

Death On The Reik - Conversion Notes

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1 Death On The Reik

This adventure is more complex conversion, and several areas have been heavily revised. Etelka Herzen is not a sorcerer, but rather a master swordswoman. The Dwarves of Khazid Slumbol are not Dwarves, but rather Slavs from Kislev (and Khazid Slumbol is now Neycul Slumbol). Ernst Heidelmann is a Demonologist as well as a sorcerer's apprentice.

Etelka's house and the abandoned mine are similar to the originals, but the Goblins have been changed to gols, reduced in numbers, and made better organised. This is a place where sensible planning and strategy would be a good approach.

Since the characters should be somewhat stronger than when they started "Mistaken Identity" and "Shadows Over Bogenhafen", both Ernst Heidelmann and Margritte von Wittgenstein are sorcerers, although both very limited. Ernst is little more than a novice, while Margritte mainly has skill at necromancy, so neither have access to spells likely to wipe out the characters.

Much of the "dungeon-bash" aspect of Castle Wittgenstein has been rewritten. Rather than feeling as though they are in a "dungeon", the players should feel more as if its a crawl through horror to reach their objective. This section has been rewritten for atmosphere with the occasional fight, rather than atmospheric fights.

Some optional river encounters have also been added to the "River Life of The Empire" section. These should ideally be tailored to the characters' SAs.

1.1 Minor NPCs

Statistics for sample minor NPCs of many types can be found in the appendix of “The Enemy Within” background rewrite.

2 The Cult of The Purple Hand

Most of this section of the campaign revolves around role-playing, so there are only a few changes here.

2.1 The Events

All events not listed here are unmodified.

2.1.1 Ev2. Keeping Tabs

To spot the their shadows, make a Difficult (4 successes / TN 18) Per check twice a day. Use the highest Per in the group for the roll. Make a tricky (3 successes / TN 10) MA check to see if the cultists realise they have been spotted. Good thinking on the part of the characters (deliberately not looking for the cultists and so on) may merit one or even two penalty dice here.

2.1.2 Ev5. The Final Warning

The hooded figure isn’t a sorcerer. The Purple Hand aren’t crazy enough to send a sorcerer out openly. Instead he will gently toss a package to Lieberung’s double. The package will turn out to be a stone covered in rags soaked in purple ink, and the characters hands will be dyed purple if he catches it (no need for a roll). If the character doesn’t catch the package then a variation of this incident will be repeated about a week later.

2.2 The Cultists

The Cultists

ST	4	WP	2	Ref	4
AG	4	Wit	4	7	Aim 4
TO	5	MA	3	KD	4
EN	4	Soc	5	KO	6
HT	4	Per	5	Move	6

Combat Proficiency: 3-5 (Usually rapier or dagger), CP: 7-9

Weapons: Rapier (Medium, 6/5, 8(5), 1c/7p) or Rondel (Hand, 8/7, 7, 3c/5p)

Armour: None

Skills: Thief package at 9, Another package at 8

Obviously the cultists vary in specific physical appearance. But they always have a number of features in common. First, they are all the sort of characters that could manage to look shifty and untrustworthy even in a den of thieves. Secondly, their clothing always includes some item which is purple, be it a tunic, cloak, belt or whatever; after the characters have encountered 3 or 4 cultists you may make secret tricky (3 successes / TN 10) MA checks for them to see if they notice the purple connection. Thirdly, all the cultists have a small purple tattoo of an open hand somewhere on their body. Finally, although the cultists have a variety of occupations which provide them with a suitable cover, they all have the skills listed in the thief package. Feel free to allow the use of any reasonable non-combat skill should the situation demand it.

3 Rumours and Imperial Events

The only changes required here is that the Knights Panther are templars of the Three Gods Become One, rather than Ulric (rumour 6), and that the priest of Sigmar was actually a lay priest of the Church of Saint Sigmar.

4 Messing About On The River

4.1 A Ripple on the Stream

The mutants are actually led by another mutant with tentacles, rather than a Chaos Beast-man. Characters

will become suspicious of the winged mutant's owl call if the make a MA/Survival (forest) check with a penalty die.

Each of the mutants will flee if they are wounded, or if two or more are killed.

Resolve the tentacled mutant's attack as a grapple, but it will probably attack with surprise at first, and the defending character will have no defence against the initial grapple attack. After a character has been grappled, use a contest of ST. Each success in the margin on the part of the mutant will bring the character 1 foot nearer the rail, or over the rail into the water if they are already by it. Each success in the character's margin moves the character a foot away from the rail, or frees them if they are already a yard from the rail. Other characters can attack the tentacle, which cannot defend against the attack. Use normal damage resolution to see if they can render the tentacle useless in time.

Once a character is in the river, he or she is likely to be drowning. A character can hold his or her breath for about 15 * EN seconds if struggling, or twice that if not (which is probably enough for the fight to be over), before starting to drown. They may attack with thrusting weapons only, and all combat pools are halved.

If a character starts to drown, they will lose consciousness in EN * 30 seconds, and die about 2 minutes later. In the interim, medical aid may revive them.

The Mutants

ST	5	WP	2	Ref	3
AG	4	Wit	2	Aim	4
TO	4	MA	2	KD	4
EN	4	Soc	1	KO	5
HT	3	Per	4	Move	6

Combat Proficiency: 6 (various), CP: 9 (-1)

Weapons: Tentacle (Special) or Short Spear (2H, Medium, 7, 7, 7p) or Arming Sword (Medium, 6/7, 6, 6c/5p) or Club (2H, Medium, 6, 7, 6b, +X Shock)

Armour: None

The mutants in the cabin are wounded, and have -1CP due to pain. The mutants are not clever fighters, and will not use feints or other special maneuvers.

4.2 Something Down Below

If the characters search the hold, make a tricky (3 successes / TN 10) Per check to spot the lid of one of the crates move slightly, or (if they fail that) to hear the slight scraping sound from within.

Renate Hausier - Pedlar

ST	3	WP	5	Ref	5
AG	4	Wit	7	Aim	4
TO	5	MA	5	KD	3
EN	3	Soc	6	KO	7
HT	4	Per	5	Move	5

Combat Proficiency: 5 (Dagger) and 6 (Pugilism/Brawling), CP: 10/11

Weapons: Rondel (Hand, 8/7, 7, 2c/4p), Punch (Hand, 5, 6, 1b)

Armour: None

Skills: Craftsman package at 7, Thief package at 8.

A very independent and self-reliant young woman, Renate is often mistaken for a gypsy; she favours brightly-coloured and heavily-patterned clothing and usually wears a red head scarf over her raven-black hair, with two large golden hoops hanging from her ears.

Renate is a naturally cautious woman (the players may have another word for her), and has a healthy aversion to physical danger. If placed in a potentially violent situation, she will always try to avoid the violence, by bluffing her way out, hiding or running away.

Renate loves travelling and seeing different places, and it was this that motivated her to take up the wandering life of a pedlar. If the characters invite her to join them she will readily do so, because she realises that she is safer with them than she would be on her own.



5 Weissbruck

This should be a bit of light relief for the characters; a short adventure that's a lot less world-shaking than their recent activities. However, characters with a conscience will find this adventure personally involving.

If the characters decide to pick the lock on the door to Elvyra's house, it's low quality (2 successes needed on a Per/Lock Picking check).

When exploring Elvyra's house, use average (2 successes / TN 8) Search or Per checks in place of search or observe tests. Use simple (1 success / TN 6) (for female characters) or average (2 successes / TN 8) (for male characters) Soc check to convince Liza they are friends. If Liza tries to escape, then a character on or near the stairs should have no trouble catching her, but will probably get bitten (no wound; 'tis but a scratch).

Stats for Liza are unlikely to be needed.

5.1 Kidnapped

As usual, make Soc/Intrigue, Soc/Persuade, Soc/Sincerity or simple Soc checks in place of Fel tests when interacting with the locals of Weissbruck.

5.2 The Red Barn

As the sentry is dozing, the characters have a good chance of taking the kidnappers by surprise. Make a simple to difficult (1-4 successes / TN 6 - 14) Per check for the sentry, depending on how much noise the characters are making - if they are approaching quietly, it will be a tricky (3 successes / TN 12) checks. If they sentry succeeds, he will be woken by the characters' approach.

It requires a simple (1 success / TN 7) ST check to open the barn door, which will wake the sentry whether or not the check succeeds. If the door is forced on the first try, then the characters may be able to capture the sentry. Whether or not this happens, the sentry will protests in an irate pseudo-yokel accent that they have damaged his door, and should leave his land. A simple (1 success / TN 6) MA check against a (2 bonus dice for characters with a rural background)

will let a character realise that the accent is completely bogus.

Once the game is up, unless the sentry is held at sword (or gun) point, he will shout a warning to the others, and duck and weave to the back of the barn (3 MP to hit).

The other two kidnappers will be waking up and dithering all this time - they weren't expecting trouble. They will untie Elvyra, and use her as a shield, threatening to kill her if the characters attack. They won't actually kill her - their employer has a use for her. If allowed to, the kidnappers will push Elvyra out of the barn onto a pile of hay, and jump after her. This plan is not exactly foolproof, but it's the best they could come up with.

If it becomes apparent that they can't win, the kidnappers will surrender. If questioned, they only know that they were hired to kidnap Elvyra and take her to an area outside Weissbruck tonight. If the characters show up for the rendezvous, nobody else will. The Red Crown have been watching the barn, and will know about the rescue. so this particular thread will die (for now).

The Kidnappers

ST	5	WP	4	Ref	4
AG	5	Wit	4	Aim	4
TO	4	MA	4	KD	4
EN	4	Soc	2	KO	6
HT	4	Per	3	Move	6-7

Combat Proficiency: 6 (Dagger), CP: 10
Weapons: Rondel (Hand, 8/7, 7, 4c/5p)
Armour: Leather Jack (AV2)
Skills: Labourer and Thief packages at 8

5.3 Herbs, Drugs & Poisons

I don't think we need to go into the herbs and drugs Elvyra has in detail; just give any medical character enough to replenish their supplies. If characters are after poisons, that might be trickier; best to play it by ear, I think, in that case.

Elvyra Kleinstun

ST	3	WP	4	Ref	5
AG	4	Wit	6	Aim	4
TO	4	MA	4	KD	3
EN	3	Soc	3-5	KO	6
HT	4	Per	5	Move	5

Combat Proficiencies: 4 (Dagger), and 3 (Thrown Dagger), CP: 9, MP: 7

Weapons: Rondel (Hand, 8/7, 7, 4c/5p) and Throwing Dagger (PT: 3, ATN: 7, Rng: 1/3/5/8/16 Dam: 2p)

Armour: None

Skills: Thief package at 7, with persuasion and sincerity at 5, herbalist at 4.

If questioned about the characters quests, Elvyra will suggest that they travel to Delberz to meet a friend of hers, Heironymous Blitzen. She will tell them that Heironymous is an academic, who used to teach at the University in Altdorf, up to a few years ago, but he has now retired to the family home in Delberz, where he continues his researches. She will give the characters a letter of introduction to Blitzen.

Characters who have been to the University may remember Blitzen, a well-known and respected (if eccentric) figure there.

6 Off To See The Wizard

As implied above, Heironymous Blitzen is not a wizard at all, but rather an academic and a tinkerer, who has a fondness for research into the more abstruse areas of physics. He also knows a little of demonology, for he has a wide-ranging and intense curiosity, and has read forbidden works kept under lock and key at the University library. He would never dream of actually using that knowledge, however.

Remember that the reward for the characters at Altdorf will be 2 crowns, and the price Herr Hohenzoll will offer them for the wool will be 95 crowns.

6.1 Delberz

The Gates to Blitzen's house will not open mysteriously as the characters approach.

The characters will be met by Hans-Peter Schiller, and shown into a study where Heironymous is tinkering

with a large cuckoo clock. Blitzen will warmly greet the characters, after reading the letter from Elvyra, or if any of the other characters should know him. He will almost absently ask after their recent activities, and will appear to be tinkering with the clock rather than listening. He will ask pertinent questions, however, and will be likely to catch the characters in any untruths they tell.

If asked about the letters, Heironymous will suggest that the characters should head to Grissenwald, near Nuln, to check on Etelka Herzen's activities. He will warn the characters that Herten is a known swordswoman with a bad reputation, who likes to kill, and to be very wary of her.

Heironymous will not give any character magical items, but is prepared to assist with any training he can help with aside from Demonology, which he will not pass on.

6.2 Heironymous Blitzen and Hans-Peter Schiller

Heironymous Blitzen

ST	3	WP	5	Ref	4
AG	3	Wit	6	Aim	4
TO	3	MA	5	KD	3
EN	4	Soc	3	KO	5
HT	3	Per	4	Move	5

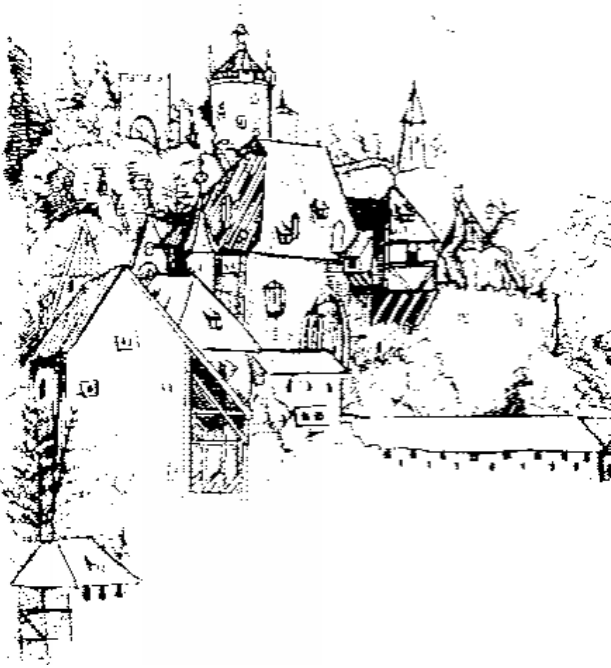
Combat Proficiency: none, CP: 4

Armour: None

Skills: Academic package at 5 (with Philosophy, Imperial History, Chaos Lore and Trollspawn Lore) and Demonology at 9.

Heironymous dresses expensively as a country gentleman, but usually with flaws in his dress such as mismatched shoes or a bright purple scarf. His hair is almost always in disarray. He gives an impression of absent-mindedness which is almost entirely false.

Heironymous taught Philosophy and history at the University in Altdorf, but he has been fascinated with the creatures that beset The Empire in the past. He will happily pass on this learning to the characters.



Hans-Peter Schiller

ST	4	WP	3	Ref	4
AG	3	Wit	6	Aim	3
TO	3	MA	5	KD	3
EN	4	Soc	4	KO	4
HT	5	Per	4	Move	5

Combat Proficiency: none, CP: 4

Armour: None

Skills: Academic package at 8 (with Philosophy, Imperial History, Chaos Lore and Trollspawn Lore).

Hans-Peter is a quiet individual, and doesn't seem to have the necessary application to succeed as an academic. In fact he has a strong desire for power, which may in the future lead him down dark paths. Heironymous is aware of his student's character flaws, and watches him carefully.

7 The Scheme of The Red Crown

Etelka Herzen is not a wizard, but rather a bladeslinger with a very bad reputation. Ernst Heidelmann has now a sorcerer's apprentice and demonologist. He has very limited sorcerous abilities, but the Red Crown consider him potent enough to be a worthwhile addition to the expedition to acquire the fragment of

warpstone.

7.1 Red Crown NPCs

Etelka Herzen

ST	5	WP	5	Ref	6
AG	6	Wit	6	Aim	6
TO	5	MA	4	KD	5
EN	5	Soc	3	KO	7
HT	5	Per	6	Move	7

Combat Proficiency: 10 (Rapier), CP: 16 Weapons: Rapier (Medium, 6/5, 7(4), 2c/8p)

Armour: Chain Shirt (AV 3)

Skills: Swordsman package at 7, Ritualist package at 9

Possessions: Fine rapier (see above), 57 crowns, travelling case.

Etelka Herzen is a "sleeping" member of the Red Crown Chaos cult. She spends her time as a blade-for-hire, honing her skills for the day when the forces of the Red Crown pour forth from the forests to loot and burn and kill. Especially kill.

Etelka studied at Nuln University, where she met Johannes Teugen from Bogenhafen. While Teugen turned to demonology, Etelka studied the blade. When Teugen needed a scroll recovered for his ritual, his thoughts turned to Etelka.

After leaving Nuln Etelka moved to Grissenwald masquerading as a noblewoman, and bought the mine at Black Peaks. Here she waited for offers of employment, and occasionally trained Red Crown members with the blade. With the discovery of the existence of a fragment of warpstone in the Barren Hills, the Red Crown lost no time in instructing Etelka to find it.

To anyone who does not know her, Etelka appears to be a friendly noblewoman who likes her privacy. Her attractive appearance, with curly blonde hair and bright blue eyes, disguises a deeply corrupted individual. Etelka lives to kill; to show off her considerable skill with the blade by defeating others. Any who get in her way will feel her wrath eventually. She prefers to "take care" of any casual witnesses as soon as possible.

Etelka does have a preference for strong perfumes; the air around her is always heavy with the smell of lavender or musk. Often the smell lingers for as long

as 15 minutes after she has left an area, so her recent presence is obvious.

Ernst Heidleman - Apprentice Sorcerer

ST	3	WP	5	Ref	5
AG	5	Wit	6	Aim	4
TO	3	MA	5	KD	4
EN	4	Soc	2	KO	6
HT	2	Per	4	Move	6

Combat Proficiency: 4 (Rapier), CP: 9

Weapons: Rapier (Medium, 6/5, 8(5), 0c/6p)

Armour: None

Vagaries: Sculpture 2, Glamour 2, Conquer 1, Vision 1, Summoning 1 (SP: 10)

Skills: Ritualist package at 6, Demonology at 5

Spells: Wall (Spell of One, CTN: 6) - Creates a 4" thick wall of stone or earth; Smoke (Spell of One, CTN: 6) - Creates 10 cubic yards of smoke, Fear (Spell of One, CTN: 6) - Target must win a WP contest (casting successes are added to the caster's successes) or run away; Mana I (Spell of One, CTN: 1) - Refreshes SP by 4;

Possessions: Rapier, 75 crowns, travelling case.

Ernst is a weaselly-looking individual with a pasty complexion. He is attempting to work his way up in the hierarchy of the Red Crown - an ambition which was greatly helped by the discovery that he is gifted. He views his mission with Etelka as of the highest importance, and is determined that it should bring him as much prestige as possible. If this should mean that Etelka meets with an accident then so be it, for then Ernst will be seen to have succeeded when one of the Red Crown's senior agents has failed.

During the adventure, Ernst will masquerade as a physician, claiming that he has recently qualified, and is now personal physician to Lady Etelka. He will use this to aid his cover by insisting that his services are reserved for Etelka only.

Ernst appears quiet and reserved, speaking little and being generally rude to those who are of no use to him. He is cruel and calculating, and while on the mission will hire thugs to deal with any opposition. He prefers to stay in the background in any conflict, avoiding any attacks and reserving his powers until he can use them to the best effect. If an opportunity

presents itself in a confrontation with the characters, he will not hesitate to use his powers to dispose of Etelka. He will not, however, do so before he and she have journeyed to the Barren Hills. If he (or the characters) manage to kill Etelka, he will attempt to escape back to Altdorf and report to his superiors; taking every opportunity to portray himself in the best possible light.

The Mercenaries

ST	5	WP	3	Ref	4
AG	5	Wit	4	Aim	4
TO	5	MA	4	KD	5
EN	5	Soc	4	KO	6
HT	5	Per	4	Move	7 (-2)

Combat Proficiency: 7 (Sword and Shield), CP: 11 (-1)

Weapons: Arming Sword (Medium, 6/7, 6, 6/5) and Round Shield (DTN5, AV6)

Armour: Chain Shirt (AV3)

Skills: Swordsman package at 7

7.2 Timeline

One point that the timeline doesn't exactly highlight is when the characters will finally come to a showdown with Etelka. That's because it isn't defined. Keep careful track of the calendar to figure out when the characters path will cross with the Red Crown. The second visit to the observatory is ideal.

7.3 Grissenwald

This part of the adventure has been revised heavily. The Dwarfs are now Slavs from Kislev, and the shanty town is now called Nyecul Slumbol. The goblins of the Twisted Maw are now weak gobs, and are much more organised (but less numerous). The comic relief element of the goblin's leader has been removed.

Enquiring at any of the inns about Black Peaks, the characters will discover that it is a disused coal mine up in the hills about 5 miles from Grissenwald. On a successful simple (1 success / TN 6) Soc check, the characters will also discover that:

- The mine was run by Slavs from Kislev

- The Slavs are a bunch of worthless alcoholics
- The Slavs sold the mine to a noblewoman from Nuln about three years ago.



7.3.1 A Rude Interruption

While the characters are making enquiries, two drunk Slavs enter the inn, and begin to insult any strangers present. The Slavs are offensive, making remarks like “Someone’s dragged the shit off the river in here”, and so on. The Slavs are spoiling for a (fist) fight, and will keep goading characters until they retaliate, or leave; picking especially on academic types.

During the Slavs tirade, the landlord will do his best to quiet them down, even offering them free drinks if they don’t cause any trouble. The Slavs are drunk, but not suicidal. If steel is drawn, they will leave. If one or both are killed, then the characters will be involved in a blood feud with the Slavs.

7.3.2 The Slavs

The Slavs came to the Black Peaks from Kislev looking for a reputed silver mine some thirty years ago. All they found was a seam of coal, which they found they could make a good living selling to the town. When Etelka Herzen arrived and offered them money for the near-exhausted mine, the Slavs gladly accepted.

Having moved to the shanty town of Neycul Slumbol, those Slavs who didn’t return to Kislev soon squandered all their money and began to wonder why Etelka had wanted the mine. Putting two and two together (and making five) they came up with the answer that she was looking for silver, and had somehow tricked them into selling the mine without finding the silver!

Recently, the Slavs have been accused of raiding outlying homesteads, but no one has any proof that they are responsible. The raids are the work of gols, but the Slavs are considered desperate enough to kill for money. Recently, the Slavs have been coming to town with money to spend again, something they haven’t done for a while. This is because Gregor Denisovitch, their leader, sold his gold chain of office to a travelling merchant, and divided the money

between them. Unfortunately for the Slavs, this coincides with the attacks on farms.

If the characters ask about the raids, one extra item of information is known: several women and children from the raided homesteads are missing. They clearly aren’t in Neycul Slumbol, but their bodies haven’t been found. The prevailing opinions are that they fled to the woods and are still in hiding there, or that they were taken by the attackers for some evil purpose.

If the characters killed a Slav in the inn, the blood feud will mean that they will be ambushed by small groups of Slavs (usually 2-5). These attacks will occur away from the sight of the watch, preferably with good escape routes for the Slavs. If the characters prove that the Slavs are not responsible for the farm raids, then the Gregor will convince the other Slavs to end the feud.

7.4 The Dwarven Shanty Town of Khazid Slumbol

There are 15 Slavs living in Neycul Slumbol in old wooden huts; the remainder have returned to Kislev. There is a depressed and somewhat deserted look about the shanty town.

Anyone visiting the town will be generally ignored, and made to feel unwelcome. Eventually, persistent characters will be taken to see Gregor Denisovitch.

7.4.1 The Audience

The characters will be taken to a slightly larger and less run-down wooden hut, with a stout door. The hut is full of smoke, from the sputtering torches and stove inside. Seated at the far side of the hut is Gregor, who will ask “What do you, in Neycul Slumbol”.

If asked about the mine, Gregor will insist “She knew there was silver there all along, and tricked us

out of it, rather than face her wrath we sold her the mine for a pitifully small sum". Gregor is lying, Etelka paid them a good price for an almost worked-out coal mine.

Gregor believes the rumours about the Slavs attacking local homesteads have been started by the locals to discredit them. They will be greatly offended if someone accuses them of raiding farms. Gregor will say "How dare you come here to insult us; for thirty years we have been the good neighbours to this town, now they accuse us". Unless the characters apologise immediately, and make a simple (1 success / TN 6) Soc check, Gregor will demand they leave immediately. Failure to leave will probably result in a fight with all the inhabitants of Neycul Slumbol.

7.5 The Dwarfs of Khazid Slumbol

Well, Slavs of Neycul Slumbol, actually.

Slav Miners

ST	5	WP	4	Ref	3
AG	3	Wit	3	Aim	3
TO	5	MA	4	KD	4
EN	4	Soc	4	KO	7
HT	4	Per	4	Move	6

Combat Proficiency: 5 (Pugilism/Brawling) and 3 (Dagger), CP: 8/6

Weapons: Punch (Hand, 5, 6, 3b), Kick (Hand, 7, 8, 4b), Rondel (Hand, 8/7, 7, 4c/6p)

Armour: None

Skills: Labourer package at 7

The Slavs are typical of their race, big blonde or red-haired men, many with beards and all with Slavic accents. They are showing the signs of their recent poverty now, and many have turned to drink to drown their sorrows. Gregor is similar to the other miners, but a little older and wiser.

7.5.1 The Outlying Farms

Use the Peasant profile from "The Enemy Within" Appendix A for the farmers.

Searching the first ruined farm will reveal a broken sword blade. It's crude manufacture suggests it isn't

of Imperial (or Kislevian) make. No more information is to be found on the other farms.

7.5.2 The Attacks

The attacks will be carried out by a group of 4 gol warriors and two (female) scouts. The scouts will first use fire arrows to set the thatch of the roof on fire, and then shoot down the family as they try to escape the flames, starting with the most dangerous-looking. Once the farmers' ranks are thinned, the gol warriors will charge in to attack, taking women and children as slaves where possible. Against almost-defenceless peasants these tactics have been highly effective, but a counter-ambush could be devastating.

If the gols take more than two casualties, the remainder will retreat to Black Peaks. Normally, the scouts would brush out any tracks as they leave the scene, which is why the gols' presence hasn't yet been suspected.

7.6 The Journey to the Mine

Durak is now Pavel Ivan Askowich, a Slavic miner from Neycul Slumbol. He will gasp out "Gols. There are gols in the mine..." before lapsing into unconsciousness. He is suffering from arrow wounds, and has BL 11, and has lost his entire combat pool to pain from an arrow in his chest and another in his side. Unless he gets urgent medical attention, Pavel is going to bleed to death - his HT is currently 3.

Pavel has the same stats as the other miners.

A successful tracking check will reveal tracks going into and out of the mine.

7.7 Black Peaks

The Goblins are now gols, a tribe forced from their home deep in the forest by a stronger one. The survivors were impressed by the skill of Etelka Herzen, and have sworn to serve her. In many ways, they consider that she would have fared better born as a gol than as a human. Remember that these gols are weaker than normal - the tribe's finest warriors were killed when their home territory was taken.

After buying Black Peaks, Etelka arranged for a suitable house to be built (but not by the miners).

7.7.1 Locations of the Goblins

The gols are split between the mine (where they keep their slaves) and the house (where most of the gols live). Normally, during the day or on nights when no raid is planned, three gol warriors are in the mines, one each at locations 1, 2 and 3, guarding the seven women and four children they have taken as slaves. The slave's haven't been harmed yet, but they are all terrified; it's only a matter of time.

During a raid, the only gols left will be three warriors and a scout. The scout will remain on guard in the house (location 1), while the warriors will guard the slaves in the cave as usual. The raiding party will return at about five in the morning, usually with slaves and booty.

In the house, there are four gol warriors, two each in locations 4 and 5, and three scouts, one of whom is normally on guard at location 1. The others are normally asleep or resting in area 11 - Gutbag likes to keep the females closer to him.

A guard is posted to watch the approach to the tower at all times, but if the characters avoid the main trail they should be able to approach the house undetected. The guard is visible from outside the house, if anyone should look for her.

If the characters are quiet, and successfully and silently dispatch the guard, they may be able to deal with most of the gols while they are still asleep. However, if a gol in the house gives the alarm, or the sound of fighting wakes the others, the characters will probably face the entire tribe (except those in the mine) within a few seconds.

In a similar way, a loud yell or combat will echo through the mine, alerting the other guards there. On the plus side, however, combat in the house won't be heard in the mine, and vice versa.

7.7.2 The Mine

The presence of the slaves in the mine makes things a little trickier for the characters - if they seal the entrance, the gols trapped in the mine will use the slaves

as food until they free themselves.

7.7.3 The Tower

The tower house isn't of dwarven construction. Odd that. Since gols have almost military organisation, we can assume that the house is a lot less dishevelled than the description suggests. Gols aren't prone to doing much laundry, but they haven't casually destroyed the house either. Basically tone down the "broken and covered in filth" of the text.

1. Hallway The guard here is alert, but is only watching the trail to the house. Characters avoiding the trail will not be noticed if they're reasonably quiet, especially if the circle round and approach the house from behind.

4 & 5. Reception Rooms Each of these rooms houses 2 gol warriors, who have pulled the furniture together to make comfortable beds. Their bedding is soiled, and the rooms quite messy.

7. Kitchen Obviously, in a world without halflings the kitchen isn't designed for one. Delilah Schmidt is Etelka's cook and maid. She has been turned almost into a slave by the gols, but their fear of Etelka prevents them from harming her. Despite this, Delilah is still very scared, and would like nothing more than to get away from the gols. If rescued, she will ask to be taken to Grissenwald, where she hopes to find a job more fitting for her talents. Delilah has no interest in working for Etelka any more "I should have left when she brought those trollspawn here - then she left me alone with them".

If rescued and treated well, Delilah can give the characters the following information

- A weaselly looking man called several days ago with a letter for the mistress (check the timeline for the exact time).
- He and the mistress then left to go "Up Norn's river to get some Bare Pills". Delilah wasn't paying attention and so isn't sure what was said. The correct information is "Up the Narn River to the Barren Hills".

- They were planning to go to Kemperbad first.

If statistics for Delilah are required, use the Peasant, Farmer profile from Appendix A of “The Enemy Within”.

9. Study A number of books line the walls here, all on common topics. The drawer in the desk has a complex lock (4 successes with pick locks to open), and contains only the letter to Etelka.

10. Living Room Gutbag has taken over this room.

11. Bedroom Three (female) gol scout/hunters share this room. Since only two are here at a time, they share the double bed. The bedclothes are quite soiled and stained now.

12. Etelka’s Bedroom Gutbag has moved in here, and brought his loot with him. There is a picture of Etelka on the wall, and a chest below it. The locked chest (average lock, 3 pick lock successes to open) contains 39 crowns, 82 shillings, 103 pennies, Etelka’s silverware (value 20 crowns) and some rings and earrings (value 10 crowns).

14. Practise room This is Etelka’s practice room. Rapiers and other swords (all ordinary quality and rebated) hang on a rack on one wall, next to fencing armour and masks. The floor gives open space for conducting weapons practice. A long mirror almost fills the outer wall.

7.8 The Lesser Goblins of the Twisted Maw

All right, the Lesser Gols of the Twisted Maw then. This tribe of gols is not particularly strong, either as individuals or in number. It numbers one captain (Gutbag), three scouts and seven warriors. The characters will need a sound plan if they mean to attack them, however, since a head-on attack against even a tribe this weak would be suicide.

Gol Warrior

ST	5	WP	5	Ref	3
AG	4	Wit	3	Aim	4
TO	6	MA	3	KD	4
EN	5	Soc	3	KO	8
HT	4	Per	5	Move	7

Combat Proficiency: 6 (Cut & Thrust or Mass Weapon & Shield), CP: 9 (-1)

Weapons: Falchion (Medium, 6/8, 7, 7/5) or Halberd (2H, Long, 7, 8, 8c/6p)

Armour: Leather Jack (AV2), Pot Helm (AV3)

Gol Scout/Hunter

ST	4	WP	5	Ref	4
AG	5	Wit	3	Aim	6
TO	5	MA	3	KD	4
EN	5	Soc	3	KO	7
HT	4	Per	7	Move	7

Combat Proficiency: 3 (Dagger) and 6 (bow), CP: 7, MP: 12

Weapons: Rondel (Hand, 8/7, 7, 4c/6p), Short Bow (PT: 2-4, ATN: 8, Rng: 10/15/25/40/80 Dam 5p)

Armour: Leather Jack (AV2)

Gutbag - Gol Chief

ST	7	WP	6	Ref	5
AG	6	Wit	5	Aim	5
TO	6	MA	3	KD	6
EN	6	Soc	3	KO	9
HT	6	Per	5	Move	9

Combat Proficiency: 8 (Sword & Shield), CP: 13 (-1)

Weapons: Arming Sword (Medium, 6/7, 6, 8c/7p), Fine Round Shield (DTN 5, AV7)

Armour: Chain Shirt (AV3) & Pot Helm (AV4)

Gutbag isn’t much of a chief, but he’s all what’s left of his tribe has. He is terrified of Etelka Herzen, but now she’s gone away is reverting to working for himself. Gutbag’s shield is a fine one, and is worth a reasonable amount of money if the emblem of the tribe - which has been crudely painted on it - is removed. Gutbag will try to flee with the remains of his tribe if defeat seems inevitable - after all that’s how they ended up here in the first place. He will also try to trade the lives of his slaves for his own if it seems



possible. Gutbag can speak a limited amount of the Imperial language, enough to get by on, at least.

8 Up The Reik

This section covers the stretch of river between Altdorf and Nuln. The section at the signalling tower is quite significantly altered; the Dwarves are now just engineers, and the keys to the observatory are no longer magical. The undead guardians remain, though, making the observatory a frightening experience for the characters.

8.1 The Signalling Device

Obviously, the bearded tool-wielding figures aren't particularly short now. See the "The Enemy Within" background rewrite for details of the signalling towers.

8.1.1 Hitch-Hikers

The dwarf hitch-hikers are now humans, members of the Engineers' Guild. They are called Thomas and Bertzig. They are willing to pay up to a shilling per ten miles for their fare (as opposed to the usual half-penny a mile).

Aynjulls Isembeard is now Albrecht Isenbard, a Master Engineer and foreman of the construction of His Imperial Majesty's latest signalling devices.

There were originally ten engineers in the team, but now only seven remain. Albrecht is desperate to complete the tower and maintain his reputation, and will be prepared to pay 5 shillings per person per day, plus a bonus of 10 crowns for solving the mystery.

8.1.2 The Mystery Revealed

For once, Dagmar was indeed a powerful sorcerer. He has bound a Ghul, as well as several walking dead, to

guard his observatory. He is now long dead, but the guardians remain; the Ghul has caused the deaths of the missing engineers.

8.1.3 The Magical Keys

The magical keys are no longer magical, but they do have a very distinctive cylindrical shape. The first is in the keeping of the Ghul, carried on a leather thong around its neck. This key is significantly larger than the others. It will open both the secret door in the observatory wall or the one in the floor of the signal tower from outside. No key is needed from inside; a complex mechanism will allow these doors to be opened from within.

Each of the walking dead also carries one of these keys. All five of the keys are needed to open the door to the secret library, as well as another that was lost in the Barren Hills many years ago.

No keys are needed to open other the internal doors of the observatory.

8.2 Area Descriptions

8.2.1 The Outer Wall

The keyholes for the secret doors are extremely well-concealed within the weathering of the stones, and will only be found by someone conducting a thorough search, who has a good idea what they are looking for. Otherwise, a Hard (5 successes / TN 22) check will be required to both find the keyhole and recognise it for what it is.

8.2.2 a. The Signal Tower

If any of the characters choose to spend the night here, the secret trapdoor will open noiselessly behind them (difficult (4 successes / TN 16) Per check to hear), and then the ghul will move into the room, which will alert any characters present. Unless they hear the trapdoor entering they won't be able to engage the ghul until it is completely within the room. The trapdoor will remain open until the ghul returns below.

The ghul will attempt to flee back through the trapdoor (and close it behind itself) if it is wounded. There

should be plenty of time for the characters to either follow or jam the trapdoor before it closes, however.

8.2.3 Inside The Observatory

All the internal doors of the observatory are ordinary doors; not locked in any way. The Ghul is bound not to enter the library, study or laboratory - leaving a creature that feasts on the dead in the same area as walking dead would have been pretty stupid.

There are five walking dead in the observatory - three in the library, and one each in the laboratory and study. They do not move about unless one of their number is under attack, in which case any other walking dead remaining will join the fight after ten rounds, at the rate of one every three rounds.

8.2.4 b. Entrance Hall

Ignore the ghostly voice, but emphasise how dark, dusty and spooky a place this is; especially with the patterns concealing perspective and making the room appear to be constructed from “impossible” angles.

8.2.5 c. Alchemists Laboratory

This room is guarded by one of the walking dead which, will attack any characters entering the room.

The book on the lectern is a treatise (written in Latin) on the creation of walking dead and ghuls. A sorcerer would be able to use this book to create such creatures, and it contains within its pages transcriptions of the spells “Create Ghul” and “Create Walking Dead”.

8.2.6 d. Study

This room is also guarded by one of the walking dead, which will attack any characters entering the room.

The lock on the desk is quite simple (two Per/Pick Locks successes to open).

Disregard the staff in the corner - it’s not there.

8.2.7 e. Library

This room is guarded by three of the walking dead, which will attack any characters entering the room.

Some of the books in the library may be worth up to 20 shillings to a collector; searching for an hour will reveal two such books for every success in a Per/Research check. Each book found will be worth 2d10 shillings.

Feel free to include a history or theology text, as a way of giving the characters some of the background of The Empire.

8.2.8 f. Inner Corridor

The door at the end of the inner corridor is perfectly ordinary.

8.2.9 g. Central Accessway

If all six keys are placed into the (cylindrical) holes at each point of the hexagram and turned, the trapdoor to the secret library will open, sliding down and across with a rumble of hidden machinery. Any character standing on the trapdoor will have plenty of time to jump off.

8.2.10 h. Secret Library

The books in the secret library are mostly mundane, although there are some on demonology which might be valuable if you overlook how illegal they are. Make the same roll as in the main library to find other, more legal, collectible texts if necessary.

8.3 Aynjulls Isembeard and the Guardians

Albrecht Isembard - Engineer

ST	5	WP	4	Ref	4
AG	4	Wit	4	Aim	4
TO	4	MA	6	KD	4
EN	4	Soc	5	KO	6
HT	4	Per	4	Move	6

Combat Proficiency: 6 (Cut & Thrust), CP: 10

Weapons: Fine Arming Sword (Medium, 6/7, 5, 6c/5p)

Armour: None

Skills: Craftsman package at 5, with Engineering at 3.

Albrecht is a portly, middle-aged master engineer; the foreman in charge of the team of engineers building the signalling device. Prematurely greying, he usually wears an oil-stained leather jack, grey britches and hobnailed boots. Fiercely proud of his reputation for swift and reliable work, he would hate to fail now.

Albrecht is a somewhat gruff and surly character, given to explosive fits of temper, but the disappearance of his workforce has shaken him to the point where he is ready to try anything.

Ghul

ST	4	WP	2	Ref	5
AG	5	Wit	5	Aim	n/a
TO	9	MA	2	KD	4
EN	4	Soc	0	KO	9
HT	4	Per	5	Move	6

Combat Proficiency: 5, CP: 10

Armour: None

The ghul was created and bound to guard the observatory by Dagmar von Wittgenstein. Having not been fed for a very long time it became extremely hungry, and was quick to take advantage when a source of food came and camped on its doorstep. The ghul is bound to fight to the death to defend the observatory.

Walking Dead

ST	6	WP	2	Ref	4
AG	2	Wit	6	Aim	3
TO	2	MA	0	KD	4
EN	10	Soc	0	KO	n/a
HT	3	Per	5	Move	9 (-2)

Combat Proficiency: 5 (Sword & Shield), CP: 9 (-1)

Weapons: Falchion (Medium, 6/8, 7, 8c/6p) and Round Shield (DTN5, AV6)

Armour: None

The walking dead are virtually mindless, and will have to be hacked apart to destroy them. They are now dry bones (+1 damage from bludgeoning weapons), and horrible to look at.

Walking dead do not bleed, and reduce all shock and pain effects to 1/3 of their normal value - representing the effect of the physical damage; they are actually immune to both shock and pain. They will need to be virtually hacked apart to stop them.

9 Kemperbad

This section is largely unchanged, apart from the relatively few changes noted below.

The fee for the lifts is one penny “per leg” and five pennies “per basket”. The ferry fee is five pennies per person, eight for a horse.

9.1 Events in Kemperbad

Unless the Purple Hand show up, it’s probably best to avoid adding any encounters in Kemperbad; we don’t want to distract the characters from the main plot at this stage.

9.2 Career Changes

Since the characters don’t have careers to worry about, this section can safely be ignored.

10 The Barren Hills

10.1 Up The River Stir

The lock and weir at the point where the Stir flows into the Reik is standard in layout, but large enough to accommodate up to four large river barges, while the lock-house has docking space for two river patrol boats as well as accommodation for their crews and prisoners. The toll for using the lock is 10 shillings.

In the gorge, a Per/Sailing check should be made each day to avoid minor mishaps. If travelling downstream, speed can be increased by 10two penalty dice).

10.1.1 The Journey

The megaliths are believed to be a protection against Chaos, but have no overt magical effects. That’s not to say the don’t have any effects - just none you can prove...

10.1.2 Twin Falls

The toll for the use of all 10 locks is 1 crown.

Crossing the River Narn Characters crossing the river Narn should make a simple (1 success / TN 6) AG check to avoid being swept over by the current. Characters failing this need to make a simple (1 success / TN 6) ST check to avoid being swept away and over the cliffs. If successful, another simple (1 success / TN 6) AG check will allow the character to regain his or her footing. Finally, a character can grab a nearby character who has fallen with an average (2 successes / TN 9) AG check. Characters who are roped together or similar will be able to cross safely.

The Inn of the Roaring Falls For convenience, the price list for the inn is reproduced here. Despite the cheap accommodation it is a clean and cosy place to stay. It is most likely that the characters will be the only guests present.

Ale (pitcher)	2d	Cold meal	2d
Beer (pitcher)	2d	Hot meal	4d
Liquor (bottle)	3c	Room (night)	4d
Wine (bottle)	4-20d	(Each extra person)+2d	

10.2 Unterbaum

The village of Unterbaum is an idyllic, rural community. It's isolation and the difficulty of reaching it protect it from the ravages of life in The Empire.

10.2.1 Arrival

Corrobreth will offer to guide the characters to the Devils Bowl, explaining that he needs to obtain a variety of herbs which can be found on the way.

10.2.2 The Baumenvolk

No stats are given for Vorster or the villagers nor should they be required. If they are needed, use the Peasant, Farmer profile in "The Enemy Within" background, Appendix A.

Corrobreth - Druid

ST	4	WP	5	Ref	4
AG	4	Wit	5	Aim	4
TO	4	MA	4	KD	4
EN	5	Soc	3	KO	6
HT	5	Per	4	Move	6

Combat proficiency: 5 (Pole Arms), CP: 9

Weapons: Short Staff (2H, Long, 6, 7, 6b)

Armour: None

Skills: Druid/Ritualist and woodsman skill packets at 8.

Corrobreth is the village's druid; other druids live in the area, but Corrobreth lives within and is responsible for the village. He is highly respected by all the Baumenvolk.

Corrobreth is a likeable character who does not engage in casual conversations, leaving such things to others. When he does speak, it is to offer advice or provide information. Like all druids, he avoids the taking of life except when absolutely necessary, either for food or in self defence. Consequently he prefers compromise and stealth to conflict. The one exception is creatures of Chaos, which he will oppose steadfastly.

As one of the druids responsible for the area Corrobreth is aware of the changes caused by the arrival of the warpstone. He knows the location of the meteor crater and of the monoliths erected around it. He has never been to the site himself, preferring to avoid such a strange and unnatural area, but will be willing to guide the characters there, explaining that he needs to refresh his stock of certain herbs that can be found on the way.

10.2.3 Into the Unknown

Corrobreth will offer to escort the characters in canoes. Each canoe can hold up to three people, four if cramped, so most likely two canoes will be needed. Any character with Boating skill will have no trouble with a canoe.

There won't be any encounters on the way to the Devil's Bowl, but try to highlight the growing sense of "wrongness" about the areas the characters pass through.

10.3 The Devil's Bowl

While in the area of the Devil's Bowl, each character should make a warping check against a TN of 5 every three days.

10.3.1 A Blast From the Past

Brunhilde Gratten - Ghost

ST	n/a	WP	6	Ref	n/a
AG	n/a	Wit	4	Aim	n/a
TO	n/a	MA	5	KD	n/a
EN	n/a	Soc	1	KO	n/a
HT	n/a	Per	5	Move	6

Combat Proficiency: n/a

Armour: None

Brunhilde was a scout for Dagmar von Wittgenstein's expedition to find the the warpstone meteorite. After the sorcerer had located the warpstone in Devil's Bowl, he murdered Brunhilde, stabbing her repeatedly while she slept. The marks of these wounds can clearly be seen on Brunhilde's ghostly form. The rest of the expedition met a similar fate - murdered by being buried alive in the cavern where they slept.

Since that day, Brunhilde has haunted the area around Devil's Bowl. She searches for someone to bury her and her companions properly, so they can at last find rest. She will tell the tale of Dagmar's betrayal, of how he led them into the lush hills to find the meteorite that he had calculated there, and of how he changed when he found it, becoming first secretive and then murderous.

10.3.2 The Caverns

Skaven Attack There are five skaven in the war band, four warriors plus Crot. Two will be circling behind the characters using the stream. They will retreat via the stream if two of the war band are killed or incapacitated.

Crot Scaback - Skaven Warrior

ST	5	WP	6	Ref	6
AG	8	Wit	5	Aim	6
TO	4	MA	3	KD	6
EN	5	Soc	3	KO	8
HT	4	Per	4	Move	9 (-3)

Combat Proficiency: 8 (Sword & Shield), CP: 14 (-4)

Weapons: Falchion (Medium, 6/8, 7, 7c/5p) and Round Shield (DTN5, AV6)

Armour: Full Chain and Pot Helm (AV4)

Crot leads the skaven war band and has been sent here by the pack leader to find the cause of the Chaos emanations noticed by a Grey Seer who passed close to this area. Crot stands six feet tall, and is covered in dirty grey fur. He is a cunning and utterly ruthless individual.

Crot speaks Reikspiel in a very clipped, yet squeaky, fashion. Most words are repeated and all "extraneous" words are avoided where possible. This can lead to some confusion, but by constant repetition Crot can usually communicate.

Skaven Warriors

ST	4	WP	6	Ref	6
AG	8	Wit	5	Aim	6
TO	4	MA	3	KD	6
EN	5	Soc	3	KO	8
HT	4	Per	4	Move	9 (-2)

Combat Proficiency: 6 (Sword & Shield), CP: 12 (-3)

Weapons: Arming Sword (Medium, 6/7, 6, 5c/4p) and Round Shield (DTN5, AV6)

Armour: Light Chain shirt w/sleeves (AV3) and Pot Helm (AV4)

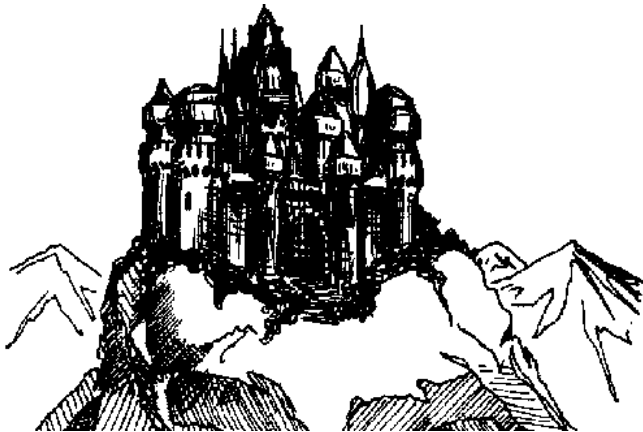
The skaven warriors have brown fur, and stand four to five feet tall.

The Cave of the Dead There are no walking dead in the cave; just dead skeletons, rotten backpacks and other items of equipment (rusted swords and mail, and so on). If the characters look through the items they will find 20 crowns, four shillings and twelve pennies, along with the final key to the secret library in Dagmar's observatory. If the characters are still unaware of the observatory's significance there will also be a

map with the Barren Hills circled, and Dagmar's observatory clearly marked.

10.3.3 The Return

On the return trip, up until they reach Unterbaum again, the characters will have the feeling of being watched, especially when in wilderness areas. Try to drop this in as an aside, and don't emphasise it too strongly.



11 Castle Wittgenstein

Don't worry about cool checks for the mutant corpse, this should be handled by role-playing. Just tell the players that the sight of the mutilated, mutated corpse is enough to make them feel ill.

11.1 Wittgendorf

Wittgendorf should be used to give the players and characters alike a glimpse into the true horror of Chaos. Emphasise the horrifying conditions the peasants live in, and the horrible mutations many have suffered.

While in the village of Wittgendorf, each character should make a warping check against a TN of 5 every two days.

No statistics are given for the beggars; they are in such feeble condition that they effectively have no useful skills, and they will not fight the characters even if cornered.

11.1.1 Events

Any events not listed can be used without change. Remember to ignore cool checks and insanity points; this can be handled through role-playing.

Arrival

a. The Pale Lady Ignore the debilitating effects of the stench the guards exude. The panicking beggars will not reduce the characters' effectiveness in combat, but will obstruct any attempt to pursue fleeing guards.

c. The Watcher The characters should make a MA check against a TN of 6 to realise they are being watched by Jean Rousseaux.

11.1.2 Fixed Locations

2. The Shooting Star Inn Prices at the shooting star inn are average, although the food's a bit lacking. The prices are reproduced here for reference.

Ale (pitcher)	2d	Cold meal	2d
Beer (pitcher)	2d	Hot meal	4d
Liquor (bottle)	3c	Room (night)	8d
Wine (bottle)	4-20d	(Each extra person)+4d	

The characteristics for Herbert Marcuse are not given, as they're unlikely to be needed. Use the "peasant, farmer" template from "The Enemy Within" for both innkeeper and locals if it becomes necessary.

4. The Temple of Sigmar The Temple of Sigmar is now the Church of Saint Sigmar. Don't roll randomly for the ghoulish villagers; their locations are now described below.

a. Foyer will be occupied by 3 of the ghoulish villagers at night.

b. Temple is avoided by the ghoulish villagers, possibly out of shame. Access to the crypts is via a small, concealed door behind the altar and statue of Saint

Sigmar. The lanterns are perfectly normal, but are filled with oil, ready to light.

The vaulted ceiling is undecorated, but a plaque in Latin explains how the church was founded by Boris II on the site of one of Saint Sigmar's victories, and how that victory was repeated by a Templar named Siegfried von Kesselring, who apparently led the defence of the newly-consecrated church from a band of Chaos beast-men lead by a Chaos warrior. He was buried in the crypt below the church by the Grand Theogonist himself.

There is no parchment below the book recounting Sigmar's legend.

d. Room of Records is protected by a locked, sturdy door. The door shows signs of having been battered, but is still quite solid.

e. Kitchen & Stores will be occupied by four ghoulish villagers during the night.

g. Crypts are dark and dismal. In Siegfried von Kesselring's undisturbed niche lies the skeleton of a knight in rusted plate mail. His well-oiled sword lies on his breast in a rotted leather scabbard, and is still intact and unrusted. The longsword was clearly crafted by one of the finest sword-smiths, as it has both a cut and thrust ATN 1 lower than usual.

h. Graveyard and Mausoleum 4 ghoulish villagers will be found in the mausoleum at any time. 3 more will be found in the graveyard at night.

Ghoulish Villagers

ST	4	WP	4	Ref	3
AG	4	Wit	3	Aim	3
TO	5	MA	3	KD	4
EN	4	Soc	2	KO	7
HT	2	Per	4	Move	5

Combat Proficiency: 3 (Club), CP: 6
 Weapons: Club (Medium, 6, 8, 4b (+X shock))
 Armour: None

Driven insane by the effects of the warp storm, these villagers have turned to eating corpses in order

to survive. They live in the abandoned church of Saint Sigmar, and a system of passages linking it to the village.

The ghoulish villagers are so dirty and dishevelled that there is little to distinguish them from the beggars. They prefer a nocturnal existence however, and use their passageways to move around the village during the day. Having devoured most of the corpses in the crypt and graveyard, they are now planning to capture and eat their fellow villagers - starting with the occupants of the Shooting Star (see above).

Their humanity is gradually being eroded by their bestial existence, although they have consumed very little rotgut and are comparatively unaffected physically. They are, however, ashamed of their cannibalism, and will attempt to kill any outsider who discovers their secret.

When the characters are first seen by any of these villagers in the temple, they will be mistaken for emissaries from the castle. The "ghouls" will not attack, but instead will protest that they "can't spare any more food" - by which they mean corpses. Once it becomes clear that the characters have no connection with the castle, a successful persuade check will convince the villagers to explain that Lady Margritte has mounted a number of expeditions to remove bodies from the graveyard and mausoleum. "She keeps taking our food... er... as well" one of them will add.

5. The Physician's House

c. Surgery the Chaos leeches in the cupboard do no damage, but inflict 2 dice of pain. They may be removed by burning or surgery; the infected character will take a level two wound to the infected limb unless the character removing the leeches makes a Per/Surgery check.

Jean Rousseaux - Charlatan

ST	3	WP	5	Ref	4
AG	4	Wit	5	Aim	4
TO	3	MA	5	KD	3
EN	4	Soc	3	KO	5
HT	3	Per	4	Move	5

Combat Proficiency: 6 (Rapier), CP: 10

Weapons: Rapier (Medium, 6/5, 8(5), 0c/6p)

Armour: None

Skills: Thief and Herbalist packages at 7

Jean Rousseaux is originally from Bretonnia. After starting life as a physician, he decided he could make more money as a charlatan, and journeyed across The Empire before settling in Wittgendorf ten years ago. He set himself up as the village physician, selling ineffective but addictive concoctions (rotgut) as a cure for their ailments. By using the skills he learned as a student, he has been able to cure minor ailments and divert suspicion from his activities.

Following the warp dust's effect on the village, Rousseaux stopped using his healing skills, and now just uses Kurt to sell or give away his rotgut booze to the peasants. He is in love with Lady Margritte and carries out her every desire. She has been supplying him with powdered warpstone, which he has been adding to the rotgut. Rousseaux has been monitoring the effects and passing them on to Lady Margritte, but he is unaware that it is warpstone, and would be greatly shocked if he knew.

Following the food shortage in the wake of the warp storm, Rousseaux has taken to eating corpses. He has one in his cellar, but if it is discovered Rousseaux will claim it is there for purely scientific interest.

Rousseaux has himself been effected by the warpstone; daily contacts has caused his skin to flake, and he has taken to plastering his face with a white powder to hide the unsightly flaking. If seen at night, without his make-up, Rousseaux is a hideous sight. He is overweight, and his clothing is not only slightly too small, but is also covered in the snuff he inhales almost constantly.

In his capacity as Lady Margritte's spy in the village, Rousseaux will take a keen interest in the characters when they arrive. He will be friendly if approached, and claim that the beggars are the inevitable result of inbreeding in such an isolated community. He helps them as best he can, but even his powers are helpless here. He speaks highly of the von Wittgenstein family and will try to arrange a dinner date at his house so that the characters can meet Lady Margritte. If the characters show any interest in the castle or the Wittgensteins, he will suggest they come to dinner on the following evening, when they can meet Lady

Margritte for themselves.

Rousseaux does not mention the source of the rotgut, but will not deny his activities if presented with evidence. "I do all I can to help, it alleviates their suffering and makes their lives more peaceful." If the characters take issue with this, he will haughtily point out that as a graduate of Bretonnia's finest medical academies he ought to know what is best for his patients.

d. Study the lock on the bureau is poor, and requires only one success on an AG/Pick locks check to open. Inside, the signet ring is worth 10 crowns, and there are 33 crowns, 24 shillings and 12 pennies.

A successful Per check against a TN of 12 (9 if actively searching) will reveal the hidden catch that allows the bookcase to open, giving access to the cellar.

e. Cellar again the lock on the door to the tunnels is of poor quality, requiring one Per/Pick Locks success to open.

The bottle of warp dust won't attack a living creature, but will lie quiescent in the bottle, waiting for a corpse to affect. If the corpse is animated, it will probably have no problems escaping to the tunnels. The tendrils attack each nearby character separately, with a CP of 8 and doing 8b damage.

i. Yard the lock on the gate is another poor quality one, one success on a Per/Pick Locks check required.

j. Brew-house again has a poor lock; one success on a Per/Pick Locks check is required to open it.

Kurt Kutzmann - Servant

ST	3	WP	2	Ref	2
AG	2	Wit	2	Aim	3
TO	5	MA	2	KD	2
EN	4	Soc	2	KO	6
HT	2	Per	4	Move	4

Combat Proficiency: 2 (Club), CP: 4

Weapons: Club (Medium, 6, 8, 4b (+X shock))

Armour: None

Skills: None

Kurt spends most of his day in the brew house, tending to the still and dispensing the rotgut to the peasants. His hands are covered in brown stains, and have begun to resemble clubs, his fingers becoming short and stubby.

Kurt often drinks the rotgut himself, and his mind has been so badly affected that he is now completely deranged and speaks little sense. He can often be heard singing as he goes about his work. At night, Kurt locks up and goes to sleep in his room in the house. Kurt is fanatically loyal to Rousseaux, and does anything he is ordered to.

11.1.3 A Dinner Date

The food at the dinner is laced with a powerful sedative. Each character eating it should make an EN check with a TN of 9. It takes three successes to almost completely throw off the effects of the drug (two penalty dice for two hours). Two successes means the character is awake but pretty much helpless, and one success or less means the character is asleep for an hour or two.

11.2 The Outlaw Camp

Everyone travelling through the forest must make an AG check against a TN of 6 (9 if travelling at normal speed or 15 if running) or trip over a root.

If anyone eats the Fungus, they must make an EN check against a TN of 9. Two successes means they are fine, one success means they throw up, and no successes means they suffer from stomach pains which will give them two penalty dice for two hours.

The traps surrounding the outlaw camp are (mostly) snares and deadfalls. There are also trip-wires, to trip any horses venturing into the area.

11.2.1 Night in the Forest

Beast-Man

ST	6	WP	2	Ref	3
AG	4	Wit	2	Aim	4
TO	6	MA	2	KD	5
EN	4	Soc	2	KO	5
HT	3	Per	4	Move	7

Combat Proficiency: 9 (Pole Arms), CP: 12

Weapons: Short Spear (2H, Medium, 7, 7, 8p)

Armour: Leather Jack w/sleeves (AV2)

The first beast-man has a large pig-like head and scaly skin. The second has a goat's head and legs, and is covered in thick fur.

Mutants

ST	4	WP	2	Ref	3
AG	4	Wit	2	Aim	4
TO	4	MA	2	KD	4
EN	4	Soc	1	KO	5
HT	3	Per	4	Move	6

Combat Proficiency: 7 (Various), CP: 10

Weapons: Short Spear (2H, Medium, 7, 7, 6p) or Club (2H, Medium, 6, 7, 5b) or Arming Sword (Medium, 6/7, 6, 5c/4p)

Armour: None

Two of the mutants have huge, wing-like ears, one is abnormally thin and spidery, one is covered in putrid green fur, another has a pointed head and the last has a third, bloodshot, eye in its forehead.

11.2.2 Leaving the Camp

If, when they see Kratz, the characters conceal themselves in the forest, they will be able to ambush the patrol. If the characters don't attack, the beast-man will sniff them out. If Kratz is killed, the remaining guards will attempt to flee back to the castle.

The profiles for Kratz and the guards can be found below, the beast-man is as follows.

Beast-Man

ST	6	WP	2	Ref	3
AG	4	Wit	2	Aim	4
TO	6	MA	2	KD	5
EN	4	Soc	2	KO	5
HT	3	Per	4	Move	7

Combat Proficiency: 9 (Pole Arms), CP: 12

Weapons: Short Spear (2H, Medium, 7, 7, 8p)

Armour: None

The beast-man has a large dog's head, and is covered in coarse, black hair.

11.3 Sigrid and the Outlaws

Sigrid

ST	5	WP	4	Ref	5
AG	5	Wit	5	Aim	4
TO	5	MA	4	KD	4
EN	5	Soc	3	KO	7
HT	4	Per	4	Move	7

Combat Proficiency: 9 (Cut & Thrust), 8 (Bows), CP: 14, MP 12

Weapons: Sabre (Medium, 6/6, 6, 7c/5p), Short Bow (PT: 2-4, ATN: 8, Rng: 10/15/25/40/80 Dam: 5p)

Armour: Leather Jack w/sleeves (AV2)

Skills: Woodsman package at 9 and Thief package at 8.

Sigrid is leader of the outlaws who have fled the village to avoid the harsh and insane rule of the von Wittgenstein family. When her husband was taken to the eighteen months ago, Sigrid tried to prevent the guards from taking him. In her anger, she killed a guard, and was forced to take refuge in the forest. She has been joined by other men and women who fled the village rather than be subject to the insane von Wittgensteins.

Sigrid is a determined woman who protects the outlaws under her command as much as possible. She often organises raids on guard patrols from the castle, but she is against a direct assault on the castle, knowing that it will only end in defeat. She will not agree to help the characters, but will offer them all the help she can.

However, if the characters were to infiltrate the castle via the hidden cave, she will have her followers ready to launch an attack from outside. Providing the characters can lower ropes from the castle walls, or even open the main gates, Sigrid promises to lead her followers into the castle. However, Sigrid will be reluctant to wait outside the castle on the off chance that the adventurers pull it off. She insists that they explore the hidden cave first, and make plans for the assault. If the characters agree to this, the outlaws will gather outside the castle, concealed in the undergrowth, and will attack on a prearranged signal.

If the "rope assault" is decided on, Sigrid can provide enough rope to allow the outlaws to climb up to 6 at a time.

Hilda Eysenk - Outlaw

ST	4	WP	4	Ref	4
AG	5	Wit	4	Aim	4
TO	5	MA	4	KD	4
EN	5	Soc	3	KO	7
HT	4	Per	4	Move	7

Combat Proficiency: 6 (Dagger), 8 (Bows), CP: 10, MP 12

Weapons: Short Bow (PT: 2-4, ATN: 8, Rng: 10/15/25/40/80 dam: 5p), Rondel (Hand, 8/7, 7, 3c/5p)

Armour: Leather Jack w/sleeves (AV2)

Skills: Soldier package at 9 and Thief package at 8.

Hilda is an outlaw who lives in Wittgendorf, from where she keeps an eye on the activities of the castle guards. She shares her house with her aging grandfather Hans, since both her parents died horribly during the warp storm. Hilda and her grandfather scrape a living as the village's millers, although there has been little grain to mill since the storm, and what they had hidden away is quickly disappearing.

Hilda has managed to keep her outlaw connections hidden from the guards, but she is willing to risk her cover to take the characters to the outlaw camp. She is brave, but not foolhardy. After taking the characters to the camp, she will accompany them on their reconnaissance of the castle if asked. She will not volunteer to do this, but will gladly agree to aid them. If you feel the players need some help, Hilda may suggest using a disguise for the reconnaissance.

Outlaws

ST	4	WP	4	Ref	4
AG	4	Wit	4	Aim	4
TO	5	MA	4	KD	4
EN	4	Soc	3	KO	7
HT	4	Per	4	Move	7

Combat Proficiency: 7 (Dagger), 7 (Bows), CP: 11, MP 11

Weapons: Short Sword (Short, 7/5, 7, 4c/5p) or Hand Axe (2H, 7, 8, 6c (+X shock)) or Mace (2H, Medium, 6, 8, 6b (+X+1 Shock)) and Short Bow (PT: 2-4, ATN: 8, Rng: 10/15/25/40/80 Dam: 5p)

Armour: Leather Jack w/sleeves (AV2)

Skills: Woodsman package at 9 and Soldier package

at 8.

Generally taciturn, the outlaws are at least decently fed and clothed. Almost all of them have suffered losses because of the von Wittgensteins, and they burn for revenge.

11.4 Castle Wittgenstein

This section of the adventure is, of necessity, more-or-less free-form. The characters have a lot of freedom of choice here. If the characters and outlaws combine to attack the castle, then its probably most effective to free-form the mass combat. Remember that the characters' actions should be critical; the success of the attack should be down to the characters, and not Sigrid or the bandits.

11.5 The Outlaw Attack

11.5.1 Running the Attack

Use standard TROS rules for any part of the attack the characters are directly involved in. If the characters are fighting alongside outlaws, simply make an attack roll for each outlaw and the guard they're fighting, and extrapolate the results - remember that the outlaws are "extras", the characters are the heroes.

You can treat each group of outlaws and guards the same way; roll an attack for each group, averaging the ATNs across the group and ignoring the armour penalties - they're assumed to be at least counterbalanced by the benefits of the armour. Then extrapolate the result for the entire skirmish. If one or more player characters join the fight, you can always switch to more detailed resolution at that point.

The important thing is to keep things moving fast. Try to convey the chaotic, confusing nature of the battle; describe flashes of events that are the things that stick in characters memories, rather than the battle as a whole. The characters shouldn't really expect to have a coherent memory of a battle they're fighting in, so don't give them a coherent picture until the battle's become small enough for it to be possible. Point out areas where the outlaws are clearly winning or losing, of course, but not all the characters may see the same

things. Don't give a truly detailed account of the battle's progress until its all but over.

Ending the Fight It might be sensible to point out to any players with a military background, that it isn't sensible to leave enemies behind them - they should clear the outer bailey and its buildings before moving on to the inner bailey.

11.6 Under the Castle

Most of the fights in this section have been removed, mostly to give it a less "dungeon-bash" feel. As with the sewers in Bogenhafen though, dim the lights, speak softly and then yell, and do your best to scare the players - just as Brutagh will try with the characters.

Brutagh

ST	3	WP	2	Ref	3
AG	4	Wit	2	Aim	4
TO	4	MA	2	KD	3
EN	4	Soc	1	KO	5
HT	3	Per	4	Move	5

Combat Proficiency: 8 (Mass Weapon & Shield), CP: 11

Weapons: Hand Axe (2H, Medium, 7, 8, 5c (+X shock))

Armour: Carapace (AV4)

Brutagh was once a simple woodcutter, but thanks to prolonged exposure to warpstone, little humanity remains. He is now almost completely insane, apart from rare moments of lucidity when he becomes extremely melancholic, his eyes fill with tears and he burbles incessantly about life in the forest. Most of the time however, he prowls the cave network, and only ventures out to find food. Until he attacks Brutagh should never be fully visible to the characters. He should remain a shadowy, indistinct figure who is always there, but only ever seen out of the corner of the eye.

Brutagh's body, arms and head are covered in a hard, green carapace. He has an extremely long neck which he can snake around corners. This ability is en-

hanced by the suckers on his hands and feet, which allow him to cling to passage roofs and walls.

11.6.1 Area Encounters

Any area encounters not listed here can be used without changes.

1. The Dark Entrance A per check against a TN of 8 will reveal the sucker-like marks on the ground around the cave entrance.

3. Lashworms Ignore the lashworms, this is simply an empty cave.

4. Huge Rats Four huge rats, four feet long and with a faint sickly greenish glow, will rush out and attack as soon as the characters come within three yards of the cavern. Any rat will retreat if badly wounded.

Huge Rats

ST	3	WP	3	Ref	4
AG	6	Wit	3	Aim	n/a
TO	4	MA	2	KD	4
EN	6	Soc	3	KO	5
HT	4	Per	6	Move	7 / 14

Combat Proficiencies: 3, CP 7

Weapons: Bite (Hand, 7, n/a, 0c)

Armour: None

5. Mushrooms If anyone eats the mushrooms, they must make an EN check against a TN of 9. Two successes means they are fine, one success means they throw up, and no successes means they suffer from stomach pains which will give them two penalty dice for two hours.

6. Bats If any character looks up when entering this cave they will see thousands of eyes reflected in the light, covering most of the roof of the cave. A few seconds later the bats, disturbed by the light, will leave their roosts and swarm all around the characters. These are normal bats, and will not attack, but it should be quite scary and disorienting for the characters to be in the middle of such a flock.

7. The Underground Stream Use the normal rules on *The Riddle of Steel* page 95 to resolve attempts to jump across the 2-yard wide stream (Anyone with a move of 5 can do so with a running start without a roll).

If the characters swim down the stream, there is no leech.

8. The Watergate Use the normal contested sneak vs Per (1 penalty dice on Per checks because of the noise of the water) check to resolve attempts to sneak up on or past the guards here.

10 & 11. Long and Winding Staircases Make an average (2 successes / TN 8) Per check to spot the outline of the secret door in the ceiling of room 11.

11.7 Castle Guards

Guard

ST	5	WP	2	Ref	4
AG	5	Wit	4	Aim	4
TO	6	MA	3	KD	5
EN	5	Soc	2	KO	7
HT	3	Per	4	Move	7 (-1)

Combat Proficiency: 7 (Sword & Shield) and 5 (Crossbows), CP: 11 (-5), MP: 9

Weapons: Arming Sword (Medium, 6/7, 6, 6c/5p) and Heater (DTN5, AV8), Crossbow (PT: 4-6, ATN: 5, Rng: 5/10/15/25/50 Dam: 6p)

Armour: Full Chain (AV4) & Full Helm (AV5)

Skills: Soldier package at 9

Guard Sergeant

ST	6	WP	2	Ref	5
AG	5	Wit	5	Aim	4
TO	6	MA	3	KD	5
EN	5	Soc	3	KO	7
HT	3	Per	4	Move	8 (-1)

Combat Proficiency: 9 (Sword & Shield) and 7 (Crossbows), CP: 13 (-5), MP: 11

Weapons: Arming Sword (Medium, 6/7, 6, 7c/6p) and Heater (DTN5, AV8), Crossbow (PT: 4-6, ATN: 5, Rng: 5/10/15/25/50 Dam: 6p)

Armour: Full Chain (AV4) & Full Helm (AV5)
Skills: Soldier package at 8

Both the guards and sergeants were once human, but living so close to warpstone has transformed them all into mutants. Underneath their armour their bodies are a mess of putrescent decay. They are a truly horrible sight, and also smell as if something had crawled into their armour and died.

Shif Doppler - Lieutenant of the Guard

ST	5	WP	4	Ref	5
AG	5	Wit	5	Aim	4
TO	6	MA	3	KD	5
EN	5	Soc	3	KO	7
HT	3	Per	4	Move	8 (-1)

Combat Proficiency: 8 (Mass Weapon & Shield), CP: 12 (-5)

Weapons: Flail (Medium, 8/15, 7b) and Heater (DTN5, AV8)

Armour: Full Chain (AV4) & Full Helm (AV5)

Skills: Soldier package at 8

Since the demise of Captain Hegel, Shif Doppler has become the de facto commander of the guards in the outer bailey. Doppler is a cruel and evil individual who delights in torture. He is extremely vain, and wears black leather clothing when not in his armour. To hide his putrescent face he wears a mask of silver which depicts a handsome young man. Although the mask is very striking, its effects are spoilt by the open wounds visible around his neck.

Doppler is not particularly brave unless he is backed up by his guards. If encountered without any guards he will quickly surrender, and then try to lead his captors into a trap. While pretending to help he will provide some useful information, but will never reveal where the rest of the guards are. However, if threatened with violence he quickly crumbles and tells the truth; or as little of the truth as he can get away with, at least.

Doppler has a strange mutation that allows him to rotate his head and arms through 360 degrees. This allows him to attack to the rear with ease, although his movement is limited as his legs don't rotate. If he sees an opportunity, Doppler will use this mutation to play dead, making himself look as if his neck is

broken. A bind wounds or surgery check will reveal that he is still alive, though.

Kratz - Sergeant of the Guard

ST	6	WP	4	Ref	5
AG	5	Wit	5	Aim	4
TO	6	MA	3	KD	5
EN	5	Soc	3	KO	7
HT	3	Per	4	Move	8 (-1)

Combat Proficiency: 8 (Mass Weapon & Shield), CP: 12 (-5)

Weapons: Flail (Medium, 8/15, 8b) and Heater (DTN5, AV8)

Armour: Full Chain (AV4) & Full Helm (AV5)

Skills: Soldier package at 8

Sergeant Kratz is a cruel and callous individual. He greatly enjoys bullying the villagers, and he will view the characters as more victims for his twisted sense of humour. Although a bully, Kratz is not afraid to back up his threats, and will not hesitate to attack anyone who opposes him. Kratz is not stupid however, and will retreat from any situation which appears hopeless.

Kratz is tall and muscular with an air of menace about him. He dresses in black armour and always wears his helmet. Kratz's face is so badly decayed that even he appreciates the effect that his appearance has on the other residents of the castle.

11.8 Entering the Castle

If the characters use disguise to infiltrate the castle, use Soc/Sincerity checks to bluff their way past other guards. Attempting to bluff the sergeants or Lieutenant Doppler suffers 2 penalty dice.

11.9 Castle Description

Should anyone want to pick locks within the castle, the lock on the main gatehouse is extremely complex (six AG/Pick Locks successes to open). Those on the other gate houses are complex (five successes to open) and the remaining doors in the castle are average complexity (three successes to open).

11.9.1 The Outer Bailey

1. Gate Defences

2, 3, & 4. Main, Inner and Outer Gatehouses Ignore the need for a fear test for the unhelmeted guard. This can be handled through role-playing.

The spears in the portcullis room give a penalty die if used for hand-to-hand combat.

11.9.2 The Courtyard

Send some time expounding on the squalor of the beggars. Make sure the characters become even more aware of the sort of family that live in the castle, as if they didn't already know. Highlight the fact that the von Wittgensteins appear to be preying on the beggars for unknown reasons - you never know, maybe they'll connect it to the corpses in the river Reik.

Any area not listed here can be used without change.

6. Riding Stables

Hans Schumacher - Groom

ST	4	WP	4	Ref	3
AG	4	Wit	3	Aim	4
TO	4	MA	3	KD	4
EN	5	Soc	4	KO	6
HT	3	Per	4	Move	6

Combat Proficiency: 2 (Pitchfork), CP: 5

Weapons: Pitchfork (2H, Long, 8, 8, 6p)

Armour: None

Skills: Craftsman package at 8

7. Coach Stables Atto and Adolf will not fight, but will flee if attacked. Use the profile for Hans, above, if necessary.

11.9.3 The Keep

Any area not listed here can be used without change.

Ground Floor

17. Kitchens It will require a simple (1 success / TN 6) Soc check to persuade the servants to come out from under the table and help the characters. Hilda, Hans and Fritz will not fight, but would be willing to help guide the characters around the keep, in exchange for their freedom from the castle.

Like everyone else in the castle, the servants have been affected by the warpstone. Each of them has a bent and twisted body, with long, spindly fingers.

18. Storeroom The rats squeak threateningly, but are not able to significantly hurt a creature as large as a human unless it's already injured or helpless for some other reason. Against active, characters the rats will disappear into the holes in the walls.

Second Floor

19. Barracks Ignore the T test to avoid vomiting; this can be handled through role-playing.

Each chest contains the equivalent of 2d10 shillings in shillings, pennies and bits.

20. Sergeant Kratz's Room The silver goblet is worth 18 shillings. Disregard the potion of healing, of course.

21. Meeting Room The lock to the cage is simple, and requires only one success on an AG/Pick Locks check to open.

22. Lieutenant Doppler's Room The lock to the cage is simple, and requires only two successes on an AG/Pick Locks check to open. The necklace inside is worth 5 crowns, the ring 7 crowns.

11.9.4 Captain's Tower

This tower houses the walking dead corpses of the former Guard Captain, Georg Hegel and six warriors. The captain died a few months ago, and was reanimated by Lady Margritte.

Areas not listed can be used without change.

23. Guard Chamber

Walking Dead

ST	6	WP	2	Ref	4
AG	2	Wit	6	Aim	3
TO	4	MA	0	KD	4
EN	10	Soc	0	KO	n/a
HT	3	Per	5	Move	9 (-1)

Combat Proficiency: 5 (Longsword/Greatsword), CP: 9 (-3)

Weapons: Greatsword (2H, Medium, 6/7, 7, 9c/7p)

Armour: Full Chain & Pot Helm (AV4)

The walking dead are virtually mindless, and will have to be hacked apart to destroy them. They are now gross flesh and bones, and horrible to look at.

Walking dead do not bleed, and reduce all shock and pain effects to 1/3 of their normal value - representing the effect of the physical damage; they are actually immune to both shock and pain. They will need to be virtually hacked apart to stop them.

26. Barracks

Walking Dead

ST	6	WP	2	Ref	4
AG	2	Wit	6	Aim	3
TO	4	MA	0	KD	4
EN	10	Soc	0	KO	n/a
HT	3	Per	5	Move	9 (-1)

Combat Proficiency: 5 (Longsword/Greatsword), CP: 9 (-3)

Weapons: Greatsword (2H, Medium, 6/7, 7, 9c/7p)

Armour: Full Chain & Pot Helm (AV4)

The walking dead are virtually mindless, and will have to be hacked apart to destroy them. They are now gross flesh and bones, and horrible to look at.

Walking dead do not bleed, and reduce all shock and pain effects to 1/3 of their normal value - representing the effect of the physical damage; they are actually immune to both shock and pain. They will need to be virtually hacked apart to stop them.

27. Captain's Chamber

Georg Hegel - Walking Dead

ST	6	WP	3	Ref	4
AG	2	Wit	6	Aim	3
TO	4	MA	0	KD	4
EN	10	Soc	0	KO	n/a
HT	3	Per	5	Move	9 (-1)

Combat Proficiency: 5 (Longsword/Greatsword), CP: 9 (-3)

Weapons: Greatsword (2H, Medium, 6/7, 7, 9c/7p)

Armour: Full Chain & Pot Helm (AV4)

Hegel's animated body is clearly a new form of walking dead, as it has the power of speech and seem to have at least a little intelligence. It will still need to be virtually hacked apart to destroy it. Hegel's body is now quite rotten (+1 Dam from cutting attacks), and horrible to look at.

The only items of value within the room are the silver goblet and decanter, worth 2 crowns as a set.

11.9.5 The Guard Tower

The characters should have cleared the outer bailey before approaching here, and the battle should be all but over unless the remaining guards have retreated to the inner gatehouse.

Areas not listed can be used without modification.

29. First Floor It will require a combined strength of 15 to turn the winches to raise a bridge, and will take several minutes even so.

11.9.6 The Inner Bailey

The characters have now reached the centre of the infection that has been slowly killing Wittgendorf. Try to emphasise the atmosphere of horror that pervades the Inner Bailey of the castle. Here we're not so much trying to scare the players as to convey the grotesque and horrifying nature of the castle, and the family who live in it.

31. Aviary No stats are provided for the bird-folk, as they are entirely non-combatants, and have no useful skills.

32. Kitchen Garden The kitchen garden is a riot of colour and life, as strange evil-looking mutated plants vie for space and sunlight. There are many strangely coloured and unnatural-looking plants in the garden, but none are carnivorous.

33. The Charnel Pit Don't worry about the cool test from the pit; once again this can be handled by role-playing.

The thing in the pit can extrude up to eight arms at a time, allowing it to make eight attacks. Each arm has a CP of 6 and does 5b damage, but will always attack full-out, as when an arm is wounded it is simply reabsorbed into the creature. The only way to kill the creature is to attack the walls - which are completely helpless. After three rounds of attacking the walls, the creature will go into spasms, the floor will begin to undulate and the walls vibrate. Any characters who flee up the ladder will be safe. Any character who waits more than half a minute before trying to escape will be trapped within the creature as it folds back in on itself, and will begin to suffocate a short time later. It is possible to cut a trapped character free, if anyone is prepared to descend back into the pit to locate them...

11.9.7 The Dark Tower

As usual, any locations not listed are unchanged from the original.

35. The Trough of Life Cockroach infestation will make a character lose one penalty die on all actions (including combat).

37. The King of the Roaches No statistics are given for Ludwig, as he is strictly a noncombatant. He can be assumed to have the entertainer and academic packages at 6; with a wide knowledge of music, art, architecture and philosophy.

11.9.8 The Temple of Slaanesh

38. Inside the Temple Any characters inside the temple who can hear the music of the organ will feel an urge to dance in uncontrolled abandon. It will require a simple (1 success / TN 6) WP check to control this urge. If the first check is failed a second must be made after a minute or so, to see if the impulse can be overcome. If this check is also failed, the character will dance until the organ is silenced or they are physically prevented from dancing.

The smoke in the temple is a euphoric drug, and each character should make a (TN 6) HT check after they have spent a couple of minutes in the temple. Three successes means the character has shaken off the effects entirely, two or one successes means the character feels light-headed, and will suffer one or two penalty dice respectively for the next hour. Failure means the character becomes intoxicated, and will sit and giggle incoherently unless taken by the hand and led; even then they will sit at every opportunity.

Disregard the demonette; there's no need for a fight in this area.

If the characters check the altar, and succeed in a tricky (3 successes / TN 12) per check, then they will note a gap between the altar and the surrounding flagstones. Further investigation may well reveal the part of the relief carving that moves, moving the altar and revealing the stairs.

39. Gallery The Chaos organ plays itself, but has no animated heads or tentacles. However, the music will rise to an ear-splitting volume if the organ is attacked, and an average (2 successes / TN 8) WP check is required to be able to continue the attack; otherwise the character must move away from the organ to reduce the pain in his or her ears.

11.9.9 Servants' Hall

As usual, any areas not listed do not need modification.



Servants of the Great Hall

ST	3	WP	4	Ref	3
AG	3	Wit	3	Aim	3
TO	4	MA	4	KD	3
EN	4	Soc	4	KO	6
HT	2	Per	4	Move	5

Combat Proficiency: 2 (pugilism/wrestling or dagger), CP: 5

Weapons: Punch (Hand, 5, 6, 1b), Kick (Hand, 7, 8, 2b) Armour: None

Skills: Peasant package at 9 with Etiquette (Castle) at 7.

The servants who work at the great hall are all loyal to the family, and will not offer aid to the characters. Although no one talks about it, the servants are virtually von Wittgensteins themselves. Inbreeding has been going on for so long that they are all related to the

more senior family members. Because of this, there is a marked family resemblance between the servants and their cousins, the von Wittgensteins.

All the servants carry the mark of Chaos in some form or another. Most of these mutations are minor - abnormally thin, beaked face, birds feet, long neck and so on, but a few do bear some of the more horrific marks; details of which are provided in the text.

All the servants wear an old-fashioned livery in a variety of shades of green, decorated with the von Wittgenstein coat of arms. They are unarmed, but in the event of a fight they will grab whatever weapon comes to hand, improvised or otherwise.

41. Servants' Hall The pin-headed servant's reactions are very slow; he will often react to things after everyone else has moved on to a new topic. If

attacked, the pin-head will take two rounds to properly react, and won't defend himself before that. His chances of surviving are pretty slim in that case.



42. Kitchen Grundar's disgusting stench will give any one near her one penalty dice to all actions for the next minute, as they try to control their stomachs.

44. Patio If disturbed, the mutant bees will attack the person disturbing the hive. There is no way to fight them, and the resulting stings will cause one dice of pain to anyone attacked every twenty seconds. The best answer is to get out of the area immediately. The pain dice will subside at the rate of one every thirty minutes.

The honey in the hives appears to be normal honey; as far as you can trust anything in Castle Wittgenstein to be normal.

11.9.10 The Great Hall

The characters are now approaching the heart of the castle, and things should be getting stranger. Emphasise the filth and decay of the castle, and the insanity of the inhabitants. Try to inspire feelings of horror, rather than fear, in the players.

As usual, any area not listed below can be used without changes.

47. The Hall Use the servant template above for Slurd, but note that his talon-hand gives him +2 damage when punching in a fight.

49. Taxidermist's Room

Kurt von Wittgenstein

ST	4	WP	3	Ref	4
AG	5	Wit	4	Aim	4
TO	4	MA	2	KD	4
EN	3	Soc	2	KO	5
HT	3	Per	3	Move	6

Combat Proficiency: 2 (Dagger), CP: 6
 Weapon: Stiletto (Hand, 8/7, 9, 2c/4p)
 Armour: None
 Skills: Taxidermy at 6

Kurt is totally mad, and spends all his time mounting and stuffing corpses. It doesn't matter what, if it's dead Kurt will take great delight in preserving it, practising the art he learned from his grandfather. Even when things are not quite dead, he has been known to drag them into his room and start work on them. Kurt now sleeps in his workroom, clearing his bench every night to sleep on.

Kurt loves his stuffed "friends" and enjoys nothing more than talking to them and playing doctor when they look a little drawn. Kurt's friends are so much fun that he would like all the castle's residents to be like them. Recently the servants have refused to enter this room, as the last one to do so is still hanging on the back of the door - she doesn't bring any more meals, but her conversations are far more interesting now.

Apart from his four arms, Kurt looks the same as his other specimens, although a little shabbier in the clothing line, as he goes to great lengths to make his "friends" look as neat as possible. If anyone interferes with his "friends", Kurt will go berserk and attack until killed.

Upper Floor

53. Guest Room

Ulfhednar the Destroyer - Chaos Warrior

ST	6	WP	6	Ref	4
AG	5	Wit	4	Aim	4
TO	6	MA	2	KD	3
EN	6	Soc	3	KO	5
HT	4	Per	4	Move	6 (-2)

Combat Proficiency: 12 (Mass Weapon & Shield), CP: 16 (-4)
 Weapons: Hand Axe (1H, Medium, 7, 10, 7c (+X shock)) and Heater (DTN5, AV8)
 Armour: Full Plate w/Helm (AV5)

Ulfhednar leads a band of beast-men and mutants in the Great Forest. He has journeyed to Castle Wittgen-

stein to gain Lady Ingrid's support, being drawn here by news of the changes in the barony.

Arriving in the barony with Crakatz he could not fail to feel the emanations of Chaos in the air. Ulfhednar hopes to be able to use the castle as a training ground and staging area for Chaos troops - his forces would be able to strike at the heart of The Empire from such a base, and in the event of discovery the castle would provide a good means of defence against Imperial forces. So far, Lady Ingrid has not shown much interest in his scheme, but if she were removed, then maybe Lady Margritte would be more malleable.

Ulfhednar is a worshipper of the Lord of Chaos in his aspect of Tzeentch, and does not understand why a castle full of mutants should not willingly join his cause. When encountered by the characters, he will not wade right into combat, but will try to convince them to let him go. He will even go as far as offering to help them to overthrow the von Wittgenstein family. Afterwards he will do his best to dispose of his former allies. Of course, if he is attacked or threatened, Ulfhednar will take great delight in killing all in his path.

54. Guest Room

Crakatz - Chaos Beast-man

ST	6	WP	2	Ref	3
AG	4	Wit	2	Aim	4
TO	6	MA	2	KD	5
EN	4	Soc	2	KO	7
HT	3	Per	4	Move	7

Combat Proficiency: 8 (Pole Arms), CP: 11

Weapons: Short Staff (2H, Long, 6, 7, 8b)

Armour: Leather Jack w/sleeves (AV2)

Crakatz has journeyed to Castle von Wittgenstein with his master Ulfhednar the Destroyer. Crakatz is a bad-tempered and dangerous creature who has little regard for his personal safety.

Crakatz has a bulls head and legs, and at the first opportunity he will charge into combat and keep fighting until he or his opponents are dead. He fights more skillfully than would be expected with his staff.

Crakatz is loyal to Ulfhednar, and obeys his every command. Ulfhednar is the only one who can hold

Crakatz's killing urge in check.

56. Chiming Room *Deafening Chimes:* make a simple (1 success / TN 6) HT check (characters with a high Per may suffer 1 or 2 penalty dice) or suffer one penalty dice for the next five minutes.

Cuckoo Clock: The character will be taken by surprise, and cannot dodge the cuckoo. He or she will not take any damage from the attack, but just be knocked down.

The Knights: The knights can be dodged by two successes on a full evasion check. If not the character struck will take a level one wound to a random location, similar to falling damage.

57. Lady Ingrid's Room

Baronette Ingrid von Wittgenstein

ST	2	WP	6	Ref	4
AG	5	Wit	4	Aim	4
TO	3	MA	2	KD	3
EN	5	Soc	2	KO	6
HT	3	Per	4	Move	6

Combat Proficiency: 7 (Rapier), CP: 11

Weapons: Rapier (Medium, 6/5, 8(5), 0c/6p)

Armour: None

Skills: None

Lady Baronette Ingrid von Wittgenstein has been head of the family since her husband Ludwig's metamorphosis. Unlike most of her relatives Ingrid does not bear any of the outward signs of mutation, but the rot goes deep into her soul. In recent years, Ingrid has grown more and more insane, and she now spends all her time pampering her mutant cats. Ingrid is incredibly proud, and has a strong dislike of commoners and peasants, looking down on them for their inferior breeding. She may be inbred herself, but at least she is from noble stock.

Lady Ingrid is of medium build with a pasty white complexion. Her hair is also white, giving her the appearance of someone only half alive. Although she dresses in the finest clothes, her appearance is spoilt by the trail of muddy paw prints and cat hairs on her lap and down her front.

Mutant Cats

ST	1	WP	4	Ref	5
AG	8	Wit	3	Aim	n/a
TO	2	MA	2	KD	4
EN	5	Soc	3	KO	4
HT	4	Per	6	Move	7 / 14

Combat Proficiencies: 2, CP 6

Weapons: Bite (Hand, 7, n/a, -2c), Claw (Hand, 5, 6, -2c)

Armour: None

These cats have been mutated by the presence of the warpstone, and come in all shapes and sizes. They are all spoilt by Lady Ingrid, and obey her every whim. The other members of the castle avoid the cats whenever possible, as they can be quite vicious. Only last month, a servant sent to clean Kurt's old room (area 58) was torn apart by them. Only the bones of the unfortunate servant were ever found.

The cats all have long claws and are very heavily built. Their appearance varies greatly - some have long ears or tails, others are strangely coloured or marked bright blue, red and yellow striped and so on. While recognisably feline, there is something very strange about their appearance. Whatever you think would make a cat strange, at least one of the cats will look like that.

58. Haunted Room There is no poltergeist in this room. It is just an abandoned bedroom, dusty and with mouldy bedclothes on the bed.

59. Lady Margritte's Bedroom Lady Margritte's jewellery is in a box on a dresser; a gold choker worth 5 crowns, a pair of ruby earrings worth 5 crowns for the pair, and a gold and emerald diadem worth 9 crowns.

11.9.11 The Sorcerous Tower

Lady Margritte's tower should actually frighten the players, especially when they realise they're up against a sorcerer. One of the major changes here is to make sure that the characters know that Lady Margritte is a sorcerer before they meet her, so that they have a chance of defeating her. If they went in

unprepared, they would have very little chance here. Good planning will help the characters a lot at this stage. Young and beautiful Lady Margritte may be, but she is also a necromancer, and a careful assassination may be the best solution.

As usual, any area not listed is unchanged from the original text.

61. Library The information in Dagmar's diary doesn't contain any spells, but might be a training aid for academic or ritualist skills. Another book lies open on the desk; a volume on necromancy, written in Latin, open at the page on creating walking dead. Any sorcerer who can read the text will instantly recognise it; any other character who can read Latin will recognise it as a sorcerous text having to do with spirits and a body.

62. Laboratory

Lady Margritte von Wittgenstein - Necromancer

ST	3	WP	5	Ref	5
AG	5	Wit	6	Aim	4
TO	4	MA	5	KD	4
EN	4	Soc	3	KO	6
HT	2	Per	4	Move	6

Combat Proficiency: 4 (Rapier), CP: 9

Weapons: Rapier (Medium, 6/5, 8(5), 0c/6p)

Armour: None

Vagaries: Sculpture 3, Movement 1, Glamour 1, Conquer 3, Summoning 2, Imprisonment 2 (SP: 12)

Skills: Ritualist package at 6, Demonology at 5

Spells: Wall (Spell of One, CTN: 6) - Creates a 4" thick wall of stone or earth; Smoke (Spell of One, CTN: 6) - Creates 10 cubic yards of smoke, Fear (Spell of One, CTN: 6) - Target must win a WP contest (casting successes are added to the caster's successes) or run away; Transfixion (Spell of One, CTN: 8) - target must win contest of WP at TN 8 to cancel the casting successes or mind is blanked; Mana I (Spell of One, CTN: 1) - Refreshes SP by 4; Mana II (Spell of One, CTN: 2) - Refreshes SP by 8; Lust (Spell of Three, CTN: 12) - Target finds the caster (or specified person or object) incredibly attractive. Resist with a WP check against TN 12 + casting successes; Create

Ghul (Spell of Many, CTN: 7) - Creates a ghul from a living human; Create Walking Dead (Spell of Many, CTN: 11) - Creates a walking dead from a body.

Lady Margritte is the daughter of Ingrid and Ludwig, and the great, great grand-daughter of Dagmar von Wittgenstein. She is given a free hand by her mother to pursue her experiments with the warpstone. Lady Ingrid is not aware that the warpstone is responsible for the horrible and bizarre events which have affected the barony, but Margritte is under no illusions. She sees the warpstone as the means of creating the ultimate undead creature, and looks upon it as a potential cure for her increasingly cadaverous appearance.

Lady Margritte is young and beautiful, but her researches into necromancy are taking their toll. Afflicted with an obsession with death and dead things, she is also taking on a cadaverous appearance; her skin is pale, and beginning to stretch thinly over her bones. She disguises this with make-up, and has so far succeeded in keeping her youthful looks.

Lady Margritte was led to the warpstone after reading entries in Dagmar's diary, which she found hidden in his old rooms. This tome tells of Dagmar's expedition to the Barren Hills, and of his plans to use the warpstone to augment his power.

Lady Margritte's own experiments have developed from a straightforward curiosity as to the results of ingesting powdered warpstone (which is why she supplies small quantities to Rousseaux in the village) into an obsession for creating the perfect undead creature. She started by trying to attach extra limbs (taken from dead peasants) onto other captive beggars. Most of these experiments failed horribly. She then progressed to trying to infuse warpstone into living villagers, but wished to keep the mutations to a minimum. In the end, she had to settle for creating a creature out of the non-mutated parts of these villagers. The monster in her laboratory is the end result!

The Wittgenstein Monster

ST	8	WP	4	Ref	4
AG	2	Wit	6	Aim	3
TO	8	MA	0	KD	5
EN	10	Soc	0	KO	n/a
HT	3	Per	5	Move	10

Combat Proficiency: 5 (Pugilism/Brawling), CP: 9
Weapons: Punch (Hand, 5, 6, 6b), Kick (Hand, 7, 8, 7b) Armour: None

This creature is the object of Lady Margritte's experiments to create the supreme undead monster. She has used the warpstone-infused bodies of the villagers and beggars to build a composite being made up from various body parts and internal organs. She hopes that this will give the creature a power and independence that will allow it to lead other walking dead. If her experiment succeeds, she plans to create a whole army of undead lead by these formidable creatures.

Lady Margritte's work has progressed slowly but inexorably towards this end. Now the being is complete, and the final component is the electrical energy from the storm. This moment coincides with the characters' entry into the laboratory. The electrical storm which has been raging as they explore the castle unleashes its full power as they penetrate her tower. Once complete, the creature will follow her every command - provided she is able to give it instructions when it first "awakes".

The monster stands eight feet tall, and has numerous scars visible on its body. Rough stitch marks can be seen holding its oversized limbs together, and a vertical scar runs across the top of its head and down the centre of its face. The monster has a deathly white skin with green discolourations on the cheeks and lower jaw. It is a terrifying sight.

11.9.12 The Dungeons

Hopefully, this is the last part of the castle the characters will explore. If not, avoid them finding the secret doors to the room under the temple, until the rest of the castle has been checked out.

As usual, only the changed areas are listed below.

2. Slagdarg's Room Slagdarg is not an ogre, but rather a huge, hulking man with a halting voice.

Slagdarg - Torturer

ST	7	WP	4	Ref	4
AG	4	Wit	4	Aim	4
TO	7	MA	1	KD	5
EN	3	Soc	1	KO	9
HT	3	Per	5	Move	7

Combat Proficiency: 7 (Mass Weapon & Shield), CP: 11

Weapons: Mace (2H, Medium, 7, 8, 9b)

Armour: None

Skills: Soldier Packet at 9

Slagdarg has been resident torturer for most of his adult life. He was trained by the family's previous torturer, and takes great delight in his art. Slagdarg likes to keep his victims alive as long as possible but always demands answers to the same questions during his torture sessions: "Where did you hide the money?" or "Who are your accomplices?" These questions are often asked of people who either accidentally walked in front of Lady Margritte's coach, or failed to pay their taxes on time. Slagdarg doesn't care that they never answer his questions; failing to answer is another excuse for turning the rack up another notch.

Slagdarg stands six-and-a-half feet tall and carries a large mace. His face is twisted by a mutation, and his lower canines protrude from his jaw like tusks. His hair is dull green in colour.

Slagrarg is not very bright by any standards. He will think nothing of the characters wandering around his dungeons. He will be alert to any "funny business" however, such as releasing prisoners, and will try to prevent anybody from doing so. Not knowing who the characters are, he will only resort to violence as a last recourse. He got this job in the first place because the previous torturer accidentally flayed alive a visiting cousin of Lady Margritte.

3. Torture Chamber No stats are given for Fritz Carhingar, since they will not be necessary.

6. The Warpstone Chamber Ignore the *poisoned wind* spell, this won't be cast.

Skaven Warriors

ST	4	WP	6	Ref	6
AG	8	Wit	5	Aim	6
TO	4	MA	3	KD	6
EN	5	Soc	3	KO	8
HT	4	Per	4	Move	9 (-2)

Combat Proficiency: 6 (Sword & Shield), CP: 12 (-3)

Weapons: Arming Sword (Medium, 6/7, 6, 5c/4p) and Round Shield (DTN5, AV6)

Armour: Light Chain shirt w/sleeves (AV3) and Pot Helm (AV4)

These three skaven are here to ensure that nobody interferes with the warlock engineers further down the tunnel. When the characters encounter them the skaven are ready to withdraw and only fight in self-defence. If attacked they take great pleasure in killing as many opponents as possible.

The warrior skaven are brown, and stand between four and five feet tall.

11.10 The Destruction of Castle Wittgenstein

The tremors will start as the characters confront the three skaven warriors, with the dull booms of distant barrels of gunpowder exploding. Any character with mining or building skills will realise that a major cave-in is underway, and that they must get out of the castle as soon as possible.

11.11 Experience Point Awards

Well, The Riddle of Steel doesn't have XPs, but completing this epic adventure will certainly be worth 2 points to any character with relevant SAs; it's been a long, hard slog for the characters; make sure they feel it was worthwhile.

Remember that characters should have received SA awards throughout their adventures, so the extra here is in the nature of a bonus for the effort they've expended in overcoming this section of the campaign.

A River Life of The Empire

Encounters should always be planned events, not just random. When you feel it's time to liven up the session, possibly after a long period spent travelling and trading, then add an encounter. When selecting or preparing optional encounters, try to use the SAs of the characters, particularly those which aren't so relevant to the main thrust of the campaign. This will also help the players to care about the outcome of the encounter.

The optional encounters shouldn't overshadow the main campaign. Make sure that the enemy have a total CP of less than the characters if it's an encounter where combat is likely. Remember that most enemies will flee if they are getting beaten, rather than staying around to die.

Most encounters will be with simple boatmen; carrying cargo or passengers between the towns and cities of the Reik. These boatmen will often be a valuable source of news and gossip, but also serve to make the rivers of the Reikland look like the bustling trade routes they are.

A.1 River Navigation

Don't worry about unskilled characters making daily rolls for boat handling; they'll have enough problems when they meet a hazard. In general, have the character at the tiller make an EN/Boating (default 10) roll each time a hazard is encountered.

It's probably also easier to handle the effects of wind abstractly; simply mention the wind as part of the overall description of the journey, don't waste time rolling for it. A calm or storm would count as an encounter, to be used at an appropriate point. It would be a real shame if the characters failed to arrive somewhere in time simply because the wind was bad, and it would ruin the narrative.

In the same way, handle damage to boats abstractly. If you want a naval war game you know where to find one. This game is about people, not their boats. Most situations can be handled by a simple Boating check.

A.2 Boat Encounters

These encounters make up a good selection of ideas for encounters, although some (like the fishing boat / monster one) don't really fit with the revised, relatively monster- and magic-free background. There's still a selection of good and useful ideas here, though.

A.3 Accidents

Again, the ideas here are useful. Many more could be added, see the optional encounters section for details.

A.4 Locks

Locks aren't really that difficult to negotiate, a successful Per/Boating check will do. Nothing worse than a bit of bumping will happen (unless the character fumbles the roll, of course), which is likely to be embarrassing, but not catastrophic.

A.5 Trading Rules

The trading rules can be used "as is" to add some flavour and fun to the game. Remember to divide all money values by ten though, as the currency has been "revalued" to match *The Riddle of Steel*.

A.6 River Folk of The Empire

The profiles for assorted river folk are to be found in "The Enemy Within" background guide, appendix A.

B Optional Encounters

These encounters are quite simple, but still fully developed, and ready for use. They should be inserted at strategic points in the adventure, generally when the action has started to get bogged down, but also sometimes when you want to control the rate of travel of the characters.

B.1 Becalmed

The wind dies to nothing. The characters can either anchor their boat, or drift downstream at a quarter normal movement rate. If they choose to drift, they must make an EN/Boating check every hour to avoid problems such as running aground or even sinking.

B.2 Debris

Heavy rain in the mountains where the river draws its source has resulted in debris being washed downstream. There are even uprooted trees, and other heavy timbers floating downstream, and the character at the tiller must make a Per/Boating check each hour to avoid the obstacles. Failure means the boat hits the debris, on a fumble the impact is solid enough to spring a seam.

B.3 Attack on the Lock-House

As the characters approach a lock, they see a plume of smoke ahead. When they reach the lock, they find the lock-house a smoking ruin, and the remains of a band of mutants searching the remains. The mutants will outnumber the characters, but most are wounded, and they are engrossed in their search; an easy target for an ambush.

The lock-keeper has survived the fight, but will only live out the night if given urgent medical assistance. He has several nasty stab wounds in his chest and stomach, and internal bleeding. In any case he will only stir to mutter something about “did our best, but too many of them” before morning at the earliest.

After any fight, the Roadwardens or a River Patrol boat may arrive; ideally while the characters are examining the ruins. They may accuse the characters of being the attackers, giving them some anxious moments since the penalty for outlaws is summary execution. Showing the officials the mutant bodies will allay their suspicions, however.

Mutants

ST	4	WP	2	Ref	3
AG	4	Wit	2	Aim	4
TO	4	MA	2	KD	4
EN	4	Soc	1	KO	5
HT	3	Per	4	Move	6

Combat Proficiency: 6 (Various), CP: 9

Weapons: Short Spear (2H, Medium, 7, 7, 7p) or Hand Axe (2H, Medium, 7, 8, 6c (+X shock)) or Club (2H, Medium, 6, 7, 6b, +X Shock)

Armour: None

The mutants are a ragged band. Eleven attacked the lock-house, but five were killed in the attack. Three of the survivors are injured, and have two pain dice. The injured mutants have a pig-like face, tentacles for arms, and slime-covered skin respectively. One of the healthy mutants has mushroom-like growths all over his skin, another has four arms, while the last is covered in brown fur, with rat-like paws for hands and feet (although he still has opposable thumbs).

B.4 False Beacon

This encounter can only take place at night.

A false beacon, set by wreckers, is guiding the ship on to shoals, instead of past them. The character at the tiller should make a Per/Boating check with a penalty dice to realise that the boat is heading for shoals, and avoid them.

If the boat does end up on the shoals, then it will quickly be surrounded by twenty wreckers. Their leader Wilhelm Carling will shout to the characters, offering them the chance to “leave now with what you can carry, and nobody will get hurt.”

Fighting the wreckers is clearly suicide. If the characters take the prudent course, then they can return in the morning to find any cargo they were carrying missing. Make a group Per check for the wreckers, to see if they discovered any hidden compartments on the boat. The boat can be repaired, and the characters can continue on - minus their cargo.

Wilhelm Carling - Wrecker

ST	5	WP	4	Ref	6
AG	7	Wit	5	Aim	6
TO	5	MA	4	KD	4
EN	5	Soc	6	KO	7
HT	4	Per	5	Move	7

Combat Proficiencies: 8 (Rapier) and 7 (Hand Guns), CP: 14, MP: 13

Weapons: Rapier (Medium, 6/5, 5(8), 2c/8p), Pistols (PT: 24/1, ATN: 5, Rng: 2/5/10/20/40 Dam: 6p (+1 vs Armour), +X Shock)

Armour: Leather Jack w/sleeves (AV2)

Skills: Sailor package at 6, and Swordsman at 7

Will is a charming and urbane individual, who makes his way alternately as a pirate or wrecker, as circumstances dictate. He is a polished and charming individual, which most consider very surprising given his chosen career. He actually prefers not to kill; both because the authorities give him a great deal less attention, and because of his own conscience, which is why he operates as a wrecker these days. He will happily (and charmingly) let the characters go, and suggest they come back in a few hours - "Don't worry about the boat, we'll keep it safe for you."

The characters could also run into Wilhelm again in a riverside inn, which he frequents to gather information on valuable cargoes. This could be an interesting encounter - Will is a charming rogue, and will not fight the characters if outnumbered.

Wreckers

ST	5	WP	4	Ref	5
AG	5	Wit	5	Aim	5
TO	5	MA	4	KD	4
EN	5	Soc	4	KO	7
HT	4	Per	5	Move	7

Combat Proficiencies: 5 (Cut & Thrust) and 4 (Short bow), CP: 10, MP: 9

Weapons: Sabre (Medium, 6/6, 6, 7c/5p), Short Bow (PT: 2-4, ATN: 8, Rng: 10/15/25/40/80 Dam: 5p)

Armour: Leather Jack w/sleeves (AV2)

Skills: Sailor package at 7, and Thief at 8

The wreckers are a motley crew, but dangerous. They will run if Will is killed, they take five or more casualties, or they face vastly more powerful oppo-

nents, but they are more than enough to face anything short of a River Patrol.

B.5 Pirates

A band of malodorous pirates attacks the characters' boat. Only the most desperate (or stupid) pirates would attack a boat as well-defended as the characters' is likely to be. These are both. There are eight pirates, but they will at least try to attack by subterfuge.

The characters will first see an apparently loose boat drifting towards them. Make an average (2 successes / TN 9) Per check for each character to notice something unusual about the boat - a trace of movement, the flash of the sun against steel or similar.

Once close to the boat, the pirates will leap up. Four will ready short bows (the characters will have a few seconds to take cover before they fire), and the rest will throw grappling hooks at the characters' boat. The archers will keep up a hail of fire as the two boats are pulled together.

Characters on deck have time to take cover before the archers fire. Remember that anyone in a position to fire at the pirates must be a target themselves, even if a hard one.

If the boats are pulled together then the pirates who threw the grappling hooks will board the characters boat, while the archers stand ready to fire at targets of opportunity - but not into a melee. If two or more of the pirates are killed or incapacitated at any point, the others will flee, dropping the grapple ropes and setting off downstream as fast as possible, or even jumping into the river if no other escape presents itself.

Pirates

ST	5	WP	4	Ref	4
AG	4	Wit	5	Aim	5
TO	5	MA	3	KD	4
EN	5	Soc	4	KO	7
HT	4	Per	5	Move	7

Combat Proficiencies: 4 (Cut & Thrust) and 4 (Short bow), CP: 8, MP: 9

Weapons: Sabre (Medium, 6/6, 6, 7c/5p), Short Bow (PT: 2-4, ATN: 8, Rng: 10/15/25/40/80 Dam: 5p)

Armour: Leather Jack w/sleeves (AV2)

Skills: Sailor package at 7, and Thief at 8

The pirates are a misbegotten and malodorous bunch, now leaderless after a recent unsuccessful attack. This particular attack is not entirely well-conceived, but is the best they could come up with.

The pirates (and their boat) have no treasure; that's why they were desperate enough to launch this attack.

B.6 River Patrol

A River Patrol boat stops and searches the characters' boat. The characters may not have anything to fear, but on the other hand... Use the standard "Marine" template from Appendix A of "The Enemy Within" background guide for the patrol. Any contraband will be impounded, and a fine levied of up to half its value. The characters may be able to divert attention away from anything they don't want found, but make them work for it.

The River Patrol may be quite interested in a group travelling the rivers of The Empire armed to the teeth, and may not entirely believe stories of demons and Chaos cults. The characters may want to make up a more believable story!

Only a suicidal group of characters would actually fight the River Patrol - they are outnumbered by tough battle-hardened marines, and the Patrol Boat has a cannon on board. A manned cannon. After a couple of hours delay, the characters will be let go to continue on their way.

B.7 Storm

A storm comes up, and the characters would be well advised to drop their anchor and sit the storm out. If not, they must make an EN/Boating check every hour to avoid problems such as running aground or even sinking (on a fumbled roll).

B.8 Thief on Board

If the characters decide to moor their boat and spend some time at an inn some night, be sure to mention the shady character who slips out early. Unless they take the hint, and post a guard on the boat (or make sure

they sit where they can see it clearly), they will return to find that the boat has been broken into, and everything small, valuable and portable has been stolen. Characters watching from the inn must make a tricky (3 successes / TN 12) Per check (for darkness and distraction) to spot the thief entering the boat. If they're lucky, the characters will be able to catch the thief in the act.

Juergen Braun - Thief

ST	4	WP	4	Ref	5
AG	5	Wit	5	Aim	4
TO	4	MA	4	KD	4
EN	4	Soc	4	KO	6
HT	4	Per	5	Move	6

Combat Proficiencies: 4 (Cut & Thrust), and 1 (Hand Guns), CP: 9, MP: 5

Weapons: Cut & Thrust (Medium, 6/6, 6, 4c/5p), Pistol (PT: 24/1, ATN: 5, Rng: 2/5/10/20/40 Dam: 6p (+1 vs Armour), +X Shock)

Armour: None

Skills: Thief package at 6, with Breaking and Entering at 4

Juergen is a small-time thief who specialises in parting travellers from their valuables. He will run if confronted, even jumping into the river to get away. If cornered, he will threaten his pursuers with his gun, but even then can probably be bluffed into surrendering.

