hair is long, knotted and greasy.

Irrey always wears a pack on her back. Something squirms around inside the pack. If the player characters ask who it is, Irrey says that it is her newborn baby, Jaloo. She won't let anyone see Jaloo. If the group keeps a constant eye on her, they notice that she never opens the pack or feeds the baby.

It is extremely difficult to convince her to open the pack. If the adventurers do succeed, they see that the baby inside is Undead. The sight of an Undead baby is sufficiently disturbing to force *terror* tests for all concerned. The baby has a sharp row of shark-like teeth, and tries to leap out of the backpack and grab onto the throat of the nearest adventurer.

If the character succeeds at an **I** test, the baby misses and falls face-first on the floor. Irrey scrambles to grab it, getting bitten on the arm for her trouble. She manages to stuff the baby back into the pack, although her arm bleeds copiously.

If the adventurer fails at the **I** test, the baby gets a solid bite on the character's neck, for D6 damage. The baby can only be removed if the character (or a companion) makes a **Strength** x10 test. It does an additional D6 damage each round it remains attached to the character's neck. The baby has a **W** of 10. There are no repercussions from cult leaders for killing the Undead baby.

Irrey's baby was stillborn six months ago. She prayed to Tzeentch for aid, and the baby was resurrected as a zombie. Malusalbus told Irrey that this is meant to be a lesson to her; once she successfully casts off all notions of familial





love, the baby will go away and she can advance in the cult. Despite his words, Irrey can't bear to part with her little Jaloo. Even Hamo doesn't want to think about the baby, or accept the fact that it is really the zombie child's presence that really thwarts his ambitions to increase his cult rank.

## Kenni Applecake

Age 14, Height 3' 4"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	19	32	2	1	6	50	1	35	21	37	20	39	35

The precocious Kenni is like any young, high-spirited child, except that he has accepted a community of madmen as his home. His grandfather taught him to read and write, a skill that he puts to good use as recording secretary for Primo Grigioverme.

Kenni follows Primo around with a pencil and piece of parchment, waiting for Primo's tumour to say something. Whenever the tumour makes a noise, Kenni does his best to make out its words and write it down. He is very proud of this duty. He is too young to have made any conscious decision to join F'thaktoi B'kah; he is here because his mother and father call it home. He will only leave if his parents do, or if something terrible has happened to them, and the adventurers can offer him a better place to live.

Kenni resembles the late and possibly lamented Pippo Burring (see p.14), except that his hair is black and his eyes brown.

## Primo Grigioverme

Male Chaos Mutant (ex-Smuggler)

Age 29, Height 5' 11"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	40	4	3	7	48	1	28	25	25	33	26	42

**Skills:** Consume Alcohol, Drive Cart, Excellent Vision, Fleet Footed, Row, Secret Language - Thieves' Tongue, Silent Move - Rural, Silent Move - Urban, Speak Language - Dark Tongue

Primo Grigioverme used to make a living sneaking contraband past Imperial customs officers. He is one of the few cultists who worshipped the Dark Gods before meeting a F'thaktoi B'kah missionary. While fleeing a particularly diligent gang of customs enforcers, he fell into a peat bog. Afraid he was going to drown, he prayed to the gods for help. Nothing happened. In desperation, as muddy water rose to his chin, he prayed to the Dark Gods, whose names he had heard whispered in the darker days of his past. He prayed to Nurgle, to Khorne, and finally to Tzeentch. Just as he was about to be swallowed up, someone tossed him a rope. Grigioverme, a man who believed in keeping a bargain, swore to dedicate his life to the worship of Tzeentch. Not long after,

he heard rumours of Malusalbus's wandering cult, and sought them out.

Now he is a centre of attention in the cult because, under the auspices of Dr Armin Schwitzend, he has been lucky enough to grow a thirty-five pound, grey, worm-like tumour. The tumour, which protrudes from the right side of his neck, is the largest grown by any cult member so far. A few months ago, it developed primitive teeth and jaws. A few weeks ago, the mouth began to whisper. Most of its whisperings have been unintelligible, but that hasn't dampened Malusalbus's excitement. He has assigned the Halfling boy Kenni Applecake to follow Grigioverme around and record whatever the tumour says.

Grigioverme was always a proud and arrogant man, and the prestige brought on by his tumour has only exaggerated these qualities. He struts around the colony, flaunting the tumour as if were a rare and valuable art object. He pampers it as if it were a treasured lapdog, forever stroking it, cooing at it or even kissing it. He never tires of telling the story of how he came to worship Tzeentch, or of bragging about the great services he has done for the Lord of Change. Obviously Tzeentch considers him a valuable servant, or he would not have been rewarded with this great gift.

If the adventurers admire his tumour and listen to his stories, Grigioverme forms a positive impression of them and treats them well. If they recoil from the tumour, or otherwise insult him, he will do his best to make their lives miserable, telling them that he has Malusalbus's ear and can ensure that they never advance within the cult.

Grigioverme is a tall, reed-like fellow with long, spidery fingers and an absurd moustache, which he manages to keep splendidly waxed at all times despite the deprivations of life in the caves. He would rather die than turn his back on the cult that has done so much for him.

## RUNNING F'THAKTOI B'KAH

Once introduced to the cultists, the player characters must undergo various ordeals to prove their loyalty to Chaos, and we discover how far the party prepared is to go to main-

tain their ruse. How corrupt will they become? The adventurers will answer this question in the way that they handle themselves during their stay at F'thaktoi B'kah. This section tells you how to tie the game master characters and locations together, while at the same time allowing the actions of the player characters to drive the plot.

First of all, always keep in mind that the goal of the adventurers is to find out how to destroy the crystals. Although the overall *Heart of Chaos* storyline is linear, this sequence is non-linear. There is no set order in which events leading up to the final discovery are meant to unfold. This leaves you with the responsibility for pacing. If the adventurers are progressing too quickly towards their goal, throw in other plot elements which suggest secondary goals to them, or threaten to sidetrack them altogether. If they are getting confused and frustrated, omit some of the game master characters and possible plot developments. If events seem to be unfolding slowly, throw in a little combat or other physical danger. Most importantly, if the players are having a ball interacting with one another or with the game master characters, just sit back and enjoy the fun.

## USING GAMEMASTER CHARACTERS

Not all of the game master characters listed above will be important in the version of this sequence that you and your players create. The players will decide which characters are worth interacting with; these will become prominent characters. Others will get left by the wayside. Use the chart below to remind yourself of the core concepts of the various game master characters.

### Core Concept Quick Reference

Character	Core Concept
Applecake, Hamo	Ambitious for promotion
Applecake, Irrey	Loves Hamo and Kenni
Applecake, Kenni	Precocious child
Fegriva, Adrianna	Confused by Dr Schwitzend's advances
Grigioverme, Primo	Proud of his talking tumor
Malusalbus, Mauro	Insane, charismatic cult leader
Meissel, Detlef	Loyal to the cult because it cures his loneliness
Murmelnde, Lilo	Guilt-inducing complainer
Sadique, Loic	Sadistic Chaos Warrior
Schwitzend, Dr Armin	Trapped, lustful doctor
Soumettre, Sandrine	Wants to mate with a PC
Sssarth, Ivarsss & Sssalem	Mistrustful Beastmen
Traubensaft, Petra	Enthusiastic evangelist for Tzeentch

When the story starts to flag, choose a game master character that the players have already paid some attention to. Have that character do something which furthers his or her goals while at the same time involving the player characters.

*For example: You have reached a bit of an impasse in the storyline. The players have decided to wait for further developments, instead of actively pursuing their goal. You want to make something interesting happen without rewarding them for their passive attitude. So you scan the chart above, look-*

*ing for a character the players already have an emotional response to. You stop on Loic Sadique. The adventurers have already established a hostile relationship with him; earlier in the session, one of the player characters insulted him, unable to stomach his bullying. Sadique's core concept is "sadistic Chaos Warrior"; this tells you that his goal is to get pleasure from causing pain in others. It doesn't take much head-scratching to decide how he might involve the player characters in this goal – he and his Chaos Warriors descend on the party during the night to subject the character who insulted him to a surprise beating. The way in which the player characters react to this incident will colour the rest of the sequence. If they allow their friend to be beaten, they show the cultists that they are willing to follow the rules. Perhaps another game master character befriends the beaten party member later, impressed by his ability to suffer. But if the adventurers fight back, they mark themselves as rebels. The cultists are now less likely to associate with them.*

## CREATING GM CHARACTERS

It is possible that the players will fixate on some background character, requiring you to quickly invent a personality and history for him. If this happens, remember that a strong core concept has two essential qualities:

1. It is **simple**. A simple concept is easier to roleplay than a complicated one. In a roleplaying game, the most original character in the world is useless if you can't convey the details in your head to the players. A character with a strong central concept is easier for the player characters to remember than one with a number of fuzzy motivations. If the character is easy to remember, the players will more readily form an emotional response to it. This is as true of sympathetic characters as it is of villains.

2. It implies a **goal** that the character will actively pursue. The best game master characters are those who can get the story moving when the players are stymied and don't know what to do next. Active game master characters want something that they don't have, and somehow involve the adventurers in their pursuit of it.

## EVENTS

Here is a list of events which might occur during the adventurers' stay in F'thaktoi B'kah:

- Kenni Applecake approaches the adventurers in order to brag about his important job as scribe to Primo Grigioverme's tumour. If the player characters seem interested in him, he chirpily answers any questions they might have. He knows about Grigioverme and the Tumour Ward project, but little else. He won't talk about his Undead baby brother.
- Hamo Applecake notices that the adventurers keep to themselves and seem to want to spend time in private conversation. He comes up to lecture them about the need to cast aside old attachments, using his own family as an example. When Petra Traubensaft comes by, Hamo raises his voice, so as to be better heard while he exemplifies cult virtues.
- Sssarth, Ivarsss and Sssalem buttonhole the adventurers, warning them they are going to be closely watched.
- Loic Sadique, accompanied by other Chaos Warriors, gets drunk and decides to bully someone. If insulted, he challenges the offending individual to a duel, to be



fought up on top of the mountain.

- The adventurers notice Irrey Applecake quietly sobbing in a corner. If they approach her, she tries to hide her emotion. Players who successfully roleplay themselves as sympathetic and non-threatening, and then succeed at **Fel** tests, may get her to confess her shameful secret: she misses her recently killed father, Oggo. Irrey explains that this is sinful, because cult members are supposed to celebrate death as a great change, and must abandon the bonds of love, which are an abomination of Law, meant to confuse the righteous. If the adventurers are especially good at consoling her, she may be ready to reveal the identity of the squirming thing in her backpack. See her character description on p.83 for a description of the ensuing horror.
- A snake bites one of the adventurers, who is taken to the Infirmary (Cave 6, Room I) for treatment. While bed-ridden, the character watches as Dr Schwitzend gropes an obviously distressed Adrianna Fegriva. If the character waits for Schwitzend to go, speaks to Adrianna soothingly, and makes a **Fel** test, she will confide in him, revealing her dilemma in regard to the lecherous physician.
- Alternately, a character taken to the infirmary might notice that Schwitzend seems troubled, and elicit from him the confession that he is a less than willing participant in the horrors of the cult.
- A group of Beastmen arrive and set up camp in the All-Perceiving Eye. They decide that the best place to sleep is one that is already occupied, and begin to kick and punch sleeping cultists. They spot Slurk and order him to help them move the cultists. Slurk's vulture head agrees, but the finch head hesitates. Sensing weakness, the Beastmen stop bullying the cultists and start to push Slurk around. Slurk's finch head looks to the adventurers for help.
- Sandrine Soumettre pursues one of the male player characters, unholy matrimony on her mind.
- The adventurers watch other cultists verbally abusing Lilo Mummelnde, for no obvious reason. (They're tired of her complaining and trying to make them look after her.) Player characters who help her open themselves up for her guilt treatment.
- When the adventurers seem troubled or confused, especially after witnessing some grim horror, Petra Traubensafft strides jauntily into the room and encourages them to smile, because "Tzeentch is joy!" If they seem truculent, she warns Loic Sadique that they are troublemakers, provoking another threatening visit from Sssarth, Ivarssss and Sssalem.
- If adventurers take to using the *scale sheer surface* skill instead of trusting their lives to the netting, they are eventually braced by other cultists who regard this behaviour as sinful. Malusalbus teaches them to be ready to embrace death, which is holy to Tzeentch as one of the most profound changes of all. Cultists who show too great a concern for their own well-being are suspect, and may be brought before Malusalbus to confess the sins of selfishness and doubt. Depending on the situation, cultists may simply warn the characters to use the netting from now on, or may report the characters' misdeeds to Petra Traubensafft or Loic Sadique.
- The adventurers see a large number of cultists ringed around Primo Grigioverme, excitedly asking him questions and begging to stroke his tumour. He accepts their adulation. They beg him to once more tell the story of

his conversion to Tzeentch – see his character description on p.84. He does so, in highly dramatic terms. At the end of the story, Grigioverme's tumour stirs and moans. Then it says something. The cultists jump up and down in frenzied excitement at this revelation. If the adventurers ask in sufficiently reverent tones, they are told that the tumour said the word "hole".

- If an adventurer spends prolonged periods of time with Grigioverme, that character develops a spontaneous growth. The growth sprouts from the character's neck, at the same place as Grigioverme's tumour. Every day it gets larger and changes in appearance. If the growth is cut off, the character suffers damage and must make a **Tx10** test or suffer an *infected wound* due to the unsanitary conditions in the caves (see *WFRP* p.83). The damage suffered ignores **Toughness**. For descriptions of the growth and the damage suffered if it is cut away, consult the chart above. If the growth is cut off after the third day, an incredible spray of blood issues forth from the wound, as if an artery has been severed. Characters witnessing this must make a *fear* test.

## A CONVERSATION WITH MADNESS

The adventurers' success during this part of the adventure depends on the relationship they develop with Mauro Malusalbus. This section deals with their interactions with him.

## JOINING THE CULT

The adventurers do not meet Malusalbus as soon as they join the cult. Instead, Slurk leads them down the net to the All-Perceiving Eye (Cave 7), where he seeks out Petra Traubensafft. Slurk waves to her; she approaches warily. Make secret **Fel** tests for the player characters; those who pass sense that Traubensafft disapproves of Slurk.

Slurk introduces the player characters, saying that they have all sworn allegiance to Tzeentch, and hope to participate in the destruction of the world. Traubensafft bids them to follow her to the Confession Chamber (Cave 5, Room III). She pointedly leaves Slurk behind.

## TRAUBENSAFFT SCREENS FOR TRAITORS

Once settled into the confession chamber, Traubensafft speaks to each of the adventurers in turn, trying to decide if they are sincere. Although her interrogation is not a sophisticated one, and she is not an especially good judge of character, you should try to make the players sweat a bit here. Here are the questions she asks, with notes on the kind of appropriate responses that she is looking for:

*Who are you, and where were you born?* Traubensafft isn't really interested in the answers to this question; she is simply looking for hesitations or other signs of nervousness.

*How did you first come to appreciate the glory of Tzeentch?* The adventurers pass muster if they present coherent, believable stories which don't sound as if they're being made up as they go along.

*The Chaos god Nurgle is an abomination, is he not?* Traubensafft wants them to hotly denounce the Chaos god that Malusalbus perceives as Tzeentch's principal enemy.

### Tumour Growth Chart

Day	Description	Damage
1	Ring of warts on the neck	No damage, but risk of infection remains
2	Warts get larger, turn grey	No damage, but risk of infection remains
3	Warts turn to fibrous grey stalks, half an inch long	1
4	Stalks twist together into a pulsing lump of tissue, an inch in diameter.	1D2
5	Lump now the size of a child's fist	1D3
6	Fibrous stalks reappear under the head of the lump, pushing it out an inch.	1D4
7	Blood vessels appear along the surface of the tumour, which grows another inch.	1D4+1
8+	Tumour grows another inch each day	1D6
13	Tumour grows eyes and mouth, begins to whisper incoherently.	1D8

*Do you spit on the symbols of the false gods, who infect us with their false doctrines?* At this point, she reaches into a sack and withdraws a collection of holy symbols of the Old World gods, including Sigmar and Grungni. She wants the adventurers to spit on these icons. Again, she is watching for signs of hesitation. If any priests or particularly devout characters spit on the symbols of their god, the god's reaction is left to the GM: there won't be any sudden thunderbolts, but the PC may subsequently find that their god's aid has suddenly deserted them when they most require it.

*Are you prepared to cast off the shackles of love, which blind us to the righteousness of eternal Change?* Traubensaft wants quick and hearty agreement.

*Are you prepared to greet death with joy, and treat life as trick meant to deceive?* Ditto.

*Are you prepared to cast off all of your material things, so that they may not bind you to this corrupt earth?* Traubensaft opens a big, empty sack. The adventurers are expected to throw all of their possessions, except for their clothing, into it. If your players are typical, they'll have great trouble giving the correct response here; some players value the hard-won possessions of their characters above those characters' lives. If the players balk or grumble, Traubensaft looks stern and wonders aloud if they are fit servants of Tzeentch. No amount of cajoling persuades her to allow the adventurers to keep their gear. Instead, it causes her to make vaguely threatening comments, such as: "It is clear that your minds are still fogged and befuddled by the false doctrines of Law. Much correction will be needed."

If asked what is going to happen to the money, magical items and other trappings, Traubensaft simply says that these things now belong to Tzeentch. She knows nothing about the crystals, and therefore takes no special notice of them when the adventurers dump them into the sack. As always, the crystals reappear to the adventurers the instant that any of them are threatened in any serious way.

If the adventurers seem reluctant to give up their gear, Petra whistles for Loic Sadique, who shows up with a crew of broad-shouldered Chaos Warriors to add implicit threat to her demand.

Characters may try to hide small objects in their bedrolls, or use other means to keep their precious bits of gear from Traubensaft. Those with the *palm object* skill might even succeed. Use your own judgement to choose appropriate modifiers for their attempts, depending on how obvious they seem to you.

## FIRST LESSON

Assuming that the PCs have roleplayed their characters' ruse in a reasonably credible way, Traubensaft then welcomes them into the cult. She throws her arms around them and hugs them. She smiles, and her eyes well with tears of joy. "Everything will die, or will crumble, or burn! Tumours will grow; mutations will be rife! Welcome, welcome to F'thaktoi B'kahl!" She then assigns them sleeping quarters in the All-Perceiving Eye, explains the rank structure, and tells them that they can advance quickly by obeying the edicts of the cult:

1. To obey the Great Master, Mauro Malusalbus.
2. To throw off false doctrine for the pure teachings of the Great Master.
3. To spend one's time in contemplation of these teachings.
4. To cast off love.
5. To embrace Change, including the Great Change – death.
6. To abandon material things.
7. To wait in ecstasy for the moment when all will be Changed, forever.

Traubensaft then abandons the adventurers for other business, leaving them to their own devices.

## FATE OF ADVENTURERS' TRAPPINGS

The confiscated gear is stored in the Armoury (Cave 3, Room III). The Chaos Warriors quartered nearby are indifferent to non-magical weapons and armour; their gear is probably superior to that of the party. However, every day that the adventurers spend in the complex increases the chances that someone will pilfer their coin or magical items. The Chaos Warriors are forbidden to take things from the Armoury, but are easily tempted and not as fearful of punishment as the other cultists.

As each day begins, there is a 15% chance that one item will be stolen. The best items go first (not necessarily the most magical; magic items aren't always easy to recognize); purses of coins are left until last. The thieves take the items up to the mountain with them when they go on guard duty, and hide them there. They should be very hard, but not impossible, to recover, if the PCs figure out who has taken them and what the typical movements of the Chaos Warriors are. It is unlikely, however, that the player characters will find the time to search for stolen goods.

## EXPECTED BEHAVIOUR

The adventurers are in for a tough challenge keeping up their imposture, because anything they do will be suspect. The behaviour expected of most cultists is slack-jawed inactivity. When they are not attending one of Malusalbus's daily sermons, they loll about in their various sleeping quarters. Most of them do nothing at all; no flicker of thought or contemplation disrupts the dull-eyed serenity of their faces. Others speak quietly to one another. Even idle conversation risks punishment if it does not in some way relate to Malusalbus's doctrine.

The player characters will be punished if they are caught trying to recover their confiscated possessions. If the crystals return to them, they must keep them hidden or face penalties for hoarding material goods.

Entering a sleeping chamber of a higher rank is strictly forbidden, although cultists of high rank may freely visit the chambers reserved for the lower ranks. Otherwise, there is no rule against wandering around the colony, although the adventurers will often be asked what they are doing if they stray from the All-Perceiving Eye.

It is an offence to disrupt cult morale. Complaining about conditions, starting fights or arguments, refusing to eat the food or questioning the rules are all grounds for punishment. This edict is enforced very selectively, though. Only behaviour which annoys or inconveniences Loic Sadique or Petra Traubensaft is likely to be punished.

Cultists are allowed to engage in sex only for the purpose of procreation; if your player characters are as sexless as the average adventuring group, this prohibition shouldn't trouble them.

Excessive displays of affection or concern for others are forbidden. To mourn conspicuously for the dead is an even

greater offence.

No disrespect to Tzeentch, to the Great Master or to the Great Master's teachings, is tolerated. Low-ranking cultists must meekly accept the reproaches and admonitions of their superiors.

It is also an offence to fail to report another cultist's offence, as detailed below.

## THE DUTY TO INFORM

Cult members keep close watch on one another; informing on others is a popular way to advance in rank. Cultists who wish to inform on their neighbours may complain to Petra Traubensaft, Loic Sadique or Dr Schwitzend. Each uses his or her discretion in deciding whether to take the matter up with Mauro Malusalbus. Veteran cult members are well aware that the consequences of their reports will be very different, depending on which of the Great Master's underlings they speak to.

Traubensaft takes her duties seriously, and carefully evaluates each report. She knows that the Great Master's time is valuable, and does not wish to burden him with nuisance cases. She reports only on serious violations and plays no favourites. Informants go to her if they want a fair and honest hearing of their complaints.

Schwitzend, on the other hand, is extremely reluctant to cause trouble for the cult's pathetic souls. He passes on reports to Malusalbus only if the violations are so glaring that he will get in trouble for ignoring them. A report to Dr Schwitzend protects the informer who wishes to be seen to do his duty, but doesn't actually want action taken.

Sadique's responses to informants are capricious, depending entirely on his mood. He may report the offence to Malusalbus or dismiss it as insignificant. Or he might react violently; either personally beating up the offender,

or slapping the informant if he is not in the mood to hear accusations. He is the most likely to punish the offender in some way, so especially spiteful informants seek him out, despite the risk of getting hit themselves.

Any of the three might take it upon themselves to issue warnings instead of reporting violations to Malusalbus. Traubensaft does so to ensure adherence to cult virtues. Dr Schwitzend wants to help people stay out of trouble. Sadique simply enjoys making threats, veiled or otherwise.

As newcomers, the adventurers will be subject to greater scrutiny than their neighbours, but will also be given greater leeway. Cultists who spot them committing minor misdeeds gently take them aside and tell them what the rules are. Only if the offences are egre-





gious or repeated will the average cultist inform on the player characters. However, Sssarth, Ivarsss and Sssalem will not be so forgiving.

## PUNISHMENT

If an offence is reported to Malusalbus, he schedules a session in the confession chamber with the accused. He gently and sorrowfully encourages them to confess their misdeeds. He then assesses punishment depending on the severity of the offence, the past record of the accused, and the apparent sincerity of the confession. Possible punishments, in order of severity, are as follows:

- Probation; no further action is taken if the offender behaves
- Demotion in rank
- Reduced food rations
- Imprisonment in the Penitence Ward (Cave 6, Room II)
- Treatment for "sick thinking" in the Tumour Ward (Cave 6, Room III)
- Corporal punishment, meted out by Loic Sadique, with possibilities ranging from caning to serious beatings to gruesome torture.
- Death by sacrifice, either as a tribute to Tzeentch or to create a new memorizing head for Malusalbus's library
- Execution; Sadique's forces either use the victim for target practice or toss him out a cave mouth in full view of the others, as an example

Malusalbus doesn't like punishing people; he wants everyone to be happy in the joyful bosom of Tzeentch. He leaves the punishment to Loic Sadique, who does enjoy it.



## IN THE TEMPLE

The normal way for cultists to interact with Malusalbus is through the services he presides over every day. The adventurers are not immediately invited to participate in these; Petra Traubensaft watches them for a day or two, in case they turn out to be obvious servitors of Nurgle or any other great power opposed to Tzeentch. Once they've passed this cursory inspection they are then required to attend the services, as are most of the cultists.

The services all follow the same basic format. They begin with an hour or so of chanting, led by Petra Traubensaft. The rhythmic, droning chanting puts the worshippers in a highly suggestible state of mind; some of them even go into trances and hop wildly about the chamber. Traubensaft and her assistants let this go on for a while, before calming the most ecstatic of the worshippers. She then bangs on a small gong and lights a censer full of reeking incense, which sends thick clouds of smoke wafting through the chamber. The adventurers find themselves blinking as their eyes fill with tears.

The clouds of smoke clear, parted by Mauro Malusalbus, who appears wearing a robe of purple silk, smiling benevolently at his flock. He then begins to speak, talking without interruption for up to an hour and a half.

During these speeches, Malusalbus's demeanour can change rapidly. Sometimes he appears as angry and malign as the god he serves, but he usually appears to be a weirdly beatific charlatan. He smiles widely, with a hypnotized glint in his eye that makes his insanity apparent to any objective observer. He often seems transported by bliss, as if his knowledge of Tzeentch gives him a physical feeling of intoxication. When a monologue really gets going, he hops about gleefully, unable to contain his joy.

As Malusalbus preaches, the cultists look on with a mixture of slack-jawed catalepsy and nervous apprehension. The slack-jawed ones are mesmerized by his teachings; they're wishing they could feel the intensity that Malusalbus shows. The nervous ones are hoping that they don't get caught out for their lack of understanding. They're afraid of being demoted to a lower rank.

This fear becomes palpable as the monologue creeps to a conclusion. The cultists know that Malusalbus's speeches are always followed by question periods, in which they must show their understanding of his rambling speculations. If an answer is unsatisfactory, he may strip his victim of a rank on the spot.

Often the answer given by the hapless cultist and his own correct answer are so little different that the confusion and trepidation of the worried worshippers seems positively tangible. The adventurers see at least one cultist urinate in his robes in response to Malusalbus's snap question. During their first service, they are not called upon to answer him.

Later on in their stay, the adventurers will be forced to answer questions. Malusalbus's questions make no apparent sense. Sample questions might include:

- "If you cannot stand to love the fires of hate, what shall burn?"
- "When you stare a monument in the face, does it stare back at you?"
- "What do you sell, when you sell a mirror?"
- "Can nothingness be dissolved?"
- "What is the worst secret you've forgotten you had?"



The correct response to any of these questions is to immediately start babbling away about Tzeentch and Chaos, to predict a Great Change that will sweep away all traces of the known world, to quote Malusalbus back to himself, and to hop about, frothing at the mouth.

If any player characters do anything like this, they get a **Fel** test. If the test is passed, Malusalbus is impressed and the group is likelier to get an audience with him, if this is what they are seeking. If the player characters fail these **Fel** tests then Malusalbus loses respect for them, and it becomes harder for the group to advance within F'thaktoi B'kah.

At some point during the questioning, Malusalbus grows abruptly weary, like a marionette whose operator has just let go of the strings. He prostrates himself, chanting prayers to Tzeentch. The rest of the cultists do the same. Petra Traubensaft lights more incense, and Malusalbus then disappears into the smoke.

When the smoke clears, the emotional tenor of the room cools. Traubensaft leads a discussion session in which the cultists can ask questions of her, or argue the meaning of his various obscure pronouncements. The discussion continues for another half hour or so, at which point the service is adjourned and the cultists return to their quarters.

During a service, the adventurers never get an opportunity to speak to Malusalbus privately. To disrupt a service to seek such contact would be considered a gross affront to the Great Master, and to Tzeentch.

## ATTENDING WITHOUT PERMISSION

If the adventurers attempt to attend without an invitation,

the cultists swarm them and try to push them out of the cave mouth. If one of the adventurers begs Malusalbus for forgiveness, that character gets a **Fel** test. Assess modifiers to the test depending on what the character says. Malusalbus reacts well to flattery, abject humility and Tzeentch-flavoured cultic mumbo jumbo. He reacts badly to threats, expressions of outrage and rational argument.

## PRIVATE AUDIENCE

Malusalbus is not in the habit of granting private audiences to his cultists, except for the purpose of eliciting confessions from them. In order to secure a meeting, the players must first of all invent a pressing and credible reason for one. They must then convince either Petra Traubensaft, Loic Sadique or Dr Schwitzend to pass this request along to the Great Master.

The adventurers gain an immediate audience if they admit to possessing the Doomstones, but they may find the result less than pleasant. See 'Malusalbus and the Crystals', below.

In person, Malusalbus seems less impressive but no less crazy. He is kindly, if not downright blissful, and unshakable in his convictions. He is certain that what he is doing is right, and that his cultists benefit from his treatment of them. His favourite topic is the devastation that will be visited on the corrupt Old World; it is difficult to keep him from returning to this throughout the meeting.

Malusalbus's exact response to the adventurers will depend on what they ask of him. If they devise an especially clever story, he may reveal the information given below, in the section entitled 'From the Horse's Mouth'.

## MALUSALBUS AND THE CRYSTALS

Malusalbus is far from welcoming if he discovers that the adventurers are the ones who have reassembled the Crystals of Power. His hallucinations make him privy to the thoughts of Tzeentch, and he knows that the adventurers are the only ones who can foil Tzeentch's great plan to destroy the Old World – see 'The Dark God's Secret', below. Tzeentch wants them safely out of the way, and Malusalbus aims to please.

If the adventurers reveal to him that they have the crystals, Malusalbus pretends to be pleased. He tells them that he is honoured by their presence. He says that it is fitting that all of the greatest servants of Tzeentch are now at F'thaktoi B'kah. He says that he will introduce them as great heroes of Tzeentch at tomorrow's service, and then excuses himself. He heads to his Distillery (Cave 2, Room III) and bangs the gong that signals Loic Sadique. (Although it is unlikely, the adventurers may have learned that this is how Malusalbus contacts his chief bully-boy, and may therefore be warned that something untoward is afoot.)

After conferring briefly with Malusalbus, Sadique gathers the Chaos Warriors and tries to arrest the adventurers. He gives them a chance to surrender, but is happy to fight if the need arises. If the adventurers do surrender, they are taken to the Penitence Ward (Cave 6, Room II).

Malusalbus does not kill them immediately because he knows that Tzeentch needs them alive; see 'The Dark God's Secret', below. However, if the adventurers are caught trying to escape, he decides instead to sacrifice them and make them into memorizing heads for his library.

The lock on the cell door is not sophisticated (Lock Rating 20%), and there is enough space between the bars for a character with the *pick lock* skill to reach out and around to get at it. In order to do so, the group needs to somehow get rid of the guards. During the day, the cell is guarded by Sssarth, Ivarssss and Sssalem. During the night, it is guarded by three Chaos Warriors: see game statistics given on p.66. The Beastmen are too clever to fall for an obvious ruse, but the same can't be said of the Chaos Warriors.

If attacked by the PCs, neither set of guards is shy about shouting for reinforcements. Remember that the player characters will have had their armour and weapons confiscated. If they escape, their best course of action is probably to flee the complex, so that they can try to sneak back in later.

The plot isn't ruined if the player characters reveal themselves as the crystal-bearers, but the revelation does eliminate many opportunities for interesting interaction with the game master characters. As you might recall, Slurk warned the PCs not to mention the crystals right away. (See 'First Look Down', p.67.) You may want to reinforce this if you don't think your players have taken the hint:

- During one of his services, Malusalbus might tell the assembled cultists to be on the lookout for newcomers bearing four crystals fused into one, and claiming to be harbingers of Tzeentch. "If you meet such people, alert Loic at once. They must be held."
- Sssarth, Ivarssss and Sssalem might ask them if they have the crystals, in a tone sufficiently threatening to make the players think twice about admitting to it.
- Slurk might warn them again, having heard that the cultists are looking for the harbingers of Tzeentch, but not in a friendly way.

## THE DARK GOD'S SECRET

The four thousand years it has taken to bring the Doomstones plot to fruition is but a blink of an eye to Tzeentch, the most forward-thinking and conspiratorial of the Chaos Gods. He knew that a group of adventurers would find and reassemble the crystals before the crystals were even created. Through his mortal agents, who act on the instructions of his daemonic underlings or simply according to their own predictable urges, he has subtly influenced the course of history to produce a set of circumstances that would create the crystals, separate them for four thousand years, and then bring them back together at precisely the right moment.

## ON THE NATURE OF CHAOS GODS

It is widely assumed by people unschooled in such matters that the powers of Chaos are trying to destroy the world. This is not true. The realms of Chaos could not exist without the material universe: it's not just a matter of balance, but of them being two sides of one coin. Tzeentch gains his power from change, just as Nurgle gains his from decay and Khorne from bloodshed; the destruction of the Warhammer World would rob them of a vital power source. Destroying part of the world to create the thing that gives them power, on the other hand, is a different matter.

For reasons that are unclear even to the greatest scholars of the Empire, Tzeentch and the other Chaos gods are unable to affect the Old World directly. Their daemons can enter the world through Chaos Gates and summoning spells cast by mortals, and the Gods will occasionally communicate with a few selected visionaries among their followers, but only to a limited degree as this kind of direct communication will destroy most mortal brains. For the Chaos Gods intent on affecting the workings of the world – which means Tzeentch, mostly – this means most of their actions must be carried out not by their agents, but by agents of their agents, or even their agents' agents' agents.

## THE 4000-YEAR PLAN

In the years leading up to the Time of Woes, Tzeentch used his subtle ways, from dreams to conspirators, to direct unwitting researchers like Wismag towards the discoveries of alchemical engineering, essential for the creation of the crystals. Through multiple layers of intermediaries, he manipulated the life of the brilliant young Engmeld, moulding him so that he would find his way into the Karak Vagno project and later willingly enter into the study of the black arts. By impelling him to cast the spell that corrupted the crystals, Tzeentch may have brought about the fall of Dwarfen civilization, breaking the power of the one race with the greatest ability to hold back the march of Chaos.

It may sound ridiculous to say that an underground explosion in a remote Dwarfen Hold in the Vaults, hundreds of miles from the heart of the Dwarfen empire, could have caused the destruction of the Time of Woes. Perhaps the two events were unconnected; perhaps it was a coincidence that the failure of the Crystals project occurred at the same moment that the foundations of the Dwarfen empire began to crumble. The truth is known only to



Tzeentch, and the ways of his schemes are always devious and obscure. However, it's exactly the way a Tzeentchian scheme would work. Hordes of Chaos Warriors laying siege to citadels is not for the Lord of Change. Instead, he can see when a crucial moment will occur, and what it will take to alter its direction in a way that favours his plans.

Tzeentch plans for such moments thousands of years before they happen. The pebble that twists under an assassin's shoe so that his blade goes wide, missing the Elector and striking down a wooltrader in the crowd... perhaps it was an accident, or perhaps a millennium ago Tzeentch caused the pebble to slip into a stream atop a mountain, beginning its long journey to its moment under the murderer's foot. And who can say whether the wooltrader might not have had a great-grandson who might have become a great general, or knight, or scholar, or agent of Nurgle?

Whether or not the fall of Dwarfen civilisation was part of Tzeentch's plan, let alone the main part, it was not his ultimate goal. That lay four thousand years in the future, when certain dread stars would be in alignment for the first time in tens of thousands of years. In the meantime, the crystals remained intact, storing up magical power as the millennia passed, and as the separated crystals passed from user to user and country to country, war, violence and social unrest followed their paths. Gradually, Tzeentch and his followers saw to it that the crystals would make their way back to the Yetzin Valley, so that a group of power-greedy adventurers might find them and fulfil the final part of stage two of the Doomstones' destiny.

## THE STORM

When the four crystals were united at the end of 'Dwarf Wars', they sent out waves of elemental perturbation through the natural world, just as they did four thousand years ago when Wismag pulled the lever on the great alchemical machine in Karak-Vagno. That effect was based on one of the crystal's powers: earth. The second of the Doomstones' catastrophes has begun, this one focused on the element of air. This time, the perturbation begins in a less obviously dramatic way, but has continued to grow in strength. The adventurers have already felt part of its effect, although they may not have realized what it was. A great storm is brewing.

The civilisation of the Old World – mainly the Empire, but also Tilea, Estalia, Bretonnia and other areas – has developed in a way that has created a great weakness at its heart. Most of the Old World's cities are so large and their citizens so many that the local food supply is not enough to feed everyone. Instead the citizens depend on shipments of grain, vegetables, pickled meat and dried fish, sometimes transported from hundreds of miles away. In some places like Marienburg, surrounded on all sides by the infertile earth of the Wasteland, the situation is so acute that if shipments of food into the city stopped for any reason, every larder in the city would be empty within a few days.

The storm is spreading, growing in size and ferocity. At the moment it is centred on the Yetzin Valley, but soon it will begin to move. A weather-front hundreds of miles across will sweep out across the Old World, bringing catastrophe with it. Crops will be lashed by gale-force winds or ripped apart by unseasonal hail. Pastures will flood, leaving nowhere for cattle, sheep and pigs to graze. Root vegetables will rot in the ground. An entire year's harvest will be destroyed before it has had a chance to grow and ripen; and

herds of animals, unable to find anything to eat, will die in the fields.

In the cities, over a period of months, as the shipments of food arriving from the countryside become fewer and fewer, the people will turn first on the merchants, then on their leaders, then on each other. There will be riots. At first anyone with food will be able to sell it for rich prices but, as law breaks down, soon they will be killed for it. Anyone suspected of hoarding food will be a target for mobs. People will eat dogs, cats, rats and anything they can find. Cannibalism will become common. Citizens will flee into the countryside, or to other lands, but the situation will be as bad there, and there will be no respite. Millions will die.

The following year, when the growing season comes around again, the crops will be stunted and their fruits bruised and strangely shaped, poisoned by what the rains left in the soil. Those who eat them will grow ill. Any remaining livestock will be sickly, and many will develop strange tumours or pustules, as if diseased or mutating; and people who eat them will start to show the same symptoms. Beastmen, greenskins and other races that are happy to survive by eating each other, will roam the Old World freely, killing what survivors they can find. Within a handful of years the cities will be deserted except for scavengers and looters, the networks of trade and communications that kept the Empire and its neighbours together will have collapsed, and the time of the humans as a great power – the Silver Age, if you like – will be over.

(Did Tzeentch foresee all this four thousand years ago or earlier, as he set in motion the movements that would lead to the creation of the Doomstones? Who knows?)

At present, the storm is forming over the point where the adventurers first combined the crystals. (If this is unworkable for some reason – for example, if they combined the crystals far away from the Yetzin Valley – the storm's focus is above Karak Vagno. At its centre is a rift in reality; a very small gate to the realms of Chaos, created at the moment the crystals were combined, through which the storm is gaining its energy.

The Chaotic heart at the centre of the storm is about five hundred yards above the ground. It's just visible from the ground, amid the swirling clouds that surround it, an impossibly black rift of nothing that pulses and throbs, like the malevolent heart of a great amorphous beast that threatens to devour the world.

## IS IT POSSIBLE TO THWART TZEENTCH?

Yes, of course: this wouldn't be much of an adventure if the world were doomed from the start. But the PCs can rest assured – and will be so assured if they ask Malusabbus when he's in a good mood – that Tzeentch will have considered the ways that they could act, and will be prepared for them all. You may have heard modern-day Chaos theory described as showing how the flap of a butterfly's wing on one side of the world can cause a tidal wave on the other. Tzeentch is a god of Chaos: in his universe a butterfly's wing will do the same thing, but he knows which butterfly could do it, and which way it needs to face.

So the adventurers are going to have to confront the four thousand year-old scheme of a Chaos God who has known since before they were born that they would be the people who united the Doomstones. Needless to say, if there is a loophole in the plan, it's going to be a very small one. However, one does exist.

Most Chaos gates need to be a certain size before they will stay open indefinitely, otherwise they require a source of power from the physical world to maintain them. In the case of this gate, it's the crystals. In other words, the only way to save the world is to close the rift, and the only thing that will close the rift – and, at the same time, destroy the cursed Doomstones – is for the adventurers to throw the crystals into it before the storm reaches full force.

## WHY DOESN'T TZEENTCH KILL THEM?

Because he doesn't want to. He is the Lord of Change. If there was no chance for his plot to be altered by outside forces, to be diverted from the outcome he wants, he would gain no power from its success. This is what Malusalbus believes, in a twisted way that he thinks is a divine insight gifted to him by his Chaotic master, and what he will tell the adventurers – and while he will assure them that he and the other cultists won't try to kill them, he can't make the same promise for any less-enlightened Beastmen and daemons of Tzeentch they may encounter later.

Of course, Tzeentch is also the master of cunning and intrigue. Anyone who schemes and plots is, without realizing it, working for him. And just as some Empire scholars have speculated (shortly before being burned at the stake) that Law is merely a part of the greater force of Chaos, so plans with the noblest of intentions may be serving the purposes of Chaos in the greater scheme of things.

## LEARNING THE SECRETS

There are three ways to learn these secrets of the crystals. The easiest and least risky way is to ask the memorizing heads in Malusalbus's library (Cave 2, Room IV). The most dangerous way is to drink the essence of Tzeentch found in the distillery (Cave 2, Room III). The hardest way is to convince Malusalbus to share his knowledge of Tzeentch's thoughts directly with the adventurers.

Tzeentch's secret is a big chunk of exposition to deliver to the players all at once. However they learn of it, you should break it down into smaller bits so that they can follow it, and remember it afterwards.

In quick summary form, the secret breaks down as follows:

1. The ultimate object of this stage of Tzeentch's plan is to create a storm that will cause chaos and famine across the Old World.
2. The result of this will be the destruction of human civilisation. Tzeentch will gain great power from this.
3. A Chaos rift has appeared in the sky, five hundred yards above the spot where the crystals were first combined. The storm is forming around it. When it grows large enough, it will be unstoppable.
4. The only way to destroy the crystals is to throw them into the rift. This is only possible if they can get to the rift before the storm reaches full force.

No matter how the adventurers learn these secrets, you should dole out the information in the small units given above. They should have to work for each unit of information. The other information given in the previous sections can be supplied to the characters if they ask for it, but isn't essential to the successful completion of the adventure.

## HEADS UP

Although consulting the memory heads is the easiest and safest route to Tzeentch's secret, the players must be able to formulate precise questions in order to get the answers they seek. As game master, you will be unable to funnel particular pieces of information to them.

Malusalbus's library consists of four racks of heads, three of them complete. There are eight heads per complete rack, arranged in two rows of four. The incomplete rack contains three heads, including the Index Head. Most of the heads are of humans, but there are several Dwarfs, Halflings and Elves, as well as the odd Goblin and Orc. They are of all ages; one male head is very elderly indeed, and a couple of the Elves seem to be children. The heads are conscious; their bugged-out eyes follow the movements of the adventurers as they investigate the room. They can gnash their teeth, roll their eyes and emit various moans, shrieks and wails, but they cannot freely interact with the player characters. They can answer direct questions, provided that the answer to the question was once dictated to them by Malusalbus. In reply to other questions, they can't even speak.

Each rack is labelled with a letter painted on its end. Malusalbus has placed a card on the rack beneath each head. The eight heads in each rack are numbered one through eight, while the card under the last head on the fourth row reads "INDEX".

In order to prevent the heads from babbling all at once, Malusalbus has trained them to speak only when he makes eye contact with them. The players can't simply ask any head to speak up if it knows the answer to a question. They have to figure out which head knows the answer. To do that, they need to deduce what "INDEX" means, and ask the index head which other head knows about the subject at hand. The Index Head's replies all follow the same form: "Great Master, this information is known to Head [insert number] on rack [insert rack]."

In order to get each piece of information from the heads, a character must first ask the main index head which other head knows about the topic at hand. If the question is not specific enough, the index head says, "Please narrow the terms of your question, Great Master." If the question is



sufficiently specific, the index head tells them which head to ask. The PC must then ask the specific question to that head, and it will answer the question. However, it will never offer any more information than strictly necessary. An example might go as follows:

PLAYER ONE: I ask the Index Head where I might learn about Tzeentch's plan.  
 GAMEMASTER (speaking in droning voice of the Index Head): Please narrow the terms of your question, Great Master.  
 PLAYER ONE: "Where might I learn how to destroy the crystals?"  
 GAMEMASTER (Index Head voice): Great Master, this information is known to Head B7.  
 PLAYER ONE: I ask the seventh head on the second rack how we can destroy the crystals.  
 GAMEMASTER: Head number B7 says, "The crystals can only be destroyed if they are thrown into the rift in the sky."  
 PLAYER TWO: Rift? What rift?  
 GAMEMASTER: Who are you asking?  
 PLAYER TWO (indicating Player One): The head he asked first.  
 GAMEMASTER: And what do you say, exactly?  
 PLAYER TWO: Which head knows about the rift?  
 GAMEMASTER (Index Head voice): Great Master, this information is known to Head A2.  
 PLAYER TWO: I ask that head what the rift is.  
 GAMEMASTER (in slightly different but still droning head voice): The rift is a force of energy and the focus of the great storm.  
 PLAYER THREE: What storm?  
 PLAYER ONE: Wait. What created this rift? Was it us?  
 GAMEMASTER: Which head do you ask?  
 [And so on...]

There are no tests required here. However, if the players seem stumped, you may allow **Int** tests. If the **Int** tests are successful, give the players a hint to point them in the right direction.

## 100 PROOF TZEENTCH

Any character coming into contact with the distillation of Tzeentch (see Cave 2, Room III) suffers a dreadful hallucination. Characters experiencing hallucinations see a quick succession of images, separated by blinding white flashes. The images include:

- leering, daemonic faces
- scenes of brutal torture and violence
- hideously ugly Chaos creatures
- sensations of pain, nausea and terror
- scenes of human cannibalism
- disturbing shapes and forms from the realm of Chaos, which defy the rules of geometry
- scenes of war, in which Chaos creatures overwhelm the forces of civilization

Characters who undergo these hallucinations must make a **Cool** test. The distillery houses a number of vats, containing various strengths of the distillation; each strength requires a different modifier to the **CI** test. Symptoms brought about by skin contact with the potion are not as bad as those caused by ingestion. Characters merely touching the liquid treat it as if it is one distillation level lower



than it really is.

Characters who fail the test not only acquire insanity points, but suffer temporary reductions to their **Ld**, **Int**, **Cl**, **WP** and **Fel** ratings. Consult the chart below for the degree of statistic loss and duration of the effect. Characters cannot have their statistics lowered below 10. Tell the players of affected characters to roleplay their affliction. Suggest they adopt a few of the following signs of fragile mental condition: muttering, sudden crying fits, sudden flashbacks to the horror of their vision, trembling, hair loss, itching, craving for intoxicants, inappropriate fits of violence and seizures.

These terrible symptoms may be worth the risk if the characters are fortunate enough to learn portions of Tzeentch's secret. Each time a character drinks or touches the substance, roll percentile dice. If the result is equal to or less than the value given for "Chance of Useful Hallucination" in the chart below, the character's hallucination includes important information.

Tzeentch Fluid Chart					
Distillation Level	Mod to CI	Insanity Points	Stat Loss	Duration of Effect	Chance of Hallucination
0	+5	1	-5	1D6x10 minutes	40%
1	-5	1	-15	1D6 hours	50%
2	-15	1D2	-25	2D6 hours	60%
3	-25	1D3	-35	1D6+24 hours	70%
4	-35	1D4	-40	1D6 days	80%
5	-40	1D6	-40	1D6 weeks	100%

Each time a character experiences a useful hallucination, roll a D6. Describe the general images of horror that make up the bulk of the hallucination, as listed above. Then give the player the handout that corresponds to your die roll. Do not reroll repeated results; more than one character can experience the same set of hallucinated clues.





### Hallucination Handout 1

You see a black hole in the air – no, not a hole, something even less than a hole: a void, an abominable absence of anything at all. It is pulsing, beating, like some kind of heart. Wind whistles around it, whipping strange dark clouds into obscene, unnatural shapes, and strange lightning crackles around it. You feel its energy building with each pulse it makes. You feel the winds grow stronger, the clouds grow thicker, until it feels like this storm will swallow the sky.

### Hallucination Handout 2

You are at home, back where you grew up. For a moment, as sunlight slants across the land, it is exactly as you remember it. As you watch, the sky grows black and you see a great mass of dark storm clouds, moving fast. In seconds rain has begun to pelt the ground; a thick heavy rain, with a foul smell and a texture like oil. It burns as it touches your skin. You feel it seep into the ground, filling the earth with poison.

### Hallucination Handout 3

You are walking through the streets of the richest quarter of Altdorf. The streets are filled with people – pitiful, half-starved wretches, dressed in finery, holding up wizened arms as they beseech you for a crust to eat, anything to stave off the hunger that is eating them alive. Down the street, a mob assaults a house, shouting that they saw a man enter it with a loaf of bread. On a step, a woman cradles a thin baby tightly against her face, as if to lull it to sleep, but when she moves you see that it is dead, and she is eating it.

### Hallucination Handout 4

The Empire has fallen. You see it in ruins, brought low not by attack from outside, but by its own hunger. Famine has come. The cities, like great gluttons starved of their food, wasted away and fell one by one to their own huge appetites. Now there is nothing in the fields except corpses, and the cities belong to scavengers, cannibals and beastmen

### Hallucination Handout 5

You see yourself and the other members of the adventuring party, as if from on high. You look like little, squirming bugs. You know what is going to happen. You are seeing the moment before you combine the Crystals of Power. Now you see the crystals come together. You see yourself writhe in agony. Then the viewpoint shifts, flying up into the air. Now you are up in the clouds, looking at something happening in the sky. A tiny black thing is forming in the air. It looks like a rip of some sort, a tear in the sky.

### Hallucination Handout 6

You are racing towards a black hole in the sky. You look around to see how you've become airborne, but you can't see the details. Everything is fuzzy. All you can see is the hole in front of you. The fused crystals in your hand. You know have to throw the crystals into the hole in the sky. You are in pain. Something is piercing your flesh. Someone is chasing you. But you do it. You throw the crystal. It falls into the hole. There is something like a thunderclap and then the crystals, the hole, everything is gone.

## MALUSALBUS EXPLAINS

Mauro Malusalbus is unlikely to unburden himself of Tzeentch's secret plans in the presence of the player characters, or to anyone else. However, you can't rule out the possibility that your players will devise a ruse or trick so brilliant that you are obliged to give it a chance to succeed. Malusalbus is crazy, but not stupid, and he knows to look out for a crystal-bearing pack of treasure-seekers. Accordingly, you should assign a hefty negative modifier to any **Fel** tests used to persuade him to share the secret. Determine the exact modifier depending on the shrewdness of the trick. If the deceiving player character succeeds at the test despite the modifier, Malusalbus begins to reveal his master's secrets.

Instead of letting the whole plan out at once, he discloses only one piece of information at a time. Further **Fel** tests are required to induce him to continue, although each test carries a progressively smaller negative modifier. Refer to the breakdown of the secret on p.93 to determine how much to reveal before requiring another test. If a test fails mid-way through the adventurers' interview with Malusalbus, make it very hard, if not impossible, to get further information out of him, ever. The adventurers must consult the memorizing heads or dip into the distillation of Tzeentch in order to get the rest of the story.

## THE END OF F'THAKTOI B'KAH

As soon as the adventurers have enough clues to continue to the next stage of the adventure, the cult of F'thaktioi B'kah is attacked by an airborne unit of the Brotherhood of Memory. In a matter of minutes, the **Dwarfs, flying gyrocopters, exterminate the cultists**. The player characters are forced to run for their lives.

## SIGNS OF DISASTER

Start this sequence as soon as the player characters seem

ready to leave the colony. If they are still in Cave 2 when they make this decision, wait until they reach another cave – or the netting outside the caves – before beginning.

If Slurk is not present, the eager Beastman joins them before the gyrocopters arrive. "Something bad is going to happen," he predicts. "Something is making the feathers on the back of my necks stand on end."

The adventurers hear a whirring sound. At first, only characters who make an **I** test can hear it; it is a sound like the buzzing of a swarm of wasps. Then it grows steadily louder, until it is almost deafening. If the adventurers head to the mouth of any cave, they witness a fleet of a dozen gyrocopters flying in from the east. Painted on the side of each gyrocopter is the emblem of the Brotherhood of Memory, the eye and four elements. If the adventurers had a chance to search the persons of Moera Sure-Strike's ambush party after the attack outside Karak Vagno, they'll recognize this emblem.

Gyrocopters are the Old World's first heavier-than-air flying machines. They look like small helicopters, just large enough to carry one Dwarf or a very small human. Each one is a bare framework of iron with two stubby fixed wings, a tail, and an ingenious small steam-engine that powers the main rotor. The pilot sits immediately in front of the engine, between the wings, with the rotor whirling lethally just inches above their head. The whole thing is not more than nine or ten feet long. Most gyrocopters are decorated with runes and typically have a steam-cannon attached to the front, while pilots often carry a blunderbuss or bombs that they can drop on enemies below.

Gyrocopters were invented by the Dwarf Engineers Guild, and are normally used to carry urgent messages and supplies between remote Holds, deep in the mountains. A few of the great Holds keep battle-ready squadrons of the small aircraft. Outside of Dwarfen civilisation, not many people know they exist, much less understand how they work.

Many characters won't have seen gyrocopters before; and will the whole idea of machines that can fly will be a bit scary. Every non-Dwarfen character should make a **CI** test: those who fail are transfixed with fright for 1-2 rounds.

## AERIAL ATTACK

The first six gyrocopters are equipped with an ingenious product of Dwarfen engineering. The device consists of a tank of oil, a length of tubing, a nozzle and a steam-powered pump to force the oil out through the nozzle. As the first half of the squadron flies by, the pilots fire the oil into the caverns of F'thaktoi B'kah. The oil also sprays onto the netting. The next dozen pilots follow up by throwing incendiary bombs into the cave mouths. When a bomb goes off, it not only burns any cultists within its area of effect, but sets the oil alight. The caverns become flaming ovens in seconds. Screaming cultists either seek refuge on the net or burn to death.

On the first fly-by, the squadron sets half of the caves on fire. There is a 75% chance that the adventurers' cavern is doused with oil. There is a 65% chance that an incendiary bomb bounces into the cavern the round thereafter. Any character may make an **I** test to try to kick the bomb back out of the cave before it goes off. However, if multiple characters all try at once, there is a -15 penalty levied against all of their tests for each character trying.

Five rounds elapse between each fly-by. On the second

fly-by, the Dwarfs concentrate on the caverns they have not set on fire the first time around. If there is no oil in the adventurers' cave, two gyrocopters try to squirt oil into it, each with a 70% chance of success. Then two more pilots try to throw their bombs in, each with a 55% chance of success.

The gyrocopter pilots do not stop their attack until all of the caves are aflame. By the second fly-by, they definitely succeed in setting all of the other caverns alight.

## FIERY FATES

While watching this scene – or, more sensibly, immediately attempting to escape – the adventurers witness the fiery fates of the most prominent game master characters from this sequence.

While crawling up the cliff-face or on the net, the characters see a burning figure falling towards them, his hands crossed over his chest in a gesture of acceptance and ecstasy. He is chanting praises to Tzeentch in Dark Tongue. The figure nearly hits a randomly chosen player character (make them make a fake **I** test to avoid being hit; in fact they're in no danger but it should feel as if they are). They'll recognize the rapidly plummeting figure as Mauro Malusalbus. Chillingly, Malusalbus is still grinning with insane serenity as he falls, wreathed in flames.

The adventurers also witness Loic Sadique's dramatic death. One of the gyrocopters swoops too close to the burning mouth of Cave 3, where Sadique is standing. He roars in fury and leaps out into mid-air, grabbing the gyrocopter's landing gear. Jerking violently with the sudden burden of Sadique's great weight, the gyrocopter veers out of control and into the cliff-face, where it explodes, blowing both the Chaos warrior and the pilot to smithereens.

If there is another character of particular emotional interest to the players – either as an antagonist or as a sympathetic figure among the cultists – you should also describe that character's fiery demise to the players.

## ESCAPE

The players may have some extraordinary means of escape, but the expected way out is to climb up the netting, or simply to scale the cliff. Although the netting below the characters is now on fire, the difficulties of climbing it are the same as before – see 'Navigating the Net', p.67. Invest the climb to the top with as much suspense as you can muster. Keep mentioning the flames licking at the adventurers' heels. Roll a die behind your game master screen and then tell them that another great section of the net has fallen into the abyss, taking dozens of cultists with it.

When the adventurers reach the top of the cliff, they see that the Chaos warrior guards at the summit have abandoned their posts, and are fleeing down the mountainside. Slurk makes it to the top along with the surviving party members. A few other cultists have also made it to the top and are also fleeing.

About half of the gyrocopters are now devoting themselves to chasing the cultists and Chaos warriors – and, naturally, the player characters. The pilots have long-barrelled pistols, and are firing them at their fleeing quarry. The pistol-shots offer no real threat to the adventurers; the range is too great, and their number too few. Roll dice as if they might cause some harm, but describe them as rico-

cheting off nearby rocks. However, if you want to kill off a sympathetic cultist for dramatic effect, this might be a good place to do it: the adventurers see that their friend has made it to the top, but then watch as a lucky shot from a pistol strikes him or her dead.

At this time, the player characters recognize one of the pursuing gyrocopter pilots, and realizes that she is not a Dwarf. It is Mechthild von Strohm; her small build allows her to fit into a vehicle designed for the Dwarfen physique. If members of the Brotherhood ambush party survived the fight with the player characters, you can describe them as piloting gyrocopters, too.

## BEHIND THE SCENES: MECHTHILD MEETS THE BROTHERHOOD

When the volcano blew up Karak Vagno, the Brotherhood of mSsssaalemry and Coldfire Knights converged on the site. (If any Brotherhood characters from "Grudges of the Damned" (p.45) are still alive, they were present at this meeting. Otherwise, the Dwarfen representatives were another team of Brotherhood members.) After some initial threats and posturing, the two groups realized that they were working towards the same goal and joined forces. While comparing notes, they were attacked by Beastmen attracted to the site by the lingering energy of the combined crystals. They defeated and imprisoned the Chaos creatures, and Mechthild subjected them to an interrogation. They revealed the existence and location of F'thaktoi B'kah, figuring that

any great servants of Tzeentch would probably come from there. Mustering all of the resources of the Brotherhood, the two groups decided to eradicate the entire cult first and ask questions later.

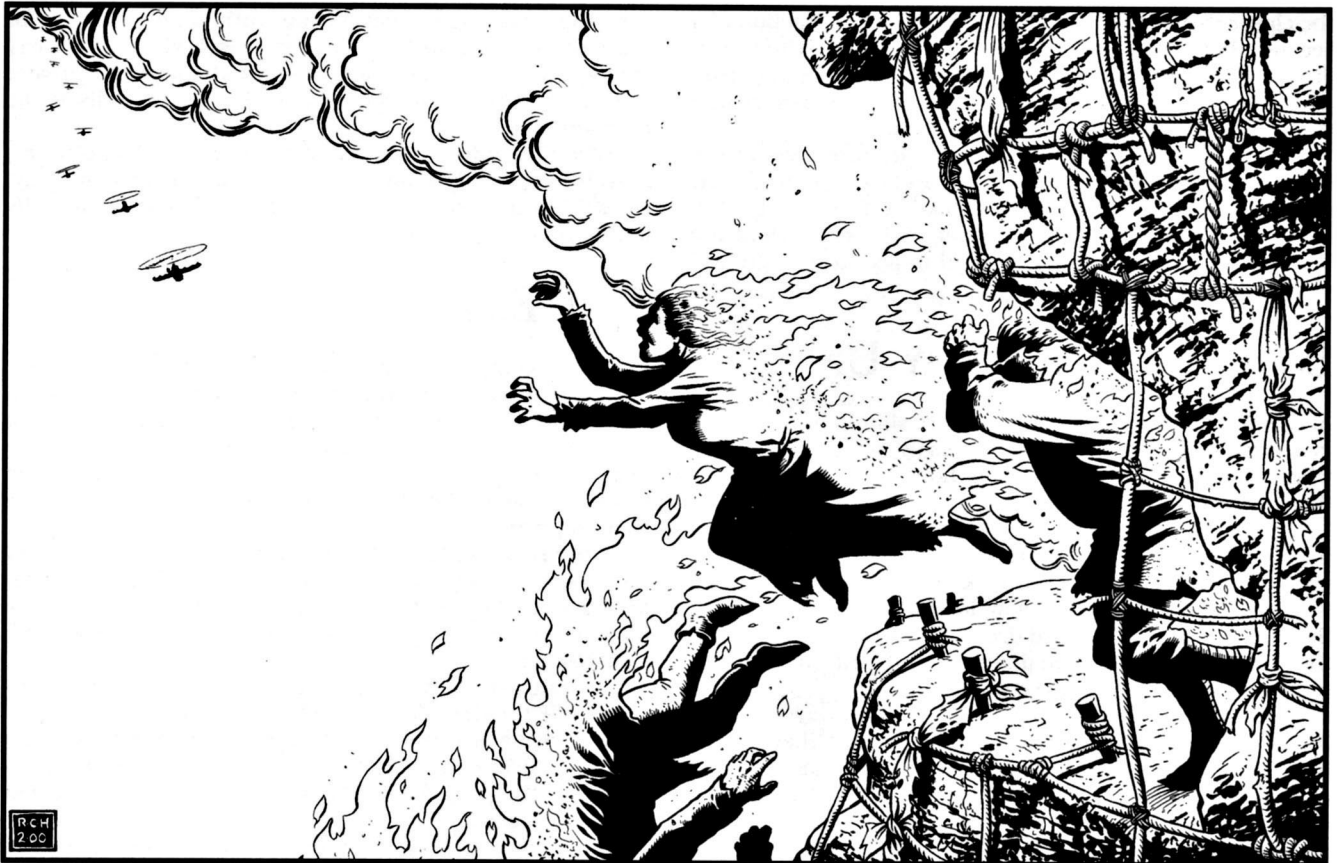
While the adventurers flee the scene, Brotherhood members, aided by Mechthild's unit of Coldfire Knights, are systematically exploring the burned-out complex and putting any survivors to the sword. The distillations of Tzeentch are deemed too dangerous to fool with and are unceremoniously dumped out of the cave mouth. Malusalbus's library has been damaged; most of the heads are cooked through. However, there are enough of them left alive for Mechthild to learn the location of the rift, the storm, and what it is about to do to her beloved Empire. She is also told that she can destroy the rift by killing the characters attuned to the crystal before they complete a final ritual – this is untrue but, being Mechthild, she believes it. She learns no more.

## GOODBYE, LOOT

The adventurers are never be able to recover the treasure and equipment they were forced to abandon in the Armoury. Anything that survived the fire is claimed as loot by members of the Brotherhood.

## ONWARDS AND UPWARDS

The next sequence begins when the adventurers wonder how to get up to the rift in order to destroy it.





**CHAPTER 9**

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# THE LEATHERHAWK

In this chapter, the adventurers find the vehicle that will take them to their destined rendezvous with the entropic field created by the Doomstones. The problem is that they have to steal it from the nicest person they meet in the entire adventure.

## YOUR FLIGHT IS CANCELLED

By this point the adventurers will probably have come up with one way to get the Crystals to the rift: convince the character attuned to the Crystal of Air to use its unlimited power of *flight* to fly up, dunk the stones through the hole, and then either plummet to certain doom for the greater good, or use some weird survival plan to get back safely. Obviously this would spoil an otherwise rip-roaring climax, and therefore needs to be stopped.

As GM, you have a few choices. You can declare that the Air Crystal's flight power won't take anyone above a certain height, or suddenly develops a duration, or that the winds around the rift are too strong to let any flying PC get close. But that's a bit tyrannical. It's better to let them try, and thwart them. The flight spell could begin cutting out the closer they get to the rift; at first for only a fraction of a second, then for bursts of a couple of seconds, letting them drop several yards in an alarming way before catching them, and then for longer and longer periods until they realize that if they carry on, they're going to die.

Or let them fly up to within a few hundred feet of the rift, close enough to get a good look, and then send an Heir of Change (p.132) or a couple of Discs of Tzeentch (p.132) after them. The Discs will be faster and nastier than the flying PC, who shouldn't be allowed to get back to ground without losing a few chunks first.

## LOOK UP; LOOK WAY UP

At this point, the pace of the adventure should have enough momentum that you can shamelessly point the players where they need to be pointed without wreaking havoc on their suspension of disbelief.

As soon as the group is far enough away from the carriage of the last chapter, and someone wonders, "So how are we going to get up into the sky to get the Crystals into that weird energy field we saw in the hallucination?" tell them that they hear a weird droning, rumbling sound from the sky – but not from the direction of the rift. If they look up, they see something overhead.

When they look up, what they see is a bizarre conflation of dirigible and fixed-wing plane – not that they should be familiar with either. It is a gigantic flying machine that casts a huge shadow on the ground below. It looks like a big, flat, leather-winged bird held aloft by a long, cigar-shaped balloon. Half a dozen Dwarfs and humans roam

around on its deck. Most of them are tending a huge machine with a windmill-like turbine which sits improbably on the tail of the bird. The machine makes a great droning noise which is amplified as it echoes off the faces of the surrounding mountains.

As the adventurers look on, the craft disappears over the crest of some mountains, but seems to be descending. It is obvious that it is landing somewhere nearby, and that a hike of several hours should take them to the other side of the mountain, where they can investigate the situation more thoroughly.

## THE GREAT PROJECT

This flying ship is the dreamchild of Grandin Air-Talker, a Dwarf originally from Altdorf. While the Dwarfs of the Holds in the World's Edge Mountains have concentrated their aerial efforts on small, short-range gyrocopters and the occasional dirigible, Grandin has other ideas. Alert to the needs of merchants and human armies – and the gold that the latter will be prepared to invest to get what they want – he has spent the last forty-four years (a short time for a Dwarf engineering project but an unthinkable eternity for humans) working to build an air-vessel which can carry cargoes or passengers long distances at speeds far greater than a merchant caravan or river-barge. He calls it the *Leatherhawk*.

When the adventurers make their way to Grandin's research complex, they find him welcoming, open and friendly. He will do almost anything for them – short of actually letting them use the *Leatherhawk*.

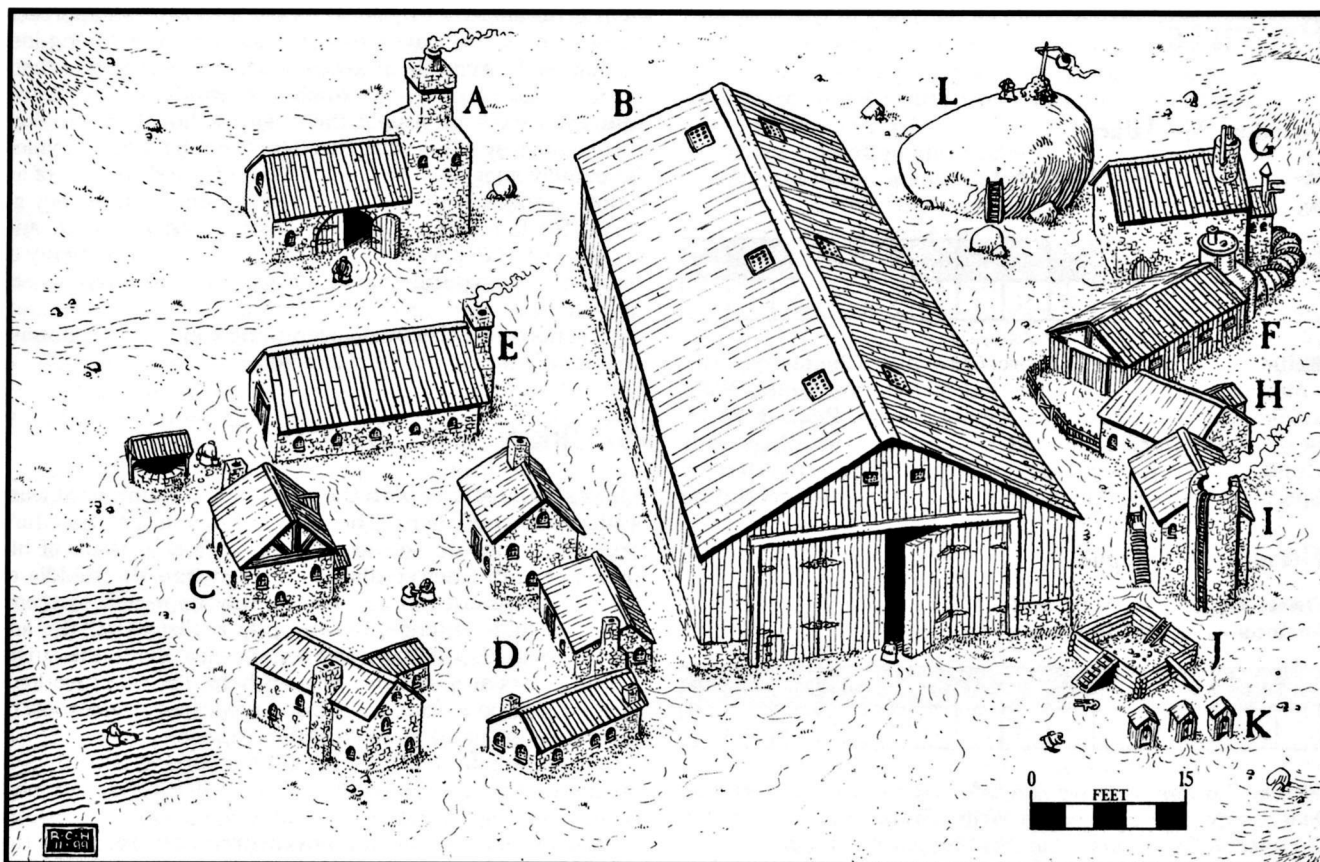
## EAST EGG

Grandin's complex is called East Egg, named after a huge, egg-shaped stone which rests in the middle of its mountain valley home. The simple set of buildings is home to Grandin, his immediate family, a dozen or so of his colleagues in aeronautical experimentation, and two dozen mostly unskilled labourers and servants drawn from the local populace.

The buildings all look new and temporary, as if they have been quickly and haphazardly assembled. Grandin and his crew care about the project to the exclusion of most other concerns; they don't mind that the place has a ramshackle air to it.

In contrast to the degradation of Urdevar and the insanity of F'thaktoi B'kah, Grandin's little community maintains a readily apparent sense of joy and fun. The children of Grandin and his colleagues play games in a sunny meadow. The people here like each other, and are excited by their mission.

Naturally, the player characters have to betray them.



## COMPLEX LAYOUT

Although the PCs may feel a reflexive need to explore the complex, there isn't much of interest here. There is certainly nothing worth stealing, except for the aircraft itself. Don't give the players too much detail, or they'll conclude that there's something they're missing, or something else that they may need to stick around for.

The buildings of East Egg are as follows:

- A. Forge:** A large smithy and metalworking shop where the pieces of the *Leatherhawk's* engine are smelted and formed. This place is very hot while in use. The chief smith is a grumpy Dwarf named Palomar who has long hair sprouting from almost every exposed inch of skin that isn't on his head.
- B. Hangar:** This structure houses the balloon and the *Leatherhawk* when not in use. This is also where the pieces manufactured in the forge are assembled.
- C. Grandin's Living Quarters:** Grandin, his wife Amargra and their three children live in this small, sparsely appointed cottage.
- D. Other Living Quarters:** Similar cottages house Grandin's colleagues and their families.
- E. Mess Hall:** This building features a kitchen and a communal dining area for the residents of East Egg.
- F. Barn:** A herd of just over one hundred cattle is kept here. The balloon is made of leather, as are the *Leatherhawk's* wings, and these animals' relatives have supplied the leather. Their flatulence is also a pre-

cious resource; the cows are hooked up to a bizarre-looking apparatus which collects their gaseous emissions. Leather hoses lead from this contraption to the Gas House, below.

- G. Gas House:** Through highly experimental alchemical means, the raw flatulence of the cows is processed into a lighter-than-air gas which is then used to fill the balloon. This building is packed to the rafters with arcane-looking holding tanks and other alchemical gizmos. Workers must monitor the equipment at all times to make sure that it doesn't explode. They are extremely vigilant about open flames. Any character who lights a mundane fire in the Gas House has a 25% chance of blowing the place to smithereens. The chance increases to 90% if the source of the flames is the Crystal of Fire. If an explosion does occur, the place is completely destroyed and all characters within 30 yards of the building suffer D6+D12 damage.
- H. Abattoir:** This is where the cows are slaughtered and butchered.
- I. Tannery:** This is where the hides of the cows are turned into leather.
- J. Ore Bin:** Currently empty, this wooden bin usually contains iron ore for use in the forge.
- K. Outhouses:** This entry should be self-explanatory.
- L. The Egg:** This is not a building, but the big rock that gives the complex its name.
- M. Well:** This is where the people get their fresh water.
- N. Garden:** This is where they grow vegetables and grain: radishes, carrots, cabbages, barley and wheat.

PROFILES

Grandin Air-Talker

Male Dwarf Master Engineer  
Age 96, Height 5' 2"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	48	42	5	6	12	51	2	61	69	62	71	65	31

**Skills:** Acute Hearing, Air Lore, Carpentry, Chemistry, Drive – Aircraft, Drive Cart, Engineering, Metallurgy, Mining, Night Vision, Operate Machinery (Leatherhawk), Read & Write, Scale Sheer Surface, Secret Signs – Dwarfen Engineer’s Guild, Set Trap, Smithing, Specialist Weapon – Bombs, Specialist Weapon – Steam Cannon, Spot Traps, Very Strong

Grandin’s Colleagues

Dwarf Engineers, Male and Female  
Various Ages and Heights

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	36	31	3	4	6	31	1	24	30	31	28	30	33

**Skills:** Carpentry, Drive Aircraft, Drive Cart, Engineering, Metallurgy, Mining, Read & Write, Secret Signs – Dwarfen Engineer’s Guild, Set Trap, Smithing, Spot Traps

GRANDIN’S WELCOME

Grandin loves to talk, especially about his obsession, and

is in general a trusting soul. As the adventurers approach the complex, he waves to them as if they are long-lost friends, welcoming them to East Egg. He offers to give them a tour of his complex and to show them the *Leatherhawk*, and volunteers to supply them with a hot, home-cooked meal, courtesy of his wife. He offers them hot baths – which he politely suggests they are in need of – and the use of an empty cottage. If they’re wounded, he insists that they go to see the resident healer, who has both *Heal Wounds* and *Surgery* (WFRP, p.129). (Don’t worry – you’ll have plenty of chance to re-wound the PCs during the final chase sequence.)

In short, you should do everything you can to ingratiate Grandin with the player characters.

SLURK’S BIG MOMENT

Slurk should still be with the party at this point, or at least still shadowing them. The players may forget that he’s around; if they do so, do nothing to remind them of his presence until they’ve already walked into the middle of East Egg. Describe Grandin’s friendly approach to them. Then, in mid-sentence, he abruptly realizes that the adventurers have a Chaos Beastman with them. He turns white, points at Slurk and yells for help. The other workers at East Egg pour from their buildings, the various tools of their work in hand as makeshift weapons.

Before a fight starts, Slurk gives a stirring speech, proclaiming that he was once a servant of Chaos, but now recognizes higher values – comradeship and honour, as shown by his friends, the adventurers. He recounts the most heroic things he’s seen them do, and tearily pledges his loyalty to the forces of law and civilization. This is Slurk’s finch head speaking. He has his hands firmly around the beak of the vulture head, muzzling its protests and squawks of eternal fealty to Tzeentch and the forces of Chaos.





Grandin and the others will be impressed by Slurk's change of nature, and by the PCs for having brought it about. They won't be as welcoming to the Beastman, and many in the community will actively avoid him, but his presence will be tolerated for as long as the adventurers stay in East Egg.

## IMPORTANT LEATHERHAWK FACTS

It isn't difficult to get Grandin to talk about the *Leatherhawk*. In fact, it's hard to get him to stop. Here are the essential bits of information you should convey to the PCs:

- The *Leatherhawk* is his life's work; his colleagues have also devoted decades to the project.
- Grandin's dream is an aircraft which can carry large loads for long distances. The applications for such an invention are endless, he says. Trading concerns will beat down his door to buy his design. On the military front, it could be used to transport troops to battle. Grandin is sure that his name will one day go down among the Old World's greatest inventors.
- His only problem is that, so far, he has been unable to get his vehicle to work properly.
- The project has over-run its deadlines and is on the brink of financial collapse; his backers are threatening to withdraw their funding unless they determine that they will see a return on their investment within the next few months.
- Grandin's backers are in Altdorf; he is expecting them to send an emissary in about a month. The emissary will want to see results.
- Grandin, an eternal optimist, is sure that he will soon solve the essential design problems of the *Leatherhawk*, so long as the craft isn't damaged before the emissary arrives. The balloon and the body of the *Leatherhawk* can be replaced with materials at hand – they have plenty of cows and lots of wood. However, rebuilding them would take months.
- More disastrous would be the loss of the engine. Not only would it take much more than a month to recreate from scratch, but the project can't afford to purchase another lot of ore.
- The major design problem Grandin needs to solve is this: the dirigible part slows the craft down. The *Leatherhawk* can fly without the balloon (Grandin will stress that he's not tested this but he's certain it will), but without the extra lift it has no way of taking off or landing. The craft has never flown above a third of the maximum speed Grandin has calculated for it, because this would cause the balloon to tear away or, even worse, blow back and get caught in the engine or in the exhaust-trail of smoke and sparks. That would be bad, because the gas inside the balloon is highly explosive.

The list above is important for two reasons. The last two items inform the players about the aircraft and its dangers. The others create the sense of irony that gives this sequence its emotional kick – in order to save the lives of many, the adventurers must destroy Grandin's life's work.

## CONVINCING GRANDIN

Grandin isn't as good a listener as he is a talker. When the adventurers tell him about the crystals, Tzeentch's plans,

the great storm and their need to save the world, he tries to summon up an interest in what they're saying to him, but fails. Whenever any part of their narrative can in any way be related to the *Leatherhawk* project, he interrupts them to do so. For example:

- If they mention the history of the Crystals, Grandin quizzes them about the alchemical principles behind their manufacture, wondering if they could somehow be used to improve his engine.
- If they refer to Hawk's Claw Peak, Grandin asks them if the mountain has a plateau which might be used as a take-off point for his aircraft. He also remarks on the similarity of names: "Hawk's Claw Peak, *Leatherhawk* – maybe that is a good omen of some kind, one I should investigate."
- If the adventurers describe the gyrocopter assault on F'thaktoi B'kah, he asks them how the wind conditions of the chasm affected the flight patterns of the gyrocopters.
- If you can't come up with a way to tie a section of the adventurers' narrative to Grandin's yammering, simply have him interrupt them in order to jot down a sudden idea about vibration damping the *Leatherhawk's* engine or streamlining the balloon.

Grandin will under no circumstances permit the adventurers to borrow the *Leatherhawk*. First of all, it takes him a while to understand what's at stake, since he's not paying attention to what the adventurers are saying. Force the player characters to really work to get the message through to him. When it does sink in, Grandin refuses to consider that the *Leatherhawk* is the only means by which the Empire or the world can be saved. He keeps saying things like:

- "Surely there is some other way to solve the problem";
- "You don't know for sure that this hole in the sky will destroy anything. It may all just be a trick";
- "People are always exaggerating how bad the threat of Chaos is. Things can't be as bad as you say";
- "The Empire will muddle through somehow. It always does"; or
- "I'd help you in any other way, but to give you my craft would be like giving you my left arm. In fact, I'd sooner give you my left arm."

Ultimately, the only way to get the *Leatherhawk* is to steal it.

## STEALING THE LEATHERHAWK

Try to hurry this sequence along. Once you've portrayed Grandin as a kindly fellow, made it clear that the theft of the *Leatherhawk* will ruin him. Then once the adventurers have received the necessary exposition about the way the craft operates, it's time for them to get on with it. Keep reminding them that the hole is growing larger with every moment they waste; you can use Slurk to bring this up whenever they seem to be getting bogged down in the trivial affairs of East Egg.

There are two ways to steal the airship.

### Sneaking into the Hangar

The adventurers can try to sneak into the hangar and try to navigate the airship through its large doors. They must then inflate the balloon, using a huge piece of bellows-like equipment found in the hangar to pump the highly explosive gas into the balloon. Make this process feel as difficult

## Heart of Chaos

and risky as possible. Force the players to make a lot of tests. To give some examples, tests might be required:

- when manoeuvring the craft out of the hanger;
- when figuring out how to operate the inflation device;
- somehow damping the racket of the inflation device;
- to keep quiet and avoid attention throughout the heist.

The consequences of failure should be an increase in suspense, but not the destruction of the airship. This adventure will seem awfully anti-climactic if the adventurers must passively stand by on the ground and watch as Tzeentch's storm destroys the world. However, if they fail a *stealth*-related test, feel free to describe the entire population of East Egg pouring out of their cottages with weapons drawn to catch the adventurers red-handed. This still leaves them with the second option, which is probably preferable.

### Extortion

Grandin cares passionately about his aircraft, but not to the point of endangering his life or the lives of his colleagues and their families. If the adventurers take hostages or threaten to blow up the Gas House, Grandin curses them but agrees to prepare the ship for take-off. The adventurers may also force Grandin and a skeleton crew to pilot the

ship for them. By adding kidnapping to extortion, the player characters gain an advantage in overcoming some of the challenges of the upcoming chase sequence. The drawback of this decision is emotional; they may not know it yet, but everyone they force to come along is unalterably doomed.

## SLURK SIGNS ON

Assuming that he is still alive, Slurk makes sure that he is present when the adventurers are about to board the *Leatherhawk*. If they forbid him to come, he argues passionately to be included. If they do not relent, he slinks away – and then hides in the hollow rudder of the craft. Only if the adventurers are specifically watching to make sure that he does not sneak back does Slurk fail to do so. If they do succeed in keeping Slurk away, their rejection of him deprives them of a crucial advantage as the climax of the adventure approaches.

## AND NOW, THE CONCLUSION...

Once the *Leatherhawk* is airborne, the adventurers are ready to hurtle towards the climax of the *Doomstones* saga.



## CHAPTER 10

# FIXING A HOLE

The climax of the adventure is a chase sequence in which the adventurers, aboard the *Leatherhawk*, must fight off the aerial assaults of Chaos daemons, the Brotherhood of Memory and finally a gyrocopter-equipped Mechthild von Strohmarm.

## HOW TO RUN THIS SEQUENCE

The secret of running a successful chase sequence is to keep up the pressure. Make sure that there's something threatening the player characters all the time. The excitement of this sequence will have as much to do with your tone of voice, your ability to command the attention of the group and your descriptive powers as with die rolls and Wound totals.

If you usually adopt a relaxed style of game mastering, casually describing game events while you and the players munch on snacks and stop for periodic out-of-character digressions, this is the time to shock your players by shifting to a more intense style. If players ask questions that aren't completely pertinent to the events of this action sequence, feel free to cut them off ruthlessly – even if the questions are in-character queries that you'd be obliged to answer under other circumstances. Refuse to get bogged down in discussions of game mechanics. Don't let players lobby you to reverse decisions. When running a chase, it's a *lack of speed that kills*.

Don't be afraid to kill player characters during this sequence. The only thing worse than a slow climax is one where there's no sense of threat, and players should feel that their characters are risking their lives to save the world. If a die roll goes against them now, then they'll need to use up Fate Points or die screaming, and the task of finding a

new way to shut down Tzeentch's plan and save the Old World from destruction will be left to a new crop of PCs.

## ORDER OF EVENTS

The final sequence breaks down into a number of separate events, each of which revolves around a new threat to the characters as they progress towards the entropic rift. Some of these are *serial* events – they happen in a particular order, no matter what else happens. For example, Tzeentch's flying daemons will repeatedly attack the *Leatherhawk*.

Other events are *conditional*. Their order is not predetermined; they happen when and if certain conditions arise. For example, the balloon will explode into a huge fireball if the character attuned to the Crystal of Fire is foolish enough to use the stone's fire powers before the balloon is jettisoned.

A few of the serial events may not apply to your story, depending on what has already happened. For example, if the characters permanently disposed of Slurk despite all of your efforts to the contrary, you must skip the events 'Goodbye, Vulture Head' and 'Slurk's Sacrifice'.

Each time that this adventure is played, the conditional events will occur in a different order (if they occur at all), so we can't present all of the events in the order that you will run them. Instead, below is a pair of quick reference charts to help you sort your way through the sequence. The first lists the serial events in order. The second gives you the conditional events, with their triggers.

In order to preserve a sense of the forward momentum of the sequence, we've interspersed the serial and conditional events in the main text. Each conditional event appears immediately after the first serial event that refers to it.

### Conditional Events Chart

TRIGGER	EVENT	PAGE
Characters right the <i>Leatherhawk</i> after the balloon's ropes fail and it falls sideways	<b>Parallel Again</b>	108
Character uses fire powers before balloon is jettisoned	<b>Oh, The Humanity!</b>	109
Deflated balloon lands on the deck of the <i>Leatherhawk</i>	<b>Under the Canvas</b>	109
Characters get out from under deflated balloon	<b>Tangled</b>	110
The balloon is unexpectedly destroyed	<b>Goodbye, Balloon</b>	108
The engine is lost or destroyed	<b>Oh Scrap</b>	110
Slurk was forbidden to accompany the group aboard the <i>Leatherhawk</i> ; the 'Stiff Winds' event has just concluded	<b>Stowaway</b>	108
If, at the end of 'Mechthild', the characters do not attempt evasive manoeuvres, fail to knock Mechthild out of the sky and Slurk is on board	<b>Slurk's Sacrifice</b>	118
If, at the end of 'Mechthild', the characters do not attempt evasive manoeuvres, fail to knock Mechthild out of the sky and Slurk is <i>not</i> on board	<b>Collision</b>	117
If at least one player character survives 'Collision'	<b>Explosion</b>	118



## Serial Events Chart

Event	Page
Taking Off	106
Stiff Winds	106
Flying Daemons	108
Jettison	111
Goodbye, Vulture Head	112
Flying Daemons II	112
Engine Trouble	112
Approaching the Rift	113
Black Hole Sun	113
Gyrocopter Assault	116
Flying Daemons III	116
Mechthild	117
Into the Hole	118

## DESTROYING THE LEATHERHAWK

Some of the events listed in the Conditional Events Chart will only occur if parts of the *Leatherhawk* are damaged or destroyed during the flight. The following listings indicate how much damage the different bits of the ship can take before being destroyed or unusable; and the text below explains what happens if this happens.

### Main hull

**Toughness:** 6

**Damage:** 135

**How to Repair:** Any PC with *carpentry* and tools can make an **S** test to repair 1 point of damage each minute

**If Destroyed:** The ship's back is broken. Go to 'Thundering In' on page 105.

### Balloon

**Toughness:** 2

**Damage:** 115; divide by number of Wounds inflicted to find out how quickly it deflates. Any Fire damage will cause it to explode.

**How to Repair:** Go to "Goodbye Balloon" (p.108) if it gets loose, or "Oh, The Humanity" (p.109) if it explodes

### Ropes securing Balloon

**Toughness:** 2

**Damage:** 14 each

**How to Repair:** Basic damage is not repairable. However, if a rope comes loose or is cut, any PC with *sailing* can make an **I** test to grab and re-tie it.

### Wings

**Toughness:** 2

**Damage:** 110 each

**How to Repair:** Any PC with *tailoring* and tools can make a **Dex** test to repair 1 point of damage each minute, but must climb onto the wing to do it. Each wing can bear 300 lbs (roughly two dwarfs with their equipment) but takes a point of damage for every extra 20lbs. If the balloon is still attached, the craft lurches violently sideways: refer to page 106, as if the ropes at A and C (right wing) or B and D (left wing) had snapped. If the balloon is gone, then the *Leatherhawk* crashes – go to 'Thundering In' (p.105)

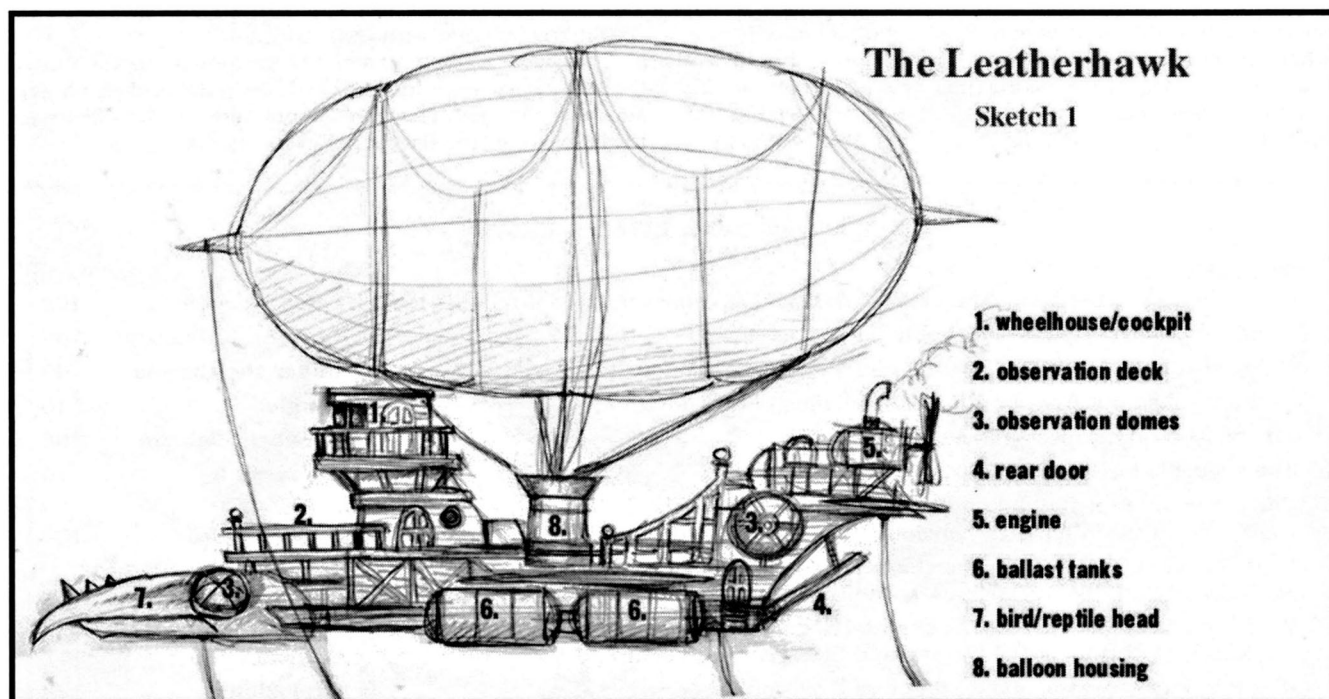
### Engine

**Toughness:** 3

**Damage:** 115

**How to Repair:** Any PC with *engineering* can make an **Int** test to repair 1 point of damage each minute

**If Destroyed:** The engine is ruined beyond repair. Go to 'Oh Scrap' (p.110)



## Rudder

**Toughness:** 4

**Damage:** 110

**How to Repair:** PCs with *carpentry* and tools can make an **S** test to repair 1 point of damage each minute

**If Destroyed:** The ship must be steered by manipulating the engine and the wings. All piloting rolls are made at -40

## Figurehead

**Toughness:** 4

**Damage:** 10

**How to Repair:** It can't be repaired

**If Destroyed:** It falls off. Everyone on board makes a **CI** test. Anyone who fails makes all subsequent rolls at -5 due to loss of morale.

## EVENT FORMAT

All the descriptions of the events use the following format:

- **Threat:** This section describes the problem the characters face.
- **Solution:** This section provides the easiest solution to the problem. Note that the solution given is not necessarily the only one that will work! If the players come up with an alternate solution that sounds reasonable to you, assign appropriate modifiers to relevant tests and let them try.
- **Failure:** This section describes what happens if the characters fail to deal with the problem. Often, it refers you to the text box labelled 'Thundering In'.

### Thundering In

The most common consequence of failure in this sequence is that characters plunge to certain death from a great height. This may happen if the *Leatherhawk* tips over, sending the characters plummeting towards the earth, or if it simply crashes to the ground. In either case, almost all of the characters die; the altitude involved makes normal falling rolls redundant. However, it's likely that the character attuned to the Crystal of Air, who has access to a virtually unlimited *flight* ability, will survive.

With everyone else dead, that character becomes attuned to all three of the remaining Crystals, and must find an alternate method of getting the stones into the hole in the sky. The other players must create new characters. When doing so, each player can use the total number of experience points that their dead character had accumulated. Tell them to create characters who would logically get involved in the Doomstones crisis at this late stage. You'll find further ideas in the next chapter, 'Sequels and Disasters'.

When these new player characters join the group, the other Crystals will attune themselves to them. Make the players improvise a new solution to the problem; in response, your challenge is to devise interesting obstacles to their success that provide a sense of dramatic climax to the Doomstones epic.



If this climax seems unduly deadly, that's because it is. The PCs are doing something of dubious morality and enormous stupidity, in a desperate effort to stop a huge Chaotic plan which they started through their sheer greed and ignorance. Put simply, the only thing between them and the grotesque deaths they richly deserve are your goodwill and a fistful of Fate Points. Make them use them.

### Piloting the *Leatherhawk*

The closest thing that any of the PCs may have done to piloting the *Leatherhawk* is steering a riverboat or ship. Even if they've done that, piloting the aircraft is like trying to gallop a racehorse if all you've previously ridden is an elephant – and an aged, sleepy elephant at that.

The piloting of the ship is fairly simple under normal circumstances. However, in emergencies, player characters at the helm will be called upon to make **I** tests to keep it on course. All tests for piloting of the ship are made at a base -35, but those who have followed the careers below may modify that as shown:

Career:	Present	Previous
Boatman	+15%	+10%
Engineer	+5%	+3%
Marine	+5%	+3%
Mate	+20%	+12%
Pilot	+30%	+25%
Seaman	+15%	+10%
Sea-Captain	+25%	+15%
<b>Other factors</b>		
Fear of heights	-30%	

### Pilot On Board?

When reference is made in the descriptions below to a 'pilot', that means either Grandin Air-Talker or any of his engineer colleagues who have flown the *Leatherhawk* before. Some events play out differently if a pilot is aboard.

## TAKING OFF

Even as the PCs prepare for takeoff they can feel the winds gathering power, and they have an uncanny feeling that the weather is intended specially for them.

Taking off is a matter of untying the ropes that hold the craft down. The *Leatherhawk* climbs into the air as if it is nothing more than a huge balloon with an unwieldy deck trailing beneath it. Once the balloon is a few hundred feet in the air, it's time to start the engine, or the vessel will be caught in the teeth of the strengthening winds of Tzeentch's storm, be blown for miles, and will eventually smash into a hillside. (If the PCs are stupid enough to let that happen, turn to 'Thundering In' on p.105.)

If there is no pilot on board, an **Int** or *engineering* test is required to figure out when to start the engine. A second **Int** or *engineering* test is required to figure out how to do it. (The *Leatherhawk* is steam-powered: starting the engine requires priming pumps, adjusting valves and lighting the small furnace, and then watching a dial for 1D3+3 minutes until the boiler reaches the correct pressure.

Ideally the furnace should be lit before the *Leatherhawk* takes off, or the airship will drift while it builds up a head of steam. If this happens, scare your players by rolling dice and describing near-misses with tree-



tops and cliffs, but don't actually damage the ship yet. There'll be plenty of opportunity for that later.)

Once the engine is started, it gives off the loud droning sound already familiar to the adventurers, and the aircraft begins to move forward slowly, leaving a thin trail of smoke and steam to be whipped away by the wind. If there is a pilot on board, they will take the helm, which is located at the bow of the *Leatherhawk*. It is a big wooden wheel, just like the helm of a galleon. **[[Check against cover artwork; ditto for ropes]]**

## STIFF WINDS

After a few minutes in the air, it is clear that the ship is heading towards dark clouds, which are being blown from the direction of the great storm that is building in the sky. A flurry of heavy raindrops strike the ship – dark rain with a viscous feel and a smell like burnt and rotting earth. The winds increase, rattling the balloon and the ropes holding it, making both vibrate with an ominous hollow thrumming.

**Threat:** If a pilot is aboard, said pilot yells to the adventurers, telling them to secure the balloon. If not, the character with the highest successful **Int** test result realizes that if the ropes are not held tight they may pull loose or damage the balloon. (If all characters fail their **Int** tests, the character with the highest result nonetheless figures it out, but deduct 5 experience points from each PC's experience point total for the session.)

**Solution:** Characters must grab the four key ropes and hold them steady. It's possible for two PCs to grab each rope: let them each make an **S** test. At least four characters must make consecutive, successful **I** and **S** tests, each at a +30 modifier. The **I** test allows each character to grab onto a rapidly vibrating rope; the **S** test allows them to maintain that hold, steadying the shaking balloon.

Before the players attempt their tests, determine the relative positions of their characters. The diagram shows the four places where the ropes are threatening to come loose. This becomes important if some characters fail and others succeed, as explained immediately below.

**Failure:** Consequences of failure vary depending upon which of the characters fail. For each character who fails their **S** roll, roll D6. If the roll is higher than the amount by which the character failed, that rope has come loose.

**If one rope fails:** The rope-end flies away from the ship, thrashing in the wind. It can be re-secured (see 'Destroying the *Leatherhawk*' on p.104).

**If two ropes fail:** Imagine the *Leatherhawk* as a tall thin rectangle. The top left corner is A, top right is B, bottom left is C and bottom right is D. Now:

**If the ropes at A and D or the ropes at B and C fail:** The balloon lurches upwards, but remains attached. If at least one of the loose ropes isn't re-secured, one of the remaining ropes will pull loose in 1D6+4 rounds – see below for the consequences. If the ropes are safely re-secured then go to the next event, 'Flying Daemons', on p.108.

**If the ropes at A and C or the ropes at B and D fail:** The ropes fastening the balloon to the port (or starboard) side of the *Leatherhawk* snap loose, and the craft, still con-



nected to the balloon on its starboard side, drops so that it is at a right-angle to the ground. Characters who fail to make a successful **I** test fall off the ship and plummet to the ground. Refer to the text box labelled 'Thundering In' on p.105.

Characters who succeed in making an **I** test manage to hold onto the tipped-over *Leatherhawk*. They are probably doomed nonetheless; in order to maintain their grips as they dangle from their handholds on the body of the craft, they must make **S** tests every round. The penalty for this test increases by 10 each round, until it reaches -60. Characters who fall from the craft die. When the last player character fails, go to 'Thundering In' on p.105.

Characters who find a way of lashing themselves to their handholds must make **Dex** tests (+15 modifier) to ensure that their knots are secure enough. If so, they no longer need to make **S** tests to keep themselves from falling. If they fail, they fall again, and are permitted another chance at making another **I** test to find new handholds. If they fail, they fall and die.

Although unlikely, there is a chance that the characters dangling from the sideways *Leatherhawk* will devise an extraordinarily clever plan which employs magic or amazing abilities to right the ship it again. If they can get the *Leatherhawk* parallel to the ground, go to the event labelled 'Parallel Again' (p.108); if they succeed there, go from there to 'Flying Daemons' on p.108.

It is more likely that one or more characters, although unable to right the craft again, will find themselves lashed to the sideways *Leatherhawk* as the balloon drifts uncontrollably over the peaks of the Yetzin range. The balloon slowly deflates over the next few hours and the ship drops lower in the sky until finally, some hours after nightfall, it

comes to rest on the side of a mountain. The PCs will have no idea where they are, and no supplies – anything that was on the ship fell off hours ago. Although the *Leatherhawk* and its balloon are damaged, they're repairable – but with no way to refill the balloon, getting the entire ship airborne again is impossible. However, a skilled engineer could jury-rig bits of the structure, plus the engine and balloon, to create a smaller, lighter craft before the storm breaks and disaster falls. If you're forced to play out the climax this way, then you'll need to change the order of aerial events, tone down the threats and make up some of the details yourself. We're sure you can cope.

Alternatively, if you're in a mellower mood, you could allow the Brotherhood of Memory's gyrocopters to force the *Leatherhawk* down, then give the PCs some hard but not impossible rolls to convince the Brothers that throwing the Crystals into the rift will solve all the problems. Or let the PCs overpower their captors and then make the shorter members of the party pilot the gyrocopters themselves.

**If three ropes fail:** The *Leatherhawk* tips over, but with its stern (and the engine) pointing downwards. Without the stabilising effect of the wings and with the weight of the engine pulling it down, the craft hurtles towards the ground like a rock. Everyone must make an immediate **I** test to grab and hold something, or they're falling groundwards. If nobody cuts the rope, they hit the ground and are reduced to matchwood – refer to the text box labelled 'Thundering In' on p.105. If someone cuts the last rope within 4 rounds then the *Leatherhawk* drops free but is spiralling towards the ground: the pilot must make a **Dex** roll at -20 (or no modifier if they have *engineering*



or any *pilot* skill) to pull the ship out of its dive. If they succeed, the *Leatherhawk* flattens out, skimming the tree-tops, and remains airborne – go on to the next event. If they fail, they slam into the forest below: go to 'Thundering In'.

**If all four ropes fail:** The balloon is blown away, but the *Leatherhawk* remains airborne and level, moving under engine power. Skip ahead to the event titled 'Goodbye, Balloon' below and then come back to 'Flying Daemons', below.

**If no one even bothers to try to save the balloon:** As for four ropes.

## GOODBYE, BALLOON

**Threat:** The balloon is destroyed or lost unexpectedly, leaving the pilots (or player characters) scrambling to adjust the engine. If the engine is not adjusted, it will not compensate for the loss of the balloon and the *Leatherhawk* will begin to lose altitude.

**Solution: If a pilot is on board:** The craft takes a nasty dip. All player characters must make **I** tests; those who fail are dumped on their backs. This has no game effect, but ought to give those characters who keep their footing a chance to make wisecracks at the expense of the others.

**If no pilot is present:** Any character making an **Int** test (-30 modifier unless the character has the *engineering* skill) will realize that the craft is about to undergo a disastrous loss of altitude. Assuming that immediate action is taken, all other tests during this event get a +15 modifier. A character must make a successful **Int** test (again, a -30 modifier unless they have *engineering*) to adjust the output of the engine. At least one character must score a successful test within three rounds.

*Note:* Only characters who have positioned themselves next to the engine may attempt to adjust it. No more than two characters can fit around the engine – unless all characters trying to do so are Dwarfs and/or Halflings, in which case three characters can fit around it. Between rounds, characters next to the engine may trade positions with those farther away.

**Failure:** If the engine isn't adjusted within a minute, the ship begins to lose speed, stalls, and crashes into the ground. See the text box labelled 'Thundering In'.

## PARALLEL AGAIN

Through extraordinary means, the players get the *Leatherhawk* from a position at a right-angle to the ground back to a position parallel to it.

**Threat:** Now they must manipulate the engine so that it keeps them aloft.

**Solution: If a pilot is on board:** The pilot rushes to the engine, shouting that disaster is imminent: "We've lost too much altitude! I don't think I can do it!" Describe the pilot fussing and sweating away with the engine, frantically pulling levers and switches, and finally just hammering away at it with the flat of his hand. Roll a die and look surprised. Describe his look of amazed re-

lief as the engine gains additional thrust and steadies the craft, so that it stops losing altitude. Go on to 'Goodbye Balloon', above. If the characters succeed there, continue on to 'Flying Daemons' below.

**If no pilot is present:** A character must make a successful **Int** test (-30 modifier) to figure out which levers, valves and switches must be manipulated in order to get additional thrust from the engine. Characters with the *engineering* skill make the test with a modifier of +20. At least one character must score a successful test within three rounds, or the consequences of failure come into effect. Only characters who have positioned themselves next to the engine are eligible to make the tests. No more than two characters can so position themselves at the same time – unless all of them are Dwarfs and/or Halflings, in which case three characters can do so. Characters may trade positions between rounds.

**Failure:** The craft begins to lurch towards the earth, the way a falling leaf slides fitfully through the air. Because the craft is roughly parallel to the ground as it falls, its velocity is slowed, but not enough to stop it hitting the earth with a thud that kills everyone on board – barring those who use a Fate Point to survive, of course. Note also that the character with the Crystal of Air can survive the crash by using its *flight* ability.

The craft, however, is destroyed, and any survivors must improvise a new way to get the crystals into the entropic rift. Refer to the text box labelled 'Thundering In', on p.105.

## STOWAWAY

This event only occurs if Slurk was forbidden to accompany the player characters onboard the *Leatherhawk*.

The character with the highest **I** rating hears something thumping beneath his feet. If a pilot is onboard, the pilot hears, too and yells, "There's something moving around in the rudder of the craft! It's hollow down there!"

Characters looking over the side see Slurk emerging from a hole in the leather skin of the large rudder that runs underneath the craft. He smiles at them, waves and says, "I know you didn't mean it when you said I couldn't come!"

**Threat:** This event is a distraction and a prelude to other events, not a threat *per se*. If an angry character tries to kill Slurk at this point, go immediately to 'Flying Daemons'; this will give the PCs something more dangerous than Slurk to worry about.

**Solution:** If the adventurers are determined to slay Slurk after dealing with the demon, don't stop them, but try to play up the pathos and make them seem like terrible bullies for killing a creature who treats them with nothing but puppy-like adoration.

**Failure:** Not applicable.

## FLYING DAEMONS

**Threat:** Airborne daemons known as Discs of Tzeentch attack the *Leatherhawk* and its passengers. Discs of Tzeentch are described in detail in the Appendix, on p.132.

**Solution:** The best way to deal with the Discs of Tzeentch is to attack them with missile fire. Characters attuned to the crystals have fast and reliable missile weapons in the form of their respective *blazing bolt*, *spray of sand*, *knife-edged wind* and *icy darts* abilities. (If the balloon is still in place when the user of the Crystal of Fire activates any of the stone's powers, go immediately to 'Oh, The Humanity!' below.) The crystals provide other even more effective ways of dealing damage from a distance, but few of them are always available, as are the aforementioned powers. These powers prove extremely effective if the wielder hits a demon's wings.

Only one Disc appears during this initial attack. It makes a high-pitched screeching noise as it swoops towards the *Leatherhawk*. Characters making successful **Int** tests (modifier -20, or +20 if character has the *daemon lore* skill) realize that the cry is a signal to others, like the squawk of a seagull which has just discovered a cache of food.

Discs of Tzeentch are very fast; they fall into the class of flying creatures called 'swoopers' (*WFRP*, p76). They travel at a rate of 96 yards per round while flying at top speed; the characters will have only three rounds to try to hit them with missile fire before they are on top of the *Leatherhawk*.

The following trick for getting rid of the first Disc is available, but only if the players think of it on their own. If, using the tests described in 'Jettison' (pXX) they successfully jettison the balloon just as the Disc is flapping towards the aircraft, they can then target the balloon with a successful *blazing bolt* or other fire crystal power. (If the power used is *blazing bolt*, the requisite **BS** test is made at a +25 modifier, due to the large size of the target.) If the balloon is hit with such a power, it explodes into an enormous fireball which delivers an automatic critical hit to the Disc. The daemon blows to

bits in mid-air; steaming chunks of Disc flesh shower the deck of the *Leatherhawk*.

If the Disc is killed, spectacularly or otherwise, continue on to 'Jettison', p.111.

**Failure:** If the Disc makes it past incoming missile fire, it will disappear behind the balloon, out of sight of the characters, and will slice the canvas skin open. PCs will hear the leather ripping; if they still haven't let the balloon go, this is a perfect moment. The daemon takes three rounds to do enough damage to deflate the balloon, which will collapse in a heap onto the deck in another two rounds. Combine the information given here with the conditional event 'Under the Canvas', on pXX. If your PCs have been coping with things too well up to this point, you may want to introduce the event 'Tangled' on p.109 to give them something else to think about.

Once the balloon is destroyed, or if it has already been lost, the Disc will make a swooping attack at PCs on the deck every three rounds. If the daemon is somehow brought down on the deck of the ship it will still be able to attack anyone nearby with its teeth, but will not be able to move, right itself or take off again.

## OH, THE HUMANITY!

**Threat:** A character uses a fire-based spell or magical effect – such as a power of the Crystal of Fire – while the balloon is still inflated and attached to the *Leatherhawk*. This may cause an explosion.

**Solution:** As the character is on the brink of using the power, have the other player characters make **Int** tests. Those who succeed realize that the balloon is going to blow. They are eligible to make **I** tests to tackle the fire-using character so that the effect misses its target, going off far from the balloon.

**Failure:** The balloon explodes. Everybody on board, as well as all parts of the *Leatherhawk's* structure, take 1D10 wounds at Strength 8. There's a good chance you'll have to move immediately to 'Thundering In' on p.105.

## UNDER THE CANVAS

The balloon deflates and lands on the deck of the *Leatherhawk* – and therefore on the adventurers.

**Threat:** If the balloon has deflated, it is probably because the *Leatherhawk* is under attack. Characters pinned under a canvas will not be able to fight back against these attackers.

**Solution:** In order to get free of the balloon, a character must either crawl from under it (successful **I** and **S** test in the same round, or remain trapped) or cut a hole through it with a sharp dagger or pocket knife. This requires 4 Wounds, against the balloon-skin's Toughness of 2. A sword won't be sharp enough, unless the character has looked after it very well.

Characters who succeed in getting free may then help others, and make those **S** tests with a +25 modifier. Various magical powers are also useful in getting through the





canvas, but may have unintended consequences. A *fire ball* cast under the blanket of hide will put a man-sized hole in it, but will also blanket anyone else still under the canvas with flame. It will also set the balloon on fire; it must then be quickly extinguished (using the *extinguish fire* spell or crystal power, for example) before the fire spreads to the *Leatherhawk* itself. Other fire powers will set the deflated balloon on fire, too. The *freeze* power of the Crystal of Air can be used to freeze the hide solid, so that it can then be shattered like a gigantic plate. Unfortunately, that will also damage everyone within its area of effect.

Once the characters get out from under the canvas, go to 'Tangled', immediately below.

**Failure:** While under the canvas, characters are unable to fight back against any attackers. Meanwhile, the chance to hit them with **WS** or **BS** increases by 30%.

## TANGLED

**Threat:** Now that the characters have got free of the deflated balloon, the torn material is flapping around on deck and blowing backwards towards the engine. Unless the PCs do something, it will get caught in the mechanism, destroying it and crashing the craft.

If any player makes a point of saying that their character is being careful to prevent the balloon from blowing back into the engine, the problem is solved. Go to 'Good-bye, Balloon'.

If not, a gust of wind catches the balloon so that parts of it get tangled in the engine's turbine. The engine takes

1D6 damage per round until it grinds noisily to a halt, and the aircraft nosedives.

**Solution:** The balloon must be pulled free of the turbine. A character must make a successful **S** test (-20 modifier) to do so. Characters with the *engineering* skill can figure out how to best apply their strength to wiggle the canvas free of the engine, and instead make the test with a modifier of +20. On a critical failure, the material is wedged deeper into the mechanism and causes an additional D6 damage to it. Characters can add their Strengths if they pull together, but only two characters can position themselves close enough to the engine at the same time to do this – unless all of them are Dwarfs and/or Halflings, in which case three characters can fit into the space. Characters may trade positions between rounds.

**Failure:** Go to the section 'Oh Scrap'.

## OH SCRAP

**Threat:** The *Leatherhawk's* engine has either ceased to function or fallen off. Whichever it was, the loss of power and possibly weight tips the craft off-balance, nose down and sends it into a steep glide towards the ground.

The deck of the aircraft tilts alarmingly, but by now the characters should be ready for this and will either have roped themselves to something, or get a +25 modifier to their **I** test to keep their footing. If they miss that, then they fall and must make an **S** at +10 test to grab the ship's railings; if they miss that, they're free-falling towards the ground.



**Solution:** It's possible for the PCs to improvise a magical source of propulsion, as long as they can do it quickly. (The spell *wind blast*, for example, will do the job and will last as long as the caster is concentrating). If they can't think of anything, the ship's glide towards the ground becomes steeper. If the person at the helm can make two piloting rolls (see p.104) in succession, they are just able to crash-land the ship - everyone on board takes 1D6 wounds and the *Leatherhawk* is totalled. Go to the next chapter, "Sequels and Disasters".

**Failure:** If the pilot misses either roll, the *Leatherhawk* crashes disastrously into the forest. Those with no Fate Points or who forgot to use them will die on impact. Go the 'Thundering In' on p.105 for the gruesome details.

## JETTISON

**Threat:** The gyrocopter fleet of the Brotherhood of Memory has been patrolling the area of the Border Princes around the rift, just in case any agents of Tzeentch show up to enact gruesome rituals or otherwise hasten its growth. When they see the *Leatherhawk* approach, they decide to take no chances and blow it out of the sky.

Let any the PCs on look-out make **I** tests. Those who succeed spot a number of black dots flying low over the mountains to the south, miles behind the *Leatherhawk* but they're catching up swiftly. Anyone who makes the test by 20 or more can identify them as Dwarf gyrocopters. The fact they're staying close to the ground makes them hard to count, but there are at least six.

**If the balloon is still attached:** The characters realize that if the *Leatherhawk* continues its slow pace, they will be caught easily. The balloon must be jettisoned. If a pilot is on board, he provides them with this information; if not then any PCs who talked to Grandin about the *Leatherhawk* will remember him explaining that the balloon restricts the craft's speed.

**Solution:** Releasing the balloon is a four-person task. All four must make successful **Dex** tests (+25 modifier) to properly release the balloon at the right moment so that it flies away from the engine and does not get tangled in it. If there is no pilot, a player character must make an **Int** test (-20 modifier) to change the engine settings to compensate for the loss of the balloon. Characters with the *Engineering* skill make the test with a Modifier of +20. At least one character must score a successful test within three rounds. If more than one



character attempts to do this during a single round, subtract -10 per attempting character. Only two human-sized or three Dwarf-sized individuals can get close enough to the controls to operate them during a single round.

**Failure:** If the balloon gets tangled in the engine, go to 'Tangled' on p.110.

If the characters, with no pilot on board, fail to adjust the engine, then it overspeeds and throws a rod. Let one PC have one chance to repair it with an Engineering roll; if they fail, go to 'Oh Scrap' (p.110).

## GOODBYE, VULTURE HEAD

This scene happens only if Slurk is present.

**Threat:** Slurk's finch head and vulture head have their final confrontation. The vulture head screams that Slurk has profaned the ways of Tzeentch, and grabs for the other head's throat with its beak. Slurk writhes around on the deck as each head tries to kill the other. As it struggles to defend itself, the finch head cries that certain things are more important than the ways of Tzeentch.

**Solution:** Any character may intervene in the fight. A successful **I** test allows the character to get a hold on the vulture head. A successful **S** test allows the character to maintain that hold; otherwise the vulture head breaks free and again lurches for the finch head's throat. If no character succeeds in grabbing the vulture head – or bothers to try – Slurk's arm grabs his dagger and cuts the vulture head across its throat, severing it. He collapses onto the deck of the *Leatherhawk*, gouts of blood spouting from the sucking chest wound where the vulture head's neck once was. The vulture head flops around on the deck like a fish out of water, still cursing Slurk and the adventurers: "You will die! You are doomed! Tzeentch will triumph!" It repeats those sentences, over and over, until it is somehow disposed of. At this point, all characters must make a *terror* test.

Any successful **WS** test finishes the vulture head off. Alternately, a character kicking at the head can boot it off the deck on a successful **WS** test.

If the characters check on Slurk's condition, they see that he is not only alive, but conscious. He chokes up blood as he says, "I did it for you. I know you do not serve Tzeentch, but I follow you any~" Then his head falls back, and he slips into unconsciousness. Tell the adventurers that it looks like Slurk is done for.

**Failure:** As per a normal *terror* test.

## FLYING DAEMONS II

Tzeentch's servants return.

**Threat:** See Flying Daemons (p.108). This time the attackers are two Discs of Tzeentch (p.132), with an Heir of Change (see p.132) standing on one of them. They swoop down on the deck, trying to either lacerate the characters or knock them overboard.

The Discs will attack indiscriminately, but if any PCs use the powers of the crystals then the Heir of Tzeentch will immediately treat them as priority targets, followed by



any spellcasters. If the Heir is knocked off its mount, the Disc will attack on its own.

**Solution:** See Flying Daemons. Unless the balloon is still present for some strange reason, the characters no longer have the opportunity of using it as an exploding weapon against the daemons.

**Failure:** Unless all of the characters die, the sequence continues; go on to 'Engine Trouble', below. If everyone dies, go to the next chapter, 'Sequels and Disasters'.

## ENGINE TROUBLE

**Threat:** The engine begins to rattle and shake as the ship reaches speeds it has never achieved before. One of Hardin's dwarfs on board notices that the bolts that fix the engine to the tail of the plane have begun to work themselves out, and shouts a warning. If no NPCs other than Slurk are aboard, all PCs make an **I** test to spot the problem.

**Solution:** An adventurer must climb out onto the tail with a spanner and tighten the bolts; **S** test required to succeed. If they fail, the engine falls off; go to 'Oh Scrap' on p.109. An NPC can be bullied into doing the job, but if they fail their **S** test then they lose their grip on the ship and plummet earthwards to their death.

If there is no pilot onboard, the character must find the onboard toolbox, and rifle through it for the proper tool. While this is happening, describe the bolts as they continue to work themselves out of their holes. Describe the engine shifting ever so slightly, sending the *Leatherhawk* off course.

**Failure:** Turn immediately to 'Oh Scrap' on p.110.



## APPROACHING THE RIFT

The sky darkens. The direction of the wind changes, so that it is pushing the *Leatherhawk* towards its destination. The characters aren't close enough to see the rift yet, but they can certainly feel its effects.

**Threat:** The craft speeds up and begins to rattle and shake. Nails start to work their way out of the wooden structure, and small pieces of the ship judder as they come loose.

**If a pilot is on board:** He yells, "She's coming apart! We could spin out of control at any moment!"

**If no pilot is on board:** It should nonetheless be obvious that it is bad to lose pieces of the ship.

**Solution: If a pilot is on board:** Leave the pilot to his task. He continues to shriek that disaster is imminent – "I don't think I can hold it much longer!" – but succeeds in keeping the ship on course. PCs can attempt to repair parts of the damage to the ship (see 'Destroying the *Leatherhawk*' on p.104)

**If no pilot is on board:** The player character at the helm must make a piloting roll (p.104) to keep the ship on course.

**Failure:** The ship goes slightly off-course, increasing the amount of time it takes to get to the rift. This gives the flying daemons another chance to attack – in fact, two more Discs do so immediately. Describe how much closer the gyrocopters are: close enough for an eagle-eyed PC

to make out the markings of the Brotherhood of Memory on them.

## BLACK HOLE SUN

The adventurers can now see the rift; although it isn't round, it appears the size of a second sun in the sky. As described in the visions of Mauro Malusalbus, it's a hole in space – not black but the indescribable colour of nothingness – around which clouds swirl in fierce spirals.

**Threat:** Upon seeing the rift first-hand, the player characters experience new and more terrifying versions of the visions they had when the Crystals first combined; see 'Foreshadowing Most Foul', p.8. Each of these visions is a continuation of one of the visions given in that section. You should have kept track of which player character received which vision during that sequence. Now you can match the new visions to the previous ones. If you're using the pre-generated characters, the visions are listed under those characters' names for ease of reference. The visions are also listed according to the characteristic the previous visions were keyed to. The last vision is a generic one, suitable for any character who would otherwise be left out. Any player characters who joined the party after the crystals were combined experience the generic vision.

These visions are not presented as player handouts. This sequence will stop dead if you pause to allow everyone to read a handout. You should either read or paraphrase the contents of these visions. Do so as dramatically as you can, without letting the pacing flag.



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### Fellowship (Cailission Silvereys)

Suddenly, you again occupy the body of the Dwarfen monk Yazeran, the one who penned the prophecy about you, the foretelling that predicted that you would bring doom to all.

You lie in a coffin. The others must think you dead, but you are still thinking and moving! You pound on the lid of the coffin! Dust falls into your eyes and mouth. You scream and squirm in agony. Something is biting you. You reach down into your robes, move aside the cloth, to see your flesh, puffy with putrescence. You are dead – or at least, your flesh is rotting. You see [insert number of player characters] chubby white worms munching on the fat of your belly. You swipe at them in terror.

The last thing you see is their faces – the tiny faces of [list other player characters] and finally, your own face, the face of [player character name], its lower lip dripping with Yazeran's yellow fat.

The character receiving this vision must make a **terror** test.

### Will Power (Borgin Forkbeard)

You are back in the darkened room, sitting across from the gypsy woman with the fortune-telling cards, the one who told you that you would destroy everything. You want desperately to apologize to her, to explain that it wasn't your fault, that your whole life was manipulated by the dread god Tzeentch, and that you had no hope of resisting. She sees the helplessness written on your face, and laughs. She laughs so hard her jaws come apart, splitting open. Something is breaking her apart from the inside out. From the torrent of gore, a new face emerges. At first, it seems like the face of Zockri the Younger, his face bisected by Mechthild's axe. Then it is the sinister face of Loic Sadique, the Chaos warrior. Finally it becomes the wild-eyed face of Mauro Malusalbus, radiating unconditional love for you. "You have done it, my [brother/sister] in Chaos. You have brought Tzeentch's four-thousand-year plan to fruition. Do not think you can succeed now. It is all over. Fight no longer. You have fulfilled your destiny." He leans forward to kiss you on the mouth. You try to shrink away, but you are frozen. On the end of his tongue, you see eyes and the mandibles of an insect. Drawing ever closer to your lips.

At the end of this vision, the character must make a **terror** test.

### Cool (Rogni Grimsson)

You go blind. Everything is dark. You're a liquid. You're the thoughts of Tzeentch. There is no one left to drink you. You drip from the walls of F'thaktoi B'kah. The burned out walls, where all are dead. They're coming to kill you now. That is, the other you, the [name of character] you. The unimportant you. Those Dwarfs in their machines mean to destroy you. They have another enemy of yours with them. Together, they will probably kill you. But it doesn't matter. They think that your death means something, but they are wrong. The [name of character] part of you will die, but the part

that is one with Tzeentch, it will live forever. Their actions will merely seal the victory of Tzeentch. All will be destroyed, and the forty-century plan will be completed. Celebrate! Celebrate the final triumph of Change! Drip, drip down the walls, the last drops of holy Tzeentch's essence!

At the end of this vision, the character must make a **terror** test.

### Leadership (Fiathiriel Clearwater)

You see the others, caught again in the throes of a vision, like the one they had back when the Crystals were combined. They are weak! Just because they have seen this hole in the sky! You knew it would be here. What is the surprise? It is clearer to you than ever. In order to preserve your leadership over the others, your control over the situation, you must kill them. Then, and only then, will your supremacy be proven.

When this vision concludes, the character must make a **Cool** test (+30 modifier).

### Toughness (Oleg Kuryitsin)

You feel sick again, just like you did when the Crystals first combined. Back then, you felt ill and had this ugly vision of a three-eyed mother suckling you. Now you don't see anything weird, except for that big, black rip in the sky. But your stomach – gods preserve you! It feels like your stomach is going to crawl up out of your gut, up your throat, and out your mouth! The pain – the pain – it is unbelievable!

This character must now make a **Toughness** ×10 test. For each Wound the character is currently suffering, apply a -5 modifier to the test.

### Strength (Lars Mortensen)

Once more you see yourself holding up a great pillar, testing your great strength to its limits. But now your friends are no longer laughing at you. For you are holding up the last part of the last great building of the Empire. It is you, [name of character], who has been chosen by Tzeentch himself, to smash the last beautiful thing in the world. You bring it down onto a great pile of rubble, of smashed and burning things, and your companions laugh with you. They laugh because you have ruined everything, and it is good.

The character must now make a **Cool** test.

### Weapon Skill (Klaus Treuer)

You are back fighting that old man again, the one who has been holding you down your whole life. You have been fighting and fighting and fighting, but he has become stronger the whole time. Weakness seizes you. You just want to rest. How long must a [man/woman] continue to wage a useless struggle before honour allows [him/her] to surrender? You know now that it is no ordinary old man who pins you to the ground. The strange things he has been cackling in your ear have grown intelligible. The old man is the earth itself. "I am



desperate for release," he chokes. "It is time that I died. Everything dies. Everything changes. It is time for me. You must not fight me, my child. You have done your duty to me, and freed the stones, so that I might be slain. Rest, child, rest. Soon everything will be at rest."

The truth is around you, all at once, inescapable, like a deluge! The world is ending – because of you, and your greed for the Doomstones! All along, the enemy you should have been fighting – it was yourself!

The character must now make a terror test.

## Ballistic Skill (Giuseppi Tollucci)

That thing up ahead – the hole in the sky. That's what you saw in your vision, the one you had when the Crystals first combined. Except that in your vision, it was a tiny little hole in the sky, a pinprick, one you had to worry about throwing the Crystals into. The real hole in the sky is so much bigger; there will be no problem throwing the Crystals into it, as soon as you get close enough. There is no need to worry. You can easily save civilization from the ravages of Chaos.

Except that your throwing arm is changing, turning into a giant tumour – a tumour like the ones they grew on themselves in F'thaktoi B'kah! It has eyes and mouth, and it's turning on you. It won't let you throw the crystals in. It will kill you first – unless you kill it!

The character must make an **Int** test, followed by a **WP** test. The **Int** test decides if the character realizes that they are only hallucinating, and that their arm is not really mutating. The **WP** test tells you if, even with this knowledge, they can bring themselves to ignore what their senses tell them. Take the difference between the character's **Int**

test roll and their **Int** rating, and apply it as a modifier to the **WP** test. If they failed the **Int** roll, the modifier is negative. If they passed, the modifier is positive.

## Wounds (Anders Gruber)

You're bleeding again. The sky is bleeding too. That hole there, that blackness, that's the blood of the sky. The sky is dying. And soon it will pass on its wound, like a plague bubo, to the earth. You're infected, too. You open your tunic. There, right down your chest, is a blackened, pulsating blemish, the exact shape of the wound in the sky. You will pass it along to the others if you don't do something about it. If you don't cut it from you.

The character must make the same pair of **Int** and **WP** tests as the character with the previous vision. As above, the result of the **Int** test modifies the **WP** test.

## Generic

Before your eyes, the images flash. Images of violence and destruction. Your home village, in flames. Your family members, impaled on spits and roasted over fires by grinning Beastmen. A skull-faced Chaos warrior in a jester's costume, juggling with the skulls of Dwarfs. Cities in ruin. Rats the size of deer chasing down the last pathetic survivors. Forests withered. Rivers running with blood.

Then the flood of images ends. You are sitting on a throne. Before you is a mass of Beastmen. They chant your name. They bow down before you, as one of the great harbingers of Chaos. Your actions did this. You destroyed the world. And they venerate you for it. But you cannot command them. You cannot move from your throne. It is a throne of blood and organs, of twisted bone and contorted flesh. It is part of you. Your blood vessels flow into it. Its poison flows into you. You are worshipped, but you are trapped. Such is the fate of a bringer of Chaos.

The character must now make a terror test.

**Failure:** For all characters forced to make terror tests: As per a normal terror test.

For the Leadership character (Fiathiriel Clearwater): The character is compelled to immediately attack the closest player character, fighting to the full extent of his abilities.

For the Toughness character (Oleg Kuryitsin): The character doubles over and tries to vomit out their entire digestive system, taking 3D6 damage. If the character survives, they are incapacitated until somehow healed, so that their stomach, oesophagus and intestinal tract are induced to crawl back inside them. A healing potion will accomplish this, as will the cure severe wound spell.

For the Strength character (Lars Mortensen): The character becomes stubbornly convinced that it is wrong to try to destroy the Crystals, and must make a **WP** test (-20 modifier) before taking any action that would contribute to this goal.

For the Ballistic Skill character (Giuseppi Tollucci): The character feels compelled to hack off their own arm. Unless restrained by others, they will use their best weapon to inflict Wounds on their arm until they deal themselves a Critical Hit to the arm.



**For the Wounds character (Anders Gruber):** The character decides to cut open their own chest. Unless restrained by others, they use their best weapon to inflict Wounds on their arm until they deal themselves a Critical Hit to the Body.

## GYROCOPTER ASSAULT

**Threat:** The pursuing Brotherhood of Memory gyrocopters, which should have given the PCs a sense of urgency and speed, become more of a problem as they finally catch up with the *Leatherhawk*. They swoop around the airship, clearly intent on destroying it.

Don't commit to a certain number of gyrocopters; just tell your players that there are a lot of them. The gyrocopters attack in waves of three, with each gyrocopter attack taking five rounds. During the first two rounds the gyrocopters are closing with the *Leatherhawk*. Then there is one round in which their pilots get close enough to throw bombs at the crew of the ship. They then swoop away, but remain within range for another two rounds. The chart below gives you the distance between the gyrocopters and the player characters for each round of the attack.

Round of Attack	Distance In Yards
1	300
2	150
3	6
4	150
5	300

Sharp-eyed PCs will notice that the gyrocopters are no longer fitted with the flame-throwers that were used in the assault on F'thaktoi B'kah – the Brotherhood's engineers have removed them but have not yet replaced the standard nose-mounted steam-cannons. Instead each gyrocopter pilot carries four ordinary bombs with 10-second fuses (the pilots light them from the fires that heat their gyrocopter's boiler), which they lob at characters the deck of the *Leatherhawk*. Any bomb that hits will damage the character and the *Leatherhawk* as well. If the bomb misses its intended target, make another **BS** roll to see if the bomb explodes close enough to the ship to damage it.

### Gyrocopter Pilots

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	51	41	4	5	9	41	2	41	61	51	71	61	21

**Skills:** Air Lore, Carpentry, Drive Cart, Drive Gyrocopter, Engineering, Metallurgy, Mining, Operate Machinery (Gyrocopter), Read & Write, Secret Signs – Dwarf Engineer's Guild, Set Trap, Smithing, Specialist Weapon – Bombs, Specialist Weapon – Steam Cannon, Spot Traps

**Solution:** Players with missile capabilities or ranged spell effects can try to shoot down the gyrocopters. Attempts to hit the pilots are at -10, but the modifier for attempts to hit the gyrocopters themselves are at +10. For combat purposes, treat the gyrocopter as a character with a **T** of 7 and a **W** of 12. The only flammable parts are the pilot and the bombs.

Each time a gyrocopter or its pilot takes 3 or more

Wounds, the pilot must make an **I** test to stay airborne; otherwise it goes crashing into a mountainside or plummeting to the earth. The same thing happens if either pilot or gyrocopter suffer a Critical Hit.

When a bomb lands on the deck of the *Leatherhawk*, any nearby character with an available attack may attempt an **I** test to kick the bomb off the deck and into the air, where it explodes harmlessly.

The attacks stop after four gyrocopters have been destroyed, or fifteen rounds of combat, or as soon as you think your players are getting bored. The remaining gyrocopters peel away to deal with a more immediate threat – the final attack by Tzeentch's flying forces. Go immediately to 'Flying Daemons III'.

**Failure:** The gyrocopter attacks can crash the *Leatherhawk*. See the text box labelled 'Thundering In' on p.105.

## FLYING DAEMONS III

Just as the adventurers think they're rid of airborne threats, Tzeentch's daemons make their final attack on the *Leatherhawk*, swooping down out of the clouds around the rift. It looks like there are around eight or ten of them. The remaining gyrocopters fly up to meet the incoming attackers, and engage them in a furious dogfight. Two of the Dwarf craft immediately plunge out of control towards the earth, but the daemons don't seem to have taken any casualties.

**Threat:** Make it seem to the players as if the dogfight is a threat – keep describing snippets of action, with the Dwarf forces getting the worst of it, gyrocopters exploding as their arsenal of bombs are caught in a Flamer's blast – but in fact it's there for colour. However, two rounds into the fight, one Flamer on a Disc of Tzeentch breaks off from the combat to



attack the *Leatherhawk*. Once the PCs have dealt with them, the survivors of the dogfight (one flamer and one Heir of Change, both on Discs, and one riderless Disc) dive into the attack.

Instead of directly attacking the characters, these daemons will try to destroy the *Leatherhawk* in the following ways:

- Setting fire to the ship (Flamers)
- Shredding the wings of the *Leatherhawk* by ripping holes in the fabric as they fly past (Discs)
- Landing on the wing and lacerating it with their claws (Heirs of Change)
- Landing on the deck and engaging in combat (Flamers and Heirs of Change). If there is more than one pilot on board at this point, see to it that the daemons instead kill all but one of the pilots, fudging the dice if necessary.

**Solution:** See 'Flying Daemons'; unless the balloon is still present, the characters no longer have the opportunity of using it as an exploding weapon against the daemon forces. If they destroy the daemons, the next event is 'Mechthild'.

**Failure:** Any critical hit against a wing means that it is so badly damaged it can no longer keep the ship in flight. The aircraft breaks into a death spiral. Refer to the text box labelled 'Thundering In' on p.105.

## MECHTHILD

The final encounter before the *Leatherhawk* reaches the hole in the sky is with Mechthild von Stroharm. She roars into view aboard a gyrocopter borrowed from the Dwarfs of

the Brotherhood of Memory. As you no doubt recall, Mechthild has the general build of a Dwarf; thus she fits inside these vehicles. She's determined to bring the *Leatherhawk* down, even if the price of this act is her life.

**Threat:** At first, the characters simply see another gyrocopter coming at them. Then the character with the highest **Int** realizes that the gyrocopter is on a collision course with the *Leatherhawk*, and will hit it head-on if it continues on its present course. Then the character with the highest **I** identifies the pilot as Mechthild. He sees her silver face mask glinting in the sunlight.

**Solution:** The characters have three rounds to act. At the beginning of the first round, Mechthild is 300 yards away. The next round, she closes to 150 yards. During the third and final round of her dive towards the *Leatherhawk*, treat attacks on her as if she is a mere six yards from impact.

During this time, the characters can attempt the following:

- They can try to kill Mechthild with missile fire.
- They can try to destroy her gyrocopter with missile fire, as per 'Gyrocopter Assault', p.116.
- If there is no pilot on board, the player character at the helm can attempt evasive manoeuvres, making a Piloting roll as described on p.105. Each time the piloting character makes a successful test, Mechthild's collision with the *Leatherhawk* is delayed by one round.
- If there is an NPC pilot at the helm, they freeze in fear when they see the gyrocopter heading for the airship. A player character can grab the helm to attempt the manoeuvres described above, but must first make a successful **S** test to shove the pilot out of the way. This test may be attempted once per round.

If the adventurers shoot down Mechthild before she crashes into the *Leatherhawk*, continue on to 'Into the Hole', p.118.

**Failure:** If an attempt at manoeuvring the *Leatherhawk* out of Mechthild's flight path fails by more than 20, the pilot has instead steered the vessel to hasten impact with Mechthild's gyrocopter. The two automatically collide at the beginning of the next round. Go to 'Collision', below.

If the characters do not attempt evasive manoeuvres, and fail to knock Mechthild out of the sky, and Slurk is on board, go to 'Slurk's Sacrifice', p.118.

If the characters do not attempt evasive manoeuvres, and fail to knock Mechthild out of the sky, but Slurk is not on board, go to 'Collision', below.

## COLLISION

The instant before Mechthild hits the nose of the *Leatherhawk*, the character at the helm (either the pilot or a player character) is able to pull the nose up just a few inches. Instead of colliding head-on with the craft, Mechthild's gyrocopter lands on its deck and screeches down its length as if along an airborne runway.

**Threat:** All characters on board must make **I** tests to



jump out of the gyrocopter's way as it hurtles down the deck of the *Leatherhawk*.

Assuming that at least some player characters are left alive after this, go to 'Explosion', immediately below this section.

**Solution:** It's just possible that a PC will come up with some brilliant but completely unpredictable way of stopping the gyrocopter in the handful of seconds they have to think about it. If they do, let it happen – a good GM should never block a PC's brilliant idea, no matter how much it may derail the next scene. In this case you'll need to decide quickly what happens to the gyrocopter and what happens to Mechthild (and it's good if the PCs get a chance to dispatch her in an appropriate manner); then proceed to 'Into the Hole', below.

**Failure:** Characters who fail their **I** tests take 2D6 Wounds as the gyrocopter runs them down. If no player characters survive, go to the next chapter, 'Sequels and Disasters'.

## EXPLOSION

Mechthild's gyrocopter slides until it hits the engine of the *Leatherhawk*. There is a frozen moment in which nothing happens; Mechthild and the player characters are shocked into inaction, having expected something terrible to happen on impact. Mechthild is the first to break the silence. She reaches for her axe, screams, "I'll kill you all!" –

And then the engine and the gyrocopter explode, blowing the *Leatherhawk* to bits. Everyone goes flying through space. Everyone but the character bearing the crystals takes 2D6 Wounds. All player characters making an **I** test see Mechthild consumed by the explosion; she evaporates into a fine red mist.

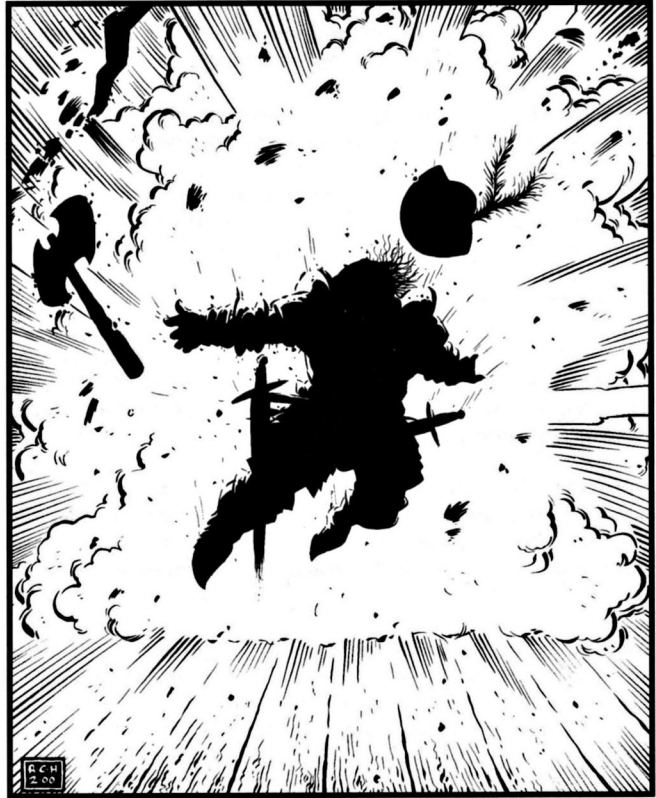
**Threat:** All of the player characters are doomed at this point; barring the use of Fate Points, there is no way they will survive the fall, with the exception of the character with the Crystal of Air's *flight* power, who can fly – as long as the fused Crystal is within 20 feet of them.

However, the character holding the Crystals still has a chance to save the Old World before their life is snuffed out. The blast from the explosion carries them momentarily within range of the entropic rift. They have one chance to throw the Crystals into it before their trajectory changes and they begin to plummet to the ground. A straight **BS** test is required to hurl the Crystals into the rift.

If they succeed, the rift swallows the Crystals and closes up. The rift and the Crystals are gone. They have saved the world. Go to 'Closing the Rift', below, to describe what they see. Then everybody hits the ground and splatters to a pulp. The end.

Alternatively, if the character attuned to the Crystal of Air is the one holding the Crystals at the moment the *Leatherhawk's* engine explodes, they can use the *flight* ability to get closer to the rift. As they draw closer, have them make a **WP** test: a battle of wills between themselves and the sucking of the power of Chaos. If they fail, they find themselves drawn inexorably into the rift, which seals behind them with a sickening finality.

What if the character makes the **WP** test? The Crystals disappear into the rift, never to be seen again. The *flight* ability abruptly ends. You can work out the rest.



**Failure:** If the crystal-bearer does not succeed at their **BS** test, go to the next chapter, 'Sequels and Disasters'.

## SLURK'S SACRIFICE

This scene is not a threat to the adventurers; instead, it is their reward for tolerating Slurk up to the bitter end.

Slurk, seeing the approach of the gyrocopter, sits bolts upright. With inhuman endurance, he staggers to his feet and runs the length of the deck towards Mechthild. His pace accelerates when he begins to slip and slide on his own blood. Screaming to the adventurers, "I do this for you! I do this for you!" he flies off the nose of the *Leatherhawk*, and into empty air. He pathetically flaps his puny, vestigial wings, and achieves flight for just a moment – enough time to drop onto Mechthild's vehicle, down through the blades of the gyrocopter. The blades grind him into meat. His legs are flung off in opposite directions. But his torso is still intact, and lands in the cockpit. In his last desperate moments, Slurk wraps his fingers around Mechthild's throat. She takes her hands off the controls to fight off the crazed Beastman. The gyrocopter flies just under the nose of the *Leatherhawk*. Its rotors thud against the bottom of the craft and crack off. The fuselage of the 'copter, still carrying Mechthild and what is left of Slurk, spirals towards the ground, pounds into the side of a mountain and explodes in a gigantic cloud of steam and smoke.

Continue on to 'Into the Hole'.

## INTO THE HOLE

Now that Mechthild has been dealt with, the *Leatherhawk* hurtles on towards the entropic rift.





**Threat:** The adventurers begin to feel the rift's pull on them; it is drawing all surrounding matter towards it. Unless they can destroy the rift, they and the ship will be pulled into it and annihilated.

**Solution:** If the characters are in a self-sacrificing mood, they can guarantee the destruction of the Crystals by simply staying put, with the Crystals on board. When they are obliterated, the Crystals go with them. The adventurers will die, but Tzeentch's plan is ruined. Perhaps it is better to die nobly than to survive, having personally angered a Chaos god.

Describe the characters' inexorable path towards the entropic rift in excruciating detail. Then tell them that the last sound they hear is that of the rift whumping shut; after that, all is nothingness. Time to move on to new characters and new adventures.

A character with the *flight* power can fly into the rift in an act of self-sacrifice that gives the others a chance of survival. Go to 'Three Endings'.

One of the players can risk everything on a single **BS** test as they try to pitch the crystals into the rift. If they succeed, the rift and the Crystals are destroyed.

If the players come up with an alternate plan that sounds credible to you, allow them to try, but make the conclusive test as suspenseful as possible.

## CONSEQUENCE OF FAILURE

**If a character tries to hurl the crystals into the rift, but fails the BS test:** The fused Crystals come achingly close to the mouth of the void. They hang there for a moment,

held for a fraction of a second by the power of the rift. Then they tumble and fall, disappearing into the clouds below. The *Leatherhawk* is drawn into the rift. Even any flying characters are now too close to the rift to escape; they are all pulled in like trout on the end of a fisherman's line. The adventurers are painlessly snuffed out as they become one with cosmic nothingness. The end.

## CLOSING THE RIFT

If there are any characters still alive and on the outside as the Crystals enter the rift, they hear a rending sound like ice cracking. There is a judder, as if something had shaken the world – no, not just the world, *everything* – for an instant. Then the sky seems to turn to water, pouring into the hole to fill it. In a few seconds there is no trace of it. The dark clouds are shredded and a shaft of sunlight breaks through for a long moment, brightening the ground below.

## THE WRONG SIDE

If any characters get sucked through the rift, into whatever lies beyond, don't try to describe what lies on the other side. Ask the affected players to pass you their character sheets. Take the papers from their numbed fingers, place them inside the cover of your rulebook, and say quietly, "They are Tzeentch's now." Then in two years bring them back as NPCs: possibly Champions of Tzeentch, or as the major villains at the end of an epic adventure, or hideously mutated beastmen, or gibbering lunatics in the worst asylum in the Empire.

### THREE ENDINGS

The adventurers have completed their mission; they have saved the Old World from the threat unleashed by their own greed. Defying grim destiny, they have thwarted a plan that they were, in a sense, born to enact. Now you, as game master, are presented with a choice. Do you indulge your players' banal desire for a conventionally satisfying Hollywood-style conclusion? Or do you have the courage to confront them with the properly bleak and existential Warhammer ending? Or something in between?

#### The Hollywood Ending

With the rift destroyed, and various aerial attackers dispatched, there is now some chance of crash-landing the balloon-less *Leatherhawk* without killing everyone on board.

If a pilot is on board, his eyes widen with amazement. "We did it!" he shouts, jumping up and down on the deck. "I never thought we'd make it, but we survived! We won! We won! We *whuh*—"

On that note, the pilot clutches his chest, throws his head back with a roll of the eyes, and collapses of a massive, immediately fatal heart attack.

Now that there is definitely no pilot on board, the success of the crash landing is left to the main characters. The player character who takes the helm gets four **I** tests. If the character has already made a successful piloting test while at the helm of the *Leatherhawk*, there is no modifier to the test, otherwise the modifier is -20.

The first three tests determine how well the helmsman positions the craft for its landing as it glides towards the

earth. For each of these, keep track of the difference between the die result and the number needed to succeed. If the result is a failure, the number is negative. If the test is successful, record the difference as a positive number. Add these three differences together; this is the modifier for the final test to determine how safely the *Leatherhawk's* finally lands.

The *Leatherhawk* comes to earth in a mountain clearing, skidding across a meadow, over a series of sharp boulders, and finally noses into a stream. If the final test succeeds, each character takes a mere Strength 6 hit on impact. If the test fails, take the difference between the die result and the number needed to succeed, and for each 10 points of difference, add another D6 to the damage dealt to each character on board.

The survivors may now congratulate themselves on their victory. They have not only saved the Old World from certain destruction by the forces of Chaos; they have survived as well!

This adventure is over, but its repercussions may continue. See the next chapter, 'Sequels and Disasters'.

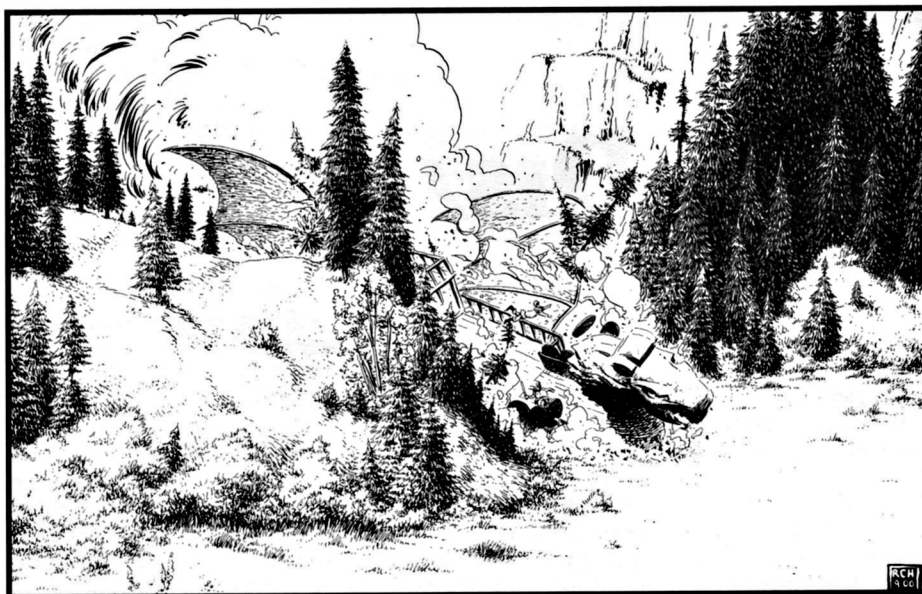
#### The Warhammer Ending

Everything mentioned above in the Hollywood ending still occurs, but a gruesome fate awaits the characters attuned to the crystals.

During the first of the four tests to land the ship, those characters suffer various symptoms, depending on which crystal they were attuned to:

- The character attuned to the Crystal of Air begins to feel light-headed and dizzy.
- The character attuned to the Crystal of Fire feels hot,





## The Third Way

It's true that the characters have meddled in the ways of Chaos and have become perhaps a bit too familiar with it, but along the way they've had the chance to do some good things too. If you as the game master feel that they've done their best to behave in an honourable way, have tried to stick to the straight and narrow, and haven't plunged into each encounter in a frenzy of lying, cheating, stealing and wanton blood-letting, then this is the moment to reward them for it.

As the rift closes, it's as if a spell is broken: a very solid sense of cold reality returns to the world, and it becomes apparent that the *Leatherhawk* is a shredded wreck. There's an ominous rending sound from the wings as a small tear starts

as if burned up by a sudden fever.

- The Crystal of Water character feels a strange pressure in their bowels.
- The Crystal of Earth character feels incredibly heavy, and can do nothing but sink to the deck of the ship. If this is the character trying to land the ship, they must abandon the attempt and turn it over to another character.

During the second round, these feelings intensify. Each of the four is suddenly possessed by primal fear, and must make a *terror* test. If one of these characters is the pilot, and is driven to the foetal position by a failed test, they must abandon the helm.

During the third round, all four characters die horribly:

- The Crystal of Air character separates into his constituent molecules and blows away. The last trace of him is his lingering howl of cosmic pain.
- The character attuned to the Crystal of Fire spontaneously combusts, burning like a candle until there is nothing left of them but a greasy, smoking spot on the deck of the *Leatherhawk*.
- Torrents of bodily fluids come gushing out from every orifice of the Crystal of Water character, as if under tremendous pressure. Their eyes pop out; their flesh is torn to bits. Their ruined, deflated skin, eerily reminiscent of the *Leatherhawk's* destroyed balloon, remains on deck, in the midst of a large and sticky puddle.
- The Crystal of Earth character screams and turns into a pillar of salt, which quickly blows away.

If any of these characters are at the helm when this happens, the ship crashes automatically, and all of the other player characters die, too.

Such is the fate of those in the world of Warhammer who interfere, even accidentally, with the inexorable forward march of Chaos. All victories are temporary; no triumph goes unpunished.

The lives of these adventurers are over, but the adventure is not. Refer to the 'Disasters' section in the next chapter, 'Sequels and Disasters'.

to rip along a seam. The deck creaks and twists dangerously – the rotors of Mechthild's gyrocopter must have really chewed it up. And now the wind has dropped, the characters can clearly hear an unhealthy whine from the engine that grows more pronounced with every second. The *Leatherhawk* begins to drop.

Let the adventurers desperately try to repair the damage. Let them make a lot of rolls. Shake your head at each one. The stricken craft continues to fall out of the sky. The earth below gets a lot closer, quickly. Let the players think that it's all over.

Then focus in on one of the characters who's trying to fix something. Ask them to describe exactly what they're doing. Let them make a roll, and shake your head again. Then tell them that as they're focusing and fumbling at their work, a rough pair of Dwarfen hands abruptly take the tools from them and take over the task – quickly and expertly.

Before the player can ask who or how, move to the next character. Describe the same process. In turn, each adventurer has their task taken from them. Only then let them look up, to see that the *Leatherhawk* is suddenly filled with Dwarfs, hammering, sewing, fixing and mending with quiet expertise.

The Dwarfs look up and meet their astonished gazes with nods of acknowledgement: Zockri, Yazeran, Frethrof the Astute, Ulgruld the Odiferous, Engmeld, Burgmal Cleft-Pate and Wismag the Sagacious.

And there are others, who the player characters have never seen before but who are wearing armour or carrying axes and hammers or bearing runes that the adventurers may recognise from the rusted remains they found along the path of their quest; and even, busy knotting two ropes together, is a young Dwarf who the characters may dimly remember as Gnarok son of Hadrin, from a night that wasn't, many months and many miles before.

The *Leatherhawk* catches the air once more. Wings filled with wind, it soars across the sky, down towards a hillside carpeted with heather and bracken, where it bumps and skids across the earth, rocks scraping against its battered hull, until it stops. Everything is very still. Above, the sky is clearing. There is no sign of the Dwarfs.



## CHAPTER 11

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# SEQUELS AND DISASTERS

This chapter provides hints for creating your own storylines to follow up on the events of this adventure. If the adventurers fail to destroy the crystals in this adventure, you'll need to refer to the 'Disasters' section. If they successfully completed this adventure and you feel they have a taste for more punishment, look for ideas in 'Sequels'.

## DISASTERS

One challenge faced by adventure writers, but not by their counterparts in fiction or screenwriting, is the risk of creating a high-stakes goal for the main characters to pursue. In a novel or movie, the writer knows that the characters will ultimately succeed, and can therefore make the threatened consequences of failure as great as possible. Villains can routinely threaten to destroy the world, or do other things which would bring the continuity of the series to a crashing halt, because the author knows that the heroes will beat them.

In roleplaying, and especially in the world of Warhammer, you can't assume that the characters will be heroic, and you certainly can't count on their winning. When devising epic adventures, scenario writers have two choices, neither of which is entirely satisfactory. They can make sure that the adventurers, unlike their fictional equals, only engage in low-stakes pursuits. When the adventure writer employs this strategy, the player characters' failures don't really matter; they won't wreck an entire campaign. Unfortunately, this also means that their successes don't matter much either.

The second approach, which is the one we've adopted here, lets the proverbial chips fall where they may. When the stakes are high, the players feel their actions really matter, and that their characters truly have an impact on the world. The price of this is that your campaign will be changed forever if the adventurers fail. You then have to adapt to these changes while still maintaining a fun campaign which involves the elements of **Warhammer FRP** that drew everyone to the gaming table in the first place.

In this particular case, if the PCs fail then you are left with an entropic rift in the sky which should eventually destroy the civilisation of the Old World. Here are three different ways in which you might deal with its impact on your campaign.

### Eon and On

Before they were destroyed trying to foil his plans, the adventurers learned that Tzeentch's schemes function on a geological time scale. This gives you an out, if you want it: the great storm can gather very slowly, taking months or even years to build. It grows quickly at first, and there is an expanding area of the Border Princes which is under a perpetual storm and where nothing will grow, but this gives

surviving characters time to regroup, recover and find another way to get the Crystals into the rift.

### The Second String

Your players may not be ready to admit defeat just because all of their characters are dead. If they decide that they want their new characters to continue to seek the destruction of the crystals, you should design a new adventure that gives them the chance to do just that. The fused crystals land somewhere in the Yetzin Valley, probably after a crash-landing of the *Leatherhawk*. The new batch of adventurers joins the frantic hunt to find the Doomstones and toss them into the rift. Perhaps this time around they might be members of the Brotherhood of Memory, or hirelings of the Empire. Alternatively you can let the players take over NPCs they have met earlier in the campaign, possibly monks from the monastery of Eyrie in *Death Rock* or Dwarfs from the Royalist or pro-Mendri factions in *Dwarf Wars*. At this stage of events it's more important to give your players a satisfactory ending to the campaign than to preserve consistency of tone. If the players are more interested in quickly getting back into the story than in lovingly creating their own characters, you could even take the surviving members of the Coldfire Knights team and give them to the players as the new batch of adventurers!

Whether the adventurers are serving another power or are acting as independent altruists, they'll find plenty of competition in the race to recover the crystals. Tzeentch may send human minions, cadres of Beastmen or even daemonic agents to hunt for them. Greedy adventurers seek the Crystals for their marvellous abilities; like the now-dead player characters, their quest for personal power renders them oblivious to the greater threat the Doomstones represent. Servants of Tzeentch's rival Chaos god, Nurgle, seek the Crystals in order to deliver a humiliating defeat to their hated foe. And the Bloodaxe Alliance knows of the existence of the Crystals too, and of their power.

### Wrack and Ruin

This option is for highly experienced game masters only. If you're willing to run a highly variant **WFRP** campaign, you can allow the great storm to destroy the Empire, as threatened. Only small, beleaguered pockets of civilization remain after the armies of Chaos march across the Old World in its wake. Your player characters are among the survivors. Standard **WFRP** can be thought of as a horror game set in a fantasy world; if you use this option, you'll be playing a post-apocalyptic game set in a fantasy world. Mere survival becomes a heroic act.

This vastly changed campaign will require a great deal of work on your part. You'll need to design a new experience system. Career advancement becomes a thing of the past; with no economy to speak of, there are no longer any

careers to advance in. Existing adventures and game supplements will require extensive revision if they're to apply to an Old World where Chaos has won. You'll need to work hard to keep the emotional balance, making the apocalyptic horror seem credible without thoroughly depressing your players.

You may want to play post-apocalyptic **WFRP** only for a short while before beginning a new campaign set in the standard setting, ignoring the continuity you established in the previous campaign. Even if made to play only for a month or two in a Chaos-maimed world, your players will learn that you are the kind of game master who does not shield their characters from the potentially catastrophic consequences of their failures.

## SEQUELS

Even if the players succeed in destroying the Doomstones, that doesn't mean that they've seen the last of the events and characters introduced in *Heart of Chaos*.

### Coldfire Knights

Many of the Coldfire Knights described in this book are likely to survive the events of *Heart of Chaos*. If so, you should see to it that they eventually cross paths with the adventurers again. The knights are much more than just Chaos fighters, and their reappearance should emphasize this fact. The next time the adventurers find themselves involved in political intrigue of interest to the Empire, they might find that Beschluss, Liebewelpen and company are up to their necks in it. If the player characters were particularly hostile to the knights, you might find it fun to arrange the plot so that they are obliged to join forces with their hated enemies. If they were friendly towards one or more of the knights or their companions, you should pull the plot in the opposite direction, so that they find themselves in deadly conflict with their old confidantes.

### See You In Court

If Grandin survives, his business venture collapses. With the *Leatherhawk* destroyed, his investors withdraw from the project, leaving him embittered and penniless. He lodges a lawsuit against the adventurers in the Imperial courts. Perhaps he is bankrolled in this legal effort by an old enemy of the adventurers, acting behind the scenes. Or perhaps his advocates are acting in anticipation of a large judgement against the adventurers.

You can play this incident as an ongoing annoyance for the player characters whenever they venture onto civilized turf; wherever they go in the Empire, they are dogged by court officials who serve them with documents and insist that they appear to testify in an endless series of preliminary hearings.

Alternately, it might serve as a hook leading to an otherwise unrelated adventure of your design: a wealthy individual with influence in legal circles offers to facilitate a bribe which will put this nuisance to rest, but demands a favour in exchange for his services. Finally, you could sim-

ply use this sub-plot as an enduring drain on the party's financial resources.

### Every Beastman Attack Has A Silver Lining

When the adventurers are next at loose ends, they receive a message from distant Urdevar, requesting their return and offering substantial payment for their services. The message is from the surviving Urdevaran character the player characters liked best. If they return to Urdevar, they find it a completely changed place: the residents of the village finally struck silver, and the place is now a boomtown! The gigantic, lizard-like Beastman that burrowed up into the middle of the village exposed a rich vein of silver in the one place the Urdevarans never thought to look for it – directly below the village itself.

The inhabitants' new-found wealth has brought with it a new host of problems. The townsfolk are now fighting one another for control of the new mine, and the formerly wretched characters the adventurers remember are now greed-crazed silver magnates with private armies. The Urdevaran who sent the message wants the adventurers to head up his or her own private army, to defend his or her share of the mine against the others. Meanwhile, a band of Orcs decides that the town is finally worth raiding, and prepares itself for a massive assault...

### The Revenge of Tzeentch

Is an infinitely incomprehensible being such as Tzeentch capable of a motivation as petty as desire for revenge? You bet he is! Tzeentch has a vast network of human conspirators, daemons, mutants and Beastmen at his command, directly or otherwise. Whenever the adventurers get too complacent, whenever you need an attack from left field or some good old-fashioned gratuitous violence, the forces of Tzeentch's agents will be there, anxious to prove that no one defies the Master of Change and lives to boast about it.

### Dwarf Politics?

This final option is wide open for you to use. Various factions in Dwarfen civilization may be overjoyed that the stain of the Doomstones has been erased, or maddened that these ancient Dwarfen artefacts have been destroyed; and by non-Dwarfs, too! What's more, the adventurers have entered (some would say trespassed) in two ancient Dwarfen Holds, and caused the destruction of one of them. Plus the fact that the Brotherhood of Memory are now out of a job and several gyrocopters short of an air force.

In other words, saving the world doesn't necessarily make you any friends – particularly where Dwarfs are concerned. And whenever the surviving adventurers get involved in Dwarf politics, someone will have heard of them, and will be able to twist their reputation to cast them in a bad light. Player-character Dwarfs will be particularly singled out for scorn, for having sided with the enemy. However you want this to run, any association with the Doomstones will make the adventurers' lives difficult when it comes to dealing with Dwarfs in the future.

**CHAPTER 12**

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# EXPERIENCE POINTS

The Experience Point awards are broken down by chapter and by section. As always, you should reward good roleplaying and bright ideas — an average character should get about 30 points per chapter (or per session, whichever is more convenient to you), going down to zero for bad or uninspired play and up to 100 for really excellent play.

In addition, the Experience Point awards listed below can be earned by each character who actively contributed to that part of the adventure. Where a range of experience points is given (e.g., 0-20), you must judge how well the adventurers dealt with that part of the adventure and award points accordingly.

Don't divide awards among the contributing characters — they are for each character who took part. Also, don't award Experience Points for encounters or incidents which never took place for any reason.

## Chapter 1: From There To Here

- PCs talk to Pippo and learn of Urdevar: **10**

## Chapter 2: Ill Omens In Urdevar

- Roleplaying with Urdevarans: **0-50**
- Convince the Urdevarans that Bollo didn't poison the water: **0-20**
- PCs investigate poisoning of well and hunt for clues intelligently: **10**
- PCs accuse right person of poisoning the well: **50**
- PCs learn they accused wrong person and were responsible for his death: **1 insanity point**
- Learn that the crystals cause decay and breakdown in surroundings: **100**

## Chapter 3: The Smell of Burning Ice

- PCs learn that Mechthild is very tough: **20**
- Roleplaying with the Coldfire Knights, for each NPC they interact with: **0-20**
- Avoiding combat with Coldfire Knights: **20-100**
- Surviving combat with Coldfire Knights: **20**
- Not letting the Knights discover that they have the crystals: **20**
- Learning the importance of Zockri the Younger through good roleplay: **20-100**
- Learn that Zockri is at Hawk's Claw Peak: **20**
- Preventing the murder of the scapegoat: **10**

## Chapter 4: Beastly Doings

- Roleplaying with beastmen: **0-20**
- Drive Slurk off but not kill him: **20**
- Allow Slurk to join the group: **50**

## Chapter 5: Hut On the Mountaintop

- Getting past the hawks: **10**
- Getting past the ice worms: **10**
- Getting past the Egg-suckers: **10**
- Negotiating the glacier: **0-20**
- Roleplaying with Zockri the Younger: **0-20**
- Learn history of the crystals: **100**
- Learn location of Karak Vagno: **50**
- Rescuing Kostenlos Umlaut: **10**

## Chapter 6: Grudges of the Damned

- Getting past the Brotherhood of Memory: **20**
- Disarming or avoiding Oto Warmaker's trap: **10**
- Contacting ghosts and learning their story: **20 each**
- Becoming ethereal and roleplaying with ghosts: **0-20**
- Learning the truth of Engmeld and laying the ghosts to rest: **50**
- Learn that only Tzeentch knows how to destroy the crystals: **100**

## Chapter 7: Tzeentch Distilled

- Learn of colony of Tzeentch cultists: **20**
- Freeing a cultist from Malusalbus's control: **10 each**
- Good roleplaying in F'thaktoi B'kah: **0-20**
- Earning a meeting with Malusalbus: **30**
- Putting Kurt Aufschnitt out of his misery: **20**
- Slaying the library heads *after* learning needed information: **20**
- Learning of the rift and that the crystals created it when rejoined: **100**
- Learn the only way to destroy the rift: **100**
- Learn that the rift is in the air and that they need a way to fly to it: **20**
- Saving cultists during the gyrocopter attack: **0-20**

## Chapter 8: The Leatherhawk

- Roleplaying with Grandin and crew: **0-20**
- Learn about what the Leatherhawk means to Grandin: **20**
- Convince Grandin to loan them the Leatherhawk: **100**
- Steal Leatherhawk: **50**
- Force Grandin to be their pilot: **20**

## Chapter 9: Fixing A Hole

- Creative solutions to each of the problems faced on the way to the rift: **20**
- Successfully destroying the crystals, sealing the rift, and saving the world: **200 points** and **1 Fate Point**



## APPENDIX I

# COLDFIRE KNIGHTS

These appendices provide details on characters, items and organisations who appear in several chapters. Feel free to use this information in *Warhammer FRP* sequels and storylines of your own.

## COLDFIRE KNIGHTS

The Coldfire Knights is a knightly order of the Empire; however, unlike most such orders, its loyalty is to the Emperor rather than one of the Elector Counts. It acts as a complement to the Emperor's much more famous, larger and more glorious personal company of warriors, the Reiksguard. Where the Reiksguard accompanies the Emperor on diplomatic missions and fights by his side in war, the Coldfire Knights fight many of his quieter, more underhanded battles.

The Order of Cold Fire is not well known; relative secrecy is often essential to its success. It operates in small groups, mostly on the periphery of the Empire or in foreign territories. Its knights swear an oath of absolute personal loyalty to the Emperor; their credo is 'Service Above All'. They must at all times be willing to act swiftly and ruthlessly against the Emperor's enemies, internal or external.

## HISTORY OF THE ORDER

The Order was founded upon the accession of Emperor Wilhelm II in 2429; its founding members were nobles instrumental in the political manoeuvring that led to the ousting of Wilhelm's predecessor, Dieter IV. Dieter enraged the Elector Counts when he made a deal with the Burgomeisters of Marienburg that allowed them to withdraw from the Empire in exchange for gold. A small coterie of minor nobles around Wilhelm of Altdorf were instrumental in fanning the flames of this scandal and rallying support for a coup. When Wilhelm took the throne, some of those nobles became the first Coldfire Knights. The name reminds its members that they must sometimes be as destructive as fire, but must always survey the world with a cold and calculating eye.

Nobles out of favour with the court sometimes charge that the true loyalty of the Coldfire Knights is to the Princes of Altdorf, rather than to the Empire itself. So far this distinction has not been tested, as all of the Emperors since Wilhelm have been from Altdorf.

## USES OF THE ORDER

As Wilhelm did before him, the current Emperor uses the knights for any purpose that might protect and extend his power. Various units of the order might at the same time be keeping a covert eye on the activities of truculent Elector Counts, suppressing peasant revolts, investigating outbreaks of Chaos or assassinating disloyal clerics. Its members pride

themselves on political savvy, martial prowess and even occult knowledge.

The Order is licensed to use magic in the service of the Emperor. Actual practising magicians will be stewards or companions (see below) rather than knights; real nobles have better things to do with their time than learn wizardry.

## CAPTAIN OF THE COLD FLAME

The current head of the Coldfire Knights is Heike Schlacht, a tight-lipped old bat who typifies the political expertise and general implacability of the order. Her title is Captain of the Cold Flame. She acts as advisor to Karl-Franz; her presence strikes fear into the hearts of other courtiers. Whenever something sinister happens in the Emperor's administration, people blame Diesl. This suits the Emperor's purposes perfectly; like any powerful leader, he sometimes needs terrible things to be done, and must be able to deflect responsibility onto someone else. In reality, Diesl would sooner cut off her own arm than act without the Emperor's blessing.

## LOYALTY ABOVE ALL

The entire culture of the Coldfire Knights is designed around this principle; members fiercely compete with one another to show the greater loyalty to the Emperor. Members win respect through successfully completing missions. They gain even more status if they succeed at great personal cost, or are forced to employ extraordinary ruthlessness.

The Coldfire Knights cultivate a nasty sense of humour; one of their favourite jokes is that the ideal mission is one that forces a knight to mutilate himself hideously while at the same time pushing a cart of women and children off a cliff. However, gratuitous ruthlessness wins no admiration; it brings unneeded attention to the operation and to the order. If it doesn't please the Emperor, it isn't worth doing. If it does please the Emperor, there is no excuse for failure.

## ANTI-CHAOS ROLE

The ever-encroaching armies of Chaos pose the greatest threat to the Empire, and Karl-Franz has come to rely on the Coldfire Knights to investigate small-scale eruptions of Chaos both inside the Empire and outside of it. The Coldfire Knights aren't your typical band of anti-Chaos fanatics, which is exactly why Karl-Franz finds them effective. They've refined their own unique brand of fanaticism, one that gets better results than the usual kind. They don't regard the fight against Chaos as a religious obligation or any great moral imperative. In their characteristic chilly way, the Coldfire Knights look at Chaos as just another foe in need of quick extermination.

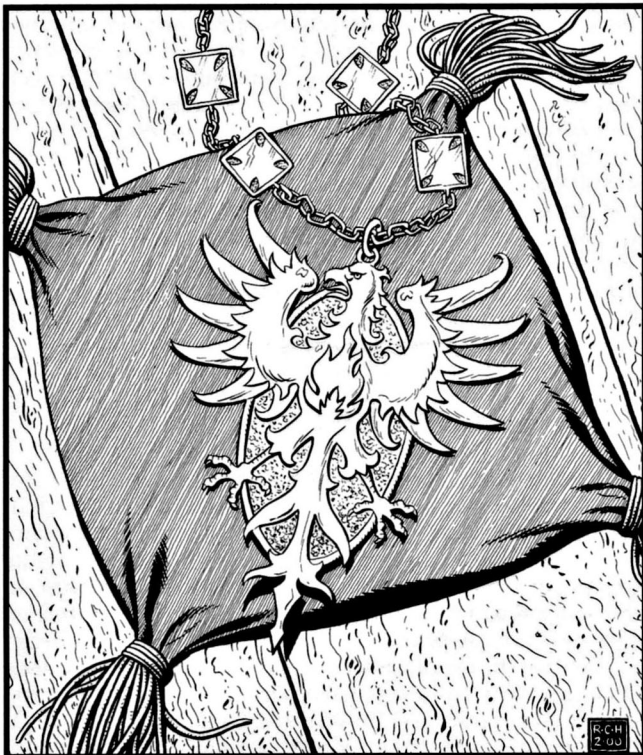
Others who specialize in destroying Chaos often become

obsessed with it, and begin to see its spoor everywhere. Soon they're hauling out the stakes and burning everyone in sight, frequently letting the real cultists and mutants slink away unmolested. Coldfire Knights regard these zealots with contempt, dismissing them as mere 'witch-sniffers'. If a band of Coldfire Knights were to encounter, say, the witchfinder Otto von Lufthanser, from the adventure *Dying of the Light*, they'd definitely ridicule him, and possibly rough him up in order to shake useful information out of him. Then they'd toss him in the dirt and go about their business.

Coldfire Knights pride themselves on keeping cool and calm while hunting Chaos, and on generating a minimum of hysteria while doing so. Coldfire culture encourages the knights to take a mocking attitude towards Tzeentch and company; they're constantly girding themselves for battle by making ribald jokes about the gods of Chaos. One of the first things that a novice in the order is taught is that Chaos thrives on fear, and on false rumours of its powers. The training is meant to make knights more afraid of the ridicule of their comrades than of Chaos. This is easier said than done. When actually face-to-face with Chaos for the first time, novice knights are often as terrified as anyone else, despite their training. The few who are able to uphold the order's ideal of icy composure in the face of Chaos are the ones who progress in the order, becoming its leaders.

## INSIGNIA

The order's insignia is a stylized lick of flame, painted blue rather than red. Members tend to wear the symbol on small pieces of jewellery or as a fabric pattern rather than displaying it openly on shields or battle standards. The order calls attention to itself only when there's a direct, practical benefit in doing so.



## NOVICES, STEWARDS, COMPANIONS

Most of the order's missions require small teams of operatives not much larger than the typical adventuring party. Only rarely is the entire team made up of full-fledged Coldfire Knights. Membership in the order usually hovers around fifty, and not all members are on active duty.

Some knights, as they grow older, find that they must accept the personal obligations expected of Imperial aristocrats, and must retire from active service in order to run their family estates. They remain members of the order, but are mustered to its service only in time of emergency. Others are permanently assigned to the courts of various Elector Counts, or to other organizations in need of an Imperial representative capable of running investigations and breaking a few bones when needed.

Applicants to the order are not automatically approved; they must undergo a rigorous testing procedure and then survive for two years of active duty as novices before they are graduated to knight status.

Most missions are led by one or two full-fledged knights, one more experienced than the other. In the case of less sensitive missions, one or two novices will accompany and attend the knights, in order to prove themselves and to learn the skills expected of a knight.

Knights are also usually attended by a number of stewards. Knights select their own stewards, who are invariably commoners, and they are responsible for paying them. When they enter service, stewards swear oaths of loyalty to the Emperor first of all, and then to their masters. Knights usually hold their own stewards at arm's length, treating them with gruff authority. Another knight's stewards are considered prime targets for abuse and mockery.

Stewards who perform their duties well are sometimes granted official status, undergoing a ceremony at which they are dubbed Companions of the Order of Cold Fire and are granted an additional stipend from the Imperial treasury. Companions are permitted to wear a modified version of the knightly insignia. They continue to serve the organization after their original master retires or dies. Companions are granted more respect than stewards, but they are not treated as equals by the knights.

In very rare circumstances, especially worthy companions are graduated to the status of knight, despite their status as commoners. Helmut Beschluss, described below, is the only living knight to have won this honour.

## NEW ADVANCED CAREER

Members of the Order of Cold Fire follow the advanced career of Knight, described below. This career is also suitable for members of other knightly orders.

### Knight

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+30	+20	+1	+2	+6	+30	+1		+20	+10	+40	+20	+30

**Skills:** Disarm, Dodge Blow, Read/Write, Ride – Horse, 4 Speciality Skills

**Trappings:** Full plate armour, lance, sword, shield, war-horse with saddle and harness, 3D20 Gold Crowns

Knights are members of aristocratic warrior orders, loyal to an Elector Count or to the Emperor himself. Each brotherhood or knightly order has its own celebrated history and goals. Each brotherhood teaches its members a number of specialized skills related to these goals. Some brotherhoods are similar to Templars in that they are dedicated to the worship of a particular god. In times of war, all members of a given knightly order take the battlefield together.

Knights are the cream of warrior society in the Old World, and can be expected to look down upon all commoners, no matter how accomplished. Knights are highly unlikely to join the typical adventuring party and wander around looking for treasure. Even if momentarily free from their considerable political and military obligations, they'd consider such activity utterly undignified.

This career path is intended primarily for game master characters. GMs should think carefully before allowing a player character to take it. A campaign including a Knight character will tend to revolve around that character, with the other PCs playing secondary roles as the knight's attendants, stewards and lackeys. This could be fun, allowing for plenty of political intrigue and battlefield heroics. It also gives the GM an easy, reliable way to get the group involved in new storylines: the knight's feudal lord simply assigns them a mission, no argument permitted.

On the other hand, the other players must be willing to accept that their characters will be underlings, and some may not. Also, the player who takes the central knight role must be able to attend every game session. If you centre a campaign around a character whose player frequently misses sessions, the result is frustration for all.

Only characters who began their careers as nobles are eligible for this career path; they can enter this career from any other. Knighthood is no mere occupation; it's a lifelong obligation. Its only career exit is the grave.

## COLDFIRE KNIGHTS NOTES

The Coldfire Knights offer the following speciality skills: Acting, Bribery, Disguise, Lip-reading.

The Order of Cold Fire is unusual in that its members are of noble birth but are not feudal lords; they are most often younger siblings who do not stand to inherit the family lands. Nonetheless, it is not possible to simply quit the Coldfire Knights and move onto a new career. Coldfire Knights can die in the saddle or retire, but those who try to leave for other careers will be hunted down as traitors to their vows. Their former colleagues will show as much determination and as little restraint in pursuing them as they would against any other enemy of the Emperor. As you might guess, the punishment they mete out is permanent in nature.

### Mechthild von Strohm

**Female Human Knight**  
(ex-Noble, ex-Duellist)  
Age 32, Height 5' 2"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	68	65	6	8	13	77	2	45	53	64	79	40	54

**Skills:** Acting, Bribery, Disarm, Dodge Blow, Drive Cart, Etiquette, Lightning Reflexes, Lip Reading, Read/Write, Ride – Horse, Scale Sheer Surface, Very Strong



Mechthild von Strohm is an exemplary member of the Order of Coldfire Knights; she's only thirty-two years old, yet Heike Schlacht has her eye on her as a potential successor. She is literally fearless, and cares for nothing other than the success of her mission. This she desires with an intensity that could be described as fanatical if she weren't unfailingly rational and cool-headed in her pursuit of it. The only thing that marks her out from the typical member of the Order is her sense of humour – or, rather, her lack of one. Coldfire Knights are famous for their rough mockery of their enemies, which gives them courage and fosters group solidarity. Mechthild is too serious to engage in this sort of behaviour; her comrades have never known her to crack a smile.

Physically, Mechthild is hardly an imposing figure. She's short and squat, and is sometimes mistaken for a big Dwarf. The right side of her face is disfigured; a Beastman once tried to gnaw it off. Mechthild covers this wound with a half-mask of gleaming steel that, if anything, makes her look more disturbing than the exposed scar tissue would. As her reward for ferreting out a highly-placed cell of anti-Imperial heretics within the church of Sigmar, the Imperial treasury paid for the ensorcelment of this mask; it has various magical abilities, described below. One of these abilities allows Mechthild to disguise her features; if she wanted, she could make her face look attractive. She sees no point in doing so, except in the furtherance of her missions.

Mechthild is literate, well-read and enjoys a good intellectual argument. She has a taste for fine wine and good food, and fits in well with her fellow nobles. However, she'd rather be on the trail in some godforsaken corner of the Old World, enduring miserable conditions and risking her life for the greater glory of the Coldfire Knights.

Even as a child, Mechthild was wilful and single-minded, convinced she would one day accomplish great things. When her father tried to seal an alliance with another large land-



owner by marrying her off, she ran away in search of her destiny. Mechthild won't talk about her family, and still harbours a grudge against them. As far as she's concerned, the Order of Cold Fire is her only family, and its continued success her only reason for living.

Once Mechthild decides that the deaths of the player characters are essential to the completion of her current mission, she will be implacable in pursuit of them. The only way to get her off their trail is to kill her.

## Mechthild's Mask

This magical treasure gives Mechthild the following abilities:

When Mechthild strikes a character in hand-to-hand combat, and that character has a Toughness in excess of 4, treat the character as if he, she or it had a Toughness of 4.

When rolling hand-to-hand combat damage for Mechthild, you score an unmodified 6 on the D6 roll, reroll the D6 and add the result of the two rolls. If you get another 6, reroll again, continuing to add the results until you get a result other than a 6.

When Mechthild is damaged by a magic spell, the caster of the spell suffers D6 damage to the head. This damage is not reduced by armour or Toughness.

Player characters won't be able to make use of this awesome item. Its magic works only for Mechthild herself.

## Nikolas von Liebewelpen

**Male Human Knight**  
(ex-Noble, ex-Freelance)  
Age 20, Height 6' 1"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	67	57	5	6	6	35	3	30	25	42	46	40	42

**Skills:** Blather, Charm, Disarm, Disguise, Dodge Blow, Etiquette, Gamble, Heraldry, Lightning Reflexes, Lip-reading, Luck, Read/Write, Ride – Horse, Sixth Sense, Strike to Injury, Strike Mighty Blow, Strike to Stun, Very Resilient, Wit

Nikolas von Liebewelpen is an eager newcomer to the ranks of the Order of Cold Fire. He's a good-looking young man with a strong jaw-line and a set of dimples which has often proven devastating to the ladies.

The fourth son of a minor aristocrat, he has been raised from birth to expect nothing from his noble name except some good introductions. This is not to say that Nikolas lacks a noble's pretensions; he's as snobbish as any Imperial aristocrat, which is to say very snobbish indeed.

He joined the order for less than fanatical reasons; he thought that its political role and its close connections to the Imperial court might provide him with opportunities for advancement. However, Nikolas is a malleable sort, and he's since taken to the monomaniacal credo of the Coldfire Knights with a convert's zeal. Now he is interested only in advancing within the order, and looks back on his old social-climbing ambitions with disdain.

Nikolas is still finding it a little difficult to maintain the rigorous self-control demanded of a Coldfire Knight, for a reason he finds intensely embarrassing to admit even to him-

self: he's infatuated with Mechthild von Strohmarm. She isn't one-eighth as attractive as any of the myriad women he's bedded, she shows no interest in him (or, as far as he can tell, in sexual activity of any kind), and the other knights would ridicule him mercilessly if they knew he loved her – yet he can't get her out of his mind. His nights are spent in sleepless, feverish reverie, thinking only of her.

He's hoping that by presenting himself as the perfect Coldfire Knight, and executing her commands to the letter, he'll somehow win her love. Or that this bizarre fixation will one day vanish as abruptly as it arrived.

## Helmut Beschluss

**Male Human Knight**  
(ex-Pit Fighter, ex-Bounty Hunter)  
Age 20, Height 6' 1"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	66	56	6	7	13	64	2	33	52	41	73	53	58

**Skills:** Disarm, Dodge Blow, Dodge Blow, Drive Cart, Follow Trail, Marksmanship, Night Vision, Shadowing, Silent Move Rural, Silent Move Urban, Speciality Weapons – Fist, Flail, Lasso, Net, Parrying, Two-Handed, Strike Mighty Blow, Very Strong

Helmut Beschluss is a tall, broad-shouldered man with a bald head and wide, flat facial features. As noted above, he is the only Coldfire Knight to begin life as a commoner. His career with the Order started back when Schlacht was an active agent; she hired him as a steward. Until that day, Helmut had never belonged to any group, never had anyone to rely on aside from himself. He had never even known his parents, growing up alone in the poorest sectors of Nuln.

From an early age he learned to make a living by fighting, and to treat others only as enemies to be vanquished. Diesl's trust, and the camaraderie of the Coldfire Knights, opened Helmut's eyes to a whole other world. He followed Diesl's commands with unyielding tenacity, and rapidly advanced to the status of Companion.

While part of a mission to investigate the wavering loyalty of the Elector Count of Stirland, Helmut was captured. The Count threatened to torture him, so that he would reveal the identities of the Coldfire Knights operating in his province. To show how determined he was to remain silent, Helmut lurched forward, seized a knife from the belt of one of the torturers, and cut out his own tongue.

The Count was so shaken by this consummate display of loyalty to the Emperor that he fell to the ground, weeping. He went immediately to Karl-Franz and declared his own fealty, begging for forgiveness and promising to never again agitate against the throne.

For this extraordinary service to the Emperor, Helmut was elevated to the rank of full-fledged member of the order, and given a noble title. However, his inability to speak makes him less than useful in political missions, and prevents him from taking a leadership role. If he finds this painful, he shows no sign of it.

Unable to read or write, Helmut communicates only through grunts and simple gestures. His actions since his terrible sacrifice suggest that his motivations remain the same as ever: the success of the mission is the only thing that matters to him.

**Katrin Schneclette****Female Human Wizard, Level 3****Age 29, Height 5'6"**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	35	37	5	5	9	58	1	50	49	68	54	57	32

**Skills:** Arcane Language – Magick, Cast Spells – Battle Magic 3, Demon Lore, Evaluate, Herb Lore, Identify Magical Artefact, Identify Plants, Magic Sense, Magical Awareness, Meditation, Prepare Poison, Read/Write, Rune Lore, Scroll Lore, Secret Language – Classical, Super Numerate

**Magic Points:** 26

**Spells:** Aura of Protection, Cure Light Injury, Curse of Arrow Attraction, Curse, Fire Ball, Flight, Lightning Bolt, Magic Bridge, Open, Sleep, Sounds, Zone of Silence

Katrin, a skilled wizard, is Mechthild's chief steward. Her tutor in the mystic arts is a battle wizard well-connected to the Supreme Patriarch, head of Altdorf's Colleges of Magic. When he heard that the Coldfire Knights were in need of an extra sorcerer or two, he pulled strings and saw to it that Katrin was offered the position. Heike Schlacht in turn assigned Katrin to the service of her own protégé, Mechthild.

Katrin is an attractive woman with a willowy physique and very light blonde hair. Haughty and distant, she does her best to seem completely unapproachable. Her personality fits in well with the Coldfire Knights; she cares little for others, and hates failure. On the other hand, she isn't especially interested in politics and doesn't share the order's obsessive loyalty towards the Emperor.

Katrin primarily sees her position as steward to a Coldfire Knight as an opportunity to continue her magical studies and enjoy the use of her powers without fear of the state. Still, she will spare no effort to help Mechthild succeed in her mission.

**Bertolt Geizhals****Male Human Spy****(ex-Exciseman, ex-Merchant, ex-Explorer)****Age 40, Height 5'6"**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	55	44	5	5	11	40	2	37	46	63	71	50	33

**Skills:** Ambidextrous, Blather, Bribery, Cartography, Cryptography, Evaluate, Excellent Vision, Flee!, Follow Trail, Haggle, Ancient Language – Arcane Dwarf, Law, Linguistics, Numismatics, Read/Write, Shadowing, Sixth Sense, Super Numerate

Bertolt Geizhals, a thin, stoop-shouldered man with vaguely rat-like features and wild white hair, is another of Mechthild's stewards. Bertolt is a miserly, money-grubbing fellow who has served a number of Coldfire Knights. As a constant complainer, he's not terribly pleasant to be around, but he has proven his worth as a man who takes care of details, negotiates well (especially where money is involved) and is well-attuned to the dishonesties of others.

Bertolt prefers more civilized, political missions, and wants the current mission to finish quickly. He will fight if necessary, but Mechthild has instructed him to hang back unless absolutely needed. Age is catching up with Bertolt, and he's

more than happy to comply with this order. He is afraid of his master and will do almost anything to avoid her wrath.

**Peter Zynismus****Male Human Mercenary Captain****(ex-Labourer, ex-Artillerist)****Age 35, Height 5' 5"**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	69	64	5	6	12	54	3	42	50	39	62	35	46

**Skills:** Carpentry, Consume Alcohol, Dodge Blow, Engineering, Night Vision, Read/Write, Scale Sheer Surface, Sing, Specialist Weapon – Bolt Thrower, Street Fighter, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Strong

Peter Zynismus is a short, goateed man with weather-beaten features who serves as Helmut Beschluss's steward. He's a cynical, angry fellow who has privately come to dislike the Coldfire Knights. His respect is for Helmut, not his fellows.

Peter started out as a carpenter in a small village, but was conscripted to fight as an Artillerist for the Empire. He learned the way of the world on the battlefields of the Old World. There he came to despise his aristocratic commanders, who showed little concern for the welfare of their troops. He came to believe that battles are fought by the many for the benefit of the few. Eventually he started his own mercenary company, but this effort was short-lived, ending in a goblin ambush that slew most of his men.

Peter wandered around in search of gainful employment, falling in with what he thought was a band of treasure-hunting explorers. Actually, it was a covert mission of the order. Peter befriended Helmut, who at the time was a companion. Not long afterwards, Helmut cut his tongue out. Peter was so impressed by this show of honour that he made a private vow to stick by his friend and protect him, not only from the dangers of the order's assignments, but from the order itself. Peter thinks that the other knights are nothing more than politicians, and that sooner or later they will decide to sacrifice Helmut for their own selfish reasons. He is smart enough to keep this opinion to himself. However, he is not afraid to seem cynical about the ways of the world in general, especially to his social equals.

Whether Helmut returns his friendship or just sees Peter as a disposable resource is not apparent. Peter will risk his life for Helmut, but if Helmut is killed, he will desert the others at the first safe opportunity.

**Joachim Hartwurst****Male Human Mercenary****(ex-Grave Robber, ex-Bodyguard)****Age 39, Height 5' 8"**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	57	42	5	3	8	42	2	30	23	24	29	28	25

**Skills:** Ambidextrous, Fleet Footed, Follow Trail, Read/Write, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapons – Lasso, Net, Strike Mighty Blow

Joachim Hartwurst, a glutton and a blowhard, is proud of his enormous gut and his elaborately waxed moustache. He



is Nikolas von Liebewelpen's steward. This is his first mission with the Coldfire Knights. Nikolas ran into him by chance in Altdorf and hired him on the spot, remembering his childhood, when Joachim served as bodyguard to Nikolas's father. When Nikolas was a child, he saw Joachim as a grand and jolly figure; he is now too distracted to revise his assessment from an adult's point of view.

The other members of the group are less impressed by him. They find Joachim's incessant boasting annoying, and expect that he will turn out to be a coward, as most braggarts are. Joachim has yet to be tested in a real crisis, but has no intention of risking his life for the order. As far as he's concerned this is just another job, and loyalty to the Emperor be damned.

If Joachim is ever reduced to 3 Wounds or less, he will run to a safe place and feign a worse injury than he has.

## Franno Burring

**Male Halfling Spy**  
(ex-Entertainer, ex-Hypnotist, ex-Charlatan)  
Age 42, Height 4' 0"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	46	56	1	4	9	65	1	62	38	50	61	53	59

**Skills:** Act, Blather, Charm, Concealment Urban, Disguise, Excellent Vision, Hypnotise, Magical Awareness, Mimic, Palm Object, Pick Lock, Shadowing, Silent Move Urban, Sixth Sense

The Halfling spy Franno Burring looks like a wrinkled human boy child with dark bags under his eyes and thinning blond hair. A Companion of the Order of Cold Fire, he is an experienced spy whose ability to make others trust him makes him an invaluable operative.

Franno was a free spirit who fell in with the order more or less at random. Anxious to please his new friends, he

quickly distinguished himself and became indispensable. It was when Franno got bored and decided to move on that he realized he was trapped. He knew too much about the order, especially about a series of assassinations sanctioned by the Emperor. If he tries to leave, his friends will hunt him down and kill him, without so much as a lick of remorse.

Franno has turned to alcohol and poetry to console himself. His cheerful exterior masks a deep well of self-pity. He is not planning an escape; he knows the order too well to think he can get away. He intends to continue doing his duty, even though now it feels more like drudgery than the adventure he craves.

## Kostenlos Umlaut

**Male Human Scholar**  
(ex-Student)  
Age 64, Height 6' 0"

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	28	4	2	9	30	1	28	33	66	32	65	30

**Skills:** Arcane Language – Magic, Astronomy, Cartography, Heraldry, History, Identify Plants, Language – Khazalid, Linguistics, Magical Sense, Numismatics, Read/Write, Rune Lore, Secret Language – Classical

Kostenlos Umlaut is a tall, bony, bearded, balding man with watery blue eyes. He is not a member of the Coldfire party; he's their prisoner. Mechthild, as an Imperial agent, arrested him on charges of sedition and possession of forbidden tomes. She has dragged him out to the Yetzin Valley in chains, in case his expertise is somehow needed in dealing with the imminent Chaos outbreak predicted by his research.





Kostenlos, heir to a thriving textile business, was once a lecturer at the University of Altdorf. Among his interests was Dwarfen history. Kostenlos contends that Dwarfen history is riddled with inaccuracies because it is studied only by Dwarfs, who are biased in their interpretation of the records. Kostenlos' theories outraged the city's Dwarfen community. Dwarf students came to his lectures in order to heckle him. Eventually influential Dwarfs got him fired from his post. But he continued his research, assembling documents which supported his less flattering version of Dwarf history.

Kostenlos's current troubles began when he began to research the Time of Woes, the period of disaster that shook Dwarfen civilization prior to the year -1500. Dwarfen records of this time are often missing or confusing. Kostenlos let it be known that he was interested in receiving documents from the Time of Woes, and would ask no embarrassing questions of people who might have come by them dishonestly. Paying the robbers with family money, he eventually assembled an impressive collection of documents.

Piecing together cryptic references and bits of code, Kostenlos found veiled references to the Crystals of Power, and guessed that they played a role in the onset of the Time of Woes. He began to search for documents and legends about the Crystals, and found a number of prophecies written over the years by various visionaries and other insane people. They predicted that the Crystals would find their way back to the Yetzin Valley four thousand years after their manufacture, potentially bringing about a catastrophe as destructive to the world as the Time of Woes.

Kostenlos became convinced of the truth of these prophecies, and tried to communicate this information to the Emperor's aides. He was dismissed as a lunatic. So Kostenlos took to the streets, proclaiming the doom of the Empire.

Meanwhile, Mechthild was following the movement of a cell of agents who had come to the Empire from the Dwarfen stronghold of Karak Hirn in the World's Edge Mountains. Alerted to their presence by informants, Heike Schlacht decided that it was important to find out what they were up to. They were in fact members of the Brotherhood of Memory (see p.45); on a mission to find the troublesome scholar and silence him. They feared that Kostenlos's ravings would inspire phalanxes of adventurers to head for the Yetzin Valley in search of the Crystals. With Umlaut dead, other members of the Brotherhood would then be free to face the threat of the Crystals without interference.

Mechthild and her stewards foiled the Brotherhood's attempt on Kostenlos's life. The would-be killers fled or were fatally wounded in the course of the fight. Kostenlos was at first happy to see Mechthild; he told her everything he knew about the possible disaster facing the Empire. She thought that there must be something to his theories; why would the Karak Hirn Dwarfs try to kill him if these were just a crackpot's delusions? She convinced Heike Schlacht to approve a mission to the Yetzin Valley to find and destroy the Crystals.

Kostenlos was pleased to hear that action would be taken. What he didn't expect was to be dragooned into service by the Coldfire Knights, hauled to the inhospitable Vaults, and to be physically abused whenever he protested or slowed the progress of the group. He is not a fit man, and is beginning to think that he should do whatever he can to make sure that Mechthild fails; that will show her!

Could it be that all of those insane texts of prophecy he spent years over have affected his mind? Has Kostenlos Umlaut himself become a servant of Chaos? That's up to you to decide; what matters is that he decides to help out the adventurers, instead of Mechthild.



## APPENDIX II

## NEW CREATURES

## Discs of Tzeentch

## Sky-sharks of Tzeentch (K'echi'tsonae)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
12	35	-	3	3	11	30	1	0	90	90	90	90	0

**Psychological Traits:** Discs are unaffected by any psychological effect (unless caused by Lesser Daemons, Greater Daemons or gods) and cannot be forced to leave combat. They cause *fear* in all living creatures.

**Special Rules:** A Disc can carry a single rider into battle, but they can also fight without a rider. A Disc has a single bite attack, delivered by its razor-sharp edges as it rasps past a foe.

The Realm of Chaos is inhabited by the Chaos Powers and their minions, by the shadow-selves of mortals, and by unsure flattering creatures born from the recurrent emotions of the once-living. It is a hell of sorts, and a heaven of sorts, an endless sea of perdition. It is inhabited by numberless hunters and killers, things that prey upon the flattering creatures and even upon the shadowy spirits of men. Not the least of these are the shoaling Discs of Tzeentch, also known as the Steeds of Tzeentch. They roam the tides of the warp like shoals of barracudas, searching for the vulnerable things that inhabit it. Discs are vicious and uncaring hunters. They can scent the shadow-self of a vulnerable human, quickly find it and tear it to pieces, carrying the remnants back to their Lord Tzeentch.

In the Realm of Chaos Discs are smoky creatures whose shifting forms hint at a profusion of teeth and penetrating little eyes. When they move into the material world at the command of their Lord Tzeentch, their raw magical bodies assume bizarre and unlikely forms. While most are round and disc-shaped, some are covered in eyes, and others sheathed in living metal. They fly through the air, darting and turning like sleek fish through clear waters. A Champion or other servant of Tzeentch may be given a Steed of Tzeentch to ride through the air by standing upon its flat upper surface.

Because Discs exist primarily in the Realm of Chaos, only entering the material world under the direction of their daemonic superiors, they can re-enter the Realm of Chaos at will. In this way they can carry a Champion of Chaos into the Realm of Chaos as a Warp Rider. However, mere mortals were not meant to exist in this immaterial universe and the exhilaration and sheer excitement can sometimes prove beyond human tolerance. The warp ride is the ultimate human experience – to be chased by the things that live within in and sustained by the liquid air of pure magic, to return to the mortal world at a pitch of ecstasy, every nerve burning with the energy of raw magic.



SCHECH

## Heirs of Change

## Liars of Tzeentch in stolen forms (K'aitsa'chinu'i)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	55	42	5	4	13	87	2	89	89	89	89	89	89

**Psychological traits:** If encountered in its native form, an Heir of Change will cause *terror* in all living creatures.

**Magic:** Heirs of Change can cast spells as a Wizard and/or Demonologist of level 2. They have 20 Magic Points.

**Special rules:** They can become ethereal at will, as if by the level 3 Elementalist spell *Become Ethereal* (WFRP, p.169). This ability costs 1 Magic Point per turn (minute).

**Special notes:** *Warhammer FRP* characters may have encountered an Heir of Change in an earlier adventure: Gideon, the daemon in *Shadows over Bogenhafen*, is one.

Both lesser and lesser-known among the daemonic servitors of Tzeentch, the Heirs of Change are the eyes, ears and agents of the greater powers within Tzeentch's pantheon, spending much of their time moving between the Realms of Chaos and other worlds, to do the mischief of their masters and report back on current situations and plans that

are already in motion.

They look much like their masters, the Lords of Change, but with a more humanoid build and size, with long arms, spindly legs and a deeply wrinkled, scaly skin. They have small bat-like wings which let them fly for short distances. However, Heirs have shape-changing powers and can assume the form of any member of a humanoid race, indefinitely, at no Magic Point cost. Whether this change is physical, magic or psychological is unclear. There are reports of incidents where a group of several races has met with an Heir of Change and each saw it differently: the human saw a human, the Elf saw an Elf, and so on. If an Heir impersonates a specific character, any characters who are acquainted with the 'original' may make an **Int** test to see through the deception.

From its travels across the realms of time and space, and the schemes it has hatched on a thousand worlds, each Heir of Change has developed a deep malevolent cunning and a twisted instinct for manipulating the minds and emotions of all races. It can look into any individual's soul and promise them what they most desire in order to persuade them to work – knowingly or not – for the powers of Chaos. The chances of an Heir of Change ever delivering on its promises are very low.

Heirs of Change usually operate close to Chaos Gates, portals, colleges of magic and any other places that will furnish them with ways to pass between realms. If a sorcerer or daemonologist tries to summon a Tzeentchian servant, an Heir of Change will often respond. On infiltration and information-gathering missions in the Warhammer world, they almost invariably work without the aid of other daemons or Chaotic creatures.

Heirs of Change are not considered among the warriors of Tzeentch's forces, but they are still adept and fearless fighters, able to use hand-to-hand weapons or their beaks and claws to attack.

## Flamers

### Fire Daemons of Tzeentch (K'Chanu'tsani'i)

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	35	45	5	4	11	40	2	0	90	0	90	90	0

**Psychological Traits:** Flamers are unaffected by any psychological effect (unless caused by Lesser Daemons, Greater Daemons or gods) and cannot be forced to leave combat. Their appearance causes *terror* in all living creatures.

**Special Rules:** Flamers may leap up to 18 yards along the ground and up to 2 yards high.

Like Pink and Blue Horrors, Flamers are fashioned from pure magic and are only semi-solid, seeming almost transparent. They are bizarre creations, grotesque humanoids with bird-like heads, and they travel along the ground on a soft skirt of pinkish flesh like an inverted mushroom. By drawing air into this fleshy, fungoid skirt and expelling it by means of a powerful contraction, the creature moves along the ground in leaps and bounds. By way of arms it



has two blue trunks. The arms have no hands, but instead each trunk ends in an open orifice from which magical flames spit and spatter.

Flamers have the most rudimentary and instinctive minds, but they are finely attuned to the thoughts of the Lords of Change. They are dominated by the thoughts of the nearest or most powerful Lord of Change, so that they act in total accordance with their desires. Flamers are almost literally the instruments of a Greater Daemon's will.

Flamers attack by biting with their cruel XXXXs, or using their flames to either shoot fire or burn an opponent in hand-to-hand combat. A shooting flame attack has a range of 12 yards and may shoot in any direction. If the flame attack hits its target then the target sustains D6 strength 3 hits. In hand-to-hand fighting roll to hit as normal, if successful the target sustains D6 strength 3 hits as for shooting.

The flaming limbs give the Flamers their name. However, this is not normal fire but the stuff of raw magic, coloured a daemonic shade of blue or yellow. The Flamer can use its flames to throw coloured fireballs at its foes, as well as to burn them up in close combat. As the fire crackles and hisses, smaller magical flames fall to the ground and take on the imitative form of a surrounding object or person – like a tiny marionette. The small representations of persons or events will continue to impersonate what is happening around, but in a curiously disturbing and mocking manner. The Flamer usually ignores these little parodies of reality, but may happen to glance in their direction then destroy them with its magic fire. As the Flamer moves away the little scenes collapse into spluttering pools of magic which slowly fade into nothing. A Flamer will typically be followed by a series of these tiny images, which grow unstable and vanish as the Flamer moves away.



APPENDIX III

# NEW MAGIC

## NECROMANTIC MAGIC, LEVEL 3:

### Create Memorizing Head

**Spell Level:** 3

**Magic Points:** 12

**Range:** touch

**Duration:** until dispelled or destroyed

**Ingredients:** intelligent humanoid, sacrificial altar, axe

This spell demands that the caster perform a ritual sacrifice of an intelligent victim. At the awful climax of this hideous ceremony, the victim's head is struck from their shoulders by an axe. The body is discarded. The caster then binds the victim's spirit so that it remains trapped in its skull.

When the spell is cast, the victim's spirit may make a **WP** test to avoid being trapped. The spirit suffers a -5 penalty for each Insanity Point the victim had when they died. Further, if the caster subjects the victim to a lengthy and demoralizing rite to the Dark Gods before beheading them, the victim suffers a further -10 penalty for every hour of ritual observances or for every 50 cultists attending.

The resulting Undead head remains conscious and sentient, although much of its personality and most of its memories are obliterated. The head will remember whatever information that the caster dictates to it, and will repeat the information back to the caster when asked to do so. Characters other than the questioner can get information from the head, but may not dictate information to it. The head may not speak intelligibly except to recite information in this way, but it may moan in torment. It



has no free will and cannot act independently in any way.

There is a limit to the amount of information a single head can contain, which ranges from approximately 10,000 to 20,000 words. (It's unlikely that you'll ever need to determine the amount of information a head can contain, but just in case, roll D10+10 and then multiply by 1,000.)

Mauro Malusalbus was granted this spell by one of Tzeentch's servitor daemons. No one else in the Old World knows the spell, or is even aware of its existence. It is a useful way of secretly storing information only because it is unknown. If it became widely used, everyone with a knowledge of the occult would know how to extract information from the heads, which would then be no better than books.

## POWERS OF THE CRYSTALS

When *Heart of Chaos* begins, the player characters have already attuned themselves to the four Crystals, which then fuse together. This fusion changes the powers of the crystals somewhat. The psychic strain of being attuned to the combined Crystals makes it harder to use some of the powers; many abilities which could previously be cast at will now require **WP** tests. The Chaotic effects of the Crystals are now greater; more of them carry negative consequences when the test is failed. Specifics are given below. For abilities granted by the Crystals prior to the combination, see the previous volumes of the *Doomstones* campaign.

### Attunement to Fused Crystals

Characters who were attuned to any of the Crystals before the fusion will retain the powers of their respective Crystals. If one of these attuned characters is slain in the course of the adventure, the Crystal to which they were attuned automatically attunes itself to another randomly determined player character. Re-attuning Crystals prefer characters who are not already attuned to another Crystal.

### Using Crystal Powers

Powers of the Crystals are no longer subject to the demanding rules governing spellcasting. Characters can use a power by spending a single action; they don't need to concentrate on the effect throughout the round. As a result, they suffer no ill effects if their concentration is disturbed; they don't take damage, and aren't prevented from using the effect as desired. They don't have to be in contact with the fused Crystals, although they must be within 20 feet of them.

### Improvised Effects

If you feel comfortable with this idea, you can allow the player characters attuned to the Crystals to try to modify

the results of their Crystal abilities by applying suitable negative modifiers to their **WP** tests.

## Character Knowledge of Crystal Powers

Characters are now fully aware of all of the capabilities of their crystals, including the possible failure effects, so you can give them the lists of powers below as player hand-outs. This should take some weight off your shoulders; as game master, you have enough to worry about as it is.

## Unpredictable Failures

If you feel that the characters are abusing this knowledge by taking the failures of their Crystals too strongly into account – especially if they are hoping to get a failure because it suits their purposes better than an effect – you can improvise new, unpredictable failure effects. You might also want to roll percentile dice each time a power is used, and decree that there is a 25% chance of an unpredictable failure whenever a character makes use of a Crystal ability. Some abilities are now available to more than one attuned character. They are listed multiple times, for ease of reference.

## FORMAT

Abilities are listed in the following format:

### Name of Ability

**Effect:** Describes the effect of the Crystal.

**Activation:** Tells you how the ability is activated. The two most common listings in this category are *automatic* and *WP test*. Automatic abilities require no activation at all; they're always available to the character, whether they make a conscious attempt to use them or not. Other abilities require a successful **WP** test to activate.

**Failure:** Many of the abilities have negative effects if characters attempting to use them fail their **WP** tests.

**Interval:** Tells you how much time must pass before the power can be used again. If the interval is listed as 'always available' there is no limit on how often the ability can be activated.

**Additional Drawback:** Certain abilities carry additional drawbacks, which kick in even if the character succeeds in their activation test. This entry does not appear for abilities for which there are no additional drawbacks.

## FIRE CRYSTAL ABILITIES

Here are the abilities provided by Crystal of Fire, listed in alphabetical order.

### Blast

**Effect:** You can cast the level 4 Battle Magic spell of the same name.

**Activation:** **WP** test.

**Failure:** If the intended target of your spell is wounded or damaged, they return to full health. If they are already healthy, they gain an additional +4 **W** which last for 24 hours.

**Interval:** 6 hours.

### Blazing Bolt

**Effect:** You can direct a thin beam of fire towards any target. This effect follows the missile weapon rules, not the magic rules. The range of this missile is 32/64/300. Damage dealt by the missile is D6+(your **WP** rating divided by 10 and rounded off). Although the missile is made of fire, its contact with its target is too brief to set alight any but the most flammable of materials.

**Activation:** **BS** test.

**Failure:** None.

**Interval:** 1 round.

### Blinding Flash

**Effect:** You can cast the Level 1 Elemental Magic spell *blinding flash*.

**Activation:** **WP** test.

**Failure:** You cast a *fire ball* instead.

**Interval:** Always available.

### Defensive Ring I

**Effect:** Creates a ring of orange flames, up to 20ft in diameter, which has the effect of a *zone of sanctuary* spell. Non-magical missiles crossing the ring of flames are destroyed as if by an *arrow of invulnerability* spell. Living creatures trying to force a way through the ring take an automatic *fire* hit. You need not concentrate to maintain the ring. The ring lasts for up to an hour.

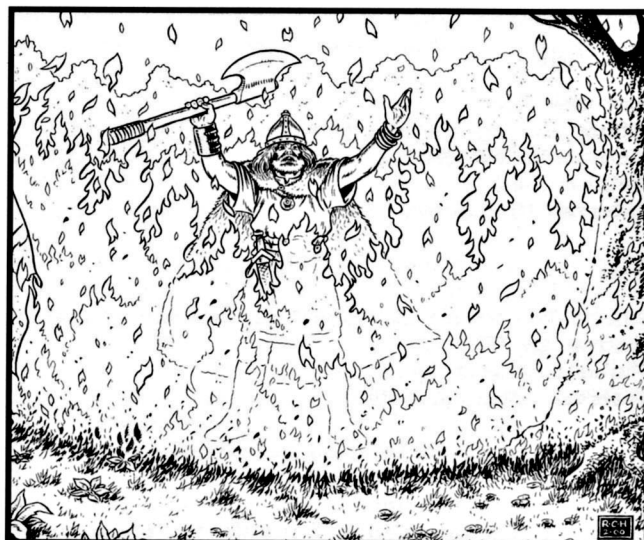
**Activation:** **WP** test.

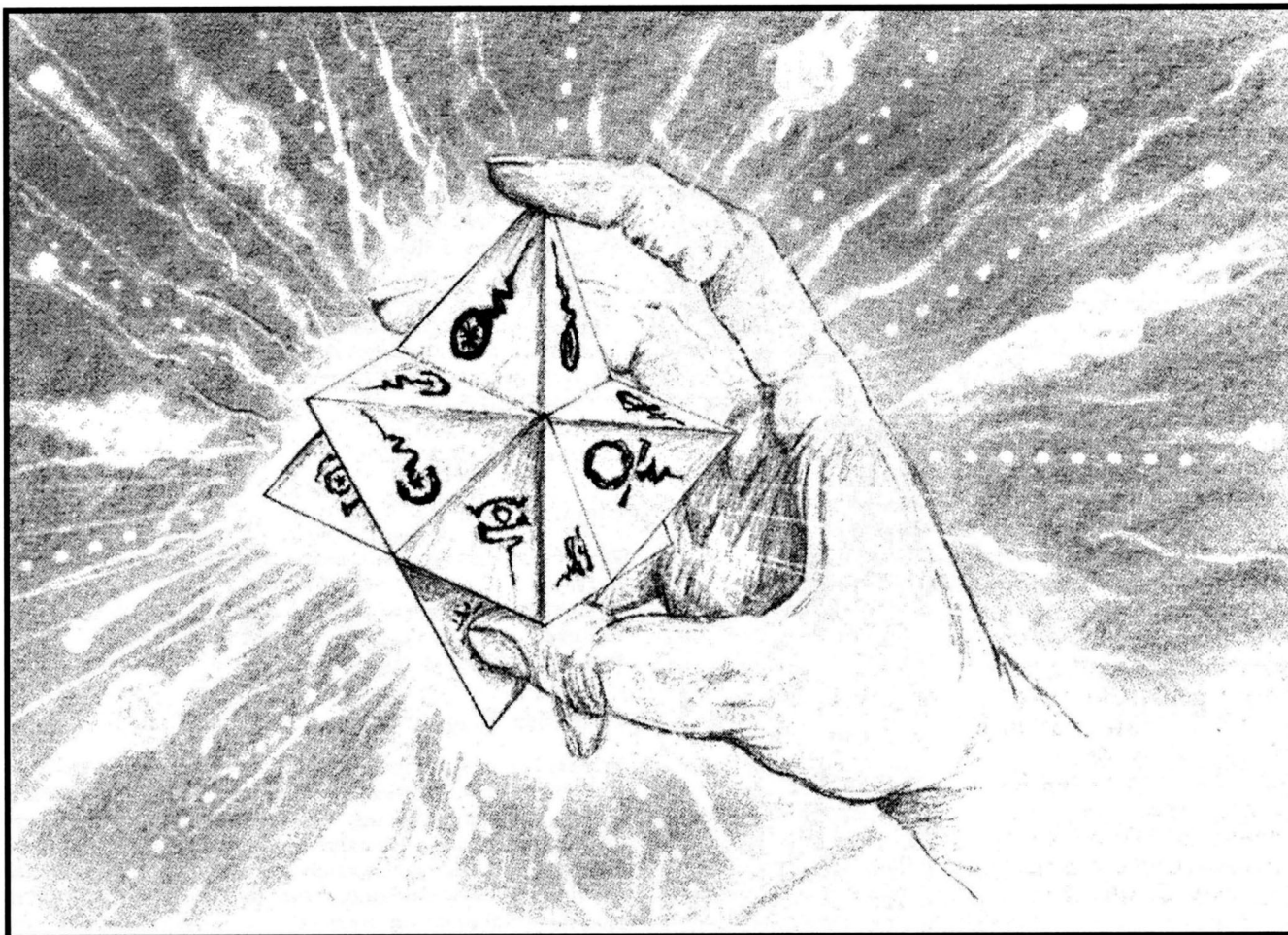
**Failure:** You and all characters within the area you intended to protect with the defensive ring take an automatic *fire* hit.

**Interval:** 6 hours.

### Defensive Ring II

**Effect:** As per *defensive ring I*, above, with the following additional benefits: (1) spells can't go in or out of the ring;





(2) living creatures trying to pass through the Ring suffer fire damage as described above, but are then repelled.

**Activation:** WP test.

**Failure:** You and all characters within the area you intended to protect with the defensive ring, take an automatic *fire* hit. All characters must make a WP test; those who fail are unable to cast spells or use spell-like effects (including those of any Crystal) for the next D6 hours.

**Interval:** 42 hours.

### Fire Ball

**Crystals:** Fire.

**Effect:** You may cast the *fire ball* spell at level 4.

**Activation:** WP test.

**Failure:** None.

**Interval:** 15 minutes.

### Fire

**Effect:** You can cast the Petty Magic spell *magic flame*.

**Activation:** WP test.

**Failure:** You cast *fire ball* instead.

**Interval:** Always available.

### Fire Protection

**Effect:** You are immune to damage from fire, magical or otherwise. The fire is sucked into the Crystal to fuel its

elemental power. This protection is extended to anyone touching or being touched by you, whether you like it or not. Note, however, that you are *not* immune to the effects of your own Crystal, fiery or otherwise.

**Activation:** Automatic.

**Failure:** None.

**Interval:** Always available.

### Firestorm

**Effect:** You create a raging inferno in an area with a 10ft diameter. The centre of the firestorm can be up to 48 yards away from you, within your line of sight. All characters within the area are knocked prone, taking an **S8** hit; *flammable* objects are ignited, and suffer fire damage as normal.

**Activation:** WP test.

**Failure:** Neither you, nor the character attuned to the Crystal of Air can access the power of these two Crystals for D12+12 hours.

**Interval:** 42 hours.

**Additional Drawback:** 25% chance that a small flare of combined air and fire boils up in the wielder's face. They take an automatic **S4** hit which ignores armour.

### Heat Earthy Substance

**Effect:** You can cause any non-magical earth, stone or metal to rapidly heat up. The target item or area can be no larger



than two square feet; you must be able to see it. If you use the power on a weapon, it becomes brittle, shattering the next time it is used. You can heat a character's metal armour, causing a single **S4** hit to the wearer each round for D4 rounds, or until the armour is removed. Earth and stone underfoot become so hot that it becomes *difficult ground* for any creature walking on it without insulating footwear. If you heat a stone or metal object and then somehow rapidly cool it, the object must make a **Toughness** test, shattering if the test fails. Even if the object passes the test it loses D4 D points.

**Activation:** WP test.

**Failure:** The GM chooses another area or object to heat up, picking something which will cause maximum harm or inconvenience to you or your companions.

**Interval:** 15 minutes.

**Additional Drawback:** 5% chance: the wielder loses one randomly determined non-magical object of metal or stone. It crumbles to dust.

## Light

**Effect:** You can cast the Petty Magic spells *glowing light* and *marsh lights*.

**Activation:** WP test.

**Failure:** You may not use either spell for next 24 hours.

**Interval:** Always available.

## Lightning Bolt

**Effect:** You can cast this Battle Magic spell at level 4.

**Activation:** WP test

**Failure:** You cast a *blast* spell instead.

**Interval:** 6 hours.

**Additional Drawback:** 5% chance that a small flare of combined air and fire boils up in the wielder's face. They take an automatic **S4** hit which ignores armour.

## Magma Storm

**Effect:** This crystal power is identical to the *blast* ability (described on p.135), but can affect creatures which are immune to earth effects or fire effects – but not creatures who are immune to both.

**Activation:** WP test.

**Failure:** If the intended target of your spell is wounded, they return to full health. If they are already healthy, they gain +4 Wounds which last for 24 hours.

**Interval:** 6 hours.

**Additional Drawback:** 25% chance: the wielder loses one randomly determined non-magical object of metal or stone. It crumbles to dust.

## Summoning I

**Effect:** You can summon a single Fire Elemental of *size* 5. Note that you have no way of controlling or dispelling the elemental.

**Activation:** WP test.

**Failure:** None.

**Interval:** 12 hours.

## Summoning II

**Effect:** You can summon a single Fire Elemental of *size* 10, or D3+1 Fire Elementals of *size* 5, as desired. Note that



the summoner has no way of controlling the elemental(s) once they have been called, or of sending them back.

**Activation:** WP test.

**Failure:** None.

**Interval:** 42 hours.

## Zone of Warmth

**Effect:** You can cast the Petty Magic spell of the same name.

**Activation:** WP test.

**Failure:** Roll 1D6: (1-2) you cast *fire ball* instead; (3-4) you cast *wind blast* instead; (5-6) a forked *lightning bolt* hits you and the character attuned to the Crystal of Air.

**Interval:** Always available.

**Additional Drawback:** 25% chance that a small flare of combined air and fire boils up the wielder's face. They take an automatic **S4** hit which ignores armour.

## FIRE CRYSTAL SIDE EFFECTS

Attunement to the Crystal of Fire has the following side effects:

- The user's eyes will become completely red for 2-5 (1D4+1) hours after any power is used. If another power is used before this time elapses, the times are added.
- The user smells permanently of burnt hair and flesh. No amount of washing or perfume will remove this odour.
- Any personal items held by the user for more than twenty-four hours become scorched and singed. Particularly flammable items, like scrolls, are gradually browned beyond recognition.



### EARTH CRYSTAL ABILITIES

Here are the abilities provided by Crystal of Earth, listed alphabetically.

#### Assault of Stones

**Effect:** You can cast the level 1 Elemental Magic spell of the same name.

**Activation:** WP test.

**Failure:** You cast the spell D3 times at once; interval equals the number of extra times the spell was cast, in hours.

**Interval:** 15 minutes.

#### Create Quicksand

**Effect:** You can cast the level 3 Elemental spell of the same name.

**Activation:** WP test.

**Failure:** The power's effect is centred on you.

**Interval:** 6 hours.

**Additional Drawback:** 5% chance that a randomly determined non-magical stone or metal object in your possession turns to either mud or water.

#### Earth Protection

**Effect:** You are completely immune to damage caused by earth or stone, magical or otherwise. You become immune to non-magical weapons. This protection is extended to anyone touching or being touched by you, whether you like it or not. Note, however, that you are *not* immune to the effects of your own Crystal, earthy or otherwise.

**Activation:** WP test each time you face damage from earth, stone or a non-magical weapon.

**Failure:** If the test fails, you take full damage and permanently lose your weapon immunity.

**Interval:** Always available.

#### Heat Earthy Substance

**Effect:** This power is usable once per hour. You can cause any non-magical earth, stone or metal to rapidly heat up. The target item or area can be no larger than two square feet; you must be able to see it. If you use the power on a weapon, it becomes brittle, shattering the next time it is used. You can heat a character's metal armour, causing a single S4 hit to the wearer each round for D4 rounds, or until the armour is removed. Earth and stone underfoot become so hot that it becomes *difficult ground* for any creature walking on it without insulating footwear. If you heat a stone or metal object and then somehow rapidly cool it, the object must make a **Toughness** test, shattering if the test fails. Even if they pass the test the object loses D4 D points.

**Activation:** WP test.

**Failure:** The GM chooses another area or object to heat up, picking something which will cause maximum harm or inconvenience to you or your companions.

**Interval:** 15 minutes.

**Additional Drawback:** 5% chance: the wielder loses one randomly determined non-magical object of metal or stone. It crumbles to dust.

#### Magic Bridge

**Effect:** You can cast the level 3 Battle Magic spell of the same name.

**Activation:** WP test.

**Failure:** The bridge is created, but crumbles into nothing when you or another player character is at its midpoint. You cannot tell between a good bridge and a flawed one.

**Interval:** 6 hours.

#### Magic Lock

**Effect:** You can cast a permanent version of the petty magic spell of the same name. Only you or a subsequent user of the Crystal of Earth can reverse its effect.

**Activation:** WP test.

**Failure:** You cast the *reinforce door* effect of the Crystal instead (see below). The effect, which you cannot reverse, continues for one week.

**Interval:** Always available.

#### Magma Storm

**Effect:** Identical to the *blast* ability (see p.135), but can affect creatures which are immune to earth effects or fire effects – but not creatures who are immune to both.

**Activation:** WP test.

**Failure:** If the intended target of your spell is wounded, they return to full health. If they are already healthy, they gain +4 W which last for 24 hours.

**Interval:** 6 hours.

**Additional Drawback:** 25% chance: the wielder loses one randomly determined non-magical object of metal or stone. It crumbles to dust.

#### Petrify

**Effect:** Turns all of the water in a target living creature to

earth; if the creature fails a *WP* test, it turns to stone. The effect lasts for D6×10 minutes. The target must be within 48 yards of you and within your line of sight.

**Activation:** *WP* test.

**Failure:** You and every living creature within 24 yards of you, are targeted by the effect.

**Interval:** 6 hours.

**Additional Drawback:** 25% chance that a randomly determined non-magical stone or metal object in your possession turns to either mud or water.

### Rcinforce Door

**Effect:** You can cast a permanent version of the petty magic spell of the same name. Only you or a subsequent user of the Crystal of Earth can reverse its effect.

**Activation:** *WP* test.

**Failure:** You cast the *magic lock* effect of the Crystal instead (see above). The effect, which you cannot reverse, continues for one week.

**Interval:** Always available.

### Smash

**Effect:** This power only affects constructions of earth, stone or metal, but is otherwise identical to the level 2 Battle Magic spell of the same name.

**Activation:** *WP* test.

**Failure:** You cast *assault of stones*, but you are the target.

**Interval:** 15 minutes.

### Spray of Sand

**Effect:** You can direct a concentrated beam of sand towards any target, which strikes its mark with punishing force. This effect follows the missile weapon rules, not the magic rules. The range of this missile is 32/64/300. Damage dealt by the missile is D6+(*WP* divided by 10 and rounded off).

**Activation:** *BS* test.

**Failure:** None.

**Interval:** 1 round.

### Summoning I

**Effect:** You can summon a single Earth Elemental of size 5. Note that you have no way of controlling the elemental.

**Activation:** *WP* test.

**Failure:** None.

**Interval:** 3 hours.

### Summoning II

**Effect:** You can summon a single Earth Elemental of size 10, or D3+1 Earth Elementals of size 5, as desired. Note that you have no way of controlling the elemental(s).

**Activation:** *WP* test.

**Failure:** None, but note that you have no way of controlling the elemental.

**Interval:** 42 hours

### Treacherous Ground

**Effect:** You can transform a piece of ground up to 10 yards square and up to 48 yards away from you, into slippery

mud. The affected area counts as *difficult ground*; if it is already *difficult ground*, it becomes *very difficult ground*.

**Activation:** *WP* test.

**Failure:** You cast *create quicksand*, with yourself as the centre of the area of effect.

**Interval:** 15 minutes.

**Additional Drawback:** 5% chance that a randomly determined non-magical stone or metal object in your possession turns to either mud or water.

### Tunnel Through Stone

**Effect:** You can cast the level 4 Elemental Magic spell of the same name. The GM secretly rolls to get the duration of this effect, as per the spell.

**Activation:** *WP* test.

**Failure:** Once created, tunnel collapses after D6+4 minutes.

**Interval:** 42 hours.

### Wall Shaker

**Effect:** You can cast the level 4 Elemental Magic spell of the same name.

**Activation:** *WP* test.

**Failure:** Nothing happens when you try to use the effect. Later, when you are near a wall, it collapses on you and any companions nearby, as per the effects of the spell.

**Interval:** 42 hours.

## EARTH CRYSTAL SIDE EFFECTS

Attunement to the Crystal of Earth has the following side effects:

- The user's eyes become completely black for 2-5 hours after any power is used. If another power is used before this time elapses, the times are added.
- The user begins to smell like wet, musty earth.
- Although the user does not become visibly larger or heavier, their weight increases by fifty per cent. This may not be noticeable for a while, although the character will complain of feeling tired after exercise and may (GM's discretion) suffer penalties on certain attribute tests.
- They are perpetually dirty, no matter how hard they try to stay clean. They develop a chronic itch, as tiny, scratchy sand particles appear in their most sensitive areas.

## AIR CRYSTAL ABILITIES

Here are the abilities provided by Crystal of Air, listed alphabetically.

### Air Protection

**Effect:** You are completely immune to any ill-effects from normal and magical air. This includes Elementals, *wind blast* spells, high winds and so on. This protection is extended to anyone touching or being touched by you, whether you like it or not. Note, however, that you are not immune to the effects of your own Crystal, airy or otherwise.

**Activation:** Automatic.





**Failure:** None.  
**Interval:** Always available.

## Breathe Underwater

**Effect:** You can cast the level 1 Elemental spell of the same name. Remember that this effect also renders you immune to all forms of foul air and poison gas; you can even breathe normally in a complete vacuum. The GM secretly rolls the duration of the effect.

**Activation:** None.  
**Failure:** None.  
**Interval:** 15 minutes.

## Defensive Ring I

**Effect:** You can create a ring of fast-moving air, up to 20 feet in diameter. The ring has the effect of a *zone of sanctuary* spell, and non-magical missiles bounce harmlessly off it. Magical missiles are subject to a -20 **BS** modifier. Living creatures trying to force their way through the barrier must make a successful **S** test. If the test is successful they make it through; if not, they are thrown back D4 yards. In either case, they take an automatic **S4** hit. The ring lasts for an hour, or until you will it to vanish.

**Activation:** **WP** test.  
**Failure:** Everyone within the intended perimeter of the spell is buffeted by a sudden wind, and takes an automatic **S4** hit. Those failing **S** tests are also thrown D4 yards in a random direction.  
**Interval:** 6 hours.

## Defensive Ring II

**Effect:** As per *defensive ring I*, above, with the following additional benefits: (1) spells can't go in or out of the ring;

(2) living creatures trying to pass through the ring are automatically repelled.

**Activation:** **WP** test.

**Failure:** As per *defensive ring I*. All player characters must make a **WP** test; those who fail are unable to cast spells or use spell-like effects (including those of the crystal) for the next D6 hours.

**Interval:** 42 hours.

## Firestorm

**Effect:** You create a raging inferno in an area with a 10ft diameter. The centre of the firestorm can be up to 48 yards away from you, within your line of sight. All characters within the area are knocked prone, taking an **S8** hit; *flammable* objects are ignited, and suffer fire damage as normal.

**Activation:** **WP** test.

**Failure:** Neither you nor the player character attuned to the Crystal of Fire can access the power of these two Crystals for D12+12 hours.

**Interval:** 42 hours.

**Additional Drawback:** 25% chance that a small flare of combined air and fire boils up in your wielder's face. You take an automatic **S4** hit which ignores armour.

## Flight

**Effect:** This ability has the same effect as the level 1 Battle Magic spell of the same name, but its duration is unlimited so long as you avoid contact with earth or stone of any kind.

**Activation:** **WP** test.

**Failure:** Your flight lasts for D6 rounds only. The GM makes this roll secretly, so that you have no warning that you are about to plummet to the ground.

**Interval:** 15 minutes.

## Foul Air

**Effect:** You can cast the level 3 Elemental spell of the same name.

**Activation:** **WP** test.

**Failure:** You cast *blast* instead.

**Interval:** 6 hours.

**Additional Drawback:** 5% chance that a small, freezing flare of combined elemental essences boils up in your face. You take an automatic **S4** hit, modified by **Toughness** but not by armour.

## Freeze

**Effect:** The temperature within an area of 10-foot diameter drops to sub-zero, causing an automatic **S8** hit for everyone in the area of effect, modified by **Toughness** but not by armour. Anything that is capable of freezing does so. If cast on a body of water, the part of it within the area of effect freezes to a thickness which permits you and your companions to walk across it.

Lamp-oil freezes solid; clothing becomes so stiff that movement and initiative are both halved for 2D6 rounds. Weapons, armour and other equipment become very brittle, with a 5% chance of shattering on the next use. The centre of the area may be up to 48 yards away, provided that you can see it.

**Activation:** **WP** test.

**Failure:** The effect is centred around you, not the spot you picked.

**Interval:** 42 hours

**Additional Drawback:** 25% chance that a small, freezing flare of combined elemental essences boils up in your face. You take an automatic **S4** hit, modified by **Toughness** but not by armour.

## Knife-Edged Wind

**Effect:** You can direct an invisible beam of concentrated force towards any target. This effect follows the missile weapon rules, not the magic rules. The range of this missile is 32/64/300. Damage dealt by the missile is D6+(your **WP** rating divided by 10 and rounded off).

**Activation:** **BS** test.

**Failure:** None.

**Interval:** 1 round.

## Lightning Bolt

**Effect:** You can cast this Battle Magic spell at level 4.

**Activation:** **WP** test

**Failure:** You cast a *blast* spell instead.

**Interval:** 6 hours.

**Additional Drawback:** 5% chance that a small flare of combined air and fire boils up in your face. You take an automatic **S4** hit which ignores armour.

## Move Object

**Effect:** You can cast the level 2 Elemental spell of the same name.

**Activation:** **WP** test.

**Failure:** None.

**Interval:** Always available.

## Mystic Mist

**Effect:** You can cast the level 2 Battle Magic spell of the same name.

**Activation:** **WP** test.

**Failure:** Roll D6. (1-2) you cast *cause rain* instead; (3-4) you cast *wind blast* instead; (5-6) you and the character attuned to the Crystal of Water are targeted by a *foul air* spell.

**Interval:** Always available.

**Additional Drawback:** 5% chance that a small, freezing

flare of combined elemental essences boils up in your face. You take an automatic **S4** hit, modified by **Toughness** but not by armour.

## Summoning I

**Effect:** You can summon a single Air Elemental of size 5. Note that you have no way of controlling the elemental.

**Activation:** **WP** test.

**Failure:** None.

**Interval:** 12 hours.

## Summoning II

**Effect:** You can summon a single Air Elemental of size 10, or D3+1 Air Elementals of size 5, as desired. Note that you have no way of controlling the elemental(s).

**Activation:** **WP** test.

**Failure:** None, but note that you have no way of controlling the elemental.

**Interval:** 42 hours.

## Wall Shaker

**Effect:** You can cast the level 4 Elemental Magic spell of the same name, unless the rock that makes up the target structure was made by elementals or with the aid of magic.

**Activation:** **WP** test.

**Failure:** Nothing happens when you try to use the effect. Later, when you are near a wall, it collapses on you and any companions who might be nearby, as per the effects of the spell.

**Interval:** 42 hours.

## Wind Blast

**Effect:** You can cast the level 1 Battle Magic spell of the same name.

**Activation:** **WP** test.

**Failure:** You cast a *blast* spell instead, with you as target.

**Interval:** 15 minutes.

## Zone of Warmth

**Effect:** You can cast the Petty Magic spell of the same name.

**Activation:** **WP** test.

**Failure:** Roll 1D6: (1-2) you cast *fire ball* instead; (3-4) you cast *wind blast* instead; (5-6) a *lightning bolt* hits you and the character attuned to the Crystal of Fire.

**Interval:** Always available.

**Additional Drawback:** 5% chance that a small flare of combined air and fire boils up in the wielder's face. They take an automatic **S4** hit which ignores armour.

## Zone of Silence

**Effect:** You can cast the Petty Magic spell of the same name.

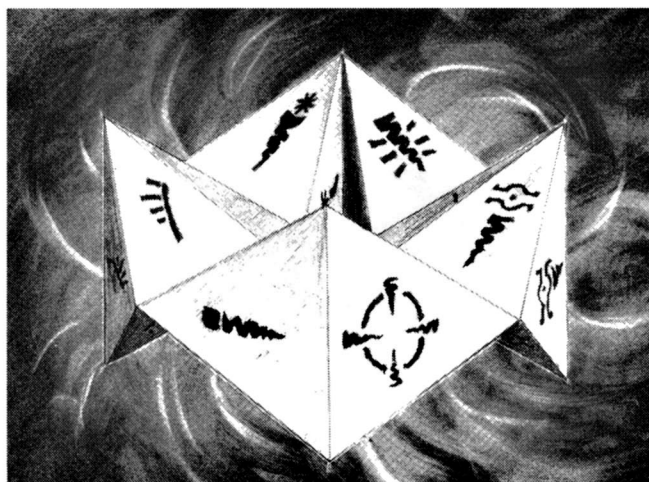
**Activation:** None.

**Failure:** None.

**Interval:** Always available.

## AIR CRYSTAL SIDE EFFECTS

Attunement to the Crystal of Air has the following side effects:



- The user's eyes become completely white for 2-5 hours after any power is used. If another power is used before this time elapses, the times are added.
- The temperature within 10 feet of the user is always noticeably cooler than the surrounding environment, even outdoors, in strong sunlight, or in a breeze. The character may complain of feeling unable to warm up.
- Companions of the user are subject to frequent chilly drafts and sudden gusts of wind. This may cause them to drop important and fragile items, and makes balance difficult (-5 penalty to relevant tests) during dangerous activities such as climbing. The user is unaffected.
- The user's hair and clothing moves around as if buffeted by a strong wind, even on utterly calm days. This causes normal people to regard him as eerie and possibly Chaotic.

## WATER CRYSTAL ABILITIES

Here are the abilities of the Crystal of Water, in alphabetical order.

### Animate Water

**Effect:** You can cast the level 4 Elemental spell of the same name.

**Activation:** WP test.

**Failure:** You summon a hostile Water Elemental, size D6+3.

**Interval:** 90 minutes.

### Breathe Underwater

**Effect:** You can cast the level 1 Elemental spell of the same name, except that your version of the spell provides no protection against the effects of foul air, poison gas or vacuum.

**Activation:** WP test.

**Failure:** Spell effect expires as soon as you are fully underwater.

**Interval:** 15 minutes.

### Cause Rain

**Effect:** You can cast the level 2 Elemental spell of the same name.

**Activation:** WP test.

**Failure:** You cast *animate water* instead. Each elemental pseudopod attacks once, hitting the nearest living creature in a random direction from you. This effect lasts for 1 round.

**Interval:** Always available.

### Create Quicksand

**Effect:** You can cast the level 3 Elemental spell of the same name.

**Activation:** WP test.

**Failure:** The power's effect is centred on you.

**Interval:** 6 hours.

**Additional Drawback:** 5% chance that a randomly determined non-magical stone or metal object in your possession turns to either mud or water.

### Extinguish Fire

**Effect:** You can cast the level 2 Elemental spell of the same name.

**Activation:** None.

**Failure:** None.

**Interval:** Always available.

### Foul Air

**Effect:** You can cast the level 3 Elemental spell of the same name.

**Activation:** WP test.

**Failure:** You cast *blast* instead.

**Interval:** 6 hours.

**Additional Drawback:** 5% chance that a small, freezing flare of combined elemental essences boils up in your face. You take an automatic S4 hit, modified by **Toughness** but not by armour.

### Icy Darts

**Effect:** You can direct icy darts towards any target. This effect follows the missile weapon rules, not the magic rules. The range of the missile is 32/64/300. Damage dealt by the missile is D6+(your WP rating divided by 10, rounded off).

**Activation:** BS test.

**Failure:** None.

**Interval:** 1 round.

### Freeze

**Effect:** The temperature within a 10-foot diameter drops to sub-zero, causing an automatic S8 hit for everyone in the area of effect, modified by **Toughness** but not by armour. Anything that is capable of freezing does so. If cast on a body of water, the part of it within the area of effect freezes to a thickness which permits you and your companions to walk across it.

Lamp-oil freezes solid; clothing becomes so stiff that movement and initiative are both halved for 2D6 rounds. Weapons, armour and other equipment become very brittle, with a 5% chance of shattering on the next use. The centre of the area may be up to 48 yards away, provided that you can see it.

**Activation:** WP test.

**Failure:** The effect is centred around you, not the spot you picked.

**Interval:** 42 hours

**Additional Drawback:** 25% chance that a small, freezing flare of combined elemental essences boils up in your face. You take an automatic S4 hit, modified by **Toughness** but not by armour.

### Mystic Mist

**Effect:** You can cast the level 2 Battle Magic spell of the same name.

**Activation:** WP test.

**Failure:** Roll D6. (1-2) you cast *cause rain* instead; (3-4) you cast *wind blast* instead; (5-6) you and the character attuned to the Crystal of Air are targeted by a *foul air* spell.

**Interval:** Always available.

**Additional Drawback:** 5% chance that a small, freezing flare of combined elemental essences boils up in your face.



You take an automatic **S4** hit, modified by **Toughness** but not by armour.

## Part Water

**Effect:** You can cast the level 2 Elemental spell of the same name.

**Activation:** **WP** test.

**Failure:** You summon a hostile Water Elemental, size D6+3.

**Interval:** 15 minutes.

**Petrify**

**Effect:** You can turn all of the water in a target living creature to earth; if the creature fails a **WP** test, it turns to stone. The effect lasts for D6×10 minutes. The target must be within 48 yards of you, and within your line of sight.

**Activation:** **WP** test.

**Failure:** You and every living creature within 24 yards of you are targeted by the effect.

**Interval:** 6 hours.

**Additional Drawback:** 25% chance that a randomly determined non-magical stone or metal object in your possession turns to either mud or water.

## Rupture

**Effect:** You can double the water content of a living target or targets within 48 yards and your line of sight, causing each target to suffer an automatic **S6** hit, modified by **Toughness** but not by armour. Targets are allowed a **WP** test to halve the damage. Any critical results are handled using the *Sudden Death Critical Table*.

**Activation:** **WP** test.

**Failure:** The power is targeted on all living creatures within 48 yards.

**Interval:** 45 minutes.

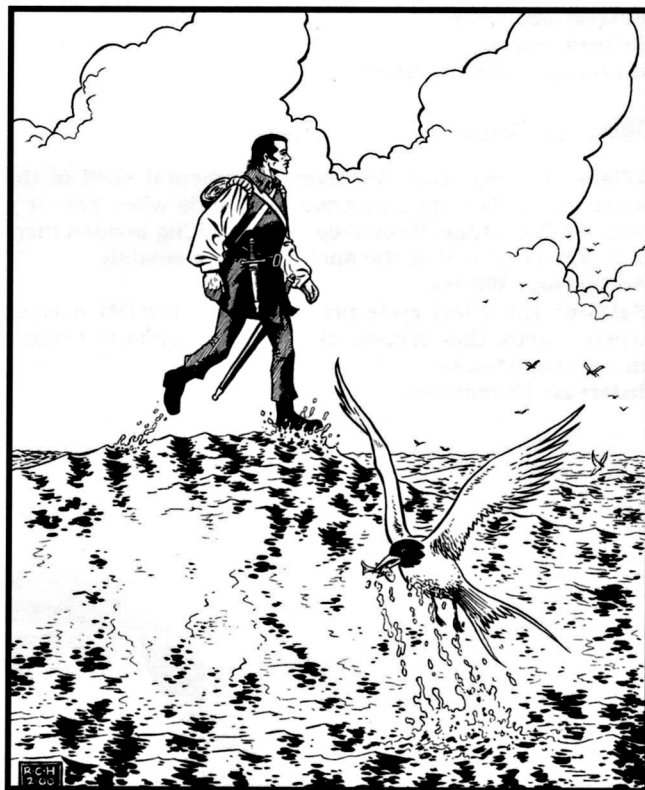
## Summoning I

**Effect:** You can summon a single Water Elemental of size 5. Note that you have no way of controlling the elemental.

**Activation:** **WP** test.

**Failure:** None.

**Interval:** 12 hours.



## Summoning II

**Effect:** You can summon a single Water Elemental of size 10, or D3+1 Water Elementals of size 5, as desired. Note that the crystal does not confer way of controlling the elemental(s).

**Activation:** **WP** test.

**Failure:** None.

**Interval:** 42 hours.

## Treacherous Ground

**Effect:** You can transform a piece of ground up to 10 yards square and up to 48 yards away from you, into slippery mud. The affected area counts as difficult ground; if it is already difficult ground, it becomes very difficult ground.

**Activation:** **WP** test.

**Failure:** You cast *create quicksand*, with yourself as the centre of the area of effect.

**Interval:** 15 minutes.

**Additional Drawback:** 5% chance that a randomly determined non-magical stone or metal object in your possession turns to either mud or water.

## Water Protection

**Effect:** You are completely immune to any ill-effects from water, whether normal or magical. You are protected from poison by contact or ingestion, from Elementals and water-oriented elemental spells, among other obviously waterborne effects. This ability does not allow you to breathe underwater. Note, however, that you are also not immune to the effects of your own crystal, watery or otherwise.

**Activation:** None.

**Failure:** None.

**Interval:** Always available.

### Walk on Water

**Effect:** You can cast the level 1 Elemental spell of the same name. The spell automatically ends when you step onto earth or stone. If you step onto anything wooden there is a 50% chance that the spell ends immediately.

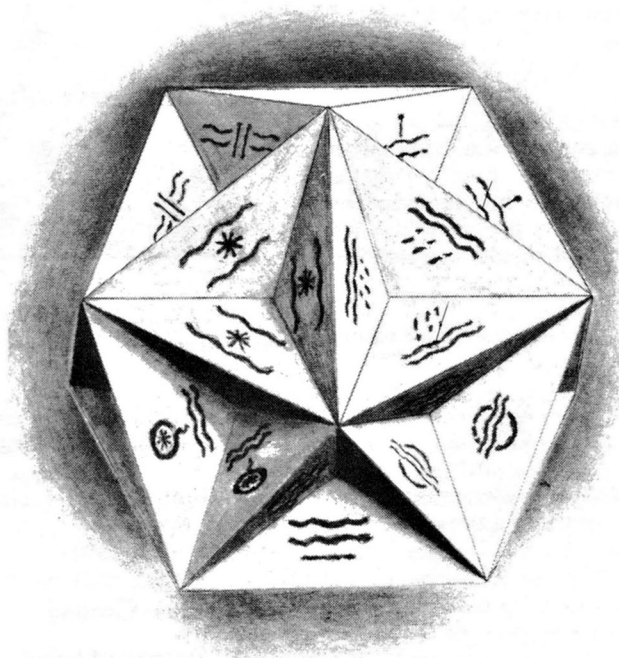
**Activation:** WP test.

**Failure:** The effect ends prematurely. Your GM decides when exactly this occurs, choosing a moment of maximum fiendishness.

**Interval:** 15 minutes.

## WATER CRYSTAL SIDE EFFECTS

- Your eyes become completely blue for 2-5 hours after any power is used. If another power is used before this time elapses, the times are added.
- Your clothing and armour become permanently moist. After a period of time they begin to degrade, suffering from mildew and rust, as appropriate.
- Moss and moulds begin to grow in the folds of your skin. Every morning you wake up partially blinded by algae which has formed under your eyelids during your sleep; you must spend a stinging few minutes washing out the green goop.
- You smell like stagnant water and decaying fish.



# THUS CONCLUDES THE DOOMSTONES CAMPAIGN

FOR THE NEXT FOUR THOUSAND YEARS, ANYWAY



# Heart of Chaos

**"You have reunited the stones?  
Praise Tzeentch! The prophecy is fulfilled!"**



By uniting the four ancient Crystals of Power, the adventurers have accidentally triggered a Chaos-God's four-thousand-year plan. Now they are the only ones who can stop the stones from bringing devastation to the Old World – but first they must learn how. And that knowledge is hidden deep in a valley occupied by worshippers of Chaos.

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Determined to stop them are fanatical forces from the Empire and the Dwarfen stronghold of Karak Hirn, as well as the powers of Chaos who will not let the all-powerful artefacts be destroyed.

As the hole in the sky grows larger and a great storm gathers over the Yetzin Valley, can anyone survive the awful threat of the Doomstones?

**Heart of Chaos** is the long-awaited conclusion of the Doomstones campaign. It's an epic race against time that blends investigation, deduction, role-playing and combat with cinematic set-pieces and a heart-stopping mid-air climax. Written by the critically acclaimed games designer Robin D. Laws, this book includes descriptions of new magic, a new order of knights, game-information on the daemons of Tzeentch, and advice on writing and running all kinds of adventures. It is designed for PCs in their second or third careers.



**HEART OF CHAOS**

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