

# HERALDS OF WOE

An Adventure for WFRP 2<sup>nd</sup> Edition by Hectorius



Alamy BHK2T2

This is a completely unofficial, fan-written adventure for Warhammer Fantasy Roleplay 2nd Edition.

All relevant trademarks and copyrights are used without permission and in no way intended to challenge their ownership by Fantasy Flight Games and Games Workshop.

*Warhammer Fantasy Roleplay © Games Workshop Limited 1986, 2005. This edition © Games Workshop Limited 2012. Games Workshop, Warhammer, Warhammer Fantasy Roleplay, the foregoing marks' respective logos and all associated marks, logos, places, names, creatures, races and race insignia/devices/logos/symbols, vehicles, locations, weapons, units and unit insignia, characters, products and illustrations from the Warhammer World and Warhammer Fantasy Roleplay game setting are either ®, TM and/or © Games Workshop Ltd 1986-2014, variably registered in the UK and other countries around the world. This edition published under license to Fantasy Flight Publishing Inc. Fantasy Flight Games and the FFG logos are trademarks of Fantasy Flight Publishing, Inc. All Rights Reserved to their respective owners.*

### **Introduction:**

**GM's Note:** This scenario is set over a three month period in Altdorf, just after the Storm of Chaos, but that can be adjusted by the GM. There are no cultists, Undead or Chaos monsters. All the threats are Human greed, vanity, ambition and religious bigotry. The GM can, of course, add whatever other elements they want to, but there should be enough trouble without them.

**The Party should include at least one person with Read/write. *Spires of Altdorf* may also be used as to the layout of the City. *Realms of Sorcery* may also be useful.**

The Storm of Chaos has done terrible damage to the Empire, but not just on the battlefield. The Empire needs tax revenues to pay soldiers and buy weapons and food for them, and the assessment and collection of these vital funds, unglamorous as it is, is the responsibility of the feudal lords who still hold title to the lands under the Emperor.

With the Storm overrunning the North and East of the Empire, the administration of these Provinces has been put on hold. The most critical issue is the loss of nobles and office holders in the various State regiments of other Provinces who have fallen in battle, but left rich lands ungoverned and untaxed.

The Emperor may confer unoccupied lands on deserving or politically necessary holders, but there is a vast weight of tradition that must be followed first. Before gifting vacant holdings, it must be proved that no existing claimant

has rights to inherit (and obligations to pay the death duties to the Chancellory).

This has thrust two Imperial Civil Service Departments in Altdorf into the limelight.

When claims are present, or disputed, then the ***College of Herald's***, a musty old building full of senile old fools lost in the past (or scholarly experts in the arcane and ancient rights of nobility, depending on who you ask) must confirm the claimants' line of descent and family rights to an estate, which is then formalised by the ***Landes Kommission***, an obscure department full of bent, thieving, penny pinching, nitpicking shysters (or experts in the ancient and arcane field of property and inheritance law, depending on who you ask). There is ancient and bitter rivalry between the two bodies, not helped by their being based in adjacent buildings. Apprentices in both have their own inns, play vicious no-holds-barred snotball games, and brawl every public holiday.

At this time, the tensions are running high. Three valuable estates have become vacant, there are a conflicting group of claimants and the passions of their partisans amongst the urban poor, the Talabec refugee population and the disbanded troops of soldiers are running high.

The party may or may not be aware of this when they see the Help Wanted ad. **(Handout 1)**

***Help Wanted:***

***Literate, trustworthy individuals required by the College of Herald's.***

***Illiterates also required for manual labour.***

***10Sch /day plus lunch.***

***Three month indenture.***

***Apply to Crimson Gryphon Rampant.***

***No Talabeclanders.***

The pay is generous, and it seems an easy gig.-Temporary clerical staff in one of the duller, safer, Civil Service Departments in the Empire.

The advertisement is actually for temporary '**Heralds Persuivants**'- Representatives of the College who don't necessarily have to BE heralds, but who can perform investigation work for heralds.

### **GM's NOTES:**

The College of Heraldry has a problem-it needs to quickly adjudicate the claims of a gang of squabbling claimants to three valuable estates. Heraldry is a noble and well paid profession. The College of Heraldry are not all Heraldry, but are more like a training school and governing body. The College knows that the wealthier claimants will, as a matter of course, bribe the *Landes Kommission*, so partly out of spite and partly out of professional pride, the College is determined to investigate all the claimants and rule on who has the best rightful claim-Which still carries a lot of weight amongst the Emperor's counsellors.

Although the College is basically Human run, the other races have respectable traditions of heraldry. Most Dwarves have deep knowledge of their ancestries (and outstanding grudges), the Elves have arcane reasons for tracing their bloodlines, and the Halflings have a great love of genealogy. (Some say this shows them to be a civilised race-Others that they just want to know how many birthday parties they can crash.) The College will happily hire non-Humans as temporary staff.

### **The College of Heraldry, Altdorf.**

An ancient four story building, it has a large gatehouse, and a cobbled courtyard and stables. On the ground floor, there are assorted meeting rooms, a small kitchen and dining room, a Chapel of Sigmar, and the **Grosse Halle** of Heraldry, hung with banners, trophies and the Arms of the famous Heraldry of the past.

Like so many ancient buildings in Altdorf, it has peculiarities: It has far too many rooms and bookshelves on the inside than it should have room for, it is dusty, possessed of many dark and mysterious corners, and it also has a smelly, elderly Griffon called Ernst who wanders around freely, is spoilt rotten by the apprentices, but who is still capable of mauling any intruders. Room 212 has a nasty reputation, as three apprentices have gone missing in it over the decades.

If the party present themselves to the Head of the College dealing with the sudden surge in Post-Storm administration, they will meet a senior Herald, titled ***Crimson Gryphon Rampant***. (Born Hermann Bloch.)

***Crimson Gryphon Rampant***, Herald, ex Valet

	WS	BS	S	T	Ag	Int	WP	Fel
Current	39	44	31	41	52	51	45	60
	A	W	SB	TB	M	MAG	IP	FP
Current	1	16	3	4	4	0	0	0

**Skills:** Charm, Evaluate, Gossip+10%, Haggle, Perception, Search, Common Knowledge (Empire)+10%, Speak Language (Reikspeil), Blather+10%, Academic Knowledge (Genealogy/heraldry) +10%, Read/write, Academic Knowledge (History) Common Knowledge(Kislev)

**Talents:** Suave, Dealmaker, Etiquette, Master Orator, Public Speaking, Savvy, Marksman.

**Trappings:** Cologne, 2 sets Best quality clothing, Uniform, Purse.

Only 28, but looking apparently much older, Rampant is a pale looking man with a large nose. He is a 'Book' Herald, and has little experience in the wider world. He is a weak, rather kindly and sheltered man, whose education has been thoroughly rooted in the stale old traditions. He has very little understanding of the current state of the world.

Herr Rampant will explain the job:

*“Welcome to the ancient and honourable College of Heraldry, Mein Herrs.*

*I am Crimson Gryphon Rampant, the Herald in charge of appointments. We need some temporary Pursuivants, and if your services are satisfactory, there may be additional work afterwards.*

*A Pursuivant is a Junior Herald, an assistant to a Herald proper-Something of a dogsbody, I’m afraid, but there aren’t that many of us, and we can’t be in all places at once.*

*We need some people to conduct interviews, inspect documents and such like. Eventually, you will make a report to us, and that will help us to do our jobs.*

*To begin with, I can offer you a three month contract-We will try you on something easy first, and then move on to the more complicated cases. Now, have you ever heard of a place called Unterbaum? It shouldn’t take more*

When the party accept the job (Unless they are already Heralds, or training to be one) they will receive a rather moth-eaten tabard with the College’s Arms, a baton of office, and swear an oath.<sup>1</sup> (**Handout 2**). They then receive their warrants, which empowers them to go about the College’s business. They will also sign a three month indenture binding them to the College. ***This is not just a piece of legal fiction.*** The College calls in a Priest of Sigmar to supervise the contract. Anyone breaking it will be not only cursed, but excommunicated. In the feverish times of the Storm of Chaos, this is very bad news.

The Estates are as follows:

- The small Talabecland **village of Unterbaum.**
- The **Lordship of Nagenhof**, a prosperous town in Ostermark, and
- The **Farm of Sigmarshame**, a small farmstead in Talabecland, but a famous pilgrimage site, (the tax yield known as “The farm” is significant),

The new ‘Heralds Pursuivants’ are first instructed to resolve the Case of Unterbaum. **Each Case is expected to take no more than a month.** Time is pressing, as the claimants need to be confirmed so that they can start levying taxes for the Chancellory.

---

<sup>1</sup> <http://heraldry.sca.org/armory/oaths.html>

All the claimants are in or around Altdorf, pressing their claims in person. Each estate and their claimants are shown below:

The key factors are the Claimants' position in society (career), and (scored 1-10) the strength **on paper** of their claim, the amount of **cash money** they have relative to each other, their **public popularity** with the urban mob, which gives a **composite score**- also representing the number of armed men they can field at a moments' notice.

At present, the leading figures are the Durrbein brothers, whose partisans often work together. (Their scores are added together). There are some loose arrangements between other claimants.

### Unterbaum

Name	Claimant	Strength	Cash	Popularity	Score	Notes
Kaspar Durrbein	Friar	9	6	8	23+8=31	Brother of Lanfried
Drachilda Gebauer	Explorer	10	6	9	25	Loosely allied to Alaric Schumacher.
Tilman Rohrig	Herald	3	10	9	22	

Unterbaum is a neat little village, and would normally go to the popular heroine Drachilda Gebauer, the first explorer, (let alone first woman), to map the eastern Hobgoblin lands on the road to Cathay. The Gebauer merchant family were long-standing tenants of the decayed Noble Durrbein family. However, the brothers Durrbein want it, Kaspar because of the wealthy abbey, ownership of which would propel him from a humble Friar to Abbot in one bound, and Lanfried for its valuable lands. They view her as a freethinking heretic, unfit to own the Abbey lands and a woman who does not know her place. Lurking in the background, armed with some ancient family documents he 'found' or forged is a member of the College of Heraldry itself, resurrecting an ancient family claim. Although a handsome and popular young man, just where is he getting his funding from?

## Nagenhof

Name	Claimant	Strength	Cash	Popularity	Score	Notes
Eustasius Schaumer	Journeyman Wizard	4	7	8	19	Gold Order
Alaric Schumacher	Wizard Lord	8	4	5	17	Amber Order. Loosely allied to Drachilda Gebauer.
Lupold Baumann	Assassin	3	4	1	8	
Ermina Dahmbach	Racketeer	1	6	4	11	

The title to the town and Lordship of Nagenhof is disputed because of the previous Lord's habit of writing wills while drunk. The town itself is not in good condition after the Storm, but it has valuable forestry and farmland. There are three claimants with wills, plus one near blood relative. His personal 'enforcer', the madam of his favourite brothel, and a young wizard he took a liking to all have wills in their favour. His younger brother, the Beastlord Alaric Schumacher, sometimes known as the '*Boarkiller of Ostland*', has a better blood claim, but he really only wants the surrounding woodlands. Since he is very uncomfortable inside towns, he is using the offices of Drachilda Gebauer to handle his claim, and staying in the grounds of her rented estate outside the City.

Politically, this will come down to a fight between the Nature lovers of Talabecland and the Amber College, versus the Sigmarites and Gold Wizards.

The final case is the worst: The Case of Sigmarshame. This is going to break down into a vicious fight between the Durrbein brothers, and two crooks. There is no pretence at nobility or honour-This is naked greed by all parties.



## Sigmarshame

Name	Claimant	Strength	Cash	Popu- larity	Score	Notes
Abelhelm Atzwig	Judicial Champion	2	10	3	15	Loosely allied to Hieronymous Deltholt
Lanfried Durrbein	Captain	2	4	2	8+23=31	Brother of Kaspar
Hieronymous Deltholt	Demagogue	1	8	7	16	Loosely allied to Abelhelm Atzwig . Can mobilise x100 using Master Orator=1600 rabble.

The small Talabecland farmstead of Sigmarshame does a huge, lucrative and taxable pilgrim trade. As its name suggests, it is said that at some point in his career, Sigmar Himself lived there. The land ownership is disputed between three distant cousins, with none of them having a very good case. Durrbein is a noble war veteran, but a brutal, callous and licentious officer. He would stand little chance alone, but he can call upon the fanatic Sigmarite followers of his brother, Friar Durrbein. In exchange, he lends his small mob of demobilised soldiers to the Friar when required. This has forced the other two claimants into a loose alliance.

Deltholt is a glib, cheap populist. However, he has a loose agreement to divide the spoils with Atzwig, who is deeply corrupt, and has been making money by throwing fights. Deltholt can mobilise the masses, and construct a good legal argument, but he is a terrible coward. He needs Atzwig to lead the mob. The forces are equally balanced.

## Under the Tabard.

If the party take the job, the literate members of the party are issued with embroidered tabards, the wearing of which enables them to enter and interview any noble, negotiate ceasefires, and generally work as a go-between on the battlefield. (Illiterates just get a stamped copper token to show they are working for the College).

That's the theory. It MIGHT still work like that in Brettonia, but in Altdorf it just marks you out as 1) wearing a funny dress and 2) possibly the one who might rule against your patron. The result is that any College Herald on the street can expect mockery, handfuls of mud and dog mess being thrown at them by small children, and the threats of violence by partisans of all the claimants. They might be offered bribes but they are far more likely to be threatened. Everyone knows the Heralds are cheaper than the lawyers in the *Landes Kommission*, and less likely to sue if beaten.

Although 'Herald' is an advanced career, the College of Heralds is not just a building full of Heralds. It is an archive, an accreditation body, and a training school for heralds.

It has more the air of a dusty University library, with a large number of Scholars, a few Heralds, and lots of Messengers and Valets who are working as apprentice Heralds. This means that when necessary, there are lots of sturdy young men willing to brawl with the apprentice lawyers next door.

There are two types of Herald, based on their entry routes:

*Bridle Heralds* began their career as Messengers.

*Book Heralds* began their career as Valets in some Noble household.

(There is some snobbery, as the more educated Bookies look down on the more robust Bridles, and the more worldly Bridles think that the Bookies need to get out more.)

They are a welcoming lot, as their trade isn't widely respected, but especially if the party join them in brawling with the lawyers.

They will also get to eat and drink in the Heralds' favourite pub, not surprisingly called "**The Tabard**".



### The Tabard Inn, Altdorf<sup>2</sup>

This ancient establishment has 5 single rooms, and 3 doubles. The landlord tries to discourage sleeping on the floor.

It is a stolid place, dark, smoky, low ceilinged and offers little apart from good food, reasonable ale and a bit of dice and card gaming. The ancient dark polished oak furnishings are themselves antique, like so many of its clients.

The Tabards' signature beer ("Tabard Gold") is a Nordland-style light ale that is popular with the younger apprentices and students. It is a very good place to pick up rumours about the doings of the nobility.

The Innkeeper is Ulric Baumann, the current holder of the Inn, whose family have been innkeepers here for six generations.

#### Ulric Baumann, Innkeeper, ex Servant

	WS	BS	S	T	Ag	Int	WP	Fel
Current	47	29	42	41	45	33	47	35
	A	W	SB	TB	M	MAG	IP	FP
Current	1	14	4	4	4	0	0	0

<sup>2</sup> Which looks astonishingly like the Tabard Inn, Southwark, London.

**Skills:** Animal Care, Consume alcohol, Evaluate, Gossip+10%, Perception, Search+10%, Swim, Common Knowledge (Empire)+10%, Speak Language (Reikspeil), Blather+10%, Dodge Blow, Read/write+10%, Lip reading, Trade(cook), Speak Language(Bretonnian), Academic Knowledge (Genealogy/Heraldry)+10%

**Talents:** Acute hearing, Etiquette, Lightning reflexes, Strike to stun, Sturdy, Very resilient

**Trappings:** Inn and servant

Ulric is a relatively young man to own such a prestigious Inn, but on the recent death of his father, he has stepped up to the mark. It has to be said that the quality of the food has slipped a bit, and the barmaid, although very good looking, is pretty dim and has clearly been hired for her looks.

The beer, however, is still excellent, as his mother is still in charge of the brewhouse at the rear. Ulric has impressive muscles from hauling barrels around. Ulric had ambitions to be a Messenger, as he admired them when they came in to eat after a long journey, but that ambition has been put away. He still wears an ear ring in the fashion of some of the Altdorf courier guilds.

After six generations of serving chatty Heralds and their apprentices, the Baumann family are now as well informed about heraldry as many senior Heralds. Indeed, many apprentices, stuck on their revision for final exams, have been known to ask the Baumanns for advice.

## The Case of Unterbaum.

**GM's note:** The table at page 7 gives an idea of the relative status of the claimants. The explorer (and wealthy merchant adventurer) Drachilda Gebauer is narrowly ahead, and she can also call on some limited support from the Wizard Lord Alaric of the Amber Order of magicians. The popular and unaccountably wealthy Rohrig is spending freely to bolster his (rather weaker) credentials. Under normal circumstances, Drachilda would easily take possession, but the Sigmarite Church has also staked a claim. A charismatic clergyman of noble birth, Friar Durrbein, has claimed the Estate "*For Sigmar and the Empire!*" He has a strong family claim, the resources of the Church to call upon, and his loyal brother Lanfried, an army Captain. Politically this is dangerous- The Abbey is small but wealthy, but Talabecland is still a hotbed of the Old Faith. A Sigmarite bigot in the wrong place could do great damage to the Empire.

The party must first apply to the *Landes Kommission* to see who else has lodged claims on the disputed Estates. Enquiries are supposed to be confidential, but the *Kommission* leaks like a sieve, especially when lubricated with money. The news that the Heralds are investigating the case will soon be known to all claimants.

There are only three names listed as claimants to Unterbaum: The Herald, **Tillman Rohrig**, a lady named **Drachilda Gebauer** (A Hard Common Knowledge- (Empire) test will recall that she is a famous explorer) and a Sigmarite clergyman named **Kaspar Durrbein**. It may seem strange that a mendicant Friar would try to claim an estate, but, well, that's what the investigation is for.

**Tilman Rohrig** is a respected Herald, but he has recently announced that he has a distant family claim to the Estate of Unterbaum. To avoid any potential conflict of interest, the College would like the new hired help to adjudicate this claim first.

### Tillman Rohrig, Herald, ex Valet

	WS	BS	S	T	Ag	Int	WP	Fel
Current	44	44	39	38	59	56	44	66
	A	W	SB	TB	M	MAG	IP	FP
Current	1	18	3	3	4	0	0	0

**Skills:** Charm, Evaluate, Haggle., Perception, Search, Speak Language(Reikspeil), Common Knowledge(Empire)+10%, Academic knowledge (Genealogy/heraldry), Blather, Read/write, Academic Knowledge (History), Common Knowledge (Brettonia)

**Talents:** Strong minded, Luck, Suave, Etiquette, Deal maker

**Trappings:** 2 sets of best quality clothes, Uniform, purse, Cologne, twenty-odd Messengers willing to help him out.

The 32 year old Rohrig is a young, handsome and popular junior Herald, who has only recently joined the College after being sponsored by his patron, the Ritter von Sturfurt. With the recent death of his patron, Rohrig was offered a permanent place at the College. As he puts it, while his own credentials were being submitted to the College, he discovered a distant claim to the Unterbaum estate. The College are happy to support one of their own in this, as it reflects well on the College to have gentry on the staff, but accept that it could look a bit suspicious if they simply rubber stamp his claim without investigation. Some independent Persuivants will help to maintain at least the appearance of neutrality. He is a dutiful Sigmarite.

**GM's note:** Rohrig's claim appears, on paper, to be good. That means little. Many better cases have foundered on lack of money for legal expenses (And bribes and fees). Some members of the College, however much they like Rohrig personally, are concerned over his apparent access to funds over and above his pay. He is the easiest of the candidates to interview, as he lives at the College. He is a charming and engaging man. He openly admits that his case is not the strongest in law, but that he has proof that the estate was illegally seized many years ago, and that this is an opportunity to right the injustice.

The real source of Rohrig's funds are left to the GM. They could be Cult or criminal funds, but Rohrig has access to the College archives. These are a rich source of blackmail material.

Or he may just have a number of wealthy ladyfriends.

### Drachilda Gebauer Explorer, ex Scout, ex Outrider

	WS	BS	S	T	Ag	Int	WP	Fel
Current	68	89	50	61	68	75	70	51
	A	W	SB	TB	M	MAG	IP	FP
Current	2	25	5	6	4	0	0	0

**Skills** :.Animal care+10%, Command, Concealment, Drive, Gossip, Outdoor survival, Perception+10%, Ride+10%, Search, Silent move+10%, Speak Language (Reikspeil) +10%, Common Knowledge (Empire) +10%, Follow Trail +10%, Navigation+10%, Charm animal, Common Knowledge (Kislev) +10%, Dodge blow, Secret Language (Ranger), Speak Language (Kislevite), Academic Knowledge (law)

**Talents**: Sixth sense, Very Resilient, Cool Headed, Orientation, Specialist Weapon Group Entangle, Sure shot, Rapid reload, Specialist Weapon Group Longbow, Seasoned traveller

**Trappings**: Medium armour, shield, whip, Longbow, Horse, 6 maps of eastern Empire and route to Cathay, 1000Gc in cash, 9 experienced mercenaries, including Kislevite Kossars and Ogres.

Drachilda '*The Dragonlady*' is unmarried, middle aged, almost 40, with dark brown hair, streaked with grey. She is a commanding, if harsh, figure. Few men, let alone women, have been to the places she has and survived the experience. Proud and strong willed, but of a commoner mercantile background, she is at some disadvantage due to her sex and low birth. The commoners love her for her bravery, and unashamed Old Faith beliefs. They are a *bit* worried about the Kislevite and Ogre mercenaries that she keeps as retainers. They are even more worried about her 'house guest', the Wizard Lord Alaric, who is living in her garden. If they knew about his 'pet', they would be terrified...

She is a stern, hard woman, with very good legal representatives from the famous chambers of Rumpoldt. She is convinced of the rightness of her claim, and will not take kindly to having her family rights challenged.

She is unmarried, but at a push would accept an offer of marriage from Rohrig to unify their claims. Since Rohrig is some years younger, and a bit of a ladies' man, he wouldn't do this unless really pushed- Drachilda is **not** a woman who would accept being treated as a doormat.

### Kaspar Durrbein, Friar, Ex Initiate

	WS	BS	S	T	Ag	Int	WP	Fel
Current	37	31	40	51	37	59	59	56
	A	W	SB	TB	M	MAG	IP	FP
Current	1	16	4	5	4	0	0	0

**Skills:** Animal care, Charm, Gossip, Outdoor survival, Perception+10%, Speak Language (Reikspeil) +20%, Speak Language,(Khazalid), Speak Language (Classical)+10%, Common Knowledge (Empire) +20%, Common Knowledge (Dwarf) +10%, Common Knowledge (Wasteland)+10%, Read/write, Heal+10%

**Talents:** Ambidextrous, Warrior born, Very Strong, Public Speaking, Suave, Seasoned Traveller

**Trappings:** Robes, Religious Symbol (Hammer), Healing draught, 8 zealots, about 20 soldiers.

Kaspar is 27 years old, with a badly pockmarked complexion. He shaves his scalp, but has magnetic green eyes in his ruined, weather beaten face.

The second son of a minor noble, he went into the Church as a matter of course. He is the kind of intelligent but simplistic bigot that the Church of Sigmar has been turning out in droves. Apart from a primitive reverence for Dwarfs, he has a seething hatred of all non-Humans and followers of the Old Faiths in particular. He has ambitions to turn the wealthy Abbey of Unterbaum into an austere seminary for zealots and witch hunters.

He can be interviewed at the notoriously austere Friary of St Otto Schadenfreude. The interview will be hostile, as the Friar is supported by as many burning-eyed fanatics, zealots and wannabe witch-hunters as he can muster. He also has a few ex-soldiers from his brothers' retinue.

#### The interviews:

In the interests of impartiality, the *Herald Persuivants* must (or should) only evaluate on the evidence. Much of this evidence is anecdotal, or at the least highly suspect, with the ink being barely dry on some 'ancient' documents. Even those with good claims are not above faking more evidence to support their claims. The party may at times run across lawyers, both for and against claimants.



These will require lots of Fellowship type skills, and possibly Academic Knowledge (Law) or (Heraldry). Some knowledge of Forgery or the criminal underworld may help.

### **The Trial of Unterbaum:**

Once the party have interviewed all the claimants, and drafted their judgements based on the evidence, the College of Heraldry convenes a “Trial of Heraldry”.

This is an ancient process with little modern legal authority, but immense symbolic power-It is almost unheard of for the Imperial Chancellery to refuse to back a claim with the Heraldry Patent of Heraldry, a certificate that the College is satisfied that the Claimants’ case is valid under Heraldic law.

Many claimants prefer not to risk it, as unlike the more corruptible *Landes Kommission* rulings, Heraldry Patents are not reversible in law.

In this case, as one of the claimants **is** a Herald, the College can, by ancient right, convene a Trial on its own member.

The College Court consists of a senior Herald, an Official from the Chancellery, and a senior Cleric of Sigmar. To reduce the chances of bribery and corruption, the Board is drawn from a random selection of names the morning of the Trial. Since this means that the eligible members must clear their diaries on the off chance that they may be selected, this makes Trials of Heraldry rather unpopular with busy men who have other things to do. The Court sits in the *Grosse Halle* of the College.

The party spokesman must make a “Presentment of Heraldry” where they give their reasons for their judgement in public, and in front of the assembled claimants. The Court rarely disagrees with the Pursuivant’s findings, as unless the Pursuivant’s have been shown to be incompetent or corrupt, then they have done the duty expected of them by the College.

**Once Judgement is made, by ancient tradition it is irreversible until the Claimant’s bloodline is extinct.**

These are large public gatherings, and the audience is full of soldiers, scribes, clergy, fanatics, apprentices, beggars, pie salesmen, and the occasional pickpocket.



### **The College Of Heralds *Grosse Halle*, Altdorf**

- If the party confirm Durrbein, they will lose popularity within the College, (-10% Fel), but will gain +10% Fellowship with Sigmarites.
- If they confirm Gebauer, they will lose -10% Fellowship with Sigmarites, but gain +10% Fel with Talabeclanders.
- If they confirm Rohrig (Whose claim is, to put it mildly, weak.), they will be seen as corrupt and easily swayed. They get +10% Fellowship within the College, -10%with Sigmarites, and +10% Fellowship with criminals.

### **The Case of Nagenhof**

Fresh from their triumph (or not) the College assigns the party to the knotty Case of Nagenhof.

This is not only disputed, but touches on magical politics. Most mages may be treated with cautious respect, but it is NOT a noble trade. Few mages have the right to an armorial crest, or would care about one.

Nagenhof is a small town, with rich farmlands and woods surrounding it. Two of the claimants are noble-born mages of different Colleges.

(The other two claimants are a pair of crooks with faked papers, and can be quickly disregarded.)

**Eustasius Schaumer** of the Gold College is a Journeyman, a distant cousin of Noble blood, who got on very well with his dissolute old relative Ludwig Schumacher, Baron Naganhof. (He made very good hangover elixirs and creams for social diseases).

**Alaric Schumacher** of the Amber Order is the younger brother of the late Baron. Under normal circumstances, he would inherit easily, but he is a mighty wizard, and the town of Naganhof is deeply conservative and Sigmarite, and the idea of having a Lord who is one step away from a demon worshipper and a were-beast terrifies them. The Town Council is spending heavily to support Schaumer. Schaumer has also become the proxy for his College to resist the Beast-Lord's claims. The Sigmarites have, with some reluctance, also decided to support them.

Schumacher is noble born, fierce, and awesomely powerful. He has a good working arrangement with the famous Explorer Drachilda Gebauer, as he is living in a shack on her estate just outside Altdorf (He finds the City much too busy for his liking, and will not willingly enter the City until the Trial.). He is popular with the Talabeclanders, because his beliefs are close to their following of Taal the nature God.

**Eustasius Schaumer** Journeyman wizard, ex apprentice Wizard

	WS	BS	S	T	Ag	Int	WP	Fel
Current	34	31	33	37	44	66	73	33
	A	W	SB	TB	M	MAG	IP	FP
Current	1	16	3	3	4	3	0	0

**Skills :** Charm, Gossip+10%, Perception, Ride, Search, Speak Language (Reikspeil), Common Knowledge (Empire) +10%, Academic Knowledge(Magic) +20%, Channelling +10%, Magic Sense+10%, Read/write+10%, Speak Arcane Language (Magick) +10%, Speak Language (Classical), Common Knowledge(Tilea), Speak Language (Tilean)+10%

**Talents:** Mimic, Resist Poison, Aethyric Attunement, Fast hands, Savvy, Very resilient, Meditation, Mighty missile, Petty Magic (Arcane), Lesser magic (Dispel) Lesser magic (Blessed weapon), Arcane Lore (Metal)

**Trappings:** Grimoire, Writing kit, 8 mercenaries.

Eustasius is a 37 year old ‘young’ Gold wizard, pale skinned and green eyed, with his hair being a metallic copper colour and texture.

He is an amiable man of low birth, but loyal both to the memory of his late employer (who drunkenly left him the property in a rough will), and his beloved College, which he sees as having elevated him from his humble beginnings. The potential value of the Estate has convinced the College to advance him money from their deep treasury, and hire some competent mercenaries as security. The revenues from the Estate would allow him to progress to Master.

He may be interviewed at the Gold College <sup>3</sup>, a vast, five-storey high industrial park full of foundries, furnaces, and forges by the banks of the Reik at the City boundary. It is a noisy, stinking place, full of weird smells, fumes and vapours.

The Order has very good (and expensive) legal consultants, from the chambers of the famous Advocate Warninks.

**Lupold Baumann** Assassin, Ex Spy, ex Camp follower

	WS	BS	S	T	Ag	Int	WP	Fel
Current	49	45	31	43	64	59	66	64
	A	W	SB	TB	M	MAG	IP	FP
Current	2	19	3	4	4	0	0	0

**Skills :** Animal care, Charm, Concealment, Disguise, Gossip+20%, Haggle, Perception, Search, Silent move, Speak Language (Reikspeil) +10%, Common Knowledge(Empire)+10%, Herbalist, Speak Language (Tilean)+10%, Sleight of hand+10%, Common Knowledge (Tilea), Lip reading, Pick Lock, Shadowing, Speak Language(Bretonnian), Speak Secret Language (Thieves)

**Talents:** Warrior born, Resist poison, Dealmaker, Flee!, Hardy, Resist Disease, Schemer, Sixth Sense

**Trappings:** Trade tools (Herbalist), Pouch, Disguise kit, 4 pigeons, 4 knives, 10' rope, 1 dose poison, 8 assorted thugs

Baumann is 34, but looks a decade older. He is a flabby, dissolute and degenerate character, missing a front tooth. He began his ignoble career as a pimp, and then escalated to informer and agent provocateur. Under a veneer

---

<sup>3</sup> P94, Realms of Sorcery.

of friendship, he has betrayed many so-called friends to the authorities. An angry relative tried taking him to court, so he poisoned them. Somehow he has obtained a copy of the late Count Nagenhof's stationery and has a false copy of his signet, with which he has forged a will, knowing that this was the late Count's habit. He would be happy to be bribed to drop his ludicrous claim, but can easily turn very violent. He has a small retinue of equally vile followers. He has no knowledge of, or care for, any religion.

Although he dislikes being in one place for too long, he has taken possession of a small eating house which is now full of his followers, and bankrupting the unfortunate owners. He sometimes has a cheap lawyer, either a failed student or disbarred crook, in attendance.

**Ermina Dahmbach** Racketeer, ex Thug

	WS	BS	S	T	Ag	Int	WP	Fel
Current	64	51	56	42	36	45	55	50
	A	W	SB	TB	M	MAG	IP	FP
Current	2	19	5	4	4	0	0	0

**Skills:** Command, Consume alcohol, Evaluate, Gamble, Gossip+10%, Haggle, Intimidate+10%, Perception, Speak Language(Reikspeil), Common Knowledge(Empire), Dodge+10%, Speak secret language (Thieves), Shadowing

**Talents:** Mimic, Very Strong, Coolheaded, Lightning Reflexes, Disarm, Resist poison, Strike to injure, Strike to Stun.

**Trappings:** Medium armour, brass knuckles, 11 racketeers.

The 30 year old Dahmbach is a well known madam, having graduated from being a bouncer in a low class brothel. She is of Estalian descent, with a dark complexion and hair, but her terrible teeth are all her own. She is ill educated, short tempered and remarkably violent. The Count Nagenhof drunkenly made the Estate over to her to cover outstanding debts and interest. She has no hope of actually taking possession, but wants a payoff from the eventual owner to cover her costs. She doesn't understand how the Heralds can make a quick, binding judgement.

She and her ladies have established a rough bordello to ply their trade while she awaits the outcome of the trial. Apart from her ladies, she has a few verminous patrons in support. She also has a small amount of support from the

followers of Ranald, God of thieves, who like the idea of stealing a whole estate in front of everyone. She can sometimes get a cheap shyster lawyer for the price of a good time with one of her girls.

**Alaric Schumacher** Wizard Lord, ex Master wizard, ex Journeyman wizard, ex Apprentice wizard.

	WS	BS	S	T	Ag	Int	WP	Fel
Current	47	45	33	58	95	101	115	65
	A	W	SB	TB	M	MAG	IP	FP
Current	1	19	3	5	4	6	0	2

**Skills:** Gossip+20%, Intimidate+10%, Perception, Search, Swim, Speak Language (Reikspeil)+20%, Common Knowledge (Empire) +10%, Academic knowledge(magic)+20%, Channelling +20%, Magic Sense+20%, Read/write+20%, Speak Arcane Language (Magick)+20%, Speak Language (Classical), Speak Arcane Language (Eltharin), Speak Language (Kislevite)+10%, Common Knowledge (Kislev)

**Talents:** Night Vision, Marksman, Aethyric Attunement, Fast hands, Petty Magic (Arcane) Savvy, Very Resilient, Arcane Lore (Lore of Beasts), Lesser magic (Move), Lesser magic (Aethyric armour), Lesser magic (Silence), Lesser magic (Dispel), Meditation, Strong minded,

**Trappings:** Trade tools, Writing kit, 12 grimoires, 3 magic items:

- *Heart of the Greenwood* staff: Apparently a normal quarterstaff, but cut from the wood of one of the living trees of Laurelorn. Unusable by Wood Elves, who would find this like using a severed human leg to cast magic, it counts as a Best craftsmanship item, but also gives a 10% bonus to Channelling in woodland.
- Boarhide gloves. Taken from the hide of the Great Boar of Schlangenwald, they give a +10% WS in unarmed combat. They also keep your hands warm.
- Grimoire of Conrad von Kurtz. Not only a book of magic, it is a magic book. Von Kurtz was a paranoid soul, a renegade Grey wizard and necromancer, and had slipped into dark ways before Schumacher found him and killed him. Kurtz had wanted a loyal bodyguard, and built one-A *Fenbeast*.<sup>4</sup>

---

<sup>4</sup> Old World Bestiary.

This thing is a mindless construct, cobbled together out of swamp debris in polluted or unholy places, using the ancient Dark magic of the Ogham Stones of Albion. Resting, it resembles a large, smelly compost heap.

Active, it is a huge, shambling monster.

The book is the key to keeping the thing under control, and Schumacher has retained it to stop the beast '*wandering off and doing harm.*'

Keeping something like that in reserve has also been useful, if a bit suspect morally.

## Fenbeast

	WS	BS	S	T	Ag	Int	WP	Fel
Current	38	0	52	58	16	0	0	0
	A	W	SB	TB	M	MAG	IP	FP
Current	3	32	5	5	6	6	0	2

**Skills:** None

**Talents:** Frightening, Natural weapons, Strike Mighty Blow.

**Armour:** None

**Weapons:** Decaying limbs

**Special rules:**

*Mindless-Cannot attempt or fail tests based on Int, WP or Fel.*

*Sorcerous Construct:* Normally the Fenbeast requires a controller- In this case, the Book acts as the focus. Fenbeasts are immune to Fear, Terror, Poison, disease, and anything that effect the mind or emotions.

*Swamp thing:* This Fenbeast is unusual. It does not regenerate, it actually grows. So long as the grimoire is intact, it accumulates muck and filth and acquires 1 Wound/year. Even if it is destroyed and dispersed or burnt, the book will bring it back. The book owner may wake up one morning years later to find it has regrown, and is standing in his hallway, awaiting instructions. Alaric does not know this himself.

The Wizard Lord finds towns oppressive, so he and his composting familiar are staying in a groundkeepers' shack on Drachildas' rented estate. On his own, the Lord is both polite and surprisingly chatty-He doesn't get to meet many

people socially. Underneath the affable manner, he is a terrifying personality, unkempt, wiry, stinking, dressed in wool and fur, and crawling with lice. The aura of magic about him is enough to make the skin crawl on normal people.

### **The Trial of Naganhof**

Whatever happens, the players are going to have to disappoint some very powerful and well connected people.

Disregarding the murderer and the madam, (Who are only in it to be bribed to drop their claims by other candidates), the party will have to judge on whether the Wizard Lord has a better claim by blood than the younger man who has the more recent will in his favour.

- If the party confirm Alaric Schumacher, they will gain popularity within the Amber College and Talabeclanders (+10% Fel), but will lose -10% Fellowship with Sigmarites and Gold Colleges.
- If they confirm Eustasius Schaumer, they will gain+ 10% Fellowship with the Gold College, but lose -10% Fel with Talabeclanders.
- Finally, the party, now well used to the problems, and possibly with some solid enemies waiting for them, are invited to take the Case of Sigmarshame.



## **The Case of Sigmarshame**

This one is nasty. The three claimants are all equally worthless. All are petty, greedy, violent and corrupt.

The Durrbeins have played the Sigmarite card for all its worth, and also called up as many ex-soldiers as possible.

This could be enough, but unfortunately Atzwing has a lot of powerful friends who owe him favours, and he is no mean fighter himself. His temporary ally Deltholt is a demagogue who is capable of mobilising a powerful mob using their combined talents and money.

The Sigmarite Church would like to have the Sigmarshame revenues, but they don't want to directly fund Captain Durrbein, even if his brother is a cleric. (Theologically, there is a quite a lot of doubt over whether Sigmar even visited the place, let alone lived there. It may have been a con trick by a previous owner.)

**Abelhelm Atzwing** Judicial Champion, ex Veteran, ex Mercenary

	WS	BS	S	T	Ag	Int	WP	Fel
Current	96	65	68	59	67	40	79	30
	A	W	SB	TB	M	MAG	IP	FP
Current	4	27	6	5	3	0	0	0

**Skills:** Animal care, Consume alcohol, Drive, Gamble, Gossip+10%, Haggle, Intimidate, Perception+20%, Speak Language (Reikspeil), Common Knowledge (Empire)+10%, Common Knowledge(Tilea), Dodge Blow+20%, Speak Language (Battle) +10%, Speak Language (Tilean)

**Talents:** Savvy, Night Vision, Disarm, Rapid reload, Sharpshooter, Strike Mighty Blow, Strike to injure, Very Strong, Specialist Weapon Group (Fencing) , Specialist Weapon Group (2 handed)

**Trappings:** Crossbow, Shield, Full mail armour, 2 handed sword, rapier, 2 handed axe, buckler, 10' rope.

5'10" of solid muscle, 'Angman Atzwing is one of the worst of his breed. For over twenty years, he has been selling violence for money, becoming progressively less interested in the military, and more interested in the pain.

His face is a road map of scars, with one eyebrow sliced away and replaced with shiny scar tissue.

He is a stone faced, characterless man with two loves- Coin and violence. He is both very, very hard to beat in single combat, and totally bribeable. He is famous for performing his own executions if he defeats his opponent. A sensible criminal will simply bribe Atzwing to throw the fight, but anyone without the cash, or who fancies their chances, (or their innocence), is in for a bad time.

He can be found either at the Courts, or at the *Butchers' Block*, a seedy inn near the jailhouse where he can be found by those who want to arrange a verdict.

He lacks the education necessary to make good his claim. In Deltholt, he thinks he has a catspaw he can use to present his claim, and use his own powers of intimidation against the Durrbein brothers.

**Lanfried Durrbein** Captain, ex Noble Lord, ex Knight, ex Squire.

	WS	BS	S	T	Ag	Int	WP	Fel
Current	71	36	45	45	48	33	46	40
	A	W	SB	TB	M	MAG	IP	FP
Current	3	19	4	4	4	0	0	0

**Skills:** Animal care, Charm, Gossip, Perception, Ride+10%, Speak Language (Reikspeil) +10%, Common Knowledge (Empire), Academic Knowledge (Genealogy)+10%, Animal training, Dodge Blow+10%, Speak Secret Language (Battle) Academic Knowledge (Tactics), Speak Language (Tilean), Speak Language (Brettonian)

**Talents:** Ambidextrous, Suave, Etiquette, Specialist Weapon Group (Cavalry), Strike Mighty Blow, Specialist Weapon Group (Flail), Specialist Weapon Group (2 Handed)

**Trappings:** Demilance, Full medium Armour, Full plate armour, Shield, Horse, Destrier, Best quality clothing, Best Quality sword, Religious symbol (Sigmarite) 1000GC of coin and jewellery.

The 46 year old Durrbein is a throwback. He would be far better off living in Bretonnia, as he believes that his birth entitles him to a higher status in life than he has actually achieved. For him, Noble birth and Knighthood confers

absolute authority, and he is often in trouble for his high handedness, cruelty, and short sighted and hasty decisions. To his equals he is amiable enough, to his loyal subordinates a harsh but fair lord, to the Sigmarites he is the kind of unthinkingly loyal soldier that they value. To everyone else, he is a simple minded, selfish, arrogant, xenophobic bigot.

He has a small cadre of household troops from his old squadron of horse. He can usually be found either at the barracks, or billeted at the best hotel in town that will accommodate his retinue.

His weakness is not just his poor title in this case, but that he is nearly bankrupt. His lifestyle is expensive, and many of the family lands have gone. He has sold or pawned everything to finance this case, and if he loses, he will be ruined. He can use charm and influence to get out of some trouble, but he cannot afford a verdict against him, or the Dwarf moneylenders will take everything, and he will become a landless, nameless sellsword.

#### **Hieronymous Deltholt** Demagogue, ex Agitator

	WS	BS	S	T	Ag	Int	WP	Fel
Current	50	43	38	37	52	60	49	76
	A	W	SB	TB	M	MAG	IP	FP
Current	2	16	3	3	4	0	0	0

**Skills:** Charm, Command, Concealment, Gossip, Perception, Speak Language (Reikspeil) +10%, Common Knowledge (Empire) Academic knowledge (history) +10%, Academic Knowledge (Law) +10%, Read/write, Speak Language (Bretonnian), Blather.

**Talents:** Night Vision, Coolheaded, Street fighting, Flee!, Public Speaking, Streetwise, Master Orator.

**Trappings:** Light armour, 1 set Good Quality Clothing.

Aged about 30, Deltholt is a seedy looking character, but with a mesmeric speaking technique. The son of a respectable lawyer, he has a surprisingly good grip of inheritance law. His main problem is that although he can easily mobilise a mindless mob, he lacks the physical courage to lead it. He will, in fact, bolt at the first sign of trouble.

In Atzwig, he thinks he has a catspaw he can use to intimidate the Durrbein brothers.

He can often be found discussing strategy with Atzwig at the Butchers' Block, or in the City Archives, searching for precedent cases.

### **The Trial of Sigmarshame**

This decision is very likely to degenerate into a full scale street war, with the party in the middle. Deltholt and Atzwig can mobilise nearly two hundred well equipped fighters, and nearly 1600 drunken rabble.

The Durrbeins can muster about thirty religious fanatics and veterans, but depending on the previous actions of the Party, and how fair their previous judgements have been, their combined friends or enemies could also muster sixty odd journeyman wizards, a Fenbeast, Ogres, heraldic apprentices, Talabec refugees and possibly underworld figures as well.

This could be run as a tabletop battle, but the party do not have a law-enforcement role-their main aim will be to survive the mass brawl.

Most of the fighters will be more interested in defeating their obvious enemies, so the party will run across whatever opposition the GM thinks appropriate.

Eventually, the outnumbered Altdorf Watch will call out the Reiksguard, and the streets will run red with blood as the elite super-heavy cavalry of the Emperors' Guard restore order in their inimitable fashion.

## **Rewards:**

The party are getting paid. If they chose to take bribes, then...

Normal XP can be awarded, per game session, but the real bonuses here are that for the duration of their employment by the College, they can spend their XP on Skills and Talents in the Messenger or Valet careers.

If a Player wishes to enter these careers during this period, if he or she can make an Easy Fel test against Crimson Gryphon Rampant, then the College will take them on permanently. However, that means that they are indentured for the duration of the career, and the College can use their services as required.

If the Players are already Messengers or Valets, and they are qualified to enter the Herald career, then they can do so free, and the College will also provide the trappings. However, rather like a being magician, being a full Member of the College means that the College takes 10% of your income.

**The claimants are all, in their own ways, powerful individuals, who remember favours and slights. The players may have them as friends, patrons or sworn enemies for years.**

### Handout 1:

#### **HELP WANTED:**

**LITERATE, TRUSTWORTHY INDIVIDUALS REQUIRED BY THE COLLEGE OF HERALDS.**

**ILLITERATES ALSO REQUIRED FOR MANUAL LABOUR.**

**10SCH /DAY PLUS LUNCH.**

**THREE MONTH INDENTURE.**

**APPLY TO CRIMSON GRYPHON RAMPANT.**

### Handout 2:

ITEM: (INSERT NAME) YOU SHALL DISPOSE YOURSELF TO BE LOWLY, HUMBLE, AND SERVICEABLE TO ALL THE ESTATES OF ALL GENTLENESS UNIVERSAL THAT BE UNTAINTED (NOT LYING IN WAIT TO BLAME NOR TO HURT NONE OF THE SAID ESTATE IN ANYTHING THAT MAY TOUCH THEIR HONOUR.)

ALSO YOU SHALL DISPOSE YOURSELF TO BE DISCREET, SECRET AND SOBER IN YOUR APPEARANCE, AND BE NOT TOO BUSY IN LANGUAGE, READY TO COMMEND AND LOATH TO BLAME, AND DILIGENT IN YOUR SERVICE, ESCHEWING FROM VICES, AND DRAWING TO VIRTUES, AND TRUE IN REPORTS, AND SO TO EXERCISE WHILE YOU BE IN THE OFFICE THEREOF, SO THAT YOUR MERITS MAY CAUSE YOU MORE PREFERRING IN THE OFFICE OF ARMS IN TIME COMING, FOR WHILE YOU BE AND STAND PURSUIVANT YOU STAND AS NO ONE OF THE OFFICES OF ARMS, BUT AS A SERVANT TO ALL KINGS AND HERALDS OF THE OFFICE OF ARMS, AND THIS YOU SHALL PROMISE TO YOUR POWER, SO HELP YOU SIGMAR AND HOLIDOM.