

The Queen of Embers

A Warhammer Fantasy Roleplay Adventure

by Sami Uusitalo

Written and Designed by Sami Uusitalo (sami.uusitalo1@gmail.com)

Maps made with Paper by Fifty Three.

This work was inspired, amongst other things, by: *Tamurkhan: Throne of Chaos*, *The Forges of Nuln*, *Bioshock Infinite*, *The Dark Knight Returns*, *Lone Wolf and Cub*, *Sigmar's Heirs*

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.

The forge has gone quiet;
The anvil lies mute.

The forge has gone quiet;
No more does the Hammer fall.

Only fading embers remain
And my hearth grows cold.
One kiss from You
To rekindle it all.

The forge has gone quiet;
The bellows blow no more.

The forge has gone quiet;
The smiths have gone home.

Only fading embers remain
And my hearth grows cold.
One caress from You
To light the fire anew.

The forge has gone quiet;
Only cinders remain.

My hearth has grown cold
And darkness falls.
Did I wait in vain for
My Queen of Embers?

- The Queen of Embers, author unknown

Introduction

The Queen of Embers is a Warhammer Fantasy Roleplay adventure for player characters well into their second careers. All the information necessary to run this adventure is provided, but for the best possible play experience it is recommended that in addition to the WFRP Core rulebook you also have access to *Tome of Corruption* and *Forges of Nuln*.

The events of *The Queen of Embers* take place in Nuln and Wissenland over eight connected chapters and take weeks or even months of the player characters' time, and several gaming sessions, to complete. With some work, several chapters can be used as stand-alone scenarios in other campaigns or interludes between other adventures. Converting *The Queen of Embers* to other editions of WFRP should be rather a straightforward affair.

Background

Life in the Empire can be a harsh and unforgiving existence and many people seek solace in superstition and old beliefs to find a sense of security and control. Superstitious folk all over the Empire turn to odd beliefs and rituals to appease the gods and secure continued good fortune every day. Most of these superstitions are ancient and their origins lost to the ages, yet people observe them without question.

One such belief concerns a distant constellation of stars known as the Spinster. It is ascendant during the winter months, especially around New Year, and is believed to be the protector of lovers. Indeed, every time the Spinster is in the sky, young lovers sneak out for a secret tryst under the night sky.

However, for one night every year, usually around Geheimnisnacht, a single star in the constellation - the Spinster's Eye - shines upon all widows and widowers, lovers lost, and those betrayed by love. It is believed that a request made to the Spinster under the Eye's cold stare is answered. Thus, many seek to speak to a dead spouse for one last time or ask for unrequited love to be reciprocated.

There seems to be a connection between Morrslieb and the Spinster's Eye that many Celestial Wizards find troubling. What is more, any Astromancer studying the star is soon plagued by horrible nightmares and visions they refuse to elaborate upon. As a result the Celestial Order has banned all studies of the Eye until further notice.

The Spinster's Eye does indeed hide a secret: a Daemon of Slaanesh is trapped within it. She is Pyrenzhia and she was once a Daemon-Queen. Like all powerful Slaaneshi daemons, Pyrenzhia is a unique expression of the Dark Prince's mood and emotion at the time of her creation. In her case, the emotion is something quite foreign and loathsome to the Prince of Pleasure, something too mortal - unrequited love.

Despite all her allure and influence, Pyrenzhia has never been able to entice Slaanesh to reciprocate her love. Instead, she is an anathema to the Prince of Pleasure, a reflection of man's denial of His love. Pyrenzhia desires nothing more than to show her god and master her true nature, to prove her mettle and devotion to Him.

Pyrenzhia grew to be a powerful entity. Not quite as mighty as a Keeper of Secrets, but a Daemon-Queen with her own harem of Daemonettes bound to her will nonetheless. Determined to win Slaanesh's love, Pyrenzhia mustered an army and descended upon the world of men. She would gift Slaanesh with the most beautiful of the cities of men and make its citizens slaves to His will. Then her master would surely recognise the depth of her love for Him.

The great library of Nuln displays a lone painting in one of its side rooms. The painting is said to be from the Age of Three Emperors and believed to picture the Elector Count of Wissenland slaying a Daemon of Slaanesh with his Runefang. Even though the full story is long forgotten, the painting reveals the truth - Pyrenzhia failed. The Runefang banished her back to the Realm of Chaos.

Disgusted and disappointed, Slaanesh punished Pyrenzhia by banishing her "beyond the stars" where

she was imprisoned by powerful hexagrammatic equations of dark magic. Every time Morrslieb is full, she is allowed a brief glimpse at Nuln to remind her of her failure.

The Queen of Embers

Elector Countess Emmanuelle von Liebwitz, Grand Countess of Wissenland, Countess of Nuln, and Duchess of Meissen is the Sun the political and social life of Nuln revolves around. Her court is a collection of advisors and nobles, hangers-on and sycophants, circling her in ever widening orbits, all seeking to gain her favour. Every now and then some poor soul flies too close and ends up burning his wings.

Rumors about the Countess' promiscuous lifestyle and gossipmongers' tales of yet another new lover seen sneaking from her chambers are familiar to all Nulners. Yet she is widely loved and respected even though some think she is too frivolous to be much of a leader.

Slaanesh is associated with all the different emotions that comprise pleasure, but He is also Purpose. This Purpose is expressed in mortal creatures as their pursuit of, and need for, pleasure. To many, Countess Emmanuelle von Liebwitz is the embodiment of mortal pursuit of pleasure. Naturally it follows that Slaaneshi Cultists have tried to corrupt her and show her the truth that is the Lord of Pleasure.

So far, Emmanuelle has resisted all attempts to corrupt her. And this has the Cult Magus' covet her even more. This has in turn attracted the attention of Slaanesh – and evoked feelings of Unrequited Love in Him. Slaanesh's feelings feed Pyrenzhia - the embodiment of those feelings - as she stirs in her prison. Already she is able to reach out, send the weak and the willing visions and dreams when Morrslieb is full.

Pieces on the Board

The Queen of Embers takes place in Nuln where Pyrenzhia is about to return. This is not a tale of an evil sorcerer or a single cult seeking to summon the Daemon-Queen, however. Instead, her presence affects several different factions with very human goals, heightening their ambitions and drawing them

all into an all-consuming maelstrom that revolves around the Countess.

All the factions described below have a part to play in the coming events and the characters will interact with all of them during the adventure. Some of them are allies, some are enemies, and some may start as one to become the other later on. The key factions are shortly described below to give the GM an overview of their motivations and goals. These will be expanded further when the events of the adventure call for it.

Countess Emmanuelle von Liebwitz

Avoiding the brutal winters of Wissenland is not the sole reason why Countess Emmanuelle seeks to separate Nuln from Wissenland, but it is definitely a welcome benefit. Along with the deplorable weather, Wissenland's uncouth burghers and uncivilized commoners with their mundane problems are a constant distraction depriving her of time better spent attending matters more deserving of her attention, not to mention taxing to Nuln's coffers.

Conversely, the Countess loves everything about Nuln - its culture, its wealth, even its politics - and wants to dedicate all her time to the Jewel of the Empire. Especially now, when it is once again one of the richest and most influential cities in the Old World. Nuln escaped the devastation of the Storm of Chaos for the most part and equipping Karl Franz's armies filled the city's coffers with gold. The merchants enjoyed unforeseen profits as cannons and steam tanks were rolled out to bolster the war effort.

Emmanuelle seeks to divorce Nuln from Wissenland altogether, but she needs to find a way to retain Nuln with her own Electoral vote while Wissenland would receive its own. With the help of her colleague in Talabheim, she has started negotiations with the Emperor regarding large loans to the Imperial war coffers. She has also promised Elector Count von Raukov military and financial support in rebuilding Ostland in exchange for his vote.

Understandably, her plan has the other Elector Counts worried. Still, many discount the Countess on the account of her reputation and expect her to abandon the plan when some other fancy takes her. Some, however, give her more credit and presume this is an

elaborate scheme to increase her power while diluting theirs.

The Saltpeter Men

The Gunnery School, the foundries, the Engineering School – one could say Nuln lives by guns and gunpowder. Especially now, as a source of the city's new found wealth, gunpowder is Nuln's lifeblood and in order to make gunpowder one needs saltpeter. The sudden increase in demand for saltpeter means one group in particular has suddenly become very powerful and influential – the Saltpeter Men.

These ruthless men have a mandate to ensure Nuln has access to necessary levels of saltpeter, and gunpowder, at all times. They have basically been given *carte blanche* to make sure the need for this essential resource is met no matter what.

The Saltpeter Men are supposed to answer to the Countess but are growing more independent and secretive by the day. Unscrupulous and corrupt even before the war, they are now akin to a secret police with very few limitations to their power. People feel they abuse their position and that they are all corrupt.

They are a clandestine group, their structure, numbers and ultimate goals veiled in secrecy. Not much is known about their organization except it is supposedly run by a small clique of Pyromancer-Alchemists and a mysterious, unknown leader. The Saltpeter Men are influential, but their leader has his eyes set on an even more powerful position.

The Guiding Hand

The Guiding Hand is a cult of Handrich; a fraternity of greedy, venal men who gather to offer their thanks to the God of Trade, drink, and collude to fix prices, lower taxes, and undermine their competition. Four Nulner Merchants make up the Guiding Hand: Viktor Geldman, Markus Zachs, Meryle Lintz, and Bruder Lehmann. They are all brilliant men, but absolutely ruthless with their workers and utterly merciless when it comes to their competitors.

At the height of the Storm of Chaos, the four Merchants, looking to profit from the war effort, sought to create a more powerful, more efficient version of the iconic steam tank. Their insane idea was

the Marienburg class Land Ship¹ – a ship moving on wheels, powered by a steam engine. The project came to a halt for various reasons, the biggest of which was a horrible accident at the Geldman & Zachs foundry when an experimental steam engine exploded.

The war in the North ended before they could finish the project and the men found themselves with unfinished Land Ships no one wanted. And they couldn't even get them to work.

So, the Guiding Hand's attempt to build a Land Ship ended in an unmitigated disaster and left the men in dire straits financially. That was when the Merchants were approached by a mysterious Dwarf who offered to help. The sinister looking Dwarf promised to finish the Land Ships if, in return, they helped him have six bell-towers built.

The Guiding Hand accepted the offer and took blueprints of the towers to one professor Hausdorff from the Engineering School with whom they already collaborated. The professor convinced the Countess and the towers were built on an expedited schedule. As a sign of trust, and to seal their business arrangement, the Dwarf invited the Merchants to join him in an ancient Dwarfen ritual. The men agreed mostly because they didn't want to offend the Dwarf.

So far, the Dwarf hasn't delivered on his promise and the Land Ships remain unfinished. What is more, the Merchant's find their workers getting more restless and troublesome by the day.

The Dawi Zharr

The sinister looking Dwarf who approached the Guiding Hand is Bhakrak the Blackened, one of the feared Sorcerer-Prophets of the evil and self-centered race of Chaos Dwarfs.

Some years ago Bhakrak had led his troops into the Black Mountains in search of a rumoured lost mine. Instead of the mine, the baleful light of Morrslieb revealed an ancient temple hidden between the windswept peaks. The black stone structure had lain undisturbed for centuries, until the Dawi Zharr

¹ Land Ships come from Forge World's *Tamurkhan: Throne of Chaos*. The backstory has been modified to suit the needs of this adventure.

stumbled upon it. A sudden blizzard forced them to retreat inside - and Bhakrak found his destiny.

Faded murals depicted a she-daemon tearing down the human city of Nuln. Bhakrak felt instantly and instinctively that he was guided here by Hashut, the daemon-god of the Chaos Dwarfs. What Bhakrak doesn't know, is he was actually touched by the stirring will of Pyrenzhia.

The Daemon-Queen manipulated Bhakrak to believe he was exalted by his god and given a holy mission – to solve *the Great Equation*. Guided by his visions, and careful not to alert his jealous brethren to his findings Bhakrak took his most loyal followers and made his way to Nuln. He could feel it – Nuln was a nexus of geomantic energies – a node of fire and ash sacred to the Father of Darkness. How else could it be the center of human endeavors with soot, and ash, and gunpowder? He would burn it all down in His glory, and *the Great Equation* was the key to achieving this.

Through his spies in the foundries he learned of the Guiding Hand and their ridiculous Land Ships. He had resolved enough of *the Equation* to know he needed to build six bell-towers to power the great ritual. He approached the Guiding Hand and manipulated them to ensure the towers were built. With this collaboration Bhakrak achieved two things. Firstly, the towers were a geomantic focus for a ritual that was part of *the Great Equation*. Secondly, professor Hausdorff would help solving *the Equation*.

Bhakrak doesn't know what solving *the Great Equation* does exactly, but he feels the holy presence within. The towers are built; *the Equation* is almost solved. Soon, he will see Nuln burn for the glory of Hashut.

XIII

The first attempt by the Guiding Hand to build a land ship ended in a disaster. The experimental steam engine didn't fire up properly and a young apprentice was sent to find out what the problem was. Without warning the malfunctioning machine exploded in a fiery blast that killed a dozen men.

Maybe the stars were aligned just right; or maybe it was the work being done on *the Great Equation*; or perhaps it was destiny. The fact is, the young man was saved, and transformed, by Pyrenzhia's will. She

shielded the young man and gave him new breath. She made him the Fireborn.

Soon, word spread of a young man who had been disfigured by the flames only to carry the fires of revolution inside him. They call him the Fireborn, or the Sootstained Prophet. Ever since the accident the young man has had an air of irresistible charisma and purpose about him.

It started with small groups of people coming to listen to the man who had survived so miraculously. With a soft, but strong voice and eyes burning with purpose the young man preaches about the greed of merchants and the corruption and venality of the Saltpeter Men. He urges workers to demand safer working conditions and higher wages; and he tells them to rise up against the men who have grown rich and fat off of their labor.

He carries a simple wooden sword, blackened in a forge's flames, with him that has become a symbol for what he stands for. They call it the 13th Runefang, and his followers use the numeral XIII as their sign. The Runefangs are symbols of the Elector Counts' power and his is the 13th - the Runefang of the People. His cause is gaining more followers by the day. The fires of revolution are rising.

Enter the Heroes

The Queen of Embers takes place over the course of eight chapters that start in Nuln and see the PCs travel to several places in Wissenland before their return to Nuln for the adventure's climactic end. Below is a short synopsis of the eight chapters.

Adventure Synopsis

Chapter 1 – The action begins in Nuln on Geheimnisnacht. The Countess wants the city fully illuminated on this ominous night and the PCs have been hired as protection to a lamplighter. They run into some strange things before stopping a group of human traffickers.

Chapter 2 – Their heroics in the first chapter don't go unnoticed and the PCs are dispatched to investigate a foul stench that has fallen over the city. During their investigations

they encounter both XIII and the Saltpeter Men before their investigation leads them to a site of a dark ritual and a mutated professor – and the first signs of a greater plot against Nuln.

Chapter 3 – The Countess’ plan to divorce Nuln from Wissenland moves forward. Previous events have earned the PCs the trust of one the Countess’ chief advisors and now the Countess herself has a mission for them. They have to escort her chief legal advisor to Wissenburg with a rather peculiar ride.

Chapter 4 – The PCs help the legal advisor and find themselves at a party in Wissenburg trying to protect a local luminary in order to secure his support. After preventing one murder, they find there has been another as part of a plot against Nuln and the Countess. They gain a surprising new ally and find out that the advisor left behind notes that point to three different locations in Wissenland.

The PCs are free to choose the order in which they visit the locations in chapters five through seven.

Chapter 5 – Following the clues from chapter 4, the hunt down a forbidden book only to find out the person carrying it is being pursued by a fanatical Verenean Investigator. If they manage to get the book, they get valuable information on Pyrenzhia.

Chapter 6 – The PCs are thrown in the middle of a conflict between a band of mercenaries and the Elves. If they manage to navigate the precarious situation successfully, they are rewarded with evidence regarding a plan to infiltrate the Countess’ coming ball to celebrate the Nuln/Wissenland separation.

Chapter 7 – The characters infiltrate a salt mine of one of the Guiding Hand Merchants and find out the men have been co-operating with the Chaos Dwarfs.

Chapter 8 – Our heroes return to Nuln. They have to tie up loose ends from chapters 5 through 7 and recruit allies made earlier in the adventure in order to stop Pyrenzhia. To complicate matters the Countess is having a ball, a revolution begins, and the Chaos Dwarfs decide it is time for Nuln to burn.

Advice on Running the Adventure

Here is some advice on running *The Queen of Embers*.

First of all, you should prepare by reading through the whole adventure before running it. This way you gain an understanding of the big picture and know what is to come. The adventure in itself is rather straightforward, but the plot is not. Instead, it is rather complicated with several factions and NPCs with overlapping goals. Reading through the whole adventure beforehand helps you understand their place and purpose within the adventure as a whole.

Any one character class or career isn’t absolutely necessary, but having an Elf in the party can be helpful and provide interesting roleplaying opportunities. Also, having a Wizard can be helpful considering the PCs will encounter some spellcasters. At least one character should have **Read/Write** skill (at the very minimum the party should be accompanied by an NPC with this skill).

Please take a look at *Forges of Nuln* for more information on the city. Also, the website www.kalevalahammer.com features excellent maps of Nuln.

There are a few instances where the PCs are given missions by very powerful and influential NPCs. However, this doesn’t have to mean the players need to feel railroaded. Character motivation plays an important part in ensuring this and you should strive to ensure the characters have a personal stake in the fate of Nuln. This can be included already in character creation. If you are using existing characters, opportunities to create these ties are provided in the early chapters.

Even though the through-line of the adventure is rather straightforward, emphasis has been put on character choice in individual scenes. Be prepared

to react to the choices and approaches your players take and adjust the adventure accordingly. Let the players shape their story and always remember their characters are the heroes of the story.

Take notes. The choices and interactions the party has with different factions and NPCs during the adventure will have repercussions in the final chapter. Encourage your players to take notes. At the start of each session recap what has happened previously.

Finally, and most importantly, make this adventure yours. No one knows your and your players' preferences better than you. Add new parts, take out parts you don't like, adjust and modify when necessary. The goal is to create, together with your players, a story you all enjoy.

Themes

There are certain recurring themes that run through this adventure to tie the different chapters and events together in a narrative whole. These are:

Countess Emmanuelle von Liebwitz. Her influence is felt everywhere. Love for her manifests in a myriad of ways.

Gunpowder, ash, and fire.

Dark magic, sorcerous equations, constellations, astrology.

Pyrenzhia's influence and the power ambitions and desires have over people.

The conflict between workers and the merchant class.

Racial tensions between Men and Elves.

The weather changes towards autumn and winter. It gets darker and colder as the adventure progresses.

Awarding Experience

The PCs are expected to gain around 150 to 250 experience points per chapter. Grant higher amounts if they complete side plots and always award good roleplaying.

Timeline

Here is a timeline of the events preceding Chapter I. Please note the timeline references some NPCs and events that are introduced later. Return to this chart after you have finished reading through the adventure.

Sometime During the Age of Three Emperors	Pyrenzhia fails to conquer Nuln. Slaanesh banishes her 'beyond the stars'.
Storm of Chaos	The Guiding Hand start the Land Ship project.
	The Saltpeter Men start gaining power.
Storm of Chaos Ends	The Land Ship project is in trouble. Hexenstern joins <i>the Astrologers' Guild of Mordheim</i> .* *See Chapter III
	Bhakrak the Blackened finds the ancient temple.
	Bhakrak arrives at Nuln, begins work with <i>the Great Equation</i> .
	Thornroot becomes the Countess' food taster.* *see Chapter IV
	The Countess declares effort to separate Nuln from Wissenland, appoints Rosalia Schultz*. *see Chapter III
	Explosion at the foundry, the Sootstained Prophet is 'born'.
Last Hexenstag	Hexenstern foils an attempt at the Countess' life.
	Bhakrak approaches the Guiding Hand.
	Construction of the bell towers begins. Professor Hausdorff* starts work on the Great Equation. *see Chapter II
	The Sootstained Prophet starts gaining followers who call themselves <i>XIII</i> .
	The Guiding Hand sells <i>the Emmanuelle</i> * to Captain Glaubrecht *see Chapter III
	Hexenstern suspects a plot against Nuln and contacts Schultz* *see Chapter IV
This Geheimnistag	Adventure begins with Chapter I

Chapter I

The adventure begins in Nuln on Geheimnisnacht, the Night of Mystery. Like Hexensnacht Geheimnisnacht sees the twin moons Morrslieb and Mannslieb full on the night sky and the veil between worlds grows thin. It is a night of magic and dark powers when no-one in their right mind ventures out.

Last Hexensnacht (the Witching Night) there was an attempt at Countess Emmanuelle's life. She was saved by the timely intervention of Astromancer Tychonus Hexenstern, who read signs of the coming attack in the stars and rushed to stop the assassination attempt. The attack claimed the life of her former court astrologer, and Hexenstern's mentor, however.

The events of that night left the Countess so terrified she ordered certain measures to be taken. Six bell-towers were built, their sole purpose to toll on every Hexensnacht and Geheimnisnacht to scare away evil spirits. Furthermore, she ordered every lamp and light lit through the dark hours of these accursed nights. This is where the player characters come in.

The characters find themselves on escort duty this Geheimnisnacht. There are numerous ways how the PCs can end up in this situation. Any PCs in Warrior careers could have been hired by the city, or appointed here by their superiors. Wizards could have received the order from their mentor or Order. The same goes for Priests and Initiates. Academic characters could be sent here to write down everything that happens tonight. Or the PCs could be here just to make a few extra gold crowns.

As you start, go through each PC's reason and motivation for being here. You can do it already during character creation or describe it in a short montage at the start of the session. Alternately, you can hand the narrative reins to your players and let them explain how they ended up here.

Gunpowder Square

The night starts at Gunpowder Square. It is a little square in Nuln's Handelbezirk (trade district) made famous by Magnus the Pious. The story (every Nulner

knows this) goes that, when young Magnus was just starting his crusade to save the Empire he performed one of his first miracles on this square. A well-known gathering place at the time for Merchants, many of them had been complaining about their wares combusting spontaneously and seeing grinning faces in the flames. Magnus arrived at the square. He poured some gunpowder on the ground, said a prayer to Sigmar, and set the gunpowder alight. Then he called forth and exorcised a ravenous fire-spirit from the Merchants' wares in front of dozens of witnesses. Since then the place has been known as Gunpowder Square.

Tonight, there are no Merchants peddling their wares. Instead, the square is full of armed men, lamplighters, and priests. Cold night air is filled with anxious barks and growls of muzzled dogs, nervous coughs from the gathered men, and barked orders from City Watch Sergeants.

The PCs stand and wait with the Lamplighter they are to escort tonight, Amadeus Lichtmann (for stats *see p. 87*). They have been assigned a district in Shantytown and will be paid 5 *gc* each after sunrise. Their job is to escort Amadeus and make sure all street lights are lit all through the night.

Stern-faced Sigmarite Priests walk from one group to another. Each is followed by Initiates carrying smoking censers and chanting somber hymns. One of the Priests comes over to the PCs' group and stops in front of each of them to recite a prayer from the *Deus Sigmar*. Then he plants a prayer ribbon on their armour or clothing. Next, an Initiate steps forth and presses a hot wax seal on the ribbon, attaching it to the PC's equipment. Wearing this Prayer Ribbon grants the same effect as the spell *Armour of Righteousness* from the *Lore of Sigmar (WFRP Core p. 166)*. Removing the seal removes the effect. Otherwise, the effect lasts until sunrise.

The Priest moves on to the next group and the PCs are sent on their way.

Shantytown

Shantytown is the disgrace of Nuln. It is the part of town where all the diseased and other untouchables live, and where mutants are whispered to ascend from the sewers. The district is a haven for thieves and murderers.

Shantytown is a maze of narrow, muddy streets that snake between wooden shanties, shabby cottages, and illicit businesses. Dilapidated houses lean into each other like a row of rotten teeth. It is the PCs' duty to move through the district going from one street light to the next. Luckily (or unluckily), most side streets and back alleys don't have street lamps.

Amadeus Lichtmann is a recently recruited Lamplighter. Usually friendly and talkative, Geheimnisnacht makes the young man more than a little nervous and fidgety. For the first couple of lamps his hands shake so much he can't seem to light them. A few encouraging words go a long way to help him calm down. Amadeus can inform the PCs about the events of last Hexensnacht if they haven't heard about them already (the assassination attempt and resulting measures).

The streets are devoid of people, but eyes peek from behind parted curtains and weird sounds echo down the narrow streets. There is a strange, coppery taste to the night air.

The following three optional encounters are meant to evoke the strangeness and mysteriousness of Geheimnisnacht. Use as many of these encounters as you see fit. You can also ask a player or two to describe a memory their character has regarding a past Night of Mystery.

Optional Encounter 1 – The Spinster's Eye

The PCs make their way deeper into Shantytown. Amadeus lights another street lamp and its pale yellow light catches a shadowy figure running on all fours. It disappears into a narrow alley between two dilapidated houses. A **Routine (+10) Perception Test** reveals it to be about the size of a man.

If the PCs hesitate to follow the figure, Amadeus suggests they check it out to make sure it is not

something that will follow them, or try to put out the lights.

The alley leads to the waterfront and a small, crooked pier. At the end of the pier stands a couple looking up at the night sky. A young Burgher's son has fallen in love with a simple peasant girl and the two snuck out to ask the Spinster for a way to be together.

An **Average (+0) Perception Test** reveals the shadowy figure sneaking closer to the couple. The figure is actually the girl's mutated brother who fears the Burgher's son will steal his sister away from him. The Mutant, its fragile mind affected by Morrlieb's glare, is here to kill the boy (use Mutant stats, *WFRP* p.230).

There are several ways to solve the situation. Play these up for dramatic effect.

- The PCs can warn the couple. In that case, the girl recognizes her brother. She can, with a little help from the PCs, ensure her brother she is not about to leave him. This requires good roleplaying and a successful **Average (+0) Charm Test**.
- A successful **Average (+0) Intimidate Test** scares the Mutant away.
- They can distract the Mutant (or let the sister do it) and then try to sneak up on it. This requires an **Opposed Silent Move Test** against the Mutant's Perception (31%).
- They can attack and kill the mutant. If they capture it, City Watch will come to collect it.
- Or they can find some other solution. Let them be creative.
- If the Mutant is wounded, it tries to flee. The sister tries to stop the PCs from killing her brother.
- If they fail dramatically in any test or do nothing, the Mutant attacks the boy. If they still do not interfere, the Mutant kills the boy. This probably calls for an **Insanity Check**.

If the PCs solve the situation, the couple, or Amadeus, tells them about the Spinster's Eye (*see* p.4). Or, have them make a **Routine (+10) Common Knowledge (the Empire) Test**.

Optional Encounter 2 – The Candlemaker

Amadeus notices he is running out of candles. There is no reason to worry though, as a familiar candlemaker's shop lies nearby. The shop is indeed close by, but upon arrival they find the door eerily ajar. The shop, a dark, cramped space full of candles of all sizes and shapes, seems to be abandoned. Anyone with **Sixth Sense** has a bad feeling about this place. Let the PCs proceed into the shop and look around before they see light shining from under a trapdoor and hear muffled noises.

Ascending the short stairs the PCs see the candlemaker, a thin and haggard figure, fighting to keep rows of freshly made candles lit. A nauseating stench rises from a large tub that seems to be full of some kind of waxy goo. A closer look reveals a ghoullike creature slowly rising from the tub. The sweating, wheezing candlemaker pleads for help to keep the candles from going out.

What is happening here then? The candlemaker was commissioned by a nefarious figure (a Necromancer) for candles made of human fat. The candlemaker, in need of all the work he can get, took the job. He lured a beggar into his shop and killed him, then started to work on the candles using the tub.

Then Geheimnisnacht happened and something animated the corpse in the tub. It seems to be mystically connected to the candles made from its fat. The more candles are lit the weaker it seems to be, but a breeze from the tub keeps putting out the flames. Sooner or later they all burn out and the creature attacks. An **Average (+0) Intelligence Test** or a PC with **Witchsight** is needed to understand this, if the players don't figure it out on their own. The candlemaker tries to explain it to them, but his panic makes him hard to understand. **Insanity Check** is in order for anyone who learns the truth about the creature and the candles.

Use **Zombie** stats from *WFRP Core p. 231* for the creature. It attacks everyone coming near the tub. It won't be able to leave the tub until all the candles are extinguished. It is destroyed if all the candles are lit. It takes combined 4 levels of success in **Agility Tests** to light all the candles. Conversely, combined 4 levels of failure puts out the candles. Setting the creature on

fire or reducing it to 0 Wounds destroys the creature as well.

If they want to turn the candlemaker over to the authorities, a City Watch patrol is not far away.

Optional Encounter 3 – What's in a Name?

This encounter takes place on an unnamed street in Shantytown. Amadeus lights another street lamp and the group prepares to move on to the next one, when one of the characters notices that the lamps behind are going gone dark one after another. Let the PCs ponder what to do for moment. There is no sign of anyone in the darkness, and it is eerily quiet. Turn up the tension by asking for Initiative Rolls. When they decide on a course of action, the lamp they just lit goes out. Suddenly, it is pitch black.

Go through a quick round asking each player what their character does (don't give them any time to plan). Candles or light-based spells do not pierce the darkness. No-one attacks them though. What happens instead, is a PC (choose one, or pick the one with lowest WP) hears someone whisper her name right next to her ear. Again, give the PCs a chance to freak out. Then, the street lamps light back up one at a time, like something or someone was slowly retreating away from them.

At first, the PCs may not notice anything is amiss. However, when it comes up the PC who heard the whisper cannot remember her name to save her life. Even in the case she is told her name she forgets it right away. The name comes back to her at sunrise. Who took it and what was it used for? The character will probably never find out.

The Orphanage

On the far side of the PCs' appointed district lies a small orphanage run the Cult of Manann. For several years, Annyke Buuren - an elderly Temple Guard - has been running an orphanage for children who have lost their parents to the Reik. However, years on the river and the unsavory conditions of Shantytown have left her with chronic Weevil Cough and deteriorating health.

Those seeking to exploit others often have a keen eye for human weakness. So it was with Annyke as well.

She has treated her cough with Black Lotus long enough to developed a serious addiction. The men providing her with the drug promised her enough money and Black Lotus to treat her condition for a long while. All she had to do in exchange was to mix a vial of poison in the orphans' food, get her belongings and never return. Earlier tonight, she did just that.

When the characters arrive at the orphanage (it is too small to have a proper name), they see a Priest of Morr instructing a group of surly men (All the PCs know that Geheimnisnacht is a sacred night to the followers of Morr). They are loading small bodies onto a cart. Once they notice the PCs, the men stop what they are doing to regard the newcomers. The Priest of Morr approaches the group and introduces himself as Father Baer. He seems unwilling to loiter and the men he's with are visibly suspicious.

Father Baer is quick to tell them that it seems some foul creature has claimed the lives of these poor little souls. He was fetched by the alarmed Temple Guard who attended the place and they are now taking the bodies to the nearest Garden of Morr for last rites. These are, of course, all lies. The men are members of a notorious group of human traffickers. Orphans are perfect targets for them as no-one ever comes looking for them.

Uncovering the Scam

The purpose of this scene is to get the PCs to do the right thing and save the orphans. This way, Master Hexenstern has a reason to recruit the heroes of Geheimnistag the following morning. So, it is imperative the PCs take interest in this scene. How to ensure that then? First of all, they should get the feeling that something fishy is going on here as soon as they arrive at the scene. Any character with **Sixth Sense** gets the feeling that something is wrong. Furthermore, all the men (number of PCs + 2 + the Priest) look armed and dangerous. If everything else fails, Amadeus tries to convince them something is afoot, or one of the orphans on the cart moans - indicating she is very much alive.

Questioning the Priest

Father Baer (in reality a Smuggler and human trafficker called Aldred Baer, for stats *see p.88*) wants to get rid of the characters as quickly as possible. He,

however, knows the PCs are here as city officials and doesn't dare to attack them outright. He was counting on not being disturbed on Geheimnisnacht so his cover is simple and straightforward: He was fetched here by the alarmed Temple Guard who attended the place and now they are taking the bodies to the nearest Garden of Morr.

The Temple Guard

She is nowhere to be seen. The Priest says, rather ominously, that the woman left as soon as they got here, scared of the evil forces clearly afoot. Furthermore, the Priest says she had allegedly witnessed a hag-like creature drift through the wall and start sucking life energy from the orphans. That was when she ran to fetch the Priest.

Investigating the Orphanage

The Temple Guard indeed seems to have left. However, if she left in a hurry, she took the time to take most of her stuff with her. An **Average (+0) Perception Test** finds a small vial hidden under her bedding. Another successful **Heal, Prepare Poison**, or suitable **Common Knowledge Test** suggests the vial smells of a potent sedative. This poison was administered to make the orphans unconscious and corpse-like for a few hours.

There is no sign of any kind of supernatural creature. There are no signs of fighting.

Investigating the Cart

The problem with investigating the cart is that the men guarding it won't let the PCs inspect the bodies too closely. They state that on a night like this one has to be careful with corpses. A suitable skill or a ruse is needed.

The bodies are covered with a cloth. At first glance the orphans look dead. A closer inspection reveals their lips smell the same as the vial found inside the orphanage. They also have the faintest pulse.

The Kislevite Witch

When the PCs start to get too nosy Father Baer tries to scapegoat a Kislevite Wise Woman living nearby, saying the Temple Guard witnessed the Witch skulking

around. The hag-like creature that drifted through the wall must have been the Witch!

The Wise Woman lives just two blocks away. Father Baer is willing to send two of his men, Gotz and Jorg, with the PCs should they be willing to go take care of the Hag right away.

As the PCs leave towards the Kislevite, the Priest and the rest of his men take the cart towards the waterfront. All characters from Nuln are allowed an **Easy (+20) Intelligence Test** to remember there is no Garden of Morr in that direction.

Kill them!

If the party uncovers the scam, refuses to go after the Kislevite, or the Priest thinks the jig is up he orders his men to kill them (*see p.88*). Baer himself and two other men take the cart and flee towards the waterfront where a river boat is waiting. The men fight until they are clearly outnumbered then try to flee.

Kislev Town

A small part of Shantytown is populated by the Kislevite immigrants living in Nuln. It is called Kislev Town and most of the Kislevites who live there are labourers and their families. Dazhia the Wise Woman is their *de facto* leader. The shanties and wooden sheds that make up Kislev Town have a distinct northern feel to them with skilled woodwork and bear motifs clearly at display.

Kislev Town, like rest of the city, looks quiet and abandoned. Tolling of the protective bells is barely audible here. Amadeus points to the end of a street - the Hag lives there. Knee high mist lingers over the street and wooden wind chimes clatter hollowly. Stuffed animal heads and weird charms are mounted on lintels. It looks very much like the last place you want to enter on a night like this.

But enter they must. The Hag's cabin lies at the end of the street. As they approach, the PCs feel eyes upon them and hear something akin to soft drumming. A faded cloth serves as a makeshift door. The small hut is lit by a single candle. A motley collection of herbs, jars, and charms litters the place and the air is heavy with strong aromas. Dazhia (*see p.87*) sits by the candle softly banging a witch drum (to keep evil spirits

at bay). The Wise Woman looks up and says with a heavy Kislevite accent: "*I was expecting you.*"

Dazhia is not guilty of killing the children. Give the PCs a moment to talk to the Wise Woman. She knows Kislevite orphans have gone missing in the past. And she knows the PCs are not to blame (maybe the spirits told her, maybe someone saw them lighting the lamps). She is quick to see through the fake Priest's ruse and calls them on it. When the Thugs realize that the PCs are hesitant about killing Dazhia, or that the Hag blames them, they do what they were sent here to do - kill the PCs and the Hag. If the PCs kill the Hag, the men still try to kill them.

If the Hag is attacked at any time, or if it seems the characters have trouble defeating Gotz and Jorg, a group of Kislevite labourers joins the fight. The Thugs fight until one of them is dead or unconscious, and then the other one surrenders. Dazhia only fights in self-defense.

Once the fight is over, Dazhia urges the PCs to stop the fake Priest before he can get away with the children. If some of them are heavily wounded, she gives them a Healing Draught. A couple Kislevite Labourers join them, if you think the PCs need a helping hand.

The Persistent Viper

Father Baer is rushing towards the waterfront and *The Persistent Viper* waiting there. The captain of that notorious river boat is Balthanyir, a Dark Elf (*see Reik Lionfish* sidebar). The PCs catch the Thugs just as they arrive at the pier. When Balthanyir realises his men have been followed, he orders all witnesses killed on the spot. He will not respond to any reasoning or negotiating. So, most likely a fight ensues.

Depending on how much action the PCs have already seen tonight and how big of a fight you want to make this, you have several options.

- The PCs face Father Baer and one or two Thugs.
- A City Watch patrol is nearby and arrives at the scene in 1d10/2 Rounds. Their arrival may be enough to stop the fight and the Thugs surrender.
- The Kislevite Labourers and/or City Watch and the Thugs engage in a fight. Make their

fight background to the PCs fight and don't bother with dice rolls.

- Balthanyir's priority is to escape. He orders some of his crew (Thugs) to unfasten the boat. If you want to make the fight considerably more difficult, have Balthanyir (*see p.89*) join Baer to fight the PCs. He will not fight to death and surrenders when he realizes the fight is lost (he knows he will be able to escape sooner rather than later).

Action!

Here are a few options to make the fight more memorable:

- Save the cart! Two thugs try to push the cart aboard. They must be stopped and the cart must not be allowed to fall into the river.
- The Thugs unfastening the boat must be stopped.
- Barrels, crates of fruit, and the river boat provide props for the fight.

Once the fight is over, all the Thugs as well as the PCs are escorted to the nearest Watch station. This takes us straight to Chapter II.

Reik Lionfish

The Reik Lionfish is a rare venomous fish that lives in the Reik. Venomous spines that protrude from the body, similar to a mane, give it the name lionfish. It is known to sneak aboard river boats with bilge water and sting crew members.

The Reik Lionfish is also a nickname for a mysterious criminal organization operating all along the Reik. It has no official name, and the Reik Lionfish name comes from the black silhouette it sometimes brands cargo with.

Besides, the Reik Lionfish is a suitable metaphor to a dangerous organization of smugglers, pirates, and assassins. Riverwardens whisper that an outcast Elf family in Marienburg is actually an exiled Dark Elf bloodline that runs the organization and uses it to spy on the Empire.

Chapter II

This chapter picks up right where the first one ended. It is already past sunrise and the PCs are being questioned about last night's events at the City Watch station. They have been held here for hours as one clerk after another comes to ask them the same questions over and over again. They are not suspected of anything, probably, but should be feeling suitably tired, hungry, bored, and frustrated.

Any surviving Thugs and Balthanyir are locked up. The Watchmen don't allow anyone to talk to them, but if the PCs insist they will probably find a way. Balthanyir doesn't say a word, only stares at them with eyes dead as a shark's (he most likely manages to escape later).

Once the PCs are close to a breaking point a Wizard enters the Watch station. He walks up to the Sergeant and whispers a few words in his ear. The Sergeant points at the PCs and the Wizard nods a quick thank you. He approaches the PCs and says: *"I'm sure you are tired and hungry after a long and busy night. If you'll allow me, I would like to offer you breakfast so that we can converse in a more pleasant milieu. I would like to discuss a certain matter with capable people such as yourselves."*

Hopefully, the PCs agree to join him as the next part of the adventure hinges on it. If they seem unwilling to follow him, the Wizard tells them that he has their payment from last night and there is plenty more where that came from. And if they don't take up the Wizard's offer there is no telling when they will be let go.

Breakfast

A small group of upset citizens has gathered outside the station house. They fling rotten vegetables at the windows and guards standing outside and demand to see the captured "Elf child killer". Apparently word of last night's events is spreading fast.

The Wizard knows a suitable tavern serving breakfast in Handelbezirk. On the way there the characters cannot help but notice an awful stench hanging over the city. It is almost indescribable with a hint of

sulphur and something... not of this world. Folks are retching or covering their faces with a piece of cloth or their sleeves.

The Wizard buys them breakfast and pays them what they are owed from last night. While doing that he introduces himself as Tychonus Hexenstern, a Celestial Wizard and the Countess' chief advisor in all matters astrological (*see p.90*) He thanks them for their service and says that he could really use their help now.

The problem? The stench. It started sometime last night and Master Hexenstern suspects dark sorcery. He says he read hints of something sinister in the stars, but it was the odour's otherworldly quality and the fact the Winds of Magic flow strangely that convinced him. Any character with Witchsight can confirm this. The Winds of Magic look like a disturbed pond at the moment.

Now, he needs the PCs look into this. Why them? Well, they just proved themselves to be a capable punch and he wants outsiders, someone only he knows about. Master Hexenstern doesn't have much more information to share. It seems the stench is stronger on the other side of the river so maybe they should start there.

As payment, he promises them 10 *gc* plus another 5 *gc* if they bring however is responsible to his attention. If some of the PCs are heavily wounded he advises them to start at the Temple of Shallya. Mentioning his name guarantees they get treated immediately.

Investigating the Stench

The horrible stench seems to originate somewhere in Faulestadt. Faulestadt is the newest part of Nuln. It was created when all industries that create foul odours or handle offensive material were moved to one place. It is a busy district of tanners, dyers, slaughterhouses, and, of course, the foundries. On a good day the air is thick with the smell of blood, sweat, and acrid chemicals. Now, the conditions are almost unbearable. Everyone goes about wearing a scarf, a cloth, or a mask of some kind.

Ask for a **Gossip Test** or two. The level of success determines the time or the amount of coin the PCs need to drop to get any information. Eventually, they find out the following:

- The stench started sometime last night.
- No-one seems to know where it comes from. Most seek to blame their neighbor or competitor.
- Many people remember waking up to nightmares. Most don't remember what it was about. Some might remember minor, obscure details like eyes in the stars or laughing flames.
- There is a feud between local Dung Collectors and some Tileans pushing in on their turf. This has been going on for a fortnight now. Maybe they have something to do with the stench; they are handling dung after all. This is a clue that will lead the PCs to the next scene, so they should hear it from several people.

Industrielplatz

Industrielplatz is the most important part of Faulestadt. The foundries and forges that feed the Imperial Gunnery School are located there. Furthermore, there are several smaller artillery workshops. No place in Nuln has as high casualty rates as Industrielplatz, including the City Watch.

Eventually, their investigation brings the PCs here and that is when they see the following. An Agitator stands on top of a barrel of gunpowder and preaches animatedly to a small crowd. He has couple partners handing out pamphlets. The message of the speech is the same as in the pamphlets: Join XIII. Join the revolution. Rally behind the 13th Runefang as he liberates the workers from their ghastly working conditions and cuts the chains merchants use to shackle them with. The pamphlet is signed XIII and the Agitator and his mates have painted XIII on their foreheads with gunpowder or oil.

If the PCs ask what is going on, they are told that these men are followers of someone called the Sootstained Prophet. The prophet survived some kind of a horrible accident and has been demanding better workers' rights ever since.

After a few minutes, a City Watch patrol disbands the gathering. The Agitator and his mates flee from the scene.

The War for Dung

Dung Collectors are tasked with keeping the city's thoroughfares and streets clean. Shoveling offal all day is not the most lucrative job, but at least the Dung Collectors in Nuln do better than their counterparts elsewhere. This is because they can sell the dried dung to the Saltpeter Men who use it to make saltpeter. At one time, the Collectors tried their hand at making it themselves, but the Saltpeter Men put a quick and violent end to that.

As a whole, collecting dung and selling it to the Saltpeter Men is a lucrative business. That is why Tilean crime boss Silvio Corlusbeni has declared a war on the Dung Collectors, trying to take over their turf.

After the PCs have heard rumors of the war for dung, have them walk into this scene. A Dung Collector's cart, full of offal, is blocking the street. Three men, all clearly Tilean, circle the lone Dung Collector armed with a shovel. The Tileans look for an opening and attack as soon as they see it (*see p.91*). They quickly disarm the Collector and throw him into the cart intending to drown the poor man in the offal. Fearing violence, bystanders are quick to disappear. It is up to the PCs to save the man. They have approximately 5 rounds before the Dung Collector dies.

- Challenging the Tileans works if they succeed in a **Challenging (-10) Intimidation Test (Average)** if the PCs outnumber the Tileans). Bribery can also work.
- Chase the men off for long enough to pull the man out of the cart. A coordinated charge will do the trick.
- Attacking the Tileans. They fight until at least one of them is heavily wounded and then try to flee.
- Award and encourage imaginative problem solving and good roleplaying.
- Of course, they can watch the man die and not interfere, or approach the Tileans afterwards. This is a valid option as well.

After this scene, there are a few options open for the PCs. They can approach the Dung Collectors, or they

can be approached for help. Alternately, they can approach Corlusbeni. Both options lead the PCs to the Sootstained Prophet.

In case the characters are worn too thin, the pacing of the narrative demands it, or you are just pressed for time, you can pass the dung war almost entirely. After the above scene XIII contact the PCs directly having seen them save the Dung Collector (move straight to XIII below). Or, alternately, you can use the whole dung situation as set dressing with either one or both sides wreaking havoc on the party's plans.

The Dung Collective

The Dung Collectors of Nuln live in a camp outside Nuln. They dry their merchandise there to sell it later to the Saltpeter Men. It is not the most sanitary place and the smell is horrible – but not the stench they are after. Most of the tents are in relatively good condition, which tells something about how good the dung business is at the moment.

The leader of the Collectors is Reiner Holt, a wiry man of indeterminate age with leathery skin and a firm handshake. He knows where the stench originates, but the PCs must first help him with something. Only then will he tell them what he knows.

Reiner's problem is that Corlusbeni has bribed one of the Saltpeter Men for an official document that guarantees they only buy dung from one designated operator in the future. This operator would naturally be Corlusbeni. If the PCs can steal the document and deliver it to Reiner Holt, he can change it so that the Collective is named as the designated operator. The document is in a Saltpeter Men compound in the Industrielpatz. To get inside, Holt suggests the characters get in touch with XIII. It is rumoured they are planning to strike against the Saltpeter Men.

The Tileans

Alternately, the PCs approach the Tileans. Crime Lord Silvio Corlusbeni has taken over the Sigmar's Outhouse tavern (*see p.92*). The decrepit watering hole lies between a slaughterhouse and a dyer in eastern Faulestadt. It is a two-storey building that leans slightly to the left. The Tileans, all dressed in Tilean style and proud of their accent, man most of the tables playing cards or dice.

A Rogue character can get an audience with Corlusbeni with little trouble. Others must succeed in an **Average (+0) Charm** or **Blather Test** or surrender their weapons and suffer through a pat down that could see a small item or a few coins disappear. Corlusbeni sits at a round table enjoying a drink and the companionship of a woman of easy virtue. He has heard about the incident earlier and treats them accordingly.

Just like Reiner Holt, Corlusbeni knows where the stench originates. It is not with his dung though and he makes this very clear to the PCs. He is willing to tell them what they want to know, but for a price of course. It surprises no-one that he wants them to do something for him. The Tilean has a spy inside XIII, but he hasn't heard from the man in a couple of days. He wants the PCs to find out what has happened to the spy.

XIII

Whether the PCs get here via the Dung Collectors or the Tileans, it is time for the characters to meet one of the most important NPCs of this story. Finding XIII and their leader is easier said than done. Holt and Corlusbeni both point them to the direction of the Geldman & Zachs Foundry. XIII are known to spread their propaganda around such large foundries. Make the characters work for finding XIII and reward clever roleplaying. For example, they could:

- Try getting a job at the foundry (note that if they enter the Geldman & Zachs Foundry they see the unfinished Land Ships).
- Try eavesdropping the workers.
- Wait until a shift ends and talk to workers in nearby taverns.
- Or they could look for XIII sign (clothing, tattoos etc.).
- Talk about their hatred of the merchant class and hope the right people hear them.
- Succeed in **Bribe**, **Blather**, or **Gossip Tests** with the right people.

XIII welcome almost all comers, but they are wary of infiltrators. Any character who looks like a Noble etc. better disguise herself. After the PCs have successfully made contact they are introduced to Eustasius Eilhardt, one of the Sootstained Prophet's most

fervent followers and the Agitator they saw earlier. He takes them to the XIII base.

All Your Bases Are Belong to Us

There are two Geldman & Zachs Foundries. One operational (and building the Land Ships) and one abandoned after the accident with the experimental steam engine. XIII and their leader are staying at the abandoned Geldman & Zachs Foundry where the fateful explosion happened.

The large stone building is dilapidated and forlorn, almost like a blackened sepulchre. The revolutionaries are shackled up in the large main hall. Very little is left of the roof and the floor is still covered in soot. There are about two dozen men and women here, huddled around small campfires. They don't seem to have much, but there is optimism and hope in their eyes.

The Sootstained Prophet

The Fireborn and his closest aides stay in one of the side halls, a room where they manufactured the experimental steam engines. Eilhardt disappears through a crack between two huge metal doors. The PCs have a few minutes to linger around, to meet the revolutionaries. One of them motions with a bandaged hand for them to come over. They are offered a place by the fire, a bowl of hot soup, and they are welcomed among XIII. An **Average (+0) Perception Test** notices a canvas covering something in the corner. If the PCs check it out, it is a stack of gunpowder kegs.

Time to meet the Prophet. After a few minutes the PCs are invited into the room behind the huge doors. A young man sits on a rusted gun barrel by a fire. There are few other men in the room, all armed. The young man motions for them to sit with him. His face is covered in severe scars from the explosion, but his eyes burn with determination. He is dressed in a combination of workers clothes, a scarf, and brown hooded robes (Academic characters with a suitable skill notice he bears some resemblance to woodcuts of Magnus the Pious). His hands are wrapped in sootstained bandages (*see p. 93*).

A simple, fire-blackened wooden sword rests against the barrel by his side. An **Average (+0) Perception Test** suggests engraved images on the blade above the hilt. The man's voice is surprisingly soft as he welcomes the

PCs as believers in the 13th Runefang. He does not call himself by any name. If they ask, he says: *"The others call me Fireborn, or the Sootstained Prophet, but what I am called matters little. What matters is what we do."*

"And what do we do? We are the fires of revolution that will cleanse this city of corruption, greed, and exploitation. We are the 13th Runefang, the Blade of the People." As they listen to him, the PCs find themselves drawn to his words. There is something mesmerizing about the Sootstained Prophet, an inspiring quality that captures your attention and kindles something inside you. An **Average (+0) Perception Test** (as it is difficult to draw your attention away from him) notices that everyone in the room has stopped to listen to him. He picks the sword up and runs his fingers along the wooden blade.

"This is my Runefang. This is the sword that will set my people free." He pauses.

"These engravings on the blade... They seem to foretell what I'm to do. I have no recollection of carving them, but more appear as my journey progresses... What does the blade augur? The fire rising, first blood, and a blow against the oppressor. The true revolution starts tonight, and we could use your help."

The Fireborn coughs up blood and stops talking. Eustasius Eilhardt joins the discussion and reveals that the plan is to strike against the hated Saltpeter Men by attacking their compound to release captured revolutionaries. It is assumed the PCs join the attack.

The Plan

The compound is in Industriepplatz and it is one of the places where the Saltpeter Men make saltpeter. Their leader is one Gregor Kohlhausen, a Bright Wizard-Alchemist (the Saltpeter Men employ a few Pyromancers to invent more efficient methods of creating gunpowder). There are supposed to be around half a dozen Saltpeter Men and a handful of labourers. The prisoners are kept in the main building. Besides the Fireborn and Eilhardt only a handful of revolutionaries take part in the operation (most are not suited for this kind of action yet).

The plan is to infiltrate the compound after sunset (but before nighttime as attacking sleeping enemies

would be dishonorable). All suggestions by the PCs are welcomed. Make sure to include the PCs heavily in the plan, encourage them to employ their skills and expertise – in other words, let them shine. For example, they could use either the Dung Collectors or the Tileans to infiltrate the compound. Or they could find a way to sneak in using the sewers or roofs of neighboring buildings. They can stage a distraction, or capture a Saltpeter Man to interrogate him and take his outfit.

The Queen of Embers

After the plans are finalized and everyone knows their part the PCs find themselves with everyone else in the main hall waiting for sunset. The mood is nervous and impatient. Many fidget their equipment nervously or pace back and forth. Suddenly, the Prophet, sitting by the fire starts singing. In a soft voice he starts an old folk song familiar to every Nulner: *the Queen of Embers*. Everyone stops to listen, then some join in. Soon, the blackened hall echoes with their singing.

Then it is time to go.

The Saltpeter Men

The Storm of Chaos saw Nuln rise to prominence and wealth as the war effort demanded more guns and gunpowder to defeat the Chaos hordes in the North. This meant the Saltpeter Men suddenly became instrumental to the city's success, and their power and influence saw a meteoric rise. They were basically given an open mandate to secure Nuln has an adequate gunpowder stock at all times.

What had started as a collective of independent operators grew into a bloated and venal organization that often resorts to methods bordering on extrajudicial and where corruption is rife. Now, the organization's importance to the war effort and the open mandate has effectively transformed it into a secret police terrorizing Nulners in the name of internal security. Their internal structure is shrouded in secrecy, but it is known that three Bright Wizards hold important positions.

The Compound

It is impossible to cover all the options available for the PCs. So, use the information provided here and

your narrative good sense to prepare and react to their plans.

Staking out the compound reveals there are five Saltpeter Men within (*see p.94*). The Saltpeter Men are there to observe and manage the process of saltpeter creation. They always leave the compound in pairs.

Leader of the five men is Gregor Kohlhausen, a Pyromancer (*see p.94*). When attacked, his priority is to get all the documents (including the Tilean agreement) to safety and exit the compound. He is aware of his surroundings and tries not to burn the whole city down, but will definitely defend himself. Kohlhausen is the leader and his death or capture means the rest of the compound surrenders.

The labourers do all the menial work. There are six of them and they only fight to defend their lives.

There is an alarm bell. It is rung in case of emergency such as fire. The Saltpeter Men will try to ring it as soon as they realize an attack is underway. It will take the City Watch (expecting fire) 1d10 Rounds to arrive.

Three captured XIII members are kept, chained, in the main building. They have been severely tortured and unable to walk without help. One of them is Corlusbeni's spy. The Spy actually decided to leave Corlusbeni's gang to join the revolutionaries and admits as much.

The agreement the Dung Collectors want is in the main building, inside a lockbox. A **Challenging (-10) Lockpick Test** or a **Routine (+10) Strength Test** is needed to open the box. The box also contains 21 *gc* and inventory calculations.

The Sootstained Prophet fights ferociously and without any regard for his own safety. Eustasius Eilhardt is never far away from his side. Once the captives are freed, the revolutionaries look to leave. They are not here to kill everyone just for the sake of killing. It is imperative that the Sootstained Prophet survives this scene. He is given a Fate Point to ensure this.

In case the PCs get into too much trouble there are always revolutionaries around to come to their aid. If an opportunity presents itself, have the Prophet save one of the PCs (but don't force it).

Map of the Saltpeter Men compound



- 1 – Walled workshop with barrels, furnaces, cauldrons and tubs for boiling and leaching
- 2 – Workshop with access to water and barrels on a framework of joists
- 3 – Firewood
- 4 – Brass-walled cauldrons for boiling
- 5 – Barrels of dung
- 6 – Gunpowder ready to be shipped
- 7 – Pier
- 8 – Well
- 9 – Main house; the labourers sleep here.
- 10 – Main house; the Saltpeter Men's quarters. The lockbox and the captives are held here.
- 11 - Shed

The Ferryman

Whether the characters sided with the Dung Collectors or the Tileans they get the same lead if they got (or destroyed) the document, or discovered the spy's whereabouts. If you skipped the war for dung altogether, the Sootstained Prophet will give them the information.

Nor Holt or Corlusbeni know exactly where stench comes from, but they know who knows. Ferryman Wenn was heard drunkenly blathering how he knows where the stench came from. He was last seen in the Cannon Ball tavern near Faulestadt docks. The PCs can try to **Haggle** a few coins for their troubles from Holt or Corlusbeni.

The Cannon Ball tavern is easily recognizable by a pile of cannon balls stacked next to the entrance. Wenn is not so easy to find. Once they convince the proprietor they mean the Ferryman no harm, he tells them Wenn came in this morning and wanted a drink. He looked shaken up. Once he got drunk, he started blathering how he knew where the stench came from and how

no-one would believe him if he told them. The proprietor remembers he drank with some Tileans before passing out. Then, he was thrown out.

The passed out Ferryman was found by two Dung Collectors who carried him aside. Drunkenly, he told them he knew where the stench originates. The PCs, after asking around or succeeding in an **Average (+0) Search Test**, find him where the Dung Collectors left him - sleeping against a smokehouse wall.

The PCs' first thought is that the man himself is the source of the stench. A bucket of water or a sharp kick wakes him up. The skinny man with rotting teeth and thinning hair reeks of alcohol. He is irritated and hurls insults and curses at everything that moves. It takes a **Charm** or **Intimidate Test**, or promises of a pint, to get his attention. Eventually, he tells them what they want to hear, but make them suffer the old loudmouth for a bit first.

Unnamed Isle on the Reik

There is a small, unnamed island on the Reik just outside Nuln. It is rumored to be a cursed place and generally avoided by all decent river folk. Only Smugglers use the overgrown ruins as a hideout every now and then until River Wardens eventually raid the island and flush them out.

Century and a half ago plague struck Nuln. Large parts of the city were cordoned-off, but the plague showed no signs of stopping. The nobility started to panic and looked for a place to seclude themselves to. A small island on the Reik just outside the city housed a spa that was believed to be blessed by Shallya and bathing there was supposed to cure all ills. The nobles fled there en masse. Once the plague had passed, boats came to retrieve them. The rescuers found that the plague hadn't touched them, but the Nobles' quarrels and infighting had escalated to a level where only a handful of them remained alive. As a result, the island's name was stricken from all records and it was declared cursed and off-limits. Today, the name of the island and the spa is long forgotten, and no one goes there. Except Ferryman Wenn.

Ferryman Wenn took a group of cloaked men to the isle on Geheimnisnacht. He thinks there were six of

them. He took them to the island, and waited by his ferry for their return. Soon, he started hearing strange sounds and chanting. He could smell the distinct odour of burning gunpowder. Then came weird lights and growls no words can describe. He remembers hearing screams and a horrible stench billowed forth from the ruined spa. He was just about to leave, when one of the cloaked men ran to the ferry and they took off. He left the man at the docks and then got drunk to stop the shivering.

It takes a full gold crown and an **Average (+0) Charm Test** to convince Wenn to take them to the isle. If they cannot convince him, he can give the PCs instructions or the name of another ferryman who can take them there for 1 *gc*.

It takes half an hour to get to the unnamed isle. It is heavily overgrown and what's left of the spa ruins is barely visible. Wenn points them to where the spa's large pool was. The men went there.

Getting Help

If the PCs go for help at any point, Master Hexenstern assures them he will go to the proper authorities while they should get back to the investigation before the trail runs cold.

Brushing aside undergrowth finds the signs from Geheimnisnacht are still visible. Several men have walked through here. The isle is eerily quiet except for the haunting, ethereal singing of some unknown birds. The stench is surprisingly bearable, because of a breeze blowing from the river. The ruins are quickly reached. It is hard to tell this was a spa once, but a **Routine (+10) Perception Test** reveals a crumbled statue of Shallya and the large pool is still recognizable as such.

The Ritual

The characters have to descend a short flight of broken, overgrown stairs to get to the bottom of the pool. Branches and roots form a canopy over the pool making it look like a cavern. A light source is needed to explore the area. Anyone with **Sixth Sense** or **Witchsight** (*dhar* is strong here) has a very bad feeling about the place.

The walls are covered with esoteric sigils drawn in blood and hexagrammatical equations the PCs have no way of interpreting (Wizards and Engineers recognize them as "mathematical equations with magical significance"). A magical circle has been burned on the

ground with gunpowder. Furthermore, there are six smaller circles evenly spaced around the larger circle. This is where the cloaked men were standing when they performed the ritual. Now, only five partly burned and blackened cloaks remain (One cloak is missing. It belongs to the man who got away with Ferryman Wenn).

Examining the cloaks reveals they are dark grey and one or two still have a recognizable emblem attached. It is the emblem of the College of Engineering and recognizable to any character of a suitable career or with a skill like **Engineering, Heraldry, or Common Knowledge (Nuln)**. This is the main clue found here so make sure the PCs get it (also, see sidebar *Some Dwarfs Just Want to Watch the World Burn*). An **Average (+0) Search Test** finds a blackened key under one of the cloaks (it unlocks a door in the mathematics department, see below).

Don't Touch That!

If at any time a character steps inside the large magical circle, she is immediately attacked. *Dhar* is still strong here and the veil between worlds is thin. As soon as someone breaks the circle an Ashbringer, one of the Daemonettes dedicated to Pyrenzhia, reaches through the veil (see p.116).

With a scream of a forbidden act of love time and space are torn apart and a coal-black scythe-like pincer attacks from midair. It attacks only once and disappears in a shower of embers and strong smell of sulphur. If you feel generous, the character gets to attempt **Parry or Dodge**. Anyone witnessing the sight must take an **Insanity Check**. The wound, if there is any, feels like a burn but bleeds like a cut. Later, ask for a **Willpower Test**. If successful, the throbbing wound actually feels pleasurable.

After the PCs have found the College of Engineering emblem, they are ready to leave. The stench sticks to their clothing for several days. Anyone with **Super Numerate** skill has nightmares about the strange equations every night until a successful **Willpower Test** is made.

Some Dwarfs Just Want to Watch the World Burn

The things Bhakrak the Blackened (see p.118) saw in the lost mountain temple convinced the Chaos Dwarf that Nuln is built on sacred ground. The city is a node of magical energies, a nexus of fire and darkness. The fact that it's the Empire's capital of gunpowder production attests to this. And he wants to see it burn in the name of his daemon-god Hashut, the Father of Darkness.

Bhakrak has been hiding in Nuln for almost two years now. He has found the city fertile ground for experiments in daemonsmithing. Visions revealed to him during his meditations on the true nature of fire and darkness revealed *the Great Equation* to him. However, he soon discovered it was too complicated and he needed help.

The men of the Guiding Hand were in trouble. They wanted to build a more powerful, more efficient version of the iconic steam tank. Their answer was the Marienburg class Land Ship – a ship moving on wheels, powered by a steam engine. The war in the North ended before they could finish the project. Soon they found themselves with unfinished land ships no one wanted. And they couldn't even get them to work.

Through his spies in the foundries Bhakrak the Blackened learned of their dilemma and approached the Guiding Hand. His offer: he would help them finish the ships and in return they would help him have six bell-towers built. Bhakrak the Blackened told them he wanted the towers built so he would get his Dwarfs some work. The Hand would get to provide materials. The Dwarf gave them rough blue prints and the Guiding Hand took them to professor Hausdorff from the College of Engineering. They were already collaborating with him on the land ship's steam engine.

With this collaboration Bhakrak achieved two things. Firstly, the towers were a geomantic focus for a ritual that was part of *the Great Equation*. Secondly, the professor would help solve *the Equation*. The Guiding Hand know nothing about his plans. With the help of Hausdorff and his students Bhakrak was soon able to perform the ritual, although all he knew was that it will set great events in motion and see Nuln burn (with the ritual the hexagrammatical chains binding Pyrenzhia begin to unravel and the geomantic part of the spell assures she will manifest in Nuln in due time – next time Morrslieb is full to be precise).

College of Engineering

The College of Engineering in Nuln was built to rival its famous correspondent in Altdorf. The Countess poured money on the project and Dwarfs built a grand building indeed. It was staffed with the greatest minds and the facilities were unrivaled. Unfortunately, it was not meant to last. Treachery and deception caused the grand building to burn down. All new creations were lost.

Renovations were funded much less generously and the building remains unfinished. The building is still formidable; the college itself is built like a castle, surrounded by barracks and students' quarters. An archway punctures a tall spiked wall – unfinished in places – and lets into an unkempt yard. Everything is either unfinished or already falling in disrepair. There are some guards, but don't take much interest in who comes and goes. It's like the College is a slumbering giant in danger of never waking up from its hibernation.

The characters most likely find their way here because of the emblem. If they do not recognize the emblem, it is not too difficult to find someone who does. Their first stop is either talking to some students on the yard or visiting the enrollment offices, which are near the front archway. The students are happy to talk to anyone civil. The enrollment officers might take some coaxing (and maybe a **Charm Test**, or a character with a suitable appearance/career/skill). The emblem itself does not give any indication whom it belongs to or from which department that person hails from.

Asking about missing students yields more results. The clerks don't know anything about it, but the students have noticed several of their friends missing from their quarters. These are their friends who are missing, so the PCs would be wise to not appear creepy with their questions (you can ask for a **Charm Test**). Of course, they can pull rank and say they are on official city business. It appears all the missing students are from the mathematics department.

The students' quarters run along the front of the building on the ground and first floors. The missing students' rooms are typical for engineering students except for the unusually large amounts of scrolls and sheets of really advanced calculations and equations. The friends say they were all involved in some project

with professor Hausdorff and had recently put in late hours.

After seeing the hexagrammatical equations in the ritual site, it is possible the PCs deduce this on their own.

The Mathematics Department

Entering the College is not too difficult, but wandering around asking questions and looking for missing people is going to attract attention. The PCs are not allowed to enter the main building without an escort (a guard or a student) or a really good explanation. Disguising oneself as a student or a guard allows them to go almost anywhere. With an escort they are allowed to enter all communal areas. Sneaking around is not too difficult, but getting to the more off-limits areas is more challenging.

Professor Hausdorff's Room

The faculty has rooms on the second floor. These are relatively nice rooms although often a bit worn and shabby. Professor Hausdorff's room is locked. It takes a **Challenging (-10) Lockpick Test** to open it. Additionally, the PCs must avoid being seen or distract their escort.

The room is almost empty. Judging by the stuffy air and the amount of dust, no one has stayed here in quite a while. If asked about this, other faculty and mathematics students can tell them that professor Hausdorff moved most of his belongings to the mathematics department to fully dedicate his time on his latest project.

Classrooms

An open gallery with catwalks and balconies that rises from the ground floor to the roof is where all the work and classes take place. A place that once was a beehive of activity now has small groups of students scattered here and there. Besides the common halls, the mathematics department has several smaller halls and classrooms. Most of these are what you'd expect. There is a lecture or two in progress.

There is a single classroom that is dedicated to Professor Hausdorff's students. This room is near a corner of the main building and it has been closed to everyone except his students because of a secret

project (for weeks now). Their escort will not allow them to enter so they have to find a way to either distract him or return here later. The door is locked. If they found the blackened key amongst the cloaks on the isle, it fits this lock. Otherwise, it takes a **Challenging (-10) Lockpick** or **Strength Test** to open. Too much time or noise attracts a faculty member.

The room has several large blackboards covered in schematics, calculations, and equations (similar to the ones at the ritual site). Several seem to feature constellations and trajectories. And, importantly, laid out on the table are blueprints of the six bell towers Countess Emmanuelle ordered built after last Hexensnacht. There is also a map of the city with wooden miniatures of the bell towers. The map is covered with markings and calculations. The room is littered with quills, chalks, astrolabes, abacuses, and trays of food. It is clear that someone has spent long hours here.

There is also a door that leads to one of the towers and professor Hausdorff's office.

The Tower and Professor Hausdorff's Office

Stepping through the door is like stepping into another dimension. The professor had the entire interior of the tower rebuilt. The stairway is now a spiraling manifold, an affront to Euclidean geometry. At times the stairs seem to turn unto themselves and the walls form impossible angles. Climbing is not so much a physical as a mental challenge.

The PCs need the number of PCs climbing +2 levels of successes in **Average (+0) Intelligence Tests** to reach the professor's office at the top. Each round of tests means 10 minutes spent climbing. The experience is rather disorienting. If they have not failed too many **Insanity Checks** so far, you might ask for one here. Any character with Witchsight notices that the tower siphons Winds of Magic to the top and turns them into *dhar*.

The office is at the top floor. The walls are covered in magical, hexagrammatical equations identical to those at the ritual site. The room is a mess of mathematical and astrological instruments, notes, books and parchments. A spyglass is pointed at the sky through an open window.

Professor Hausdorff (*see p.95*) sits behind his big desk, barely visible behind tall stacks of books and scrolls. He has grey hair and youngish features. Once he steps out from behind his desk however, he is revealed as a Mutant (this calls for another **Insanity Check**). A writhing mass of three purple blue tentacles covers the left side of his body and he has a third eye on the back of his neck. He uses a tentacle to habitually adjust his spectacles.

The professor is a broken man and willing to tell the characters everything he knows. Like the rest of the College of Engineering the mathematics department is struggling and professor Hausdorff has been looking for extra funding. One night he was approached in his office by four unknown, rich-looking, men (the Guiding Hand) who offered him a solution. They presented him with preliminary plans for bell towers that would help keep the city safer on nights like Hexensnacht. They claimed to be just concerned citizens and asked for nothing in return. All Hausdorff had to do was convince the Countess to have the towers built.

The Countess, still shaken from last Hexensnacht, approved the plan on the spot and the mathematics department was commissioned to design and build six bell towers. The extra money allowed Hausdorff to enroll new students and acquisition new research equipment. Soon after, the four men returned and introduced him to a sinister-looking Dwarf. The Dwarf needed help in solving an equation that was "unsolvable". They told him it was all about a new design for a steam engine, but Hausdorff soon figured out that was a lie. By then, however, he was already mesmerized by the "unsolvable equation".

Before long Hausdorff was obsessed with the mathematical dilemma. He enrolled his best students to work on small parts of the problem. Nightmares of stars devouring him started to plague him. Then those nightmares morphed into an epiphany and he had his tower reconstructed. The tower seemed to increase his mental capacity and helped solve the dilemma, but the price was high – his body grew a mutation.

A week ago the sinister Dwarf returned. He said the stars were right to perform a ritual that would be the final key to solving the equation. Excited Hausdorff brought his students to the small isle as instructed. They performed the ritual under the Dwarf's supervision – and then everything went awry. The veil

between worlds was briefly ripped apart and the horrible stench billowed forth. His students were murdered by “fire and shadow given form”. Hausdorff barely escaped and has been hiding in this tower, contemplating suicide, ever since. He feels he betrayed his students to some dark power and is to blame for their deaths. He confirms that the completion of the ritual was the source of the horrible stench. He accepts any punishment without resistance.

Decisions, Decisions

It’s time for some difficult decisions. Professor Hausdorff seems to truly repent his actions. He doesn’t know what the ritual was about or what the equation was about in the end. He doesn’t know who the Dwarf is, what happened to him, or where to find him. He doesn’t know who the mysterious four men are.

There is no big fight scene to conclude this chapter, so you have to convey the weight of this decision to the players. They have stumbled on a situation that could have potentially embarrassing ramifications to some very powerful people. What they decide here will affect many.

Hausdorff is a respected figure who designed the bell towers that are supposed to protect the city. The job was commissioned by the Countess and the towers were blessed by the temple of Sigmar. To claim they are some sort of beacons for Ruinous Powers is to court disaster. Anything that would bring shame on the Countess or the Sigmarites will most likely land them in hot water. Master Hexenstern can point this out to them.

Letting Hausdorff go is an option. When they report back to Master Hexenstern, he does not approve (unless they lie to him). However, he pays them what they are owed.

Killing Hausdorff causes trouble only if they were seen entering the mathematics department. And even then his mutations are there for all to see, so the PCs are not in too much trouble.

Capturing Hausdorff is probably the safest bet. Taking him to the Watch is a reasonable course of action and they promise to take care of it. Taking him to Master

Hexenstern is another good option. The Astromancer promises to take care of everything.

Going to Master Hexenstern. The Wizard can be found in his tower in Altestadt. He listens to their story and promises to take care of everything. He then pays them what they are due. He instructs them to not say a word about this to anyone because of the sensitive nature of the matter. They may very well see professor Hausdorff again in Chapter VIII.

The Sinister Dwarf and the Bell Towers

The sinister Dwarf and the bell towers both come up in this chapter. The characters may feel like their job is not done until they follow these leads. This is discussed in the next chapter.

The stench dissipates in a couple of days.

This concludes Chapter II.

Chapter III

After the hectic events of earlier chapters, the characters now have a chance to catch their breath. This is a good chance for you to introduce some interesting NPCs and locations. This is also a good time to insert a short scenario or two if you want. Use this interlude to make Nuln feel alive and give the characters a reason to care about the fate of the city and its inhabitants. It will pay off in later chapters.

This chapter features several optional encounters and story hooks that you can use. Furthermore, a list of rumours is provided. You should make sure the characters hear most of them before they leave Nuln at the end of this chapter.

Optional Encounter: Kislevite Ambassador

If the characters saved the orphans in Chapter I, they are invited to a rather fine Kislevite restaurant in the wealthy Altstadt. The invitation is signed by Aleksandra Korikovna, Ambassador to the Ice Queen of Kislev in Nuln (see p.96). The PCs should at least attempt to dress decently, but are not denied entry if they come in their adventuring gear.

Aleksandra is an Ice Witch. She is a tall, beautiful Kislevite woman whose blond – almost white - hair sparkles like it was covered with tiny flecks of ice. Her piercing blue eyes and arched eyebrows give her a perpetually stern, almost unwelcoming, expression.

The Ice Witch introduces the characters to traditional Kislevite cuisine. As they dine she thanks the characters for saving the Kislevite orphans. They are one of the most vulnerable groups in the city and she has taken it upon herself to be their protector. Kidnappings like these are sadly common along the Reik.

This is a chance for the PCs to meet a relatively powerful NPC who can be of use to them later in chapter VIII. If need be, Aleksandra can be used as a replacement character. If you want to expand the Reik Lionfish thread from Chapter I, Aleksandra employs the PCs to look further into the matter. It can be a short encounter where the PCs track the criminals to

their hideout. Or, it can be part of a larger side plot (see *The Reik Lionfish Side Plot* below). In case you want to further expand the Kislevite part, please take a look at *Little Kislev* by Dave Graffam and Wim van Gruisen for ideas.

Rumourmongering

Make sure the PCs hear most of these rumours before they leave Nuln.

Elves tried to kidnap children from an orphanage in Shantytown. One Elf was captured, but managed to escape, killing two Watchmen in the process.

The Sootstained Prophet will free us from oppression. They say he carries an actual Runefang. They say he was in some sort of accident and badly hurt.

The Saltpeter Men have been even more aggressive lately. Arresting people and dragging them into the Iron Tower.

There is some sort of dung feud going on in Faulestadt.

The Countess seeks to separate Nuln from Wissenland. Good riddance I say. Those country yokels won't be missed.

The war has left many refugees homeless. Some say they are like a swarm of locusts eating everything on their way. Hope they are not headed here.

They say the Geldman & Zachs Foundry is in serious financial trouble.

They say the source of yesterday's horrible stench was Bretonnian cooking.

Optional Encounter: Envoy in Trouble

This encounter is a repercussion of the events in Chapter I. Many Nulners are mistrustful and closed-minded and find the Elves suspicious with their alien appearance and strange ways. If Balthanyir the Dark-Elf was captured or anyone besides the PCs saw him on board *the Persistent Viper*, people seize the opportunity to direct their anger at the alleged Elven child kidnapers. Unfortunately, their rage is misguidedly directed at the Elven population of Nuln.

Marianne Mithaliel, an Elf Envoy (*see p.96*), was on her way to a meeting with city officials when she was spotted by an angry mob. Her harassment started with insults, but soon escalated to thrown vegetables, then rocks, and threats of physical violence. Envoy Mithaliel and her two bodyguards are three blocks away from the official's estate. The mob is mostly street rabble but there is quite a lot them.

If the characters want to save the Envoy they have to act fast. Perhaps the PCs want to try a diplomatic approach. Perhaps they try to escort her through the crowd. Perhaps they threaten the mob. Allow them to choose their own approach. Most of the mob disperses at the sight of first blood. For the mob, use Beggar stats, *WFRP p.233*.

If the Envoy is saved she is thankful. If there is another Elf present, she reveals that these attacks have been frequent ever since Geheimnisnacht and many Elves consider leaving the city. Make a note how the PCs deal with this situation. They will meet Marianne Mithaliel again later.

Optional Encounter: Shadow of the Iron Tower

A market square; it is a busy day and business is good. Customers mingle with vendors and street artists.

Suddenly, two men in black tunics and hooded cloaks - Saltpeter Men - push through the crowd. They stop at a street vendor's stand and demand to know his name. People look very uncomfortable; avoid looking at the Saltpeter Men, and try to leave on the sly. The vendor has a look of absolute terror on his face as the men drag him away.

The characters may want to try to stop the Saltpeter Men. A citizen grabs one of the PCs by the hand and

says they shouldn't. These men are bad news. They will take the vendor into the Iron Tower. Few taken there ever return and those that do are forever changed.

The Iron Tower rises from the center of the River Reik black and menacing. It is a prison traditionally used by Witch Hunters, but has recently served the Saltpeter Men. Chilling rumors of torture abound.

If the PCs persist, the encounter will most likely come to blows unless the Saltpeter Men are severely outnumbered. Make sure the characters face the consequences of their actions later. They might find the vendor - or his family - gone the next day.

Further Investigations

Previous chapters may have left some loose ends the characters may want to look into.

The Sinister Dwarf

The characters may want to follow up on the sinister Dwarf. Bhakrak the Blackened has a part to play later on, so they will not find him at this point. If they mention the Dwarf to Master Hexenstern, he promises to look into it.

You may throw them a red herring and let them go harass the decent Dwarf folk of Nuln. Reward them for their persistence with one senior Dwarf Engineer telling them about whispers of the Dawi Zharr in Nuln. He is quick to denounce such rumors as complete nonsense, however. He most likely reveals this information to a Dwarf or a Sigmarite, or, surprisingly, an Elf if the Elf brings up the presence of the Druchii first.

If they still insist on looking for the Dwarf, just tell them straight out it seems they have no clues to follow at this point, but they have a gut feeling they will hear from the Dwarf again. Then it is time to distract the players with something else to do.

The Bell Towers

Another matter the PCs might want to a closer look at. There are six strongly built stone towers, all three stories high. Grinning gargoyles look down from the eaves and the walls are decorated with coats of arms, skulls, and statues of celebrated historical figures.

Each tower is dedicated to an Imperial hero like Emperor Mandred I, the Ratslayer; and the current Emperor, Karl Franz. The tower closest to the Grand Palace in Altstadt is naturally dedicated to Magnus the Pious.

Each tower has a great bell on the third floor. The bells are rung only on Hexensnacht and Geheimnisnacht and during great emergencies to ward off evil spirits and protect the city and its inhabitants. Honorary guard of four Bell-Keepers mans the towers at all times. In addition, each tower serves as a Watch station for the city guard. This means there are 1d10+2 Watchmen present at any time. The Bell-Keepers are elite soldiers handpicked for the duty by the High Constable.

This is everything there is to learn about the towers at this time. Again, if they insist, just tell them straight out it seems they have no clues to follow at this point.

Master Hexenstern

Perhaps the characters want to take a closer look at the court Wizard who hired them. You should encourage this, especially if there is a PC Wizard in your group and you want to use Hexenstern as a side plot.

Tychonus Hexenstern is an Astromancer, a Wizard from the Celestial College of Magic. Last Hexensnacht there was an attempt at the Countess' life. Hexenstern caught a glimpse of the assassination attempt in the stars and raced to the Palace to stop it. He arrived just in time to save the Countess – but Hexenstern's mentor was mortally wounded.

As a token of her gratitude Emmanuelle named Tychonus a successor to his mentor as her private augur and Advisor on All Matters Celestial.

A successful **Gossip Test** with the right people and a handful of Karls reveals this:

- Saving the Countess seems a little convenient, especially when the attack saw his mentor die. Sounds almost like the attack was staged. (It was not)
- There are rumors of the attacker: the Reik Lionfish, Ratmen, Cultists. Take your pick. Hexenstern and the Countess have never revealed who attacked them and never will. It

The Astrologers' Guild of Mordheim

A twin-tailed comet destroyed the city of Mordheim in the Imperial Year 1999. The comet was believed to herald the second coming of Sigmar. Masses flocked to the city to witness the miracle, but grew hedonistic and decadent. It is said daemons walked the streets. At the stroke of midnight, the comet – believed to be Sigmar's Wrath – destroyed Mordheim.

An angry mob of survivors flocked to the observatory outside the city proper blaming the Astrologers' Guild of Mordheim, demanding to know why there hadn't been any warning. The mob forced their way inside and found only the Guild Master – catatonic and mutated from gazing too long at the comet made of Warpstone. Someone, or something, had helped the other nine Astrologers escape. The mob crucified the Guild Master to the doors and burned the observatory.

In 2303 Magnus the Pious cleansed cursed Mordheim by burning it to the ground. Furthermore, he ordered the name of Mordheim cleansed from all records.

Since 2000 there have been nine members in the Astrologers' Guild of Mordheim. Only the Guild Master knows what saved them. The Guild, however, holds very strong Sigmarite views. They believe that Sigmar's Wrath destroyed Mordheim. It was their duty not to interfere, but to witness and record the momentous event. The Guild holds that Sigmar periodically tests the will and strength of His Empire. Those found wanting are destroyed.

The mission of the Guild is two-fold. On one hand, they observe the skies for a sign from Sigmar that another test is coming. On the other, they have taken it upon themselves to recover and protect Mordheim's legacy. They collect and restore lost tomes. They record folk tales and family histories. All this makes them a dangerous cult in the eyes of the Witch Hunters. When the Colleges of Magic were founded the Guild found a natural hiding place within the Celestial College (although, not all 9 are Astromancers).

Hexenstern was recruited after the Storm of Chaos. The Guild was looking to replace a lost member and the stars guided them to Hexenstern. He accepted, as they knew he would, and was sent to Nuln. The smuggled tomes are all banned books about Mordheim. He strongly believes signs point to Nuln being next to experience Sigmar's Wrath.

is not important for this adventure. Of course, you can always expand on this and make it a hook for the PCs to follow.

- A servant working at the Palace reveals Hexenstern and the Countess had a brief affair. But after a while she moved on to other things and he never cared for her that much to begin with. As a matter of fact, Hexenstern seems to rather dislike Nobles.
- Asking around the docks or from rogue-types, they learn that Smuggler Jonas Lochner of *the Forgotten Wish* sneaks him old tomes every now and then. It is all very secretive. The PCs will meet the Smuggler in Chapter V.
- Inquiring about professor Hausdorff, it seems the whole matter has been swept under the rug.

Hexenstern serves an important role in getting the PCs involved in the plot, and has a role to play in the final chapter as well. You can craft a side plot around him and his background (*see sidebar*). He is also a red herring. It is a common roleplaying trope that the NPC who initially hires the PCs, or the powerful wizard who first appears to be an ally, is the actual villain of the piece. Use this to your advantage. Have the PCs believe Hexenstern is the power behind the throne, the evil puppet master. He isn't, but they don't know that yet.

Meeting the Countess

Once you feel ready to move on with the main storyline, Master Hexenstern sends a Messenger to fetch the characters. The message is rather straightforward: the Countess wants to see you – now.

The Messenger escorts them into the Old City. Clean streets are lined with fine restaurants and specialty shops, theatres and museums. People wear the latest, often flamboyant, fashions. Parks and squares decorated with fountains and statues of historical figures create a feeling of spaciousness. The closer they get to the Palace the bigger and more beautiful the estates get.

The Emmanuelleplatz is a wide road leading to the Palace. It is magnificent. Spires and turrets reach out to the skies, stairs and walkways crisscross to connect decorated balconies. Dozens of elite soldiers stand on guard. The Messenger leads them through so many

reinforced gateways and decorated doors that they lose count. The Palace is a maze of hallways and passages.

Finally, the Messenger stops in front of decorated double doors. Master Hexenstern is there waiting for the PCs. First, he hands them all (except Nobles and other well-dressed characters) dark blue cloaks with instructions to wear them over their own clothes. This helps make them all look presentable. Next, he gives them a few directions. Do not speak unless spoken to. Do not approach her unless she asks. Do not question her. And, whatever you do, do not comment on her age. If they *say* something stupid, they'll be thrown out. If they *do* something stupid, they'll get jailed or worse.

Just as they are about to enter the room, the doors burst open and a man seething with anger barges out. The man has the look of a Merchant about him. This is Bruder Lehmann and the Countess has just turned down his proposal of marriage in a rather coldhearted fashion. The PCs will meet this man again later in Chapter VII.

Emmanuelle von Liebwitz

Master Hexenstern leads them through the double doors. A Valet standing by the doors announces them in a shrill voice.

An art gallery opens before them. The decorated ceiling is high and the walls are covered from floor to roof with paintings. The Countess of Nuln sits on a high chair in the middle of the room. She is every bit as regal as one would expect – beautiful, refined, and dressed in a gown so expensive it could pay for a small Reikland town. She is surrounded by some kind of strange assembly of small mirrors and pulleys. A young Bretonnian – judging by his clothing and accent – fusses about the construction.

Hexenstern informs them, in a low voice, that the man, an up-and-coming Bretonnian artist Alain Celfy, is showcasing an invention of his - a system that allows one to paint self-portraits almost anywhere without the need for cumbersome full-body mirrors and adequate lighting. He instructs them to pay no mind to the Bretonnian.

There are others in the room as well besides them and half a dozen guardsmen. An elderly woman, the Countess' chaperone, sits embroidering by a small table. Scratching quills fly as a couple of scribes write down minutes from an earlier meeting. A surprisingly skinny, sinewy, Halfling sits by a small table full of fruit and wine and scrutinizes them slyly. He is the Countess' Official Food Taster (and much more, *see p. 104*). A stylish woman dressed in a simple but fashionable gown and a symbol of Verena nods at Master Hexenstern as they enter and joins them as they approach the Countess.

Master Hexenstern introduces them all by name and deed. It turns out the stylish woman is Rosalia Schultz², the first female barrister in Nuln (*see p.101*). Emmanuelle regards each and every one of the PCs for a few seconds and then returns to her self-portrait.

Without looking at them she says: *"As you might have heard I am in the process of seeing Nuln divorced from Wissenland and given its own Electoral vote. This rather tedious and time-consuming enterprise is finally – thank the gods – about to reach its conclusion. Barrister Schultz here, my chief counselor in all complex legal - I feel I should say - absurdities regarding the affair, needs to travel to Wissenburg to finalize some matters."*

"My advisors tell me several of my fellow Elector Counts are looking to seize this opportunity to harm both my endeavors and barrister Schultz. I cannot allow that. Master Hexenstern tells me you are just the kind of folk to help me in this matter. To cut to the chase, I need you to escort barrister Schultz to Wissenburg and guarantee her safety. Master Hexenstern will fill you in with the finer details. What say you?"

Any question about details like compensation will be referred to Hexenstern to be sorted out later. All the Countess wants to hear from them is either a yes or a no. Once she has, their business here is concluded and they are escorted out.

We are being railroaded!

What if they say no? Well, they really shouldn't. The PCs are in the presence of one of the most iconic,

powerful individuals in the Empire. There is tremendous social pressure to say yes. Furthermore, in the moment they have no way of knowing if a refusal might get them jailed or exiled.

The challenge with this scene is that on the one hand the characters should feel pressured to say yes while at the same time the players may feel railroaded. You can actually riff off of this and use that as motivation for the characters – the faster they get this thing done the faster they can go about their business. As a back-up plan you have both Master Hexenstern and barrister Schultz to convince the characters to take the job. Compensation promises to be worth it, and it doesn't hurt having an Elector Countess owe you one, does it.

The Look

When they exit the audience chamber Hexenstern and Rosalia share a mischievous grin. They point to a PC and knowingly state that he (or she) got The Look. They will not elaborate, but it is implied the Countess has her eye on the PC. This can be used as further motivation for the PC and a source for possible **Lost Heart Disorder** later.

What Did We Just Agree To?

Master Hexenstern fills them in on the details.

- They will be paid 60 gc each, 30 once they reach Wissenburg and the rest upon Schultz's safe return to Nuln. He can be **Haggled** up to 80 gc.
- They are provided with transport. They should find Captain Glaubrecht near the South Gate.
- To provide distraction, a military unit lead by Captain Tannfelder (*see p.116*) leaves Nuln simultaneously. The Countess' spies are spreading word this is the real escort.
- If they want to hire additional help, it's their job to pay for it and make sure all hirelings are trustworthy.

² Rosalia Schultz is from *Forges of Nuln*, p. 23.

The Wonder of the Age

Finding Captain Glaubrecht turns out to be very easy. For one, a huge ship on wheels is rather easy to spot. The plan clearly is that no one in their right minds would try to sneak anything in something so... not-sneaky.

Three men in ornate doublets and fur lined cloaks are having a heated conversation with a man in a large, feather topped hat. A successful **Routine (+10) Perception Test** overhears the merchant-types demanding an overdue payment from the Captain. Before things get out of hand, an ogre leans over the side of the land ship and growls menacingly. This encourages the trio to retreat, with threats of consequences if they don't get their money.

Show us the Money!

The experimental steam engine on the first Land Ship exploded (and created the Fireborn), so the Guiding Hand (see p.117) sold its useless wreck to Captain Glaubrecht. The Captain took the wreck to his old friend Urgrim Fireforge, and the Dwarf was able to fix the damned thing. Glaubrecht hasn't paid for it in full yet, and the Guiding Hand (Glaubrecht doesn't know they call themselves that) want the rest of their money, or their – now

Captain Wolfgang 'Wolf' Glaubrecht turns to the PCs and greets them by removing his hat in a grandiose gesture. He informs them that Barrister Rosalia Schultz is already aboard the ship.

The Land Ship, *the Emmanuelle*, is a sight to see. It is a bulky, armored ship that travels on two sets of wheels. The front wheels are small while the back pair is huge. The aft and forecastle are covered in decorative work. The crow's nest looks more like a Sigmarite Priest's pulpit. An oversized and rather untrustworthy boiler powers the steam engine. A heavy blunderbuss is installed to the prow. Additionally, the Ogre they just saw carries a small cannon. For more on *the Emmanuelle* and her crew, see p. 97-100.

The Captain welcomes them aboard. His crew at the moment consists of Hrug, the Ogre, and Urgrim Fireforge, the Dwarf Engineer in charge of the boiler and the steam engine. This means the PCs have to work for their upkeep. They can use any special skills they have, or just do menial jobs like shovel coal for

the boiler. On the plus side, they can sleep on the ship and save on coaching inn costs...

Road to Wissenburg

The trip from Nuln to Wissenberg takes approximately four days. Of course, such guidelines are only directional. Feel free to adjust the length of the journey to suit your pacing and narrative needs. Excuses to make the trip longer include bad weather, the steam engine breaking down, Roadwardens cordoning off roads, and being forced to take a detour etc. Or, you can just determine that the trip takes as many days as you need.

Below are a few optional encounters to liven up the trip. This is also a good place to enter a short scenario if you want.

The journey is a good opportunity for the PCs to get to know the Captain and Rosalia better (see *Love is in the Air sidebar* below). Rosalia is an excellent conversationalist, but she soon grows bored of hiding inside her cabin all the time. At some point when they have 'dropped the anchor'; a hustle to find the missing barrister is in order. It turns out she just went out to get some fresh air.

Optional Encounter: Zealots

Word of the Sootstained Prophet's exploits travels fast and it doesn't take long for people to realize *the Emmanuelle* is in fact the Land Ship that "birthed" the Prophet. Soon a rag tag band of followers starts to follow the ship. They pray to the gods, self-flagellate, and sing hymns praising their moving shrine. Some even try to physically attach themselves to the rear wheels.

It starts to get annoying real fast and the Captain asks the PCs to do something about the Zealots. Every time they stop the Zealots crowd them, wanting to touch the operators of the holy engine.

Many villagers and other travelers leave small offerings by the Ship, or throw them aboard. The ship generates around 2 gc in small coins every day.

Optional Encounter: Sell-swords

The ruse to hide Rosalia in the Land Ship didn't fool one Elector Count. He hired some Sell-Swords to

launch an ambush (stats *WFRP core p. 235*). At a suitably dramatic moment, the number of PCs x 2 riders catch up to *the Emmanuelle* and attack with short bows. Two of them have Incendiaries (small template, **Agility Test** to avoid catching fire).

The PCs have to help the Captain steer the ship (an exercise in luck and finesse to avoid tipping it over). Urgrim needs help from a character with suitable skills to prevent the boiler from blowing up. The heavy blunderbuss at the front needs to be manned. And, of course, the characters can attack from the deck. If the Zealots are around, they can be more trouble than help. Make the battle as cinematic as possible, a wild ride from one dangerous situation to another.

Arriving at Wissenburg concludes this chapter.

Love is in the Air

Pyrenzhia's presence grows stronger and it is only appropriate that her influence affects the PCs as well. Both Rosalia and Captain Glaubrecht make good love interests, but be aware that any relationship with Rosalia is going to have a dramatic end. Of course, if your players are up for it, encourage them to play out a love affair between their characters.

The Reik Lionfish Side Plot

In case you want to include a side plot with the Reik Lionfish consider the following. Captain Glaubrecht owes the Guiding Hand a considerable sum. This assignment from the city is good income, but he is still short.

Soon after *the Relentless Viper* (from Chapter I) was confiscated by the authorities a certain sealed box was removed from the cargo hold and sold on the black market. Glaubrecht bought it in the hopes he will get good money for it in Wissenburg.

What is in the box? It is up to you, but probably something highly illegal. Black Lotus? Warpstone? Blue prints for an experimental volley gun? Certainly something important enough for the Lionfish to come after it. They start by leaving subtle threats, but soon resort to more violent methods.

If Captain Glaubrecht becomes a PC's love interest (*see other sidebar*) consider mixing this side plot with that.

Chapter IV

Wissenburg is the provincial capital of Wissenland. It is a bustling town of 9000 people governed by the town council. For an excellent source on Wissenburg and Wissenland please see *Wissenland: Under Nuln's Shadow* by Alfred Nuñez Jr.

The arrival of something like a Land Ship is an event in itself and people flock to see the miraculous contraption. The Watch have trouble deciding whether they should let the ship enter Wissenburg or not. A bribe or good use of **Blather** or **Charm** will convince them. The Countess' town mansion is easy to find and the PCs are allowed to stay there. Upon arrival Rosalia Schultz sees that they are paid.

Captain Tannfelder's unit arrives a few days later. Several attacks were made against them and he lost two men. If need be, Captain Tannfelder can be used as a replacement character (In this case, you need to make minor adjustments to coming scenes).

Imperial Politics

Sorting out all remaining legal complexities takes Rosalia several days. Adjust the time according to your narrative needs. This is another good opportunity to enter a short scenario or two. Of course, Rosalia can always introduce the PCs to some good old Imperial backstabbing by dispatching them on errands like stealing a letter, intercepting a messenger, or convincing a politician to reconsider his vote. In case you want to further expand the political aspects of this adventure please take a look at *Averland's Disputed Electorship* by Rob Harper for inspiration.

Once you feel the PCs are ready to proceed with the main plot, Rosalia summons them to the mansion. She is almost done with her tasks here, but there is one final hurdle to cross. Wissenburg town council needs to vote on certain edicts ("*Don't ask, it's all very technical*") and she has secured the needed votes except for one. Baron Oswald von Brunkhorst has agreed in principle but being the shrewd barrister she is Rosalia wants to see his seal on the agreement. She

is supposed to get it tonight during a party the Baron is hosting.

There is a problem, however (like there always is). Someone has made a death-threat against von Brunkhorst. Rosalia's spies (possibly the PCs earlier) have found out that the Assassin will attend the party wearing something blue.

Rosalia wants the PCs to attend the party either as employees (servants, guards, cooks etc.) or as her personal guards/assistants etc. Making sure something happens to a cook so a PC can take his place can be amusing, or it can be a drag. Spend as much time on this as you think will amuse the players. Alternately, you can use a short montage to describe how each of them finds a way into the party. Use your narrative judgment.

The von Brunkhorst Party

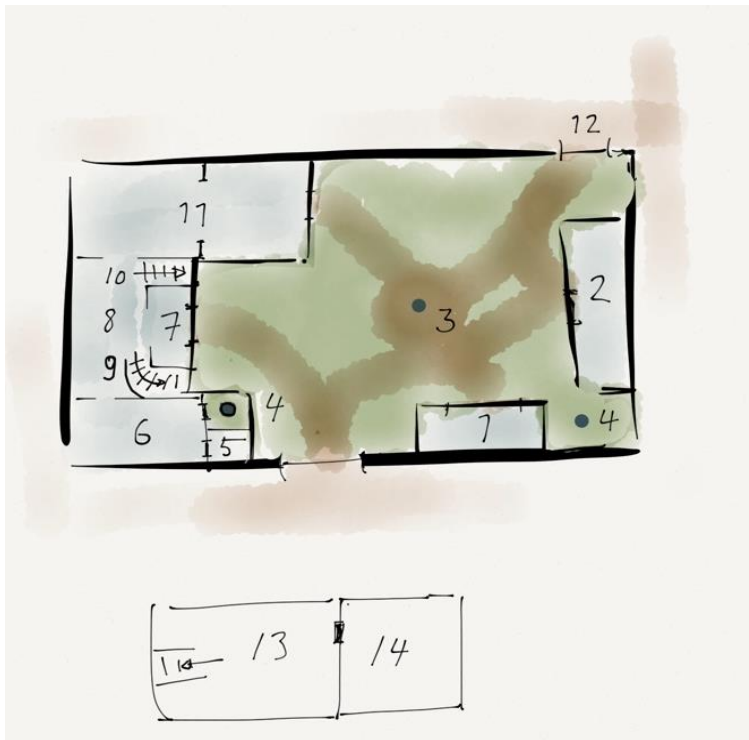
First of all, *Forges of Nuln* and *the Edge of Night* both feature parties (masked balls, this is not a masked ball) that you can use as a source of inspiration and ideas for further guests. Only the most important attendees are described here. Feel free to insert any guest you see fit. Use suitable Noble, Servant, and Guard stats from *WFRP core rulebook* as needed.

The information here depicts events as they unfold without interference from the PCs. Adjust and adapt based on their actions.

Baron von Brunkhorst's Mansion

Baron von Brunkhorst's mansion is a two-storey mansion in the rich part of Wissenburg. The Baron relishes the opportunity to display his wealth to the cream of Wissenburg. Expensive rugs and paintings decorate the halls. Huge chandeliers light the banquet room. No expenses have been spared on food and wine.

Von Brunkhorst Mansion



- 1 – Stables
- 2 – Servants' quarters
- 3 – The garden. A fountain made of Tilean marble dominates the scenery. The guests are free to mingle among red decorative lanterns.
- 4 – Well
- 5 – Pantry
- 6 – Kitchen
- 7 – Vestibule. Everyone is expected to leave to their weapons here.
- 8 – Gallery. Expensive paintings cover the walls.
- 9 – Stairs to 2nd floor.
- 10 – Stairs to the wine cellar.
- 11 – The great hall. This is where the guests mingle, dance and eat. A door leads into the garden.
- 12 – Servants' entrance
- 13 – The wine cellar

14 - Von Brunkhorst's man cave. A private sanctuary where he entertains his inner circle of friends. His collection of pornographic woodcuts covers the walls. The door is locked. There are two sets of keys to the cellar. Von Brunkhorst and the head of house guard Ehrwig Ober both have one.

Second floor is off limits to the guests. The master bedroom and a few guestrooms are found there.

The Murderer

Contrary to what the characters might expect, the Assassin is not present when the party starts. For years now, Oswald von Brunkhorst has been an avid collector of pornographic woodcuts - especially ones featuring Countess von Liebwitz. It is illegal to produce and own

such images. So, naturally a small but active underground market has sprung up. One man's skill engraving these graphic images is superior – block-cutter Hugo Haefner of Wissenburg (see p.102). Despite being rheumatic and half-blind, the elderly artisan still designs and carves images.

A while ago Von Brunkhorst ordered several woodcuts of Countess von Liebwitz from Haefner. He recently received them and they were perfect. However, being a cheap bastard, the Baron refused to pay. He figured Haefner can't go to the authorities as it is illegal to create such images.

Haefner is furious. He plans to infiltrate tonight's party and give von Brunkhorst one final chance to pay. If he refuses, Haefner has a plan B. His daughter, Dora, is a street entertainer – a dancer and a knife-thrower (see p.103). Dora's lover, Dietl, infiltrates the party as a guard. He will wear a blue sash to point him out to his fellow conspirators.

Haefner has been banned from entering the grounds so Dietl lets him in during the party. Haefner confronts von Brunkhorst and demands his money. If that doesn't work, Dietl lets Haefner's daughter in via a servants' entrance next. During her performance Dora

uses throwing knives to - hopefully - scare the Baron to loosen his purse strings.

The Host and His Staff

Oswald von Brunkhorst is a portly man whose family owns rich silver mines in the Black Mountains (see p.101). He has a tendency to speak more loudly than the situation calls for and he's rather blunt with his words. Baron von Brunkhorst's thin hair and scanty beard might give him a slightly scruffy look, but his cold, cruel eyes betray the shrewd opportunist inside. Oswald von Brunkhorst is dressed in expensive, frilled Bretonnian silks. He knows there is a threat against his life but doesn't take it seriously. He is also a connoisseur of pornographic woodcuts.

Goran Brunch – The Halfling head chef is a stressed out perfectionist who makes everyone's life in the kitchen a living hell. His shrill voice carries all the way to the great hall.

Liebrecht Aulen – The Steward is in charge of the party. All servants and maids answer to him. A willowy man with grey hair Liebrecht is classically trained and incredibly efficient. He knows everyone here by name.

Ehrwig Ober - In charge of von Brunkhorst's personal guard and security at the party. A burly man with impressive handlebar-moustache. He seems fair and competent, if a bit laid back.

Notable Guests

Lady von Brunkhorst – The wife of Baron von Brunkhorst. As soon as she has one drink in her, she cannot stop badmouthing Countess von Liebwitz. The more she drinks the more personal and vile her insults get. She feels absolutely betrayed by the separation plan (not to mention her husband stands to lose considerable influence).

Tobias Heileman, Trader – An experienced trader who owns several river barges that travel all the way to Altdorf and Averheim. He is quick to note how separating Nuln from Wissenland is an opportunity in disguise. He is frustrated with the Saltpeter Men though. Their actions and illegal seizures are starting to disrupt business. **Optional:** Tobias Heileman is associated with the Reik Lionfish and is here to deliver a warning.

Kristoforo Essel, 'the Baritone of Bögenhafen' – A charismatic man in his fifties with an aura of refined elegance, an impeccable sense for proper etiquette, and just the slightest touch of make-up. He is an opera singer touring Wissenland at the moment. Well, that is his cover. Kristoforo is actually an Elector Count's spy here to sabotage Rosalia's efforts.

Joanna Grenz, Priestess of Verena – This petite, elderly woman is dressed in simple Verenean robes and a brown shawl. She has heard of a Verenean Zealot wreaking havoc around Wissenland. If asked about the separation plan, she confirms that the legal side seems legitimate. Use this NPC to foreshadow the events of Chapter V, especially if you place the events of that chapter in Wissenburg.

Vladimir Tyudor, the Ice King of Kislev – This self-titled ice trader could attend the party. For more on him see *The Ice King of Kislev* by this author.

Josef Kaster, the Tax Collector – A spectacled man disliked by most in the city. He has a habit of crashing these parties and drinking too much. To make matters worse he is a mean drunk. Threadbare clothes and shaking hands are telltale signs of advancing alcoholism.

Something Blue

These guests are wearing something blue and bound to attract the PCs' attention.

Angelica Rhomberg – The buxom redhead wearing a blue gown is Angelica Rhomberg, daughter of a local Burgher, and a Cultist of Slaanesh (see p.102). Baron von Brunkhorst's party presents a great opportunity for her. She is aware that the Baron is a connoisseur of pornographic images and seems like a prime recruit for their cult - *Keepers of the Velvet Throne*. Angelica is here to indulge in hedonistic pleasures (and entice others), approach suitable new recruits, and see von Brunkhorst's collection.

Dietl – A young man with neatly trimmed beard. He is here disguised as a guard – and not making a particularly good impression (he is doing a bit of a guard caricature). Dietl is Haefner's daughter's lover and he is here to help execute Hugo's plan. He wears a blue sash around his waist to indicate him to his fellow conspirators.

Arman Lang – A Thief. Skinny and pale man with bad teeth. He is dressed like an artist, with a blue scarf. He walks around with a bottle of red wine in one hand and pretends to be appraising von Brunkhorst’s art collection. His goal is to nick the key to the private room in the cellar and walk away with something valuable.

Timeline for the Party

This is a general guideline. Be prepared to move events or change times to keep the action flowing and the players interested.

- 4:00** – Employed PCs report to duty and are given a short introduction to their duties.
- 5:30** – The band arrives and starts setting up. An **Average (+0) Perception Test** confirms: no blue here.
- 6:00** – Guests start to arrive. A Valet announces each guest.
- 6:05** – Dietl the fake guard arrives through the backdoor, late for work. He is wearing a **blue sash**.
- 6:10** – Rosalia Schultz arrives, possibly with some PCs.
- 6:15** – Arman Lang arrives. PCs notice **his blue scarf**.
- 6:20** – Angelica Rhomberg arrives. **Her blue gown** is impossible to miss.
- 6:30** – Oswald von Brunkhorst makes a toast and wishes his guests welcome. Any PC servants etc. are needed in the main hall.
- 6:45** – The band starts to play. Dancing. Kristoforo Essel, who supposed to be here to sabotage Rosalia, lays his eyes on her for the first time and is instantly smitten. He asks her to dance.
- 6:50** – Baron von Brunkhorst’s wife starts to badmouth the Countess.
- 7:00** – An **Average (+0) Perception Test** to notice Arman Lang lifting head guard Ehrwig Ober’s keyring. Another Test to notice Angelica noticing the same.
- 7:10** – Angelica takes Josef Kaster, the Taxman, by the hand and leads him into the garden. She offers him some Black Lotus behind the fountain.
- 7:20** – Rosalia tries to approach von Brunkhorst but Lady von Brunkhorst interrupts her, rudely. The Baroness knows why Rosalia is here and will have none of it. The obnoxious lady guards von Brunkhorst like a hawk for the rest of the evening unless the PCs find a way to distract her.
- 7:30** – Arman Lang skulks around trying to find an entrance to the cellar. Enticed by Angelica, Josef Kaster – now intoxicated – seeks Arman out to pick a fight with him. Guards or PCs need to break it up. Josef protests, saying a woman complained the artist had groped her. The stolen key is found. PCs can try to **Sleight of Hand** the keys. Arman Lang is thrown out.
- 7:45** – The smitten Kristoforo Essel is so enthralled with Rosalia he forgets his mission and starts an impromptu recital in her honour instead.
- 8:00** – There is a messenger at the front gate asking for Rosalia. The messenger gives her a note. After reading it, she seems concerned, but will not elaborate. If she is a PC’s love interest, then: *“I’ll tell you later”*. The note is from Samael Mortengeist (see below). If Rosalia doesn’t have von Brunkhorst’s signature yet, she wants it *now*. As soon as she has it, she returns to her room at the mansion. She demands the PCs stay behind to protect the Baron (see *The Second Assassin of the Night* below).
- 8:15** – Angelica Rhomberg approaches von Brunkhorst. His wife doesn’t look pleased. The PCs need **Acute Hearing** or need to be very close to hear her suggest they go somewhere quieter. He looks intrigued.
- 8:20** – Deitl comes to the front gate for a change of guard. As soon as he is alone, he lets the block-cutter Hugo Haefner in.
- 8:30** – Furious Hugo Haefner barges into the main hall looking for von Brunkhorst. He demands, loudly, for the money he is owed (he doesn’t say for what). Von Brunkhorst coldly orders

“the blind fool” tossed out. The protesting old man is dragged out.

8:45 – Von Brunkhorst invites his closest friends and hunting buddies for a pipeful of the finest Tobaroan and some vintage Averland Red. Angelica Rhomberg is invited. They go to von Brunkhorst’s man cave in the cellar. He reveals the truth about Hugo Haefner and the woodcuts.

9:15 – The men leave the man cave. Von Brunkhorst and Angelica stay behind and she tries to seduce him.

9:30 – Deitl sneaks into the garden and lets a robed figure in via the servants’ entrance. Lady von Brunkhorst looks for his husband.

9:45 – Angelica and von Brunkhorst return upstairs. Lady von Brunkhorst has a fit. Deitl sneaks into the garden again to set up fireworks.

10:00 – The band announce the final, surprise, act of the night. Von Brunkhorst is brought to the front row. The band starts to play. The fireworks start. A robed woman - a dancer - steps forth. Dora, Haefner’s daughter, starts her performance, and halfway through lets her robe drop. She is wearing a **midnight blue** outfit. If Dora is not stopped she draws forth two throwing knives and throws them. The first nails von Brunkhorst to his chair, the second grazes his cheek. She hisses: *“Greetings from Hugo Haefner. Consider this is your final warning!”* If not stopped, she escapes via the garden with Deitl.

The party is over. Questioning von Brunkhorst and/or Dora and Deitl helps answer any questions the PCs may have. If the PCs helped catch Dora and Deitl, the Baron rewards them with 20 *gc*. The PCs can help wrap things up, but head guard Ehrwig Ober takes charge. The City Watch is fetched, unless it would shame von Brunkhorst. If the PCs convince the Baron to pay his debt to Haefner, make sure Hugo rewards the PCs later with a gift or by returning the favour.

There is a slight drizzle as they return to the mansion.

The Second Assassin of the Night

There is no sign something is wrong until the PCs reach the hallway outside Rosalia Schultz’s study. In the dimly lit corridor a figure is bent over by the door, groaning in pain. Blood flows profusely between his fingers as Captain Tannfelder holds a hand to his right eye. Clearly in pain, he lets out a guttural groan and points inside the study. His sword, covered in his blood, lies on the floor. Any character with **Surgery** can try a **Hard (-20) Heal Test** to save his eye (Golden Tears from *Tome of Salvation* works as well).

The study is lined by bookshelves. An oak desk occupies the right side of the room and a circle of chairs surrounds a table at the center of the room. A fireplace on the far wall lights the room – and a crumpled body in front of it. A cloaked figure dashes out through a door at the opposite end of the room. Books and scrolls burn in the fireplace.

Rosalia

The body is Rosalia’s. She is dead, stabbed several times with a poisoned blade. If she had an affair with one of the characters, then she musters enough strength to whisper a final good bye. If they don’t realize to save the notes from the fire, Captain Tannfelder orders them to do so. Let them make a Test or two, but the end result is the same (they don’t know that). More on the notes below.

Chasing the Assassin

The Assassin – a Druchii member of the Reik Lionfish – bolts from the study into a long hallway. Reaching the end of the corridor she barges through a door into the Countess’ private salon. Stopping briefly to regard her surroundings the Dark-Elf dashes through another door – to a huge, hall-like walk-in closet. The PCs catch up to her there.

Treat the chase as Combat Movement with both sides taking Running Actions. The Assassin has a 10 half action lead on the PCs. The chase last 5 Rounds. Have the players make **Agility Tests** each round. Every success means they catch up by 1 half action.

Hide-and-seek

Four dozen complete outfits on mannequins in neat rows of eight in a dimly lit room. That is the *mise en scène* for their fight with the Assassin (see p.103). There is a small ventilation window at the back the room. The Assassin tries to either escape through there (3 Rounds to force it open and crawl through) or divert the PCs enough to escape via the door. While looking for a way out, she tries to pick them off one at a time.

Once the Assassin enters, she first uses two Move Actions to hide amongst the mannequins. Then she puts on one of the outfits (2 full actions). Finally, if there is time, she reapplies poison to her blade.

This fight is all about tension, a prolonged game of cat and mouse. Ask your players to describe what they do, how they are equipped, how they communicate (the Druchii understands Reikspiel). Describe moving shadows and strange sounds. The mannequins look rather creepy in the dark.

- Keep Tests player facing as often as you can, meaning prefer player tests over NPC tests. For example, rather have a player test Perception than have the Elf test Concealment.
- It's dark. Do they have light sources?
- The Assassin tries to distract them with sounds and shadows.
- She disguises herself as a mannequin and attacks a when a solitary character is close. A **Perception Test** or she gets Surprise.
- Introducing fire to the room is a very bad idea.
- If they fetch back-up, she makes a break for it.
- She absolutely fights to the bitter end. If captured, she swallows her tongue.

Once the Assassin is dead or escapes, the characters should return to the study.

Food Taster, Poisoner, Halfling, Spy

Just minutes after the characters have killed the Assassin (or she escaped) and Rosalia's body has been attended to, the Countess' chief food taster arrives with two Saltpeter Men. Thyrus Thornroot is – as the

PCs are about to find out - much more than a simple servant. The Halfling stops to brush water from his sleeves, and then dismisses his bodyguards with a slight nod. Turning to the PCs, the stern Halfling says: “*We need to talk.*”

Thyrus Thornroot³ starts by revealing he is the secret head of the Saltpeter Men (for stats and more on Thyrus Thornroot see p.104), the Countess' poisoner and the head of her network of spies. In fact, besides the Countess, no one knows about the matter to be discussed here next. Just a few days ago, Thyrus Thornroot learned of a plot against Nuln and the Countess. This threat is internal and much more serious than anything coming from the other Elector Counts.

How did he learn about the conspiracy? From Rosalia (actually he learnt it by spying on Rosalia). Apparently, she discovered something while investigating the legalities of the separation plan. Thyrus Thornroot started towards Wissenburg immediately, but, alas, arrived too late. Thyrus doesn't know what Rosalia uncovered.

Investigating the badly burnt notes rescued from the fireplace reveals the following clues:

- *The Esoteric History of Nuln and Wissenland* is mentioned several times. Looks like it contains some crucial information. Someone called Eberhardtus Hagen is believed to have a copy of this rare tome. You can add a location here if you want. Otherwise, they have to ask around where to find Eberhardtus Hagen. Anyone with **Academic Knowledge** or **Arcane Lore** reckons the book is forbidden – and therefore sought by Witch Hunters. (see *Chapter V*)
- Someone called Emil Gruden from Horngarten is expected to manufacture something of significance and send it to Nuln. (see *Chapter VI*)
- This clue is found either on the dead Assassin, or if she escaped, on the floor among the mannequins. A piece of parchment with instructions to kill Rosalia Schultz. The agreed price is 100 gc and there is a charcoal drawing

³ Thyrus Thornroot was heavily inspired by the character of Abeno Kaii from Lone Wolf and Cub.

of her (that is why the Elf didn't destroy it). There is a seal with a boar's head and initials B.L. on the note. Any Noble, a PC with **Common Knowledge (Nuln)**, and Thyrus Thornroot recognizes it as the personal seal of one Bruder Lehmann, a Wissenland Merchant and salt mine owner.

- Some badly burnt letters still show the signature of one Samael Mortengeist (this includes the note Rosalia received during the party). Who is he? Is he an ally or an enemy? In fact, he is an ally. Mortengeist is a Shadowmancer - a Wizard of the Grey Order. This NPC is first and foremost a crutch for you to lean on when needed. Introduce him at a time the PCs get stuck or miss a vital piece of information. He is also available as a replacement character. For more on Samael Mortengeist see p.105.

We Are Being Railroaded! Again!

A bit begrudgingly Thyrus Thornroot asks the characters to investigate the conspiracy. It seems he doesn't like having to trust adventurers (He's lying. He is happy to employ such disposable assets.). Your players should feel like they have a choice here. They can negotiate their terms (ask for a **Haggle Test**). Thyrus Thornroot is prepared to promise them a generous reward - money, houses, titles (He has no intention of delivering on his promise.) He even agrees to an advance payment.

All the groundwork you have done with character motivation and buy-in pays off here. The players should want to save Nuln and their friends and families. If they hesitate or refuse Thyrus Thornroot has several aces up his sleeve. By now, he knows the PCs were involved in the attack on the Saltpeter Men compound

– a serious offense. Furthermore, technically they failed to protect Rosalia and are therefore duty-bound to help solve her murder.

Investigating the Plot

Next three chapters describe the heroes' investigations into the plot against Nuln. They don't have to visit all three locations. However, each location provides them helpful information, potential allies, and reveals more of the backstory.

They can investigate these locations in the order of their choosing. Or, alternately, you can determine the order based on narrative needs and pacing. Chapters V – VII are not set in any fixed locations to leave you room for creative geographical positioning. This way, you can decide how much travelling there is between locations. *The Emmanuelle* and her crew are still at the PCs' service. And, once again, interludes between

chapters are prime opportunities to insert your own encounters and short scenarios. Here are two optional encounters to give the journey some added colour.

Optional Encounter: Why Doesn't She Love Us Anymore?

A couple peasant girls shyly come up to a female character and ask: "*Lady, why does the Mother-Countess want to get rid of us? Why does she want to get rid of Wissenland? Doesn't she love us anymore? What did we do wrong?*"

Optional Encounter: The Observatory

The Emmanuelle arrives at a small village just before dusk. The village seems eerily quiet. If the PCs stop for supplies they find out the village is deserted.

A crooked, dilapidated observatory rises on a nearby hill. As the sun sets they see that there are lights at the observatory. Before the PCs get there, they see a group of Skaven sneaking in the darkness towards the village. The Ratmen proceed to ransack the village.

Triumvirate of Secret Protectors

It took the combined efforts of three people, suspicious by nature to the point of being paranoid, to notice something foul is afoot in Nuln. Rosalia Schultz, an inquisitive barrister, Tychonus Hexenstern, a member of the Astrologers' Guild of Mordheim, and Samael Mortengeist, a Grey Wizard.

At first, Hexenstern noticed something strange about the six bell towers. Not trusting Thyrus Thornroot, he chose to take it up with Rosalia. She was convinced having already found some clues concerning the Guiding Hand. In turn, the barrister approached Mortengeist, a Grey Wizard, and asked him to investigate. Together they were able to piece together these clues.

The observatory has been taken over by a Skaven Grey Seer. The Skaven Sorcerer saw in his divinations a presence from behind the stars drawing closer. It wanted to observe the night sky for signs. Having previously provided the man with Warpstone the Grey Seer knew of an observatory with a lone Wizard.

The Grey Seer took its most trusted warriors and invaded the observatory and the nearby village. The villagers are captured in cages ready to be transported underground. Some of them may have escaped into the nearby woods. The Wizard is dead.

If the PCs defeat the dozen Skaven and the Grey Seer, the observatory reveals the following information:

- The Wizard was a member of the Celestial Order. He was also a member of something called *The Astrologers' Guild of Mordheim*. He has an ancient medallion depicting an observatory and a falling comet.
- He was studying geomantic sorcery – how placement of buildings and structures can affect the Winds of Magic.
- A letter from Master Hexenstern inquiring about the Wizard's studies. Hexenstern's letter has the same observatory and falling comet symbol.

Chapter V

This chapter sees our heroes track down Eberhardtus Hagen and the tome *The Esoteric History of Nuln and Wissenland*. The challenge is a zealous Verenean Investigator has been wreaking havoc across Wissenland recently. Right now, he is terrorizing Scroll Quarter. And it just so happens that is where Hagen's bookstore is located.

You can place Scroll Quarter as close as Wissenburg. In that case, make sure to foreshadow the events of this chapter already during Chapter IV. For example, the PCs overhear discussions about fanatical Zealots of Verena terrorizing the city. As a result there are rumours the town council is considering cordoning off Scroll Quarter. Conversely, Scroll Quarter can be part of almost any town in Wissenland as long as it is big enough for a part of it to be cordoned off.

Finding Eberhardtus Hagen

Rosalia's notes mention that Eberhardtus Hagen is in the possession of a copy of *The Esoteric History of Nuln and Wissenland*. It follows that the PCs' first step is to find out who Eberhardtus Hagen is and where to find him. Whether you decide to place this chapter in the provincial capital or somewhere else in Wissenland the PCs can still start their inquiries in Wissenburg. Their first clue is Hagen's obvious connection to books and old tomes.

Approaching followers of Verena, printers, other book collectors, or Wizards is a good starting point. Priestess Joanna Grentz from von Brunkhorst's party in chapter IV is a good lead. Whether Hagen is in Wissenburg or elsewhere determines how hard these people are to find. If Scroll Quarter is in Wissenburg, most of these people are either caught inside or trying to stay away from the district at all cost.

Depending on how much time you want to spend on this, finding Joanna Grentz, for example, can be quite challenging. Maybe she has friends who shelter her from the Verenean Investigator. The PCs have to find a way to convince these friends of their good intentions. Or, for example, stake out the house where she is hiding to find a way to charm or sneak their way in.

Protection Racket

It is beyond the scope of this adventure, but here is a good opportunity to expand the Reik Lionfish side plot. Especially, if the Assassin escaped in Chapter IV and/or you are using Captain Glaubrecht's side plot. Joanna Grentz has a friend with connections to the underbelly of Wissenburg.

This friend – looking to help but not knowing better – went to the Reik Lionfish for help. Now, Grentz, unsure whether she is a guest or a captive, is held in a Lionfish base. You can create a whole scenario around finding and infiltrating the secret base to rescue the Priestess.

Once they get to talk to her, she tells them Eberhardtus Hagen has a shop in Scroll Quarter.

If the characters previously investigated Tychonus Hexenstern in Nuln, they may remember rumours about Jonas Lochner smuggling books to him. This is an opportunity to get Captain Glaubrecht involved. He has lots of useful contacts and knows how to handle delinquents. Some legwork, a handful of coins, and maybe a few Tests, lead to Calvin Lustig. Lustig is a Fence claiming the docks as his turf where he is found in a tiny shack of an office. Applying some monetary or physical persuasion encourages the man to spill the beans. Lustig divulges that the Smuggler Jonas Lochner is known to traffic with wizard-types. He points them towards the Smuggler's last known location, Scroll Quarter, but tries to pluck a few extra coins for his efforts.

Whether it is through a few simple rolls, a quick discussion with Joanna Grentz or Calvin Lustig, or longer investigation our heroes eventually learn they need to make their way to Scroll Quarter.

Trouble in Scroll Quarter

Scroll Quarter is a relative maze of narrow cobblestone streets, winding flights of stairs and

houses leaning precariously over the streets. Like its name suggests Scroll Quarter is home to printing presses, scribes, booksellers, small libraries, bookbinders, and a temple of Verena. It is a lively district where academics and clergy mingle in the libraries and temples. Students gather on street corners for lively debates.

Today, all that seems like a distant memory. At the center of the district lies a small square. Several days ago (adjust accordingly) a Verenean Investigator by the name of Luther Sagebrecht invaded the square with his band of fanatics and announced all of Scroll Quarter under investigation for acts of heresy and treason.

Immediately, Sagebrecht's fanatics started conducting illegal searches and arrests in the name of Verena. Workshops were emptied and printing presses destroyed as they searched for heretical material. Horror and death had come to Scroll Quarter.

Once a venerable scourge of Ruinous Powers Luther Sagebrecht is now but a shadow of his former self. Two decades of tracking heretical texts and chasing cultists have left his mind broken and unhinged. He sees hints of blasphemy everywhere he looks. In his mind, printed books in particular are an affront to Verena and must be destroyed.

Cordon Sanitaire

The town council's reaction to the atrocities committed in Verena's name is to do nothing. The cult of Verena is very influential in Nuln and Wissenland. Moreover, several high-ranking Sigmarites feel Sagebrecht's zealous actions serve as a cautionary example - a reminder of the corrupting influence of the enemy within. This has left the council too divided to reach any kind of resolution. They ordered a cordon sanitaire around the district and hope for the problem to go away on its own.

No-one in town knows what exactly is happening inside Scroll Quarter. Rumours of atrocities and stories of escapees abound. Every street leading to the district is blockaded with barrels, crates, and junk. Worried people flock to the blockades looking for news about friends and relatives trapped inside. Nervous Watchmen try to ensure no-one leaves the district. They are not supposed to let anyone in either,

but **Charm, Intimidate**, or a handful of coins takes care of that problem.

Eberhardtus Hagen's Shop

There are no street names to go by, so finding Hagen's shop is a challenge. Entering the district is like entering some nightmare realm that, although resembling an Imperial town, could not possibly be one. Most streets look abandoned and silent. If the PCs see someone they quickly slink away. Then, turning a corner they see a pile of burning books and scrolls. Air is thick with ash and smoldering pieces of paper.

If the PCs asked for directions before they entered the district, they eventually find the place. Each level of success in a **Challenging (-10) Navigation Test** reduces the time spent wandering around with 5 minutes (start from 20). If they didn't ask for directions you might give a PC with **Orientation/Navigation** a chance to shine. Otherwise, they have to find someone and ask. This requires getting hold of someone or convincing someone to open their door. If you want, for every five minutes that passes they have one of these encounters:

- A group of people flee from something. Time for quick decisions. 4 Rounds later 3 Zealots come running down the street. If they spot the PCs, they demand to know where the people fled. They are not interested in the PCs unless provoked.
- A door opens and a woman beckons them in, promising a safe haven. As soon as they enter, several men with improvised weapons (number of PCs +1) step forth and demand whatever food they have. They are not Thugs but desperate citizens. Use Proprietor stats (*WFRP p.235*). It is rather easy to convince them to lower their weapons.
- Screaming. Someone screams and cries for help. The screams echo and it is impossible to find their source before they die out.
- A group of students carry stacks of scrolls and writing equipment. A Zealot with a lash leads them towards the central square.
- In the middle of a street, Otto Vogel (*see below*) squats to pick up a piece of smoldering book. He uses it to light his pipe, then slowly walks up to the PCs and asks

whether they have seen a skulking Bretonnian around (see sidebar).

- An abandoned palanquin sits in the middle of a street. It has been ransacked. A beggar is scavenging a dead porter for any gold teeth.

Door to Hagen's shop is off its hinges. The shop is completely trashed. Books are littered all over the floors. Ink stains are everywhere. There is some blood on the counter (no one died here so not that much). Investigating the mess bags them a clue – Hagen's secret ledger hidden under the counter. It will take some time to leaf through it, but one entry is especially interesting:

A Fistful of Karls

Otto Vogel is a grizzled veteran Bounty-Hunter (see p.106). He has been hired by some Bretonnians to track down Anton Louis and kill him. He is to destroy the guillotine as well. Vogel is a wild card, an NPC you can use in case the PCs get stuck, need more muscle, or you just want to mix things up.

[DATE] *Esoteric History handed over to Jonas Lochner of the Forgotten Wish to be delivered to Hexenstern in Nuln*

If you feel like you need an action beat, or the PCs linger, a group of Zealots (see p.106) chances upon them (maybe they return to see if they missed anything). The PCs can either try to talk themselves out of trouble (use **Blather**, **Charm** etc.), or they can try to flee (the Zealots give chase for a block or two), surrender (they will be taken to Luther Sagebrecht, see below), or fight (the Zealots flee when 2/3 of their Wounds are gone, but will not leave any of their number behind). Or they can come up with something else. Encourage creativity and good roleplaying.

We Have Options

From this point on there are three key locations the PCs can visit. Each location is described below. The book they are after can be in any one of them – it is up to you. This is to give you more narrative control and tools to react to player choices.

Descriptions for each location include notes on how the PCs may end up there. Also, ideas on how to get them to the next location are provided. This way you can keep this section short – they go to one location and get the book. Or you can make them run through two or all three locations until they get what they

want. To get the whole story of this section, they have to visit all three locations.

The Forgotten Wish

Jonas Lochner arrived at Scroll Quarter just before the horrors started. He was promised good money to get a certain book from Eberhardtus Hagen (an old associate) and deliver it to Master Hexenstern in Nuln (another old associate). Suddenly, all hell broke loose. His crew deserted him. Knowing it takes time and money to find a replacement crew he contacted Father Barthelm, a Priest of Verena, and offered him a deal. He helps the Priest evacuate precious books before these crazies

burn them and, in return, he gets money and the evacuees serve as his crew until they reach a safe haven.

The Forgotten Wish is Jonas Lochner's trusted river barge. It has served him well for almost a decade. The barge is easy to find as it is the only ship docked in Scroll Quarter at the moment. Others managed to escape from the Zealots, except for one that was set aflame. Most likely the PCs find their way here based on clues they gathered either in Wissenburg or at Hagen's secret ledger. They could remember the rumours about Hexenstern and *the Forgotten Wish* and find their way here.

When they arrive at the scene, they see the boat moored at the pier and four Zealots standing guard. They have learned from Hagen that Jonas Lochner smuggles heretical material and have been on guard ever since. Three of them stand on the pier whilst the fourth is aboard the barge. There is no sign of Lochner.

The pier is loaded with barrels and crates. Sneaking into the boat requires a couple **Challenging (-10) Silent Move Tests**. These become **Average (+0)** if it is nighttime. A distraction of some sort could improve their odds further. If the Zealots discover them, their reaction is to hit first and ask questions later. They try not to kill the intruders but to capture them for questioning. Searching the barge reveals that the book is not there. They find a Symbol of Verena though (It is

Father Barthelm's). A successful **Average (+0) Perception Test** discovers a stash of 20 *gc*.

At a suitably dramatic moment the following happens. Another Zealot runs to the pier and shouts: "We found the smuggler! He's at the Idle Crown Inn. Let's go!" Three of the Zealots leave. The one on the boat stays. The PCs can stay and overpower the remaining man to search the boat, if they haven't done so already. They should realize though, that Jonas Lochner is about to be captured and probably has the book with him. Saving him would make things much easier for the PCs.

Chase

This scene is a frantic chase to *the Idle Crown*. The Zealots are not exactly sure where it is and navigating the labyrinthine streets of Scroll Quarter gets easily confusing. This should be a tense encounter of trying to avoid the Zealots while at the same time staying close enough to learn where they are going. Make it an **Opposed Navigation Test** between the PCs and the Zealots. Shouts and footsteps echo in the narrow streets. It is possible to go to the roof level. A couple **Agility Tests** are required to get to *the Idle Crown* safely, but reduces the chance of running into the Zealots. Clever characters can isolate and pick the Zealots of one by one.

Once the PCs arrive at *the Idle Crown* they see another group of three Zealots rushing in from the opposite direction. If they arrive before the original Zealot group, they have 4 Rounds before this new group reaches the tavern. Getting Jonas Lochner's location from the proprietor quickly requires a successful use of a suitable skill, or forcing the man to show them. He is an elderly chap and prone to faltering in the stairs.

Whether the Zealots arrive first or second, they storm the tavern and demand to know where the Smuggler is. It takes them 4 Rounds to squeeze his location from the proprietor or one of the patrons. Then they storm the room.

Jonas Lochner has a room on the second floor. It is locked. Normally this would be a **Routine (+10) Pick Lock Test**, but the stressful situation may make more difficult. You should really make the PC feel the pressure by describing the sounds of approaching Zealots and her friends rushing her. It takes two

successful **Strength Tests** to break the door in. Just as the PCs enter, Lochner is climbing out the window (see *p.107*).

Rooftop Chase!

Jonas Lochner flees across the rooftops being chased by the PCs being chased by the Zealots. Ask for **Agility** and **Scale Sheer Surface Tests**. A failed **Agility Test** asks for another **Agility Test** or the PC finds herself hanging of an edge. However, keep the chase narrative instead of a test-fest. Ask tests at dramatic moments like jumping from one rooftop to another, or to **Dodge** an attack from a Zealot breathing down their neck. Once the Zealots have dramatically failed their rolls, or the PCs collectively get more degrees of success for three rounds in a row, they escape. Concentrate on keeping the chase exciting and cinematic.

An alternative approach is to nominate a Zealot to each PC. Both take **Agility Tests** (or **Scale Sheer Surface Tests**). The winner (determined by degrees of success) describes in a dramatic fashion what happens that round and how the winner either gets further away or catches up. The first to three successes "wins".

The PCs can try to communicate with the Smuggler by shouting - a **Charm Test**. Success convinces him of their intentions. Otherwise, they just have to catch him.

He got away! – If the PCs don't convince Jonas Lochner to listen to them and don't catch up to him, he flees. They have to track him down again. Good options are staking out the inn and his barge. He actually flees to the Temple of Verena and then tries to sneak aboard his barge at night.

The Great Escape – If the PCs escape and convince Jonas Lochner to listen to them, he is willing to part with the book for the 50 *gc* he is promised for it. He either has it with him or he has left it at the Temple of Verena – it is your choice. They can try to **Haggle**, or try to encourage him to show some empathy to their cause (way more challenging).

Caught – Jonas Lochner is caught the Zealots who give him a beating of a lifetime and then drag his unconscious body to the Imperial Library. If the PCs

are caught, they get a beating and are taken to see the Verenean Investigator.

If you want to place the book in the Imperial Library or the Temple of Verena, here are some ideas how to get the PCs to the next location:

Ways to get the PCs to the Imperial Library: The Smuggler is caught and taken to the Imperial Library. He either has the book with him, or he knows where it is. Or, the Zealots have found the book (in the boat, his room, or on his person) and taken it to the library.

Ways to get the PCs to the Temple of Verena: The Smuggler gave the book to Father Barthelm for safekeeping, and tells the PCs as much. If need be, the Priest lost his symbol of Verena in his barge when he was discussing a deal with Lochner. The PCs find it when searching the barge. The symbol points them towards the Priest of Verena.

The Imperial Library

The Imperial Library lies next to the small central square opposite the Temple of Verena. It is an imposing stone building. Gargoyles decorate the eaves and a relief of the Imperial Griffon looms over an arching doorway. The library serves mainly as a depository for Imperial records and official documents. Huge bookshelves reaching from floor to roof used to be full of scrolls and ledgers. Now all the documents are scattered on the floors and stairs.

Verenean Investigator Luther Sagebrecht has taken over the library and made it into his courtroom (*see p.107*). A high-backed chair standing on top of a pile of books and ledgers serves as his seat of judgment. Zealots drag innocent academics, scholars, students, and printers in an endless parade to hear a verdict on something they did not do. Sagebrecht passes judgment based on unhinged logic and crimes only his paranoid mind can see. Terrified librarians are forced to record all the mock trials and file the records on the emptied shelves.

The sentenced are escorted out and into a prison wagon next to the library. The wagon is overcrowded so the Zealots have started to tie people to the wheels and each other.

But the horror does not stop there. The same day the PCs enter Scroll Quarter Luther Sagebrecht makes

known the true extent of his madness. His intention is to make an example out of Scroll Quarter to strike fear into the hearts of blasphemers and heretics everywhere. And he has found a perfect instrument for that.

The Bretonnian Shortener

Anton Louis is a failed Bretonnian Engineer (aren't they all?). Once he heard of a fellow engineer's new invention he decided to steal the plans for it. He absconded Bretonnia via Loren Highway and arrived at Wissenland. He was looking to sell the invention, but needed to test it first. So, Louis rented a small workshop to build his first prototype. While he was building it a Verenean Investigator passed through the town, learned of this new invention and immediately realized the usefulness of such a device.

Louis (*see p.109*) and Sagebrecht are about to test the Bretonnian's machine – a guillotine – for the first time. The Verenean hopes the spectacle and new found efficiency in executing heretics will strike fear in the hearts of cultists everywhere. Therefore, he has sentenced several men to their deaths (including Hagen and Lochner if caught).

Louis' machine is finally set up and they plan to test it the next morning. The menacing apparatus stands on the square in front of the Imperial Library. Several Zealots guard it at all times.

Their plan is to start beheading people the morning following the PCs' arrival in Scroll Quarter. Naturally, you are free to change the timing to suit your needs. They start by herding people to the square as witnesses. Then, Sagebrecht gives a short, rambling - to the point of being incomprehensible - sermon on the dangers of the enemy within. Next, Anton Louis starts talking about his invention but is cut short by the Verenean. Then they start beheading people. The guillotine is a prototype and Louis isn't much of an Engineer, so it doesn't work as well as planned. It takes quite a while to execute even one person and the blade seems to get stuck all the time.

Meeting Luther Sagebrecht

The manner in which the PCs come to meet Luther Sagebrecht determines the nature of their meeting. If they come to meet him on their own, they have to

first talk to the Zealots outside. After a few minutes, a pale, frightened librarian comes to fetch them. They can try to talk to him, but he is too scared to give them much at first. The PCs have to wait quite a while in the library witnessing the charade of justice on display. If they manage to find a quiet spot, the librarian describes what has happened in the last few days.

When they finally get to meet Luther Sagebrecht, they should be aware they are dealing with a deranged, dangerous individual. Make the discussion feel difficult and frustrating for the characters. Sagebrecht interrupts them all the time. He asks them questions, doesn't wait for their answers, jumps to conclusions, and accuses them of random things. Make it feel like they are walking across a minefield. However, unless they offend him, fail miserably in a skill test, or carry heretical tomes with them, they probably manage to get out of the library alive. Sagebrecht assigns Zealots to follow them though.

If the PCs ask him about the *Esoteric History of Nuln and Wissenland*, he grows suspicious. A copy of the book is rumored to be here. It is a foul tome and anyone associated with it is a heretic in his mind. Crafty PCs may coax out of him that it describes, among other things, how a Daemon of the pleasure god was defeated long ago.

If they ask about Eberhardtus Hagen, he reveals the man was a trafficker in blasphemous material and has been given the death sentence.

If the PCs are captured and brought in front of this self-appointed judge, jury and executioner, he gives them a quick trial. Again, he asks irrelevant questions, doesn't wait for their answers, jumps to conclusions, and accuses them of random things. The PCs have no chance unless you want to give a character a chance to shine - maybe by downgrading a death sentence into imprisonment. See *The Prison Wagon*.

The Esoteric History of Nuln and Wissenland

In case you decided to place the tome here, it lies on the pile of books the Verenean Investigator's seat of judgment sits atop. It is most likely the PCs don't know what the book looks like. They have several options.

Search the pile – Almost impossible at day time, unless they find a way to lure Sagebrecht outside, wait

until the beheadings start or convince him to invade the Temple of Verena. A character with **Keen Senses** from a good spot could attempt a **Hard (-20) Search Test** (and there is still the problem of getting their hands on the book). At night, Sagebrecht sleeps in the chief librarian's office. The Zealots are mostly outside. Only the librarians doze in the main hall.

Bribe a librarian – More than money, he wants assurances he will be saved. The librarian may succeed, or fail and see his head get chopped off.

Ask Lochner what the book looks like – In this case, it takes a successful **Average (+0) Search Test** when digging at the pile to find the tome. Daytime, there is a 20% chance per round of searching that someone sees them. At nighttime, there is a 20% chance they wake up the librarians. You may allow a **Silent Move Test** to avoid being detected.

The Prison Wagon

The prison wagon is located to the left of the library. Horses are kept in a nearby stable. There are no guards, but Zealots walk by regularly during daytime. At night, a dozen of them sit self-flagellating in a circle around a huge pile of burning books in the middle of the square. The wagon falls just outside the circle of light.

If the PCs were captured and sentenced, they are brought here and tied to the wheels. It takes two **Challenging (-10) Agility Tests** to free oneself. Jonas Lochner and Eberhardtus Hagen are locked inside the wagon. Picking the wagon's lock takes a **Challenging (-10) Test**. The problem is the other prisoners. They beg to be released if they see the PCs are free. At night, they are asleep but you might want to ask for a **Silent Move Test**.

If you want to place the book in *the Forgotten Wish* or the Temple of Verena, here are some ideas how to get the PCs to the next location:

Ways to get the PCs to *the Forgotten Wish*: Jonas Lochner is held as a prisoner. He tells them the tome is hidden in his barge (in case the PCs have not been there yet). Alternately, Sagebrecht tells them he knows Hagen and Lochner have trafficked in illegal tomes and he knows the Smuggler is in Scroll Quarter.

Ways to get the PCs to the Temple of Verena:

Imprisoned Jonas Lochner reveals he gave the book to the Priest of Verena for safekeeping. Or, Sagebrecht says he has learned the Priest of Verena possesses a blasphemous tome and considers storming the temple.

The Temple of Verena

The Temple of Verena lies opposite the Imperial Library. It is run by Father Barthelm (*see p.108*). He was the first to openly challenge Sagebrecht and that encounter almost cost him his life. Had it not been for the two Knights of Verena protecting him the Zealots would have ripped the Priest to pieces.

Since that encounter the fanatics and the temple have been in an uneasy standstill. Father Barthelm knows Sagebrecht is mad and must be stopped – at any cost. He is afraid the lunatics will invade the temple at some point and wantonly destroy all the sacred texts. If not for the two Knights they probably would have already.

He has been approached by the Smuggler Jonas Lochner who volunteered to evacuate the Priest and his most valuable tomes. He wants money and help in getting his barge out of Scroll Quarter. Father Barthelm feels very uneasy about this deal. As a devout member of the Cult of Verena he has trouble trusting a known Ranaldite. But this is a desperate situation.

Father Barthelm doesn't know it, but his protectors are having second thoughts as well. The younger of the Knights has started to question whether the Verenean Investigator is right and printing presses are in fact an affront to old dogma. Once they are at the temple, the PCs overhear the Knights arguing about it in hushed voices. Make a note of how they deal with this information as it may affect things a little later.

Meeting Father Barthelm

The temple most likely isn't the first place the PCs come to look for the book. However, they might find their way here by wandering around or come looking for answers. Any attempt to meet Father Barthelm goes through the two Knights (*see p.108*). They escort the PCs to the Priest and remain present through the meeting. If you decide that Father Barthelm has the tome, the Priest has it in his private chambers under lock and key. He received it from Jonas Lochner and

admits as much if even a shred of evidence is presented.

If you want to place the book in the *Forgotten Wish* or the Imperial Library, here are some ideas how to get the PCs to the next location:

Ways to get the PCs to the *Forgotten Wish*: The Priest knows that the Smuggler has the book. Or, the Priest's diary mentions Jonas Lochner has the book. Or, the PCs escape Scroll Quarter with the book and the Priest.

Ways to get the PCs to the Imperial Library: The Priest knows the Zealots have confiscated the book. Or, the Priest knows the Smuggler has the book and he is being held prisoner by the Zealots.

The Esoteric History of Nuln and Wissenland

If you decide the tome is in the temple, this is what happens. The Priest is in a desperate situation. He proposes a deal to the characters. They find a way to make Sagebrecht leave, or at the very least destroy the guillotine; and help him evacuate with Jonas Lochner (they would be the crew). In exchange, he promises to either give them the book or pay for it (if Lochner has it).

This means the PCs have to find a way to destroy the guillotine (*see A Fistful of Karls* sidebar), either locate or liberate Jonas Lochner (unless he's dead), and finally get into the river barge with the Priest.

More unscrupulous PCs may think to just steal the book from the Priest. Or use violence to get it. Or persuade the Verenean Investigator to storm the temple. These are all viable options. Sneaking into the Priest's private chambers requires two **Challenging (-10) Silent Move Tests**, unless they use a distraction or come up with a plan to improve their odds. Picking the lock is another Challenging Test. The book is inside a chest under his bed. Getting caught means an amazingly good explanation is required or there will be blood. The Knights show no mercy to anyone caught desecrating their temple.

Give the PCs some time to plan. To create a sense of urgency, have Sagebrecht start executing people with the Bretonnian Shortener. To make this scene suitably dramatic the Verenean Investigator has learned that the Priest is hiding heretical texts inside the temple. As

soon as the PCs have dealt with the guillotine and found the Smuggler, the fanatics attack the temple.

The PCs have to fight their way out and find a way to get to the barge. The initial attack is the number of PCs + 4 Zealots. The Knights fight to the last. A dramatic option here is to have the younger Knight turn on his mentor and join the Zealots in the fight, unless the PCs did something to make this option implausible earlier. The younger Knight may even sacrifice himself to give them enough time to escape, if the PCs helped him to reaffirm his faith.

To complicate matters further, Father Barthelm has two huge chests full of sacred texts he refuses to leave behind. Carrying them while running slows the porters down and may even require an **Agility Test**. Dropping a chest means the Priest tries to carry as many books as he can himself. The PCs have to convince him to leave the rest.

To the Barge!

Wherever you decided to place *The Esoteric History of Nuln and Wissenland* and however the PCs end up getting their hands on it, an escape to the river barge is a viable, climactic end to this chapter (another option is to try to make it through the blockade). This

means another intense, claustrophobic chase through the narrow streets of Scroll Quarter.

Make this another narrative sequence with quick dashes towards the pier, followed by hiding to let a group of zealots pass, or maybe a short, violent fight with a few Zealots at the barge. Finally, the PCs have to succeed in two **Agility Tests** (one for each rope) to unfasten the barge or cut the ropes. The fanatics try to board the barge, jump on board or set the boat on fire. In the case it catches fire, a successful **Agility Test** is needed to put out the flames.

Escaping Scroll Quarter with the tome concludes this chapter. **Give the players the excerpt from *The Esoteric History of Nuln and Wissenland* below.**

A bookmarked excerpt from *The Esoteric History of Nuln and Wissenland* (show this to the players)

The Age of Three Emperors was a tumultuous time in the history of Sigmar's great Empire. And it was not any less so for Nuln and Wissenland. One of the less known incidents from that era is a story about a Slaaneshi Daemon-Queen called Pyrenzhia. Records of this event have been eradicated with such fervor that only a few diary entries and allusive pieces of art remain. From these scarce and obscure sources the author has been able to deduce the following.

*Richter Kless states in his seminal work *Liber Chaotica* that most daemons of Slaanesh are born as an embodiment of a particular emotion. In Pyrenzhia's case this emotion is believed to be unrequited love – a peculiar emotion to be associated with the god of pleasure. It has been suggested that Pyrenzhia's attempt to conquer Nuln was motivated by her desire to prove her love for her ruinous master. Indeed, Pyrenzhia led a horde of warriors, lesser daemons and Chaos Dwarfs down from the Black Mountains to Wissenland and all the way to the gates of Nuln. According to some sources they, especially the Chaos Dwarfs, believed Nuln to be a sacred nexus of magical energies associated with fire (this would certainly explain Nuln's position as the gunpowder capital of the Empire).*

The great library of Nuln displays a painting that is said to be from the Age of Three Emperors and believed to picture the Elector Count of Wissenland slaying a Daemon of Slaanesh with his Runefang Blood Bringer. Even though the original story has been suppressed, the painting reveals the truth – Pyrenzhia was defeated. The Runefang banished her back to the Realm of Chaos.

Disgusted and disappointed, Slaanesh punished Pyrenzhia by banishing her "beyond the stars" where she was imprisoned by powerful hexagrammatic equations of dark magic. Every time Morrslieb is full, she is allowed a brief glimpse at Nuln to remind her of her failure.

Chapter VI

Horngarten is a small village by a river and a surprisingly lively settlement for its size. This is because it is situated along an important trade route. The route is still used although less frequently than before.

The Forest Fire

As the PCs turn the bend and near Horngarten a Roadwarden patrol rides up to them and demands *the Emmanuelle* to stop. The grim-faced men tell Captain Glaubrecht a forest fire decimated large parts of the area some weeks ago. Now, there is some unrest and a lack of general supplies in the village. It is not known what caused the fire.

Because of the lack, the Roadwardens are keen to inquire about their cargo, if they happen to carry any food or other necessities. Whether they do or not the Captain denies it. He doesn't want their foodstuffs confiscated. If you want, the Roadwardens choose to search the ship anyway. The Captain might be less than excited about the idea, if you are using his side plot.

Horngarten

There is a Riverwarden vessel docked at the river lock. As the PCs pass by the Riverwardens commit a search on a trader's cargo. The trader protests loudly as the men go through his wares. The PCs also notice a group of Ostlander refugees huddled around a well. Tents and moldy mattresses is all they have.

Altruistic PCs can find many ways to help these poor wretches. They are in need of everything from food to medical supplies to just a friendly pat on the back. Talking to them reveals that the forest fire decimated many barns and fields meaning the local peasants don't have any extra to share anymore. The situation is made worse by the alleged Elf attacks.

Notable businesses in Horngarten

Rhya's Remedies – A herbalist's shop. Running out of stock at the moment.

River Lock – Hans Troutmann is an experienced and respected lockkeeper who runs the lock efficiently.

Blacksmith's Shop – Gunther, the blacksmith, is overworked at the moment.

Bakery – Run by two Halfling brothers, the bakery is famous for its pastries. The friendly brothers are secret informants for Thyrus Thornroot.

Pedlar for Elven Curios – A young man is selling mementos and lucky charms allegedly made using authentic Elven methods.

The Content Cannoneer

A wooden sign with a faded picture of a cannoneer holding a ramrod indicates a large coaching inn - *the Content Cannoneer*. It is a well-known establishment in these parts. Even the Countess herself rested here once – a matter of pride to the staff.

The two-storey half-timbered building stands by the main road. It is loud and packed at all hours. Just as the PCs are about to enter the door swings open and the proprietor, Dirk, throws out two Ostlander refugees and advises them never to return. Then, Dirk smiles and welcomes them in.

He tells them to sit where they want, except for that one seat by the fireplace. That is where the Countess sat when she visited the Cannoneer and it is reserved for her in case she ever decides to return. It is now three years since her last visit.

The food is good and the ale plentiful. Spending a few moments in the inn, talking to the villagers, and listening to gossip learns them the following:

- Both River- and Roadwardens stay at the inn and there is friction between the groups. It is as much about jurisdiction as too many martially inclined men in one place.
- There was a forest fire around three weeks ago. Many barns and fields were destroyed leaving the peasants in a tough spot with winter around the corner.

- Large parts of the forest were destroyed. No one knows what started the fire.
- An Elven community lives in the forest. There has always been some trading and relatively friendly relations. Since the fire, though, the Elves have been raiding the nearby farms.
- A noble from a neighboring county sent a group of mercenaries to deal with the Elves. They are staying by the large windmill.

Emil Gruden

Emil Gruden was an Apothecary in Nuln for ten years. He was employed by the Geldman & Zachs Foundry to prescribe cures to the laborers' various ills. Horrible working conditions assured he was overworked and often in over his head. To combat fatigue and stress Volkhard turned to alcohol. By the time of the accident with the experimental steam engine he was a full-blown alcoholic. Seeing the accident and treating the dozens of injured men was the final straw – Emil quit his job and left Nuln. He came to Horngarten and opened a modest shop tending to the villagers' stomach aches and hangovers.

Still an alcoholic Emil came up with the idea of making moonshine. He recruited two local fellows and built a still in the nearby forest to hide his clandestine activities from the Roadwardens. Several weeks ago he was suddenly approached by his old friend Eustasius Eilhardt (the Sootstained Prophet's right-hand man). Of course, he had heard the rumours about the Sootstained Prophet and XIII, but he was surprised to see them seek him out. They hired Emil to make them a patch of fake Kislevite Vodka and add some extra ingredients to it, basically making the liquor poisonous. They even provided the bottles and labels.

Emil Gruden took the job and distilled the patch. The fake vodka was loaded aboard the river barge *Red Herring* and taken to Nuln. Gruden had a couple of bottles of poison free vodka left so, satisfied with a job well done, Emil and his two friends went to the still and got drunk. They passed out and something went wrong. The still caught fire and started the forest fire. The men got out, but were captured by the Elves.

So, Emil has been missing since the fire. Being the village Apothecary, he is a well-known and respected figure in the village. All villagers can point the PCs to

his small shop at the edge of the village. Searching the hut reveals typical apothecary paraphernalia. Quite a few empty alcohol bottles lie scattered on the floor. Interestingly, there is a box of freshly printed labels for Kislevite Vodka.

Asking around, trying to find out where he has gone eventually brings the PCs to the Pedlar of Elven Trinkets. If they don't go to him, the Pedlar comes to them once he learns they are looking for Emil.

The Pedlar

Arrowheads, lucky charms, and small trinkets. These are some of the items the Pedlar sells to travelers. All of them are obviously fake. Some new pieces like a dagger and some jewellery are a different matter entirely. To any experienced eye these items are clearly Elven made. When asked about them the Pedlar doesn't want to reveal where he got them. An **Easy (+20) Intimidation** or **Charm Test** coaxes the information out of him. He "found" them on two Elf corpses near the farms the Elves have been vandalizing.

This young man with ash blond hair, pockmarked skin, and a catching smile is Peter Gutman. He is a true Elf fanboy. Ever since he was little Peter has been obsessively curious about the Elves and their ways. He often wanders into the forest to see if he can catch a glimpse of one or find some of their secret markings. He finds the Elves utterly fascinating and talks about them non-stop. The Elves, on their part, find Peter yet another obnoxious human, albeit one who respects the forest.

Peter refuses to believe the rumours about the attacks. Instead, he thinks there must have been a misunderstanding of some sort.

The Pedlar doesn't know where Emil Gruden is. However, he is aware the Apothecary has a secret hut in the forest near the farms the Elves have been attacking lately. Peter is more than happy to act as a guide to the PCs and take them to the hut.

Emil's Secret Hut

Typical dry, stony Wissenland farmland spreads around Horngarten and farmhouses and barns litter the landscape. Flanking the farms, the forest, dark and

imposing, looks outright nightmarish with burnt trunks and stumps. Soot and dirt blacken the forest bed. It is a sad and frightening sight.

The Muller Farm is closest to Emil Gruden's hut. Old man Muller comes out to greet the PCs. He carries a pitchfork while his wife peeks through the kitchen window. They are clearly weary of something.

Talking to the Mullers has them confess they are afraid of further Elf attacks. The Elves have been raiding nearby farms for food. So far, it seems they haven't killed anyone though. The Mullers are aware Emil Gruden had a secret hut in the forest. They saw him go into the forest before the fire but haven't seen him return. They suspect him dead.

As the PCs are talking to the Mullers...

BAAAAAAAAA!!!

That is the sound a lamb makes when it is thrown at the PCs by an enraged Treeman (*see p.110*). A massive humanoid creature resembling a walking tree charges from the burnt forest towards the Muller farm. It hurls another sheep in their direction. Have the PCs take **Dodge Tests**. Failure means they take a **Strength 4 Hit**.

The Treeman is badly burnt, its trunk charred black and bleeding tarlike sap. It was hurt in the fire and pain and grief have driven it insane. An enraged Treeman is a truly horrifying creature. The PCs would be wise to avoid a direct confrontation. Fleeing inside the farmhouse gives them a few moments to strategize while the creature proceeds to tear the house down.

After surviving 4 Rounds against the Treeman, a group of 4 Elves (*see p.110*) emerges from the forest. They have been tracking the Treeman, trying to herd it away from the settlements. They are accompanied by a strange, green skinned maiden who bears resemblance to the Elves. The maiden is a Dryad (*see p.111*), the last surviving member of the Dryad harem that used to attend to the Treeman.

- Fighting the Treeman is incredibly dangerous. Taking on the Elves and a Dryad as well is suicidal.
- The Elves are not here to hurt anyone. They want to escort the Treeman back into the

forest where it can heal. They try to distract the Treeman and give the Dryad time to sing and talk to it.

- The Dryad's first and foremost concern is the Treeman. It tries to sing and talk to it. If it succeeds in 3 **Charm Tests**, the Treeman stops its rampage and slowly lumbers back into the forest.
- If the Dryad dies, the Elves have no other option but to end the Treeman's suffering. At this point they may even ask for help.
- The Mullers are scared out of their minds. They lash out at anyone who comes close.
- Attacking or insulting the Dryad is a bad idea. It hates humans and blames them for the forest fire. If the PCs as much as think about attacking the Dryad, the Elves try to stop them – nonviolently at first.
- Don't make the PCs spectators to the Elves' efforts. The Elves ask them for help, especially if there are any PC Elves. How can they help? By distracting the Treeman (Dodge, Parry, Faint, corralling it with fire, light attacks) or protecting the Dryad.

In case the Dryad manages to calm the Treeman down, the two return into the forest. If the Treeman dies, especially if it's killed by the PCs, the Dryad bristles with rage. The Elves try to calm it down in turn. If the PCs don't provoke the Dryad any further it retreats back into the forest.

Unless the PCs attacked the Elves, they can talk to their leader, Urdithane. The Kithband Warrior shares the following:

- Urdithane doesn't deny the attacks. Instead, he says they have been committed by a small splinter group. And the humans deserve it being the ones responsible for the fire.
- About the fire: there was a hut with a still in the forest. The fire originated from the hut. The Asrai have captured the guilty men and are holding them captive.
- The PCs probably want to talk to Emil Gruden. Urdithane says he can take the PCs to see their leaders to see if that is possible.

If the PCs agree to go with the Elves, their eyes are bound and their weapons are confiscated. Then, they

are taken to a small clearing somewhere inside the forest (the Elves don't want to linger in human territory with the Mercenaries around).

If the PCs don't talk to the Elves they can either try to follow them into the forest or look for the hut (only ruins remain). In both cases, they are captured by a group of 5 Elves and 2 Dryads shortly after entering the forest. Then, they are taken to the same clearing.

The Small Clearing

First thing the PCs see when the blindfolds are removed is a rocky outcrop rising in front of them. A small stream runs down the outcrop into a pond in the middle of the glade. The water is soiled with soot and ash.

On the opposite side of the pond stands Envoy Marianne Mithaliel (*see p.96*). The PCs recognize her immediately (if you used the optional encounter in Chapter III and she's still alive). Several other Elves watch silently from the edges of the glade.

The Envoy talks to them in Reikspiel. Take into account the PCs' earlier encounter with her and the Elves at the Muller farm. The PCs are clearly not welcome here. If they act respectfully, the Envoy will have a civil discussion with them. Here are some of the topics that may come up:

The attacks: A small splinter group led by a Wardancer named Bloodleaf is behind the attacks. This is a contested topic amongst the Elves. Some approve, others don't. Bloodleaf and some other younger Elves blame humans for the fire. Why should the Elves suffer when humans are to blame? If the party includes an Elf PC, you can expand this internal conflict.

The fire: It started in the secret hut with a still. The humans responsible were captured by Bloodleaf and her troupe.

Emil Gruden: He is a prisoner to Bloodleaf's troupe. The Envoy doesn't where he is being held, but knows where to find Bloodleaf.

The Mercenaries: They camp by the large windmill. They managed to capture a few Elven Scouts.

Striking a Deal with Elves

Here is the deal. Should the PCs want to see Emil Gruden, they have to help the Elves. Envoy Mithaliel doesn't want to risk anymore Elf lives. Therefore, she wants the PCs to enter the Mercenary camp and rescue the captives. In return, the Envoy promises to take them to Bloodleaf. Whether they agree or not, they are blindfolded again and escorted back to the Muller farm. It is time to visit the Mercenaries.

Enterprising PCs may try to find Bloodleaf without the Envoy's help. It can be done, but requires at the very least several **Outdoor Survival** and **Navigation Tests**. Also, they risk running into Dryads. If the PCs decide to go this route, see *The Tainted Glade* below.

Crimson Martyrs

The PCs can visit the Mercenaries before or after they have met with the Elves.

It happened during the later days of the Storm of Chaos. The men had all been wounded in a battle against the northern invaders and brought to a camp near Wolfenburg where sisters of Shallya attended to their wounds. Then, word came of a sizeable war party marching their way under enemy banners. There was no time to get all the refugees and wounded to safety. They were doomed.

The story goes that a grievously wounded man forced himself up and grabbed a sister by the sleeve and groaned: "*You think your goddess could take away the pain of our injuries just long enough for us to repel these invaders?*" Then he picked up his sword and dragged himself towards the advancing enemy. One by one, injured warriors stood up, shaking of horrible injuries, and followed him. Whether it was Shallya's blessing or just adrenaline and desperation in the face of certain death something gave the men the strength to fight and win that day. Some even hint at darker influences...

After the war these "blessed martyrs" formed a mercenary company. Many see them as

Blood for the Blood God

If you want to paint the Mercenaries as clear cut bad guys, make them followers of Khorne. They do not negotiate and are more bloodthirsty and aggressive.

nothing more than a band of glorified murderers sponging of their reputation and the good will of others. They have done little fighting after the war and end up stirring trouble wherever they go. This is why a neighboring noble was so eager to get the Crimson Martyrs off his lands and sent them to Horngarten to help solve the Elf problem.

Mercenary Camp

The Crimson Martyrs have camped on a hill by the large windmill. They are almost thirty men – plus a couple dozen camp followers. Tents have been set up all over the hill with the officers' tents closest to the top. Smell of roasted beef and smoke hangs thick in the air. A Sergeant screams at a group of warriors running combat drills. Bone Pickers fight over a piece of loot.

In fact, there are so many people coming and going about at daytime that the PCs can walk right up to the Mercenary Captain's tent. There they are stopped by a guard. Captain Volkhard Werhagen comes out to see them. His first thought is the PCs are here to join the company. (see p.111-112)

Striking a Deal with the Mercenaries

From far away one can see three Elves tied to the windmill's blades (the blades are not moving). The Martyrs captures the Elves raiding a farm not far from where the PCs met the Treeman. The Elves were brought here and interrogated sporadically. Captain Werhagen knows it would be suicidal to enter the forest without knowing where to go. Therefore, he needs to know where to find the Elves' red-haired She-Elf leader (Bloodleaf).

The PCs can offer to lead the Mercenaries to Bloodleaf. In order to do that they would need to take the captives to the Elves (or they found the Tainted Glade on their own). Some good roleplaying and a successful **Challenging (-10) Charm Test** is needed.

The PCs can offer to help the Mercenaries defeat the Elves in exchange for Emil Gruden. Captain Werhagen agrees to this, if they give him a reason to believe they can contribute.

The PCs can offer their help to interrogate the Elves. Captain Werhagen agrees to this, if the PCs manage to

give him a reason why they would succeed where his men haven't.

Captain Werhagen is a shrewd warrior and an experienced strategist. He gives thoughtful consideration to any and all offers/suggestions the PCs make. If you think the PCs' plan/suggestion leads to potentially dramatic situations let the Mercenary Captain give them the green light.

The PCs are free to choose their side in this conflict. The main thing for them is to get their hands on Emil Gruden. To do that they might come up a way to circumvent the whole conflict, or play the sides against one another while they go for Emil. Let them.

Freeing the Elven Captives

There are numerous ways the PCs can try to free the Elven captives. As players are often wont to come up with something no GM could have foreseen it would be impossible to go through all possible scenarios here. Encourage this creativity. Here is some information to help you deal with whatever they come up with.

- It is impossible to turn the blades of the windmill at daytime without the whole camp taking note. It takes a successful **Strength Test** to turn the blades. At night, the guards test Perception to notice.
- It is possible to get a disguise and turn the blades under some guise. In typical Mercenary fashion the Crimson Martyrs wear a mish-mash of armour and equipment. They identify themselves with a piece of red cloth. The cloth comes from the banner of the war party they defeated and is used as head and arm bands, tied around waists, or nailed to one's shield. There is a myriad of ways they can acquire these bands.
- The Elves are guarded by two Mercenaries at day and four at night. At daytime there is a 20% one of the Elves is being questioned by the Mercenaries.
- At night several bonfires are lit and half a dozen guards patrol the perimeter.
- There are a couple Shallyan Initiates who follow the company, believing they are blessed. It is possible the Shallyans would

treat the Elves so they don't die of torture wounds or dehydration.

The Tainted Glade

There are basically three ways the PCs can get to the Tainted Glade. One, they are escorted there by the Envoy after they have freed the Elven prisoners. Two, they find their way there on their own. Three, they ally with the Mercenaries and invade the forest (see below). Of course, it is always possible they come up with something else.

The Tainted Glade was a sacred place to the Elves until the forest fire ravaged it completely. Now, it is a barren, dead place of charred tree trunks and blackened rocks. Dead leaves and soot covers everything. The air tastes like ash. It starts to rain just as the PCs reach the glade.

In the middle of the glade lies a rocky outcrop. Like an entrance into a temple an archway of vines still stands – in defiance of all the destruction – in front of it. As the PCs get to the vine archway Bloodleaf and her troupe suddenly appear (see p.112-113). One minute the outcrop seems deserted. The next - the Wardancers are there. It's like a cold autumn breeze carried them here.

There are six of them. They make no sound. Their eyes say: we are the wrath of this forest. A she-elf somersaults down to the other side of the vine archway. Bloodleaf. She is an impressive sight with her warrior's physique and auburn hair billowing in the wind. She is armed with an Elven Hunting Spear. Her left arm is covered in intricate symbols painted with red henna. In the rain the red henna drip-drip-drips slowly.

If the PCs fought their way here, or invaded with the Mercenaries, the Wardancers attack and fight to the death (see *The Resolution* below).

If the Envoy brought them here or the PCs found their way here on their own, Bloodleaf regards them with silent contempt. The PCs notice several Dryads in warforms standing among the burnt trees. The PCs get the feeling the Dryads are seething with anger and the Wardancers have very little control over them.

If the PCs come here with the Envoy, Marianne Mithaliel and Bloodleaf discuss in Eltharin. She

describes how the PCs rescued the captives and asks for Emil Gruden to be released. If you want, this is an opportunity to shed some light on Elven internal politics (especially if there are Elven PCs). The Envoy and Bloodleaf debate once again on the correct course of action. Bloodleaf wants blood; Marianne wants to avoid further fighting.

Emil and his two friends are being kept captive in a small cave near the Tainted Glade by the Wardancers. Bloodleaf's troupe has set up their camp near the cave. There is always one Dryad guarding the Humans even though the men are too weak to escape. If the PCs find their way here on their own, they have to defeat the Dryad to get to Emil.

In the end, Bloodleaf refuses to release the captives, but she allows the PCs to talk to them – later. There are several ways this scene can end depending on what has happened before (and presuming the PCs didn't fight Bloodleaf).

If the PCs freed the captives, horns blare suddenly. The Mercenaries attack.

If the Mercs aren't attacking for one reason or another, Bloodleaf takes the fight to them.

The PCs have to wait to speak to Emil Gruden.

The Resolution

There is a strong chance this chapter ends with a climactic fight between Men and Elves. The PCs have several options open to them.

After meeting both parties, they can choose to side with either group - the Elves or the Crimson Martyrs.

They can choose to side with neither and try to find Emil Gruden on their own.

They can play the factions against each other and see who comes out on top.

They can try to broker a truce. If they work for it, show creativity and good roleplaying – by all means let them pull it off. If the PCs manage to negotiate a truce, Bloodleaf still insists on a duel between herself and Captain Werhagen. You can

have the players take the roles of the combatants for the duration of the duel.

Of course, there are always other ideas the PCs can come up with.

It is more than likely this chapter ends in bloodshed. To determine who attacks who and when you have to take the PCs' choices and actions into account and respond to them accordingly. Who do they side with and how does the other faction answer?

On the Elven side the *Asrai* blame the Humans for the fire, but they don't want war. They feel they have lost too many of their numbers already. Bloodleaf, however, has committed herself to Khaine and will take the fight to the Mercenaries. Especially, if she hears the captives have been murdered. If it is the *Asrai* who attack, Bloodleaf and her troupe of five Wardancers accompanied by a few younger Kithband Warriors and Dryads attack the Mercenary camp at dusk.

Captain Werhagen is prepared to wait, but he is forced to respond if he loses his captives. Being a shrewd fighter he is ready to seize an opening if he sees one - meaning the PCs provide him with one. If the PCs side with the Crimson Martyrs they have to fight their way to the Tainted Glade and join the Mercenaries in an assault against the Elves. Assault into the burnt forest should feel like invading a nightmare world.

Whichever side initiates the final battle the PCs should play a central role. Basically, they should face either Bloodleaf or Captain Werhagen in personal combat. Include a few Mercenaries or Wardancers to make the combat more challenging if necessary. Make other combats background to the PCs' fight and describe the unfolding battle in broad strokes. Bloodleaf, or Captain

Werhagen, can come to their aid in a suitably dramatic fashion if the PCs get into serious trouble.

Talking to Emil Gruden

Once the situation is solved, one way or the other (or they find him on their own) the PCs get to talk to Emil Gruden.

If the Crimson Martyrs win and the PCs sided with

them, the Apothecary is freed. He and his associates are found in the small cave, frightened and beaten - but alive.

If the Elves win and the PCs sided with them, a Dryad drags the men from the forest. If Bloodleaf is alive, she refuses to free the captives. But she allows the PCs to talk with them. An Elf PC might be able to convince her to let them go.

IMPORTANT: Here is the information Gruden gives to the characters.

Making the Fight Memorable

A burning Dryad dashes through the battlefield.

Bloodleaf slays three Mercenaries in a graceful dance of death.

Elf/Mercenary stands over a wounded friend while three enemies close in.

A Dryad changes into its warform and charges a group of Mercenaries.

Captain Werhagen cleaves a somersaulting Wardancer in two.

- He made a large patch of alcohol to XIII.
- They provided him with fake Kislevite Vodka labels and bottles.

- He was asked to include an extra ingredient. It was poison.

- The patch was loaded into a river barge called *Red Herring*. It was headed to Nuln.

Once the PCs have this information, they are ready to move on.

Moral Dilemma

If the situation permits, you might consider this short scene. Bloodleaf or Captain Werhagen looms over their defeated opponent ready to strike the final, killing blow. The PCs can let it be done, or they can try to convince the NPC to spare the life of his/her opponent.

Actions Have Consequences

What happened earlier in this Chapter determines the final scene.

If Bloodleaf survives, she is forced to leave the forest as an exile because she gave herself to Khaine.

If the PCs sided with the Mercenaries, they see a row of Elves hanged along the road leading out of Horngarten. A couple of kids are poking one of the corpses with a stick.

If the PCs sided with the Elves, they see Emil Gruden and his friends hanged from trees at the forest's edge along the road to the farms. A crow pecks at Emil's eye.

This concludes Chapter VI.

Interrogation

This is a floating scene you should seek to insert somewhere between Chapters V – VII after the PCs have completed two or three of those chapters. The scene can take place in any coaching inn or tavern in Wissenland where the PCs stop to rest and spend the night.

This scene serves several purposes. Firstly, it gives the players a sense of a living world where NPCs' plots sometimes disrupt the PCs' instead of the other way around. Secondly, it shows the players that regardless whether they have informed him of their findings or not Thyrus Thornroot seems to know what they have discovered. Thirdly, and most importantly, it tells the players Thyrus should now be considered an enemy instead of an ally. This foreshadows their eventual return to Nuln and explains why they find themselves wanted by the authorities.

Thyrus Thornroot has built an extensive network of informants across Wissenland and Reikland by recruiting Halflings working as cooks and help in coaching inns, taverns, and restaurants. Even if the PCs haven't reported their findings regarding the investigation to Thyrus he is aware of most of it via eavesdropping Halflings. For example, the baker brothers from Horngarten have reported the name of the river barge carrying the Kislevite Vodka to Thyrus.

Now, Thyrus has come up with a new plan (more on this in Chapter VIII). He deems the PCs have served their purpose and it's time to get rid of them. He sends his most trusted Torturer to Wissenland with instructions to capture the PCs and interrogate them to see if they have any useful information. Then, he is to kill them. The Torturer finds the PCs using the Halfling network and sets up a trap. A Halfling cook in a coaching inn (or a tavern etc.) poisons their food with a sedative.

The PCs wake up in a cellar amidst barrels and sacks of flour. The Halfling cook and a man with a collection of

wicked looking tools regard them. While preparing his tools, the Torturer talks to the PCs. He explains Thyrus Thornroot wants to know what they know. And he tells them he has the methods to make them talk. Then he begins.

This scene isn't about the Torturer (*see p.114*) interrogating the characters and the PCs resisting with Willpower (although, that being said, he definitely should give them a few Wounds' worth of damage and force some Willpower rolls). Instead, this scene is more about the PCs finding a way out of their predicament. Encourage your players to use their imagination to come up with a plan. Ask for **Perception Tests**. Let them notice useful items like hot poker, knives, pieces of a broken bottle etc. close by. Ask them to describe how they help each other to get an item. Or how they distract the Torturer while another PC goes for an item. They *will* get free – it's all about making the process frightening and exciting.

Optionally some of the PCs are captured by the Torturer and the rest of them have to find the captives in time. Give the captives opportunities to give the searching party some clues. Make the Halfling cook look nervous and fidgety. Have them discover the Torturer's room.

If the PCs turn the tables on the Torturer and the cook, they only reveal what was written above (the Halfling Network, Thornroot's order to interrogate and kill them). To add a touch of irony, the Torturer himself has a very low pain threshold.

The scene ends with the PCs aware that Thyrus is now their enemy. If they for some reason think that Nuln and the Countess are their enemies as well, use the Shadowmancer Samael Mortengeist to correct them.

Nuln is still very much in need of rescuing.

Chapter VII

This chapter is a rather straightforward affair. The PCs arrive at the Bruder Lehmann salt mine to find Nulner soldiers surrounding it. The PCs have to find a way inside the mine, locate Bruder Lehmann, and find out why he had Rosalia Schultz killed. They will also encounter a Chaos Dwarf Daemonsmith inside the mine.

Rosalia Schultz's killer carried a note with the seal of the Lehmann family. Bruder Lehmann is a well-known Merchant who owns a rich salt mine in Wissenland. He is in fact the same man the PCs saw storming out the Countess' audience room in Chapter III after Emmanuelle coldly turned down his marriage proposal. The incensed man retreated to his mine and announced he will stop providing Nuln with salt and saltpeter now that the city is divorcing from Wissenland.

The salt mine is an important source of saltpeter for Nuln and thus valuable to the Saltpeter Men. And they are not prepared to let one Merchant just decide to deny them. By the time *the Emmanuelle* arrives at Bruder Lehmann Salz Mine the Saltpeter Men have already taken action.

Black-and-yellow tents are set up a short way away from the mine palisades. A detachment of Nuln military is camped outside the mine. If the timing permits, the detachment is led by Captain Tannfelder.

When *the Emmanuelle* rolls in sight, soldiers motion the Land Ship to stop. They seem tense and suspicious about the vehicle. They haven't seen anything like it and suspect reinforcements for the mine. As *the Emmanuelle* stops, Captain Tannfelder (*see p. 116*) exits his tent and comes to greet them. He is sporting a brand new eye patch.

Situation Report

The Captain brings the PCs up to speed. He invites them to his

command tent where he offers them wine. Tannfelder relishes the chance to catch up with the characters. It becomes evident rather quickly that the man is wrecked with guilt over Rosalia's death.

Remind the players they have seen Bruder Lehmann before if they fail to remember him. The Captain tells them the Merchant has his own militia guarding the mine. They are good men and he knows their commander personally. Commander Freitaler is a respected veteran of the Storm of Chaos (if any of the PCs fought in the war, he could have been their commander). Tannfelder and his men are really hesitant about attacking the mine. After all, they don't want to fight their fellow Wissenlanders. The Captain has a detachment of 20 men under his command.

The Men in Black

The discussion in the tent is cut short by ruckus from the Land Ship. A Saltpeter Man is pounding a notice to the ship's hull while two others stand by. The Saltpeter Men declare they are hereby confiscating the ship. Captain Glaubrecht doesn't take the news kindly – in fact, he and Hrug are about to come to blows with the soldiers standing between them and the Saltpeter Men.

Let the PCs take charge of the situation (if they don't, Captain Tannfelder will). A heated discussion follows. The Saltpeter Men want to use the Land Ship to breach the palisades and enter the mine. Captain Glaubrecht will have none of that. Involve the players,

let them offer solutions. Force them to calm down Captain Glaubrecht.

Solution to this situation is tied directly to how the PCs want to get into the mine. They can side with the Saltpeter Men and convince Captain Tannfelder to attack the Wissenlanders. The Land Ship can be used to breach the palisades. Or, they can side

with the Captain and find a less violent solution. The

Wanted

If you have used the Interrogation floating scene by the time the PCs get here, they are now wanted by the authorities. However, word hasn't reached these Saltpeter Men yet. If you feel it adds to the drama, they get the word when the PCs are down in the mine and confront them as the PCs return to the surface.

mine is technically still in operation and carts arrive to fetch the salt. Perhaps the PCs take one of the carts, disguise as labourers and infiltrate the mine. Perhaps they try to bluff the Wissenlanders and claim the Land Ship is here to fetch a large shipment of salt. Perhaps they convince both sides to stand down and find a way to sneak in. Perhaps they choose the diplomatic way and ask to parlay a truce. Let the players choose their approach.

Lehmann Salz Mine

The salt mine is surrounded by mountains in three directions. The rest is covered by the palisades. A large reinforced gate leads through a wooden tower and opens to a yard. Within the yard there are barracks for the militia, a kitchen, toolsheds, and a Dwarfen built lift into the mine. Bruder Lehmann's dwelling is actually inside the mine.

It is possible to climb the mountains or the palisades to enter the compound. It takes a successful **Challenging (-10) Scale Sheer Surface Test** followed by a **Challenging (-10) Silent Move Test**. If caught, the interlopers are taken to see Commander Freitaler.

There are about a dozen militia men inside the compound (use Sell-Sword stats, *WFRP* p.235). Their job is to first and foremost monitor the miners that they do not revolt or try to steal anything. They are on guard against potential Bandit or Orc attacks. Commander Freitaler (use Captain Tannfelder stats minus a hand) is an experienced leader who has seen it all (and lost his left arm while doing so). He knows he has very few men and his resources will soon run out if there is a real siege. He knows Captain Tannfelder and the men have mutual respect for each other.

Commander Freitaler is very willing to find a peaceful solution to the situation, but there is a problem. Actually, there are two problems. Firstly, his boss - the Merchant Lehmann - is not fit to make any decisions at the moment. The man just drinks and laments his situation in his office (inside the mine). Secondly, a vile Dwarf has taken residence in the lower levels of the mine and he is not about to give up without a fight.

Commander Freitaler is a reasonable, down-to-earth kind of man. He thinks both sides are being unreasonable and there is a way out of this mess

without anyone getting hurt. He is willing to listen to the PCs and consider any reasonable suggestions. He lets them inside the palisades to discuss if they surrender their weapons at the gate. He is very friendly to all military types and respectful towards women, but does not suffer fools gladly and will not be disrespected.

Good reasoning and good roleplaying convince the Commander to let them talk to his boss. He assigns a soldier to escort them to the lift and into the mine. Once inside the mine, a **Charm** or **Intimidate Test** (or a few coins) is needed to convince their escort to stay at the lift and let them wander around.

Inside the Mine

Upper levels of the salt mine are Bruder Lehmann's dwellings. His wing consists of a bedroom, a dining room, an office, and a large living room that have all been carved out of the rock salt by the miners. On the other wing are servants' quarters and a kitchen.

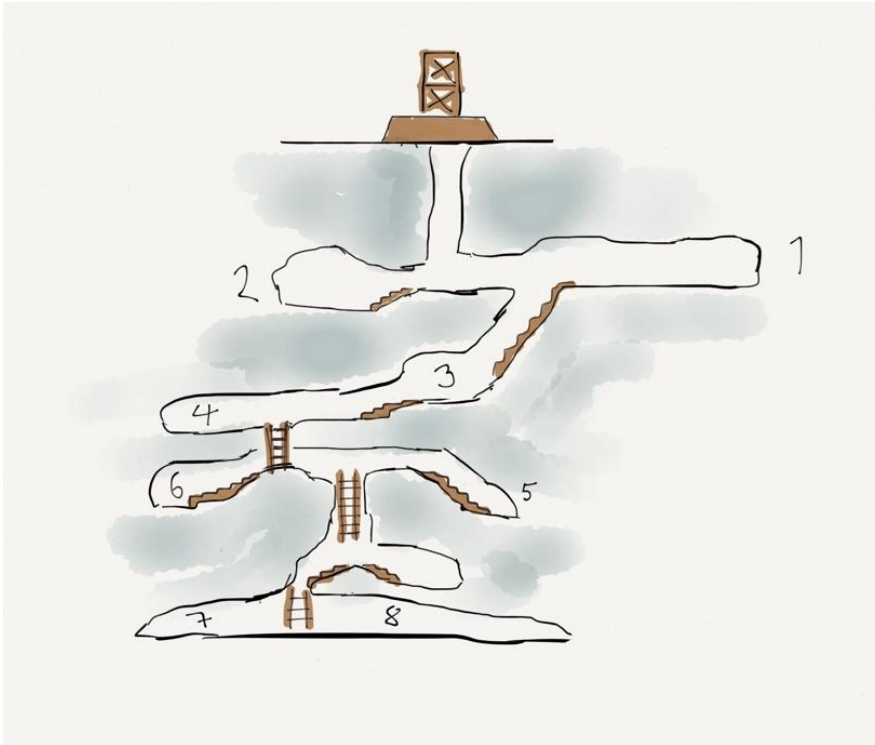
The next level consists of a small temple complete with statues carved of salt. After this come quarters' for the miners. The lower levels are where the salt is being mined now. They are a labyrinth of crisscrossing tunnels. The Chaos Dwarf has his chambers there.

The following map is not meant as an accurate depiction of the mine. There are miles of crisscrossing tunnels after all. Instead, it shows you the different levels and conveys a general idea where different areas of interest lie in relation to each other.

1 - Lehmann's Dwelling

Servants dash back and forth throwing their belongings and valuables into large trunks. It is not immediately apparent whether they are packing the items or stealing them. Talking to them reveals that drunken Lehmann came to see the servants after dinner and announced it is all over. It wasn't clear what he meant, but it was obvious he had given up on something. The man was drunk, incoherent, and seemed like he had lost all hope. His Steward told the servants to start packing.

If they look for the Steward - Bastian Aulen - he is found in the dining room packing the silverware in front of a magnificent relief of Sigmar's exploits.



Bastian looks like he hasn't slept in ages. As the PCs enter he stops what he is doing to inquire who they are. He can confirm that his master seems to have lost all hope. Bastian thinks it has to do with what happened with the Countess and the presence of the strange Dwarfs. The arrival of the Nuln military was the last drop. Bastian thinks his master is either in his office or the temple one level down.

Bruder Lehmann's office contains some interesting items. There is a large family seal with a boar's head and initials B.L. carved on the wall. It strikes the PCs as off somehow. If it occurs to them to compare the seal and the seal in the assassin's note, there are slight differences in the boar's design (you may want to allow them an **Intelligence Test** to think of this). If they look for a signet ring, one can be found on the desk. The differences are found there as well. It seems like the seal on the note is a forgery.

An **Average (+0) Search Test** finds a standard money box. It contains 50 gc in coins and jewellery. There is also a half empty bottle of red wine on the table next to a small, empty vial. A PC with **Prepare Poison** or a relevant **Knowledge** or **Trade** skill recognizes the smell: Heartkill poison.

Checking Lehmann's business ledgers reveals the following:

- He was paid by the City of Nuln for providing building materials for the six bell towers.
- He has been in close collaboration with Merchants Geldman, Zachs, and Lintz of Nuln.
- He is in dire straits financially because of a failed business venture. The Merchants were building four Land Ships but didn't manage to finish them.

2 - Servants' Quarters

Very little of interest to the PCs. The Servants are all packing to leave.

3 - Temple of Handrich

A small, round chamber with an arching roof. Two braziers light the room, one by the door and another by the altar. A statue of Handrich stands against the back wall. It depicts the God of Trade as a contented and jovial figure with a friendly expression holding a purse in left hand while the right is held up with two fingers crossed. There is a small pool at the center of the room.

Drunken Bruder Lehmann (*see p.117*) sits at the altar and lobs gold crowns into the pool. He takes a long swig of wine from a silver goblet. Some of it spills on his shirt. He doesn't even look up but continues to lob coins into the pool.

"Are you here to kill me? Sent by my former partners I'm sure. Well, here's your blood money!" He throws a handful of coins across the floor and the pond. *"But you can stay your blades. I'm already dead..."*

"It's ironic, don't you think. It's ironic, how one moment you think you are in control, you have all the power. And then... And then the very things that gave you that power become your downfall."

"We had money. We had influence. But of course we felt we didn't have enough. You never have enough. You want more. You need more. And in the end our greed cost us everything." He takes another long swig.

"In our desperation we turned to someone we didn't understand. We agreed to something we shouldn't have. And so we gave the Dwarf control over us. And the power we exercised over our workers ended up giving them voice..."

"Like I said – ironic."

The PCs probably have questions for Lehmann. He is a man with truly nothing to lose anymore. He mixed the poison the PCs possibly found in his office into the wine. He is dying as they speak. Lehmann answers their questions truthfully. Here are some questions the PCs might ask. Modify these to suit their exact questions.

Why did you have Rosalia Schultz killed?

"Is that what they told you? That I had her killed? So that's how they decided to get rid of me... Listen, I did not kill her. My former associates had her killed and framed me. Why? Well, first of all they think I betrayed them by cutting all ties to Nuln and they think I am a liability. Second, after professor Hausdorff was caught, we knew someone was investigating us and our plans."

If they show him the seal, he confirms it's a forgery.

What were these plans you mentioned?

"We manipulated professor Hausdorff into building the six bell towers. We provided materials and Bhakrak provided the plans and labour. It was Bhakrak's plan. In exchange, he promised to help us with the land ships."

Who are your former associates?

"Geldman and Zachs, Meryle Lintz. Nulner Merchants. We called ourselves The Guiding Hand. We used to come together to worship Handrich and collude on fixing prices, lowering taxes and finding cheap labour."

What kind of business venture did you have? What about the Land Ships?

"During the war we had the idea of creating a cheaper alternative to the steam tank – the land ship. We couldn't get it to work. And then there was the accident – a big explosion at the foundry. It cost us a fortune. We were desperate. That is when Bhakrak came to us."

Who are these Dwarfs? Why are these Dwarfs here? Who is Bhakrak?

"Bhakrak is the leader of the Dwarfs who helped us. I

think they come from the east. He wanted us to make professor Hausdorff convince the Countess to build six bell towers. He gave us the plans and provided labour. In exchange Bhakrak promised to help us make the Land Ships work. Some of them came here to work in the lower tunnels, testing some machines. We agreed to the secrecy as we didn't want our competitors to find out. To seal the deal we participated in a Dwarf ritual. It was esoteric... and dark. The ritual made us realize these are not ordinary Dwarfs and we may have helped them with something bad. That is why my associates don't want anyone to find out about our involvement with the towers. That's why the lawyer bitch had to die."

Where is Bhakrak now?

"In Nuln I think. Some of his Dwarfs are here, in the lower tunnels."

Once the PCs have all the information they need Bruder starts spasming violently. Bloody foam runs from his mouth and his heart stops. It suits the goals of this adventure that Bruder Lehmann dies here. However, a Cleric of Shallya with a suitable spell could still be able to save him.

Around 100 gc lies at the bottom of the pool. Diving for it could very well invoke the wrath of Handrich.

4 - Miners' Quarters

Two rows of dirty, lice ridden cots. Three miners sleeping. Pisspots in the corner. A chest lies at the feet of every cot. Rummaging through the miners' personal belongings nets them personal belongings, letters from home and 54 s.

5 - Small Shrine

A small, shallow chamber that looks like it has served as sort of an impromptu shrine. Dozens of candles light the chamber. The walls are covered with a relief much like the one in the dining room except this one doesn't feature Sigmar. Instead, it pictures flaming comets falling from the sky and Nuln in flames. In the middle of the chamber is a three feet tall statue of Emmanuelle von Liebwitz. She is definitely recognizable. The statue stands in a bed of embers. The flickering candle light makes shadows dance across the relief. To anyone looking at it for more than a Round it seems like a shadow of a feminine figure

dances across the relief. Seeing the shadow calls for an **Insanity Check**.

6 - Sleeping Quarters

Near the Miners' Quarters is another sleeping chamber. It is dirty, and the air is dank. This is where the orphans from Chapter I would have ended up if the PCs hadn't saved them. Three orphans are here. They are filthy, frightened, and malnourished. It takes some coaxing to encourage them to let the PCs come close or for them to speak. They are all Kislevite and speak very little Reikspiel.

7 - Lower Levels

Mining carts and equipment. Sounds of mining echo in the tunnels. A dozen miners are at work, setting up a pile of gunpowder kegs. Two Chaos Dwarfs (*see p.115*) are supervising their work with whips in hand. If they see the PCs they attack. The miners will not fight for the Dwarfs. Successful use of **Command** convinces them to help the PCs.

8 - Chamber of the Daemonsmith

The Dawi Zharr have used this chamber in their sorcerous experiments regarding the Land Ships' steam engines. They sought to infuse the engines with daemonic energies. The chamber looks like a shop of an insane Engineer. A large furnace breathes fire at the far wall. Large wooden tables are covered with strange apparatus and mechanical constructions. On the walls – blue prints for the Land Ships, and a map of Nuln with the six bell towers clearly marked. Magical circles encircle the towers and lines lead from each one to the Countess' Palace. Make sure the PCs notice the map.

There is one more thing. The Daemonsmith (*see p.115*) stands defiantly in front of furnace. Two fuses start at his feet and run into the tunnels (there are two stacks of kegs). The Daemonsmith is not about to relinquish their secrets to some Humans. It barks something in a vile tongue that is an affront to spoken languages everywhere. His words seep hatred and malice.

Suddenly, flakes of ash appear in the air. Shadows peel back like velvet curtains and a creature black as coal steps forth. Its eyes glow like embers and forbidden runes coruscate orange on its inky skin. It has black horns decorated with Slaaneshi sigils and jewelry; ash-

grey hair cascades around a daemonic yet feminine face. A skirt made of the skin of cheating lovers reveals more than it covers.

This shadow-creature is an Ashbringer (*see p.116*). It takes a step forward and picks up the ends of the fuses. Its every move is seduction in motion. It winks at the PCs and kisses the fuses, which ignite immediately. Right at that moment another Ashbringer rises from one character's shadow. If a PC had an affair with Rosalia Schultz, then it is that PC. The Daemonette leans in and whispers a lovers' pet name shared between the pair alone – in her voice.

The PCs have 8 Rounds to cut the fuses leading to the kegs in the tunnels. The explosions won't destroy the mine immediately, but start a chain reaction that causes the lower levels to collapse. After the lower levels collapse the mid-level chambers will be destroyed. The upper level tunnels survive the destruction.

The Daemonsmith is quite prepared to die here. It fights to stop the characters from thwarting the explosion (thus preventing it from destroying all the evidence). The Ashbringers fight to the death or until **Instability** claims them. It is a rather cheap way to kill PCs by having the mine collapse on them. So, you should probably ensure the PCs have enough time to stop the explosions, or escape to the surface. Of course, they don't need to know that! Ask for an **Agility Test** or two to give the players a sense of tension and haste. Keep the tunnels collapsing just behind their heels (even though they wouldn't be in any real danger). Once they reach the upper level dwellings, they are in the clear.

Back to the Surface

The situation on the surface depends on the way the PCs entered the compound. In case the PCs entered the mine peacefully and with permission there is a group of militia and servants anxiously waiting to hear what happened.

If they fought their way in with the military, teary-eyed Soldiers wander around. Wounded men scream and the smell of smoke and blood runs thick. The Saltpeter Men peruse the mine's stock smugly.

If you want an action beat to end the chapter, a handful of Chaos Dwarfs from upper tunnels storm out of the mine and attack the militia. The Nuln troops outside hear the sounds of battle and start breaking the gate down. The PCs exit right into the thick of things.

The Saltpeter Men might think to accuse the PCs of setting off the explosion. But Commander Freitaler and Steward Aulen, having witnessed Lehmann's downward spiral and seen the Dwarfs, can vouch for the PCs' story.

Once the dust settles, the PCs can board *the Emmanuelle* and continue on their way.

What Did We Learn?

There are a few important clues that the PCs should get their hands on.

- The Guiding Hand was building Land Ships but couldn't make them work. Because of this they were in financial trouble. Bhakrak promised help in exchange for building the towers.
- A Dwarf called Bhakrak the Blackened manipulated the Merchants and professor Hausdorff into building the bell towers.
- The bell towers are clearly of some significance (judging by Lehmann's story and the map in the chamber).
- The Guiding Hand had Rosalia Schultz killed because they believed she found out about their connection to the bell towers and thus the Chaos Dwarfs. (Finding out they helped have a few towers built might sound like a cheap reason to kill someone. That is the point. Scared and greedy men overreacted to protect their own hides and Rosalia paid the price.)

The PCs are ready to move on as soon as they have this information and are again in possession of *the Emmanuelle*.

Chapter VIII

This chapter concludes *The Queen of Embers*. Ending is often the most challenging part of a story to tell. It is also the part that requires the most preparation and work from the Gamemaster. Indeed, at this point there are several open threads for the PCs to follow depending how extensively they investigated the clues from Rosalia Schultz's notes. What is more, there can be side plots and personal narrative arcs that need to be resolved. You have to find a way to tie all these together into a cohesive and satisfying climax.

Along their journey the players have made choices; they have chosen some factions over others and sided with some NPCs while angering others. Some of these decisions bear fruit now while some doors have closed for good.

As the GM it is your job to take into account their choices and interactions and adjust NPC reactions accordingly. It can all seem a bit daunting. In order to help you this chapter gives you building blocks to create an exciting and memorable ending to your story.

Take what is given and mold it to your liking and the preferences of your group. The truth is no one knows your style, your party composition, or your players' preferences but you. You are best equipped to craft an ending that is the most satisfactory and exciting finish to *your* story.

The Queen of Embers doesn't feature one classic villainous mastermind behind the evil plot. Instead, it is a story about desires and ambitions magnified by the ever strengthening presence of Pyrenzhia. In this maelstrom schemes and actions intersect at times, but there isn't one overarching evil plan. Therefore, it is narratively justifiable that the PCs might have a splintered picture of the overall plot. That being said, a big part of character (and player) motivation is making meaningful choices based on your understanding of the situation you are in. In order to decide what you want to do, you have to first know where you are.

To ensure everyone is on the same page you should have the characters recap their situation while they

are on their way back to Nuln. Samael Mortengeist is an invaluable asset at this point. Use him to give the PCs whatever information they are missing. Use him to help them piece the puzzle together. Use him to guide the PCs towards their next goal.

Below is a summary of the most important pieces of information the PCs (should) have at this point. This is followed by a look into the different clues and options the PCs may want to follow. Finally, we'll discuss how to bring *The Queen of Embers* to its climactic end.

So, What Do We Know...

Here is a summary of the most important plot points so far.

- The Countess is ready to divorce Nuln from Wissenland.
- There are several schemers: XIII and the Sootstained Prophet, Bhakrak the Blackened and the Chaos Dwarfs, Thyrus Thornroot and the Saltpeter Men, and the Guiding Hand.
- The Guiding Hand were building Land Ships but couldn't make them work. They made a deal with Bhakrak the Blackened, a Chaos Dwarf. The Hand made professor Hausdorff convince Nuln to build six bell towers. The plans for the towers came from Bhakrak the Blackened.
- The Guiding Hand had Rosalia Schultz killed (and framed Bruder Lehmann) because she found out they helped Bhakrak the Blackened build the bell towers.
- Professor Hausdorff and Bhakrak the Blackened performed a ritual in Nuln during Geheimnisnacht (that caused the stench). This was probably *the Great Equation* mentioned in *The Esoteric History of Nuln and Wissenland*. According to the tome, Pyrenzhia, a daemon of Slaanesh, was imprisoned by these hexagrammatic wards.
- XIII led by their Sootstained Prophet are planning a revolution. They had Emil Gruden manufacture them poisoned Kislevite Vodka

with fake labels. The Vodka was brought to Nuln by the river barge *Red Herring*.

- Thyrus Thornroot, the secret leader of the Saltpeter Men, betrayed them and the PCs are now wanted in Nuln.

Time and Pacing

As the PCs are returning to Nuln the Chaos moon Morrslieb appears on the night sky. Its movements are erratic and unpredictable at best, but it appears to be waxing. At first, it appears as a sliver of baleful light, but waxes unpredictably. As it progresses towards full moon Morrslieb's baleful grin eventually becomes visible during daytime hours as well. Morrslieb is your timer for the finale. The fuller the moon, the closer Pyrenzhia's coming is.

The Chaos moon's unpredictable pattern allows you to modify the timetable of the final days to suit your narrative needs. You can give the PCs a month to investigate and prepare for the final confrontation while evading their enemies and fighting a sort of guerilla war inside the city. Or, you can press the PCs for time and give them just a few days before things reach their climax and the Daemon-Queen comes.

While We Were Away

Things have changed since the PCs last saw Nuln. Firstly, the number one topic on everyone's lips is the Countess' recent announcement she will be handing the official documents for divorcing Nuln from Wissenland to the Supreme Law Lord Lector Agatha von Böhrn of the Cult of Verena. Lector von Böhrn will be arriving from Altdorf shortly and there will, of course, be a grand ball to celebrate this historic moment.

People of Nuln are falling under the influence of Pyrenzhia. Following the Countess' announcement street performers have taken to the streets en masse. Fire eaters perform on street corners. Poets recite improvised and rather raunchy rhymes using simple barrels and crates as impromptu stages. A puppet show performs a play about the Countess and a mysterious veiled figure that would make a Shallyan

blush. Bands march among the crowds and incite people to dance. Couples display emotion and desire openly. Every sound, smell and taste feels a little richer. There is certain kind of electricity in the air.

Other parties have not remained idle either. When Thyrus Thornfoot learned of a plan against Rosalia's life he left for Wissenburg, only to find the barrister dead. He secured the legal documents Rosalia had prepared and learned of her investigation into the plot against Nuln and the Countess. He dispatched the PCs to investigate further and returned to Nuln. His

network of Halflings informed him of the Sootstained Prophet and XIII's plan to poison the grand ball participants and launch a revolution. He had an epiphany: he would exploit their plot to put himself on the throne.

Thyrus sent his Torturer to find out if the PCs had any more information and to dispose of them. When that failed he put a

bounty on their head. He deduced that Hexenstern had collaborated with Rosalia and basically sequestered the man. His plan is to let the grand ball attendees drink XIII's sedated vodka. Then, his men will kill select influential Nulners. He will assassinate the Countess. In the following crisis Thyrus and his Saltpeter Men will seize power.

Wanted

The characters are wanted by the authorities in Nuln as part of Thyrus Thornroot's plan. There is a 50 gc bounty on each of them – alive. From the GM's perspective the fact they are fugitives serves an important purpose. It prevents the PCs from just walking to the authorities with their findings and say it's their problem now. Furthermore, it helps you put additional pressure on the characters. Every time a Watch patrol walks by, or they think someone is giving them a long look, the PCs should start feeling nervous.

Beware though that having them actually caught and imprisoned can bring the adventure to a screeching halt. Use your judgment. Maybe a hurried escape or chase through crowded streets that ends with them evading the pursuers serves you better. Conversely, you can make a memorable scene out of their

The Emmanuelle

Anyone riding a Land Ship to the city gates is bound to attract attention. The PCs probably need to come up with a plan to get the ship into the city, or they can leave it to Captain Glaubrecht. Don't make it too challenging though, as the ship can be a source of some cinematic action in the finale.

imprisonment. The clock is ticking and they need to find a way out of the Iron Tower. There are several NPCs who could help the PCs escape. Maybe their jailer is a filthy, sadistic bastard – with a gambling or drinking problem. Also, you can use the opportunity to have Thornroot make a short appearance and come to taunt them – and maybe reveal some of his plans in a stereotypically villainous fashion.

What Next?

There are several clues from chapters V – VII the PCs can pursue. These are discussed next. You should actively seek opportunities to tie the PCs' personal narrative arcs and side plots (Reik Lionfish, revenge for Rosalia, NPC connections in Nuln, personal relationships, Captain Glaubrecht's sideplot etc.) to these events to bring them to a conclusion. Make sure the PCs, at the very least, get the information from Master Hexenstern.

Master Hexenstern

It is possible some players still believe Tychonus Hexenstern is the main villain of the piece. There are several other reasons for the PCs to seek him out as well. His name was found in Eberhardtus Hagen's secret ledger in association with *The Esoteric History of Nuln and Middenheim* (Chapter V). If you used the optional encounter with the observatory, his name came up there as well.

Because of the bounty on their heads there is no way the PCs can go to the Palace and talk to the Countess. However, even though Hexenstern's observatory-tower is in Altstadt it is outside the Palace grounds. And he was the one to hire them in the first place. So, they might want to talk to him. Samael Mortengeist can suggest they go see the Wizard. Alternatively, Hexenstern learns they have returned and seeks them out.

The Astromancer's observatory-tower is a tall, serpentine structure made of black basalt. A dozen spyglasses stick out; a huge brass

cupola inscribed with magical sigils marks the observatory at the top. The tower seems to cast several shadows (one because of the Sun, one because of Morrslieb). As the PCs approach ask for a **Challenging (-10) Perception Test**. With a success they notice a Saltpeter Man lingering around a nearby café (if several PCs succeed, they each notice a different man). The Wizard is clearly kept under a watchful eye.

Ever since Tychonus learned of Rosalia's assassination he has been afraid and at a loss what to do. He thinks he is fighting the coming menace alone. So, he is more than relieved to learn the PCs are alive and have been investigating the matter. He was told – by Thornroot – that they died defending Rosalia. Ever since her death, the Astromancer has been under surveillance and his access to the Countess has been almost non-existent.

Play Tychonus' reaction off of the PCs' initial attitude towards him. He may have to prove his loyalty to the Countess and his association with Rosalia first. If the PCs come to him as friends he is relieved and invites them to his study.

Inside, the tower is an open gallery with catwalks and balconies that rise from the ground floor to the study. The study is just below the observatory at the top. It is a shadowy room lit by few candles. Large bookshelves

cover the walls and tables and desks are covered with stacks of books, scrolls and parchments. At the center of the room a large orrery dominates the space. Several star charts have been laid out. Two spyglasses jut out of narrow windows. They can be used to spy on the Saltpeter Men below.

Another man waits for them in the study: professor Hausdorff (if alive). Hexenstern didn't turn him over to the Watch (or saved him from them). Instead, he brought the mutated professor over in secret. They have been trying to decipher what *the Great Equation*

Servant of Change

Rather use Hexenstern as a villain? In that case, *the Astrologers' Guild of Mordheim* is a Cult of Tzeentch. Hexenstern plans to use the coming of Pyrenzhia to seize power in Nuln. He has professor Hausdorff locked in a cell. The PCs still get the information they need from the tortured professor and Rosalia's letters in the study.

Give him a magical breast plate (Chaos Armour) and clockwork wings (Fly). Give him Dark Lore (Tzeentch). In combat he uses the tower's empty central space to move around. He summons Horrors to fight the PCs while he blasts them with spells.

actually brought about. If the PCs are suspicious of Hexenstern (especially after seeing the professor) he shows them his correspondence with Rosalia.

Here is what the two men have been able to find out:
The six bell towers functions as geomantic relays for dark magical energies. They syphon *dhar* to the Palace and it seems they are connected to the waxing Morrslieb. When Morrslieb is full something happens in the Palace. Destroying the towers probably weakens this event, but won't stop it from transpiring.

The purpose of this clue is to inform the players that by destroying the bell towers they weaken the evil force is about to manifest in the Palace. If they got *The Esoteric History of Nuln and Wissenland* (in Chapter V) they can probably conclude the evil force is Pyrenzhia. Again, Hexenstern can help them deduce this. More on this below in *The Endgame*.

Master Hexenstern has a secret passage leading into the sewers the PCs can use to leave unseen.

Investigating the Bell Towers

The six bell towers are clearly of significance and the PCs might want to take a closer look at them. They are strongly built stone towers, three stories high. Grinning gargoyles look down from the eaves and the walls are decorated with coats of arms, skulls, and statues of great historical figures. Each tower is dedicated to an Imperial hero like Emperor Mandred I, the Ratslayer; and the current Emperor, Karl Franz. The tower closest to the Grand Palace in Altestadt is naturally dedicated to Magnus the Pious.

Each tower has a great bell in the third floor. The bells are rung only on Hexensnacht and Geheimnisnacht and during great emergencies to ward off evil spirits and protect the city and its inhabitants. Honorary guard of four Bell-Keepers mans the tower at all times. In addition, each tower serves as a Watch station for the city guard. This means there are 1d10+2 Watchmen present at any time. The Bell-Keepers are elite soldiers handpicked for the duty by the High Constable (use Elite Guard stats, p.119).

When the PCs are checking out the towers they suddenly hear a friendly greeting. Amadeus Lichtmann waves and comes over to talk to them (if he survived

Chapter I). He is dressed in the ceremonial armour of the Bell-Keepers with an inscribed breastplate and a black surcoat with the Nuln coat of arms. Amadeus invites them for a drink. It turns out he was given a position as a Bell-Keeper as acknowledgment of his services last Geheimnisnacht. He is by no means an elite soldier, but clearly enjoys the fame and nice coin the job entitles him to. And the attention he gets from the ladies these days makes him one happy man. Amadeus is a valuable source of information and a possible ally for the PCs. More on this below.

The Fake Seal on the Assassin's Note

The fake Lehmann seal on the note found on Rosalia's killer was forged by one Petir Mann. He is easy enough to find with the right connections. An alternative is to pay enough coin to learn his workshop is in Shantytown. Captain Glaubrecht has suitable contacts and can help the PCs locate the man.

Petir is a gray-haired, skinny man dressed in an ink stained apron and has a loupe hanging around his neck. He is an expert at his craft and he knows it. The man is all about condescending attitude and spits vitriol at anyone foolish enough to actually try to talk with him. Threatening him won't work. Instead, he lets them know he has very powerful, and deadly, friends so they better back off (implying the Reik Lionfish – and he is right). To get the information they seek, the PCs have to offer him a significant amount of money (20 *gc* or so). A **Hard (-20) Charm Test** and inspired roleplaying loosens his lips enough. A successful **Challenging (-10) Perception Test** sees a mock-up of the seal in question on his shelf. Referring to it may lower the **Charm Test** to **Challenging**. Of course, unscrupulous PCs can resort to violence and beat the information out of him.

Petir knows the following. The seal was commissioned by a rich Merchant via a mutual friend (Reik Lionfish). He made the seal from a sketch he received (hence the mistake) and delivered it to the Merchant's house. He was instructed to use the password "*Ponzi*" (a famous Tilean banker) in order to be allowed inside the house. It seemed the house was guarded by their mutual friends. He was paid and hasn't heard from the Merchant since.

You can use this scene to further the Captain Glaubrecht subplot. For example, Petir can forge the

necessary documents that transfer sole ownership of *the Emmanuelle* to the Captain. As soon as the PCs leave, Petir will go to the Merchant's house to spill the beans on their visit.

Going After the Red Herring

Red Herring is the river barge that transported Emil Gruden's fake Kislevite Vodka to Nuln. Asking the Harbour Master learns the pier where the barge is moored. Some of the crew is at the ship doing basic maintenance. They direct the PCs to a nearby seedy tavern.

The tavern is a typical dockside watering hole. How loud, smoke-filled, and full of drunks it is depends on the time of day. *Red Herring's* Captain, Klaude Grissen, and First Mate, Dagmar Kohl, are drinking and playing dice with a fellow river barge captain. The men are in a jovial mood having just made a decent amount of money by delivering their cargo. They invite anyone with a drink, a willingness to gamble, or a pair of boobs to join them.

It doesn't take much coaxing to get the men to tell what happened to the fake Kislevite Vodka (they don't know it's fake). Soon after their arrival Eustasius Eilhardt (the Sootstained Prophet's right-hand man) came to check the cargo. He gave them a shipping document for the alcohol and told them to take it to the Palace. This they did.

At the Palace a skinny Halfling dressed in all black came to check the shipment. The Halfling opened a bottle, smelled it and took a quick sip. Then he motioned servants to take the shipment inside. Then they got paid – 20 *gc* extra too – and left. It has been drinking and gambling for them since then.

What can the PCs deduce from this? Thyrus Thornroot is the Countess' food taster and poisoner so he most likely detected the poison in the bottles. Yet he let the shipment in anyway. Does he have a plan of his own, or is he setting up XIII?

The Guiding Hand

XIII is out for the blood of Merchants and Burghers. Fearing retaliation from their exploited labour force, the Guiding Hand (*see p.117*) have taken refuge in Viktor Geldman's mansion. The mansion is in

Altstadt, in the Kaufmann District to be more exact. Kaufmann District houses most of the city's merchants and traders. A cloud of fear hangs over the district. Many fear the growing anger coming from XIII as they grow more bold and violent by the day. Most doors and windows are locked and barred at night.

Viktor Geldman's mansion is one of the most well-known and everyone can point the PCs in the right direction. The house is one-story stone building surrounded by a six foot wall. All the windows and doors are locked, even during daylight hours. A wooden gate leads to the grounds. Normally, pulling a cord to ring a bell would fetch a servant to the gate. Now - a thuggish man dressed in a dark grey tabard comes and opens a peephole. Giving him the "*Ponzi*" password gets them in. Otherwise, they have to come up with a ruse of some kind.

Four Reik Lionfish Thugs patrol the grounds (use Thug stats *p.88*). Inside, there are two Druchii Corsairs (stats *p.89*) and Félrieth Morgal (*see p.118*), the Druchii leader of the criminal organization in Nuln (adjust these numbers according to your needs).

All three men of the Guiding Hand are here. Clothes, ledgers, dishes and valuables are scattered on the floors and hallways. Open, half packed trunks lie here and there. The Merchants have been busy packing (all servants have been fired as they could not be trusted anymore).

Right now, the money men are having a meeting in the library. The fireplace is lit and shadows dance across the bookshelves. Several maps are laid out and they are busy discussing their plan to escape Nuln. Their heated, almost panicked, discussion is interrupted when a Dark Elf enters the room. This is Félrieth Morgal. The silver-gray haired Elf walks with a slight limp. He stops a few feet away from the table and leans on his cane. Morgal and the Merchants proceed to discuss the Druchii's plan to smuggle them inside crates aboard a river barge and ship them out of the city. What the Merchants don't know is Morgal intends to sell them to slavery.

There are many reasons for the PCs to come here and there are several ways they can approach this scene. Maybe they are looking for answers. Maybe they want to settle the Captain Glaubrecht subplot. Maybe they want revenge for Rosalia. Maybe they want to know

more about the Land Ships and the Chaos Dwarfs. Maybe the Sootstained Prophet sent them here (see below). Take into consideration what their goal is. Let them come up with a plan how to get inside. Then modify the scene and NPC goals/reactions/locations to give them a scene where they can reach that goal in a suitably dramatic fashion.

Perhaps they give the correct password and meet Félrieth Morgal first. Do they make a deal with him? Do they frame the Merchants? Or possibly they sneak in and learn of the men's plan to escape Nuln. Do they follow them, or intercept them on the way? Maybe you want the PCs to have a civil discussion with the Guiding Hand before Morgal arrives. Use this scene the way that best benefits your story.

XIII

The revolutionaries are still holed up in the same, ruined Geldman & Zachs foundry. However, now the authorities and the Saltpeter Men know where they are. Why don't they just barge in and arrest everybody? The official reason is XIII's numbers have grown dramatically and it would take a lot of manpower. Furthermore, it is easier to keep an eye on them while they are in a known location above ground. The truth is Thyrus Thornroot wants XIII to launch their revolution.

It is rather easy for the PCs to gain entry inside the foundry unless they complete angered or sold out XIII earlier. The characters are escorted by two armed revolutionaries (see p.92) through the large hall. The foundry has changed dramatically since the last time they were here. The walls are now covered with stolen tapestries. Pieces of expensive furniture lie scattered here and there. The number of people has multiplied tenfold; and they seem better armed than before (one of the perks of having so many skilled weaponsmiths around). A successful **Average (+0) Perception Test** tells them that the pile of gunpowder kegs is significantly higher than before. Three alert men stand guarding the kegs.

As they make their way through the hall, the PCs notice the atmosphere is loud and rowdy. They see two men fight over a looted painting. Little further in a senior XIII member sits on a divan most likely confiscated from some Merchant or Burgher. He

bosses some newcomers around while drinking beer from an expensive pitcher with his friends. On the other side of the hall, a Merchant is tied to a chair and surrounded by a mob of grinning revolutionaries. As the PCs pass, the bruised and bloodied man wets himself and receives vicious ridicule from his captors. Lots of people are drinking and many wear ill-fitting pieces of good quality clothing.

The chatter has changed as well. Where XIII was all about the workers' rights in the beginning, the focus seems to have shifted to a larger uprising. At first, they struck against the merchant class and the Saltpeter Men. Now they seem to crave noble heads as well. It is an uprising against the upper classes, but seems to lack focus and any concrete goals.

The Fireborn can still found in the side room behind the large doors. His most trusted men share the space with him. Where XIII have changed, the Sootstained Prophet has not. If anything, he seems even more focused and driven than before. A **Routine (+10) Perception Test**, or if a PC specifically mentions it, notices that the 13th Runefang is almost completely blackened and engraved.

How this encounter plays out depends on what transpired earlier and how the PCs want to approach the matter. Perhaps the PCs come here to investigate the Land Ships, the Chaos Dwarfs, or the Sootstained Prophet. Perhaps they come to seek help with destroying the bell towers. The revolutionaries are willing to talk to them as long as they remain civil and at least somewhat respectful. Here are some topics that might be of interest to the PCs.

- They should realize that trying to attack the Prophet would be suicidal. There are dozens of revolutionaries in the foundry.
- Asking the Prophet about the Daemon-Queen yields nothing. If they insist and refer to his accident, he says he believes he was saved by fate and the loving hand of the Queen of Embers. He doesn't elaborate.
- Asking about the Land Ships. They learn that after the accident the Ships were taken to the other Geldman & Zachs foundry (everyone can give them directions).
- Asking about the Chaos Dwarfs. The Prophet says nothing – but a successful **Challenging (-10) Will Power Test** (+10 from **Schemer**

applies) reveals he knows something. Good roleplaying and a successful **Charm Test** may get him to reveal that a group of Dwarfs sympathetic to their cause provides them with kegs of gunpowder. An **Average (+0) Gossip Test** with random revolutionaries gets them the same info plus the fact the Dwarfs used to work on the Land Ships.

- Asking about the revolution: *“The time of reckoning is coming. We will rise to demand justice.”*
- Asking about the fake vodka: *“I won’t deny it. It is all part of the plan. We rise to demand what is rightfully ours when the upper classes gather to celebrate their schemes. Schemes that aim to further exploit us.”*
- Asking about the Guiding Hand. The Prophet’s eyes narrow and his voice is reduced to a whisper. *“Bring me their heads, and you will be richly rewarded.”* **If the PCs are here to seek help from XIII to destroy the bell towers, this is the price – the heads of the Guiding Hand.** See *The Endgame* below.

When running this scene, bear in mind that, as written, the Sootstained Prophet and XIII have an important role to play in the climax of this adventure. If the PCs do something to change that, you have to do some extra work to adjust accordingly.

The Second Goldman & Zachs Foundry

Pretty much anyone in Industriepplatz can give directions to the foundry. The unfinished Land Ships were taken here after the accident. The Chaos Dwarfs took over the work and Goldman & Zachs workers were used as menial labour. An **Average (+0) Gossip Test**, or talking to a friendly XIII member who used to work for G&S, earns them that the Land Ships were never finished. But, strangely enough, they disappeared from the foundry just a few nights ago. Asking around eventually finds someone who saw two ships driven away from the foundry in the middle of the night. No-one knows where they went.

The Second Goldman & Zachs foundry is very much like the first one. Workers are absent because the foundry is going out of business. The Land Ships were their final, fateful, project. Now, large halls are left dark and silent. Furnaces and crucibles stand unused.

A complex tangle of rope and pulley systems looks like a gigantic spider’s net.

The back wall is covered with a huge mural. It depicts a pale and veiled feminine figure looming above Nuln’s burning ruins. It feels like the veiled figure watches them – call for an **Insanity Check**.

The unfinished hull of the fourth Land Ship stands alone in the hall. You can use the fourth ship to provide the PCs with a new Land Ship if *the Emmanuelle* is destroyed, or otherwise unavailable. Or, they can scavenge the skeleton for replacement parts and upgrades like an additional heavy blunderbuss, 10 Wounds worth of extra armour, or spare wheels. If you feel you are in need of an action beat, one Dawi Zharr Daemonsmith and two Infernal Guards are scavenging the ship (*see p.115*). They are hard at work and don’t suspect anyone, so the PCs get a drop on them. The Chaos Dwarfs fight to the death.

Additionally, enterprising PCs may think of blowing up the bell towers. In that case, they find a few gunpowder kegs the Dwarfs left behind.

It is possible your players get obsessed with the idea of finding the missing Land Ships. The Chaos Dwarfs have hidden them inside two abandoned warehouses near the waterfront. There, they wait for the moment when it is time to burn Nuln down for the glory of Hashut. If your players are persistent and crafty and you want to give them the opportunity to face the Dawi Zharr before the big finish, it is totally possible (like following the scavenging Dwarfs to the warehouse for example). In that case, create a scene around their plan. The Dawi Zharr are all with the Land Ships, making final adjustments. However, as written, this adventure presumes the Land Ships will be part of the final act. If you want to keep it that way, it might be a good idea to distract your players with other, more pressing, matters at this point.

The Endgame

This is it, the conclusion to *The Queen of Embers*. Again, this is the finale of your version of this adventure and you have to bring it to a conclusion your players find satisfying. What follows is a framework for how the climactic events transpire. Use it as a guideline and inspiration to mold the ending according to your group’s needs and wishes.

To get these events rolling the PCs should know the following:

- The Countess is throwing a Grand Ball to celebrate Nuln's separation from Wissenland.
- The six bell towers channel *dhar* into the Palace. Stopping their tolling weakens whatever it is they are syphoning the *dhar* to (they should be able to guess it is the Daemon).
- The Sootstained Prophet and XIII have poisoned the alcohol served at the Countess' Grand Ball and will try to invade the Palace.
- If they found *Red Herring* they might suspect that Thyrus is up to something as well.

Use the Wizards Hexenstern and Mortengeist (or other NPCs) to help the players piece this information together and guide them in the desired direction if necessary. What should the PCs do, then? They can (and probably should) try to take down at least some of the bell towers. Then, they have to make their way into the Palace and save the Countess and Nuln.

The Bell Towers

Soon after they returned to Nuln the PCs met with Master Hexenstern. He informed them about the bell towers and their dark purpose. Hexenstern (and/or Mortengeist) strongly suggest the PCs take down at least some of the towers to weaken the flow of *dhar*. There are several ways to approach the matter of the bell towers.

- The PCs can just ignore them. This is a viable option. It means their encounter with Pyrenzhia in *The Finale* will be more challenging as all towers continue to syphon *dhar*.
- No exact location for the towers is given except that they are in different parts of Nuln. The reason is to give you the freedom to place them wherever story needs dictate.
- The PCs can start their fight against the towers before Morrslieb is full, before the night of the Grand Ball. You can even extend this part so that the PCs take down one tower at a time in a long covert war against the Bell-Keepers (and, by extension, the city) that lasts for days.

- They attack against the bell towers during the Grand Ball when Morrslieb is full. To have the PCs deal with all the six towers is a poor narrative choice and probably too much of a grind. Instead, consider having the PCs deal with just one tower (or none at all) and have their allies deal with the rest of them. The tower the PCs attack is, of course, the one closest to the Palace and the one where Amadeus Lichtmann is stationed.
- The towers don't need to be destroyed. It is enough to stop the bells from tolling (kill the crew, crack the bells, detach the clapper etc.).

Finding Allies

When it has become evident something has been done about the towers Hexenstern (and/or Mortengeist) suggests finding allies to help them. During their journey through the events of *The Queen of Embers*, the PCs have encountered many different NPCs and factions. They have made choices. They have sided with some groups at the exclusion of others. These choices come to play here when they try to recruit allies.

Captain Glaubrecht and the *Emmanuelle*

If the PCs don't ride *the Emmanuelle* to battle, the ship and its crew can take down a tower on their own.

Captain Tannfelder and his Company

The Captain returns to Nuln. If he had a run-in with the Saltpeter Men in Chapter VI, he is ordered under house arrest in the barracks. The PCs have to find a way to get a word to him. When he gets the word, Tannfelder sneaks out. Wearing a cloak with a voluminous hood, he meets the PCs in a tavern. He is ready and willing to help. He can muster most of his company, so they are more than capable of taking down a tower or two.

XIII

If the PCs approached the Sootstained Prophet and provided him the heads of the Guiding Hand he agrees to help them. The revolutionaries can offer gunpowder kegs and/or directly attack a bell tower.

Amadeus Lichtmann

The PCs can approach him and convince him (with good roleplaying) to turn on his fellow Bell-Keepers. Amadeus can be useful in many ways. He can provide information. He can let them in secretly. He can set up explosives (but does not have the necessary skill). Or he can join them in the fight. Characters with loose morals could even provide him with poison to slip into the Bell-Keepers' food (This requires serious convincing or threats, as it is against Amadeus' nature and morals).

Aleksandra Koriakovna

If the PCs saved the orphans in Chapter I and met the Ice Witch afterwards, she can be convinced to help them. She can provide them with Kislevite Soldiers (if necessary, use Sell-Sword stats *WFRP p.235*). Aleksandra herself will be in the Palace so she can maybe let them into the Palace or show them a shortcut to the Ballroom etc. Asking Aleksandra to warn the Countess is a good idea. If the players come up with it, then tell them during the Finale that Emmanuelle didn't drink the poisoned alcohol because of her warning.

Master Hexenstern and Wizard Mortengeist

Two powerful Wizards and ready allies. This is a way to separate these two NPCs from the PCs for the Endgame. This adventure is all about the PCs, after all. They can help take down a bell tower. Hexenstern can provide them with some advance information (an obscure warning about the Chaos Dwarfs maybe). He can also be the one to let the PCs inside the Palace. Mortengeist can join the PCs, but he insists on being among those who go to the Palace (to save Emmanuelle).

The Elves or the Crimson Martyrs

Depending which side they supported (if either) the PCs can go to them for help. The Crimson Martyrs are not in Nuln, so a messenger needs to be sent to get them. Additionally, they are Mercenaries who expect to be paid. Depending on how Chapter VI unfolded the Envoy and the Elves of Nuln are a potential ally. They are able to take down a tower on their own. As the Elves are not very popular at the moment, Marienne Mithaliel is not invited to the Palace. If Bloodleaf survived she left the forest as an exile. Again,

depending on the way things went down the PCs can possibly track her down and recruit her.

The Dung Collectors or the Tileans

If the PCs interacted with either or both of these parties, they can be available as allies. Not very useful in hand-to-hand combat to take over a bell tower, but they can be utilized in creative ways.

Reik Lionfish

A powerful ally who definitely can take down a tower. But they come with a price. And that can be a price the PCs are not willing to pay. Owing a favour to an organization like the Lionfish is not the most tempting idea. Then again, these are desperate times.

The Order of Events

Not accounting for the actions of the Player Characters, here is a rough timeline of the events for the final night. Morrslieb' grinning face turns upon Nuln as the Chaos Moon casts its baleful light upon the city. Tonight is the night of the Grand Ball. Despite the Chaos Moon, and because of Pyrenzhia's influence, ordinary citizens are out and about in a festive mood. Firecrackers go off. People sing and dance. Street performers are out en masse. After it gets dark the bells start pealing because Morrslieb is full. Soon after, a grand display of fireworks lights up the sky. This is when all hell breaks loose.

As the fireworks start XIII launch their revolution. They start from the Industriepplatz and advance across the bridges towards the Grand Palace. On the way there, they cause much destruction and mayhem. They attack Merchants and their houses. They chase down Burghers and their families. Soon, homes burn and looters start breaking into shops.

At this time the guests at the Grand Ball have been drinking the poisoned alcohol and start to show symptoms (drowsiness, vomiting). Thyrus Thornroot has his most trusted Saltpeter Men at the ready to find and execute selected powerful Nulners (city officials and nobles).

As XIII are wreaking havoc, Bhakrak the Blackened decides it is time to attack. Two Land Ships roll out and attack everything in sight. Bhakrak's vessel crosses the river via the Great Bridge. It continues towards the

Palace laying destruction all around it. The other vessel crosses the Iron and Glory Bridges to attack the Imperial Gunnery School. Several hidden caches of gunpowder explode. The Iron Bridge is destroyed after the Land Ship has crossed.

XIII reach the Palace gates, but are unable to enter. Fortunately for them, Bhakrak arrives and destroys the gates. The revolutionaries storm the Palace and face the Elite Guard guarding it.

At this point, everyone who drank the poisoned alcohol is having symptoms. Thornroot gives the order for his executioners to proceed with their ghastly business.

Narrating the Fight against the Bell Towers

This is a good opportunity to let your players plan their strategy. Encourage them to come up with ways to best employ their allies. Also, having the allies in a meeting with them is a great roleplaying opportunity.

Especially, if some of the NPCs do not get along. You may ask for **Command** and **Academic Knowledge Strategy/Tactics Tests** and reflect the results in the coming battle.

You can just narrate the results based on the PCs' plan and the results of their (and their allies') **Command** and **Academic Knowledge Strategy/Tactics Tests**. An easy method is to rule that every tower that is attacked by a group of allies is vanquished (at the minimum the bell stops tolling).

Another method is to give each player an ally to control. Then, play a part of that battle out in a short scene with one player controlling a key NPC. Other players can take supporting, or even enemy, roles. For example, the Elves have agreed to take out a bell tower and the plan is that they sneak in and assassinate the Bell-Keepers. One player takes the role of the Envoy Marianne Mithaliel, other players control Kithband Warriors. Then describe a short scene with maybe a few Tests and a round or two of combat. Next, go to another group of allies where another player controls, for example, Captain Tannfelder. Intertwine these scenes with the actions of the PCs and pay attention to dramatic pacing. Dramatic cliffhangers are your friends when transitioning into a

cut-scene – for example, a Chaos Dwarf is about to hit a PC when you transition into a cut-scene where a Bell-Keeper is about to hit an Elf.

Third option for handling the Bell Tower battle is to use a simple game mechanic. This option requires extra preparation on your part. Here are two examples. In the first one, you assign the allies a Strength, Toughness, and Wound value based on the unit's perceived efficiency (low for Dung Collectors, high for Captain Tannfelder's men). When assigning these values take into account the players' plan and whether allies are combined with another unit. For example, a group of Dung Collectors armed with a keg of gunpowder would have low Strength. But on the round they use the gunpowder, it could be doubled. Resolve the battles the following way. Every round (in this case a round is several normal Rounds of combat, use your narrative judgment) roll 1d10 + Strength for the allies and the tower. Highest score Wounds the opponent. Reduce Toughness from the result of the

Strength roll (Strength +1d10 – Toughness = Wounds). The side to run out of Wounds first, loses (dies, flees, surrenders etc.). Each bell tower has, for example, S 5, T 8, and W 20.

Another mechanic is to use the table below for each group of

allies. Again, a round is several normal Rounds of combat, so use your narrative judgment. Roll d100 and consult the table. The side who suffers 100% Damage first, is defeated. Modify the rolls according to the table and apply situational modifiers like you would to a skill test. For example: one-time bonus of + 50 for detonating a gunpowder keg; or +20 to first roll to reflect a surprise attack.

The Bell-Keepers

The constant flow of *dhar* has started to affect the Bell-Keepers. Use Elite Guards stats *p.119* and add a mutation to each Bell-Keeper.

d100 Roll	Combat Result
1 - 15	Ally takes 50 % Damage. -20 to roll next round.
16 - 35	Ally takes 35 % Damage, and deals 10 % Damage. -10 to roll next round.
36 - 65	Ally deals 25 % Damage.
66 - 85	Enemy takes 35 % Damage, and deals 10 % Damage. +10 to roll next round.
86 - 100	Enemy takes 50 % Damage. +20 to roll next round.

Please note that these are quick and dirty methods meant to first and foremost guide your narrative. If you and your players enjoy such a thing, feel free to create a more complex and mathematically sound system for solving the battles. Whatever your chosen method is, remember to keep the focus on the PCs and their actions. If they take on a tower make it the tower closest to the Palace. Concentrate on the fight they are involved in and describe battles at the other towers in short montages. Pick strong visual images from different fights and intertwine them with the PCs' scenes. Consider having an important ally die tragically to heighten the drama.

XIII

XIII are a seething mass of angry, torch wielding workers. Several banners featuring XIII and 13th Runefang imagery are carried up front. Many carry signs declaring the downfall of the upper classes and the liberation of the common man. Almost every revolutionary has XIII drawn with gunpowder or ash somewhere on his or her body. They are armed with swords, maces, clubs, and cudgels. Few carry pistols or blunderbusses. The Sootstained Prophet is nowhere to be seen. His right hand man, the Agitator Eustasius Eilhardt, leads the mob.

The revolutionaries start their march towards the Palace from Industriepplatz. Once they cross the Great Bridge, the march turns into pandemonium. The revolutionaries break into the homes of Burghers and Merchants and drag them and their families to the streets. Houses are set on fire. Stores are looted. Watch Patrols and revolutionaries clash. Blood runs on the streets.

Some short vignettes to describe the scene:

Two revolutionaries drag a man and his wife to the street by the hair and proceed to scalp them.

A chair is thrown through a window to the street.

A Watch Sergeant tries to talk to the mob. Someone throws a rock. The Watch Men fire their crossbow. Then it turns into a bloodbath.

Revolutionaries paint XIII on doors, statues, walls.

A Priest of Taal protects the Deuz Elm with two dogs.

In the middle of a street with people fighting all around her, a woman holds her child in her arms. The child was trampled in the chaos.

A man with hair on fire runs through the crowd.

A bloodied Watchman rips a banner from the dead hands of a revolutionary and wipes his sword clean.

The Dawi Zharr

Once XIII cross the Great Bridge, Bhakrak the Blackened decides the time has come for Nuln to burn. Two Land Ships roll out of nondescript warehouses near the waterfront and lurch towards the bridges. Bhakrak's ship crosses the Great Bridge, ramming through revolutionaries, citizens, and Watchmen alike. Acrid smoke trails the Land Ship as its crew keeps firing upon the crowd. The other Land Ship crosses the Iron and Glory Bridges and attacks the Imperial Gunnery School. Explosives hidden under the Iron Bridge detonate and sink it.

Bhakrak's ship sails through the streets. Its mast raises high above the surrounding rooftops and the huge wheels strike sparks from cobblestones. The Sorcerer-Prophet stands in the prow. Eyes gleaming in ecstasy he screams exaltation to Hashut and rains fire upon the city.

Some short vignettes to describe the scene:

A volley from fireglaves mows down a squad of Imperial Handgunners positioned on a tavern's roof.

A group of Scouts jumps aboard the Land Ship and a skirmish ensues. Bhakrak cuts down the men with his flaming axe.

A barrel of full of fireworks is hit by a stray shot. The fireworks shoot all over the streets.

A throng of civilians flees away from the battle. Suddenly, the Land Ship takes the corner and bursts down the street. People turn on their heels to return where they came from but fall over each other. The ship plows right through them.

The other Land Ship rolls guns blazing towards the Imperial Gunnery School. Troops rush from the

School to meet the ship. They try to set up a cannon, but a shot from a heavy blunderbuss annihilates the crew.

A small group lead by a Master Engineer sneaks onto a roof and jumps aboard the Land Ship attacking the Gunnery School. They are quickly cut down, but the Master Engineer manages to drop the ship's anchor. It causes the vessel to swerve and crash into a building. Volley guns and cannons from the School open up on the ship and it explodes in a magnificent ball of fire that colours the skyline orange.

The Palace

Nuln is in chaos. People are dying on the streets. And what do the wealthy and powerful do? They dance, of course!

The Grand Ball

The Countess' Grand Ball to celebrate Nuln's separation from Wissenland starts with all the proper etiquette and pomp. Important and influential guest from Altdorf, Averheim, and Talabheim are announced as they walk into the grand ballroom. Countess von Liebwitz receives the delegations one at a time and long pleasantries are exchanged.

The last to arrive is also the most important guest of the night - Lector Agatha von Böhrn of the Cult of Verena, Supreme Law Lord of the Empire. She is here to receive official documents of an inquest into the legalities of divorcing Nuln and Wissenland and Nuln's proposal on how to proceed in this matter. Lector von Böhrn, officially and in the presence of witnesses, receives the documents, and vows to review them before they are put up for vote with the Elector Counts.

Then it is time to dance.

Completion of the formalities and the beginning of the separation process is celebrated with a salute from the Imperial Gunnery School. This is followed by a massive display of fireworks. The dancing begins, starting with the Countess herself. Guests are offered drinks. Among them the poisoned vodka. Thyrus Thornroot has made sure the poison doesn't kill the guests, only sedates them.

The Palace Gates

The PCs should make their way to the Palace either after dealing with a bell tower or straight away (trusting their allies to take care of the matter or ignoring the towers). Now, the PCs probably (hopefully) have some sort of a plan. They know that silencing the bells has slowed the flow of *dhar* but doesn't stop Pyrenzhia from manifesting.

Bhakrak the Blackened's Land Ship arrives at the Palace gates and blows the doors open (*see p.118*). Revolutionaries cheer and storm the Palace courtyard. If the PCs' plan is to sneak into to the Palace, then Bhakrak drives the Land Ship into the courtyard and proceeds to bombard the Palace with the ship's guns. The Palace Guard retaliates. The PCs have to either deal with Bhakrak and the Land Ship, or find a way past it.

The courtyard is large and it is possible to sneak past the Chaos Dwarfs. It shouldn't be too difficult, but it should definitely be exciting. The battle rages between the guard and the Chaos Dwarfs. Cannon shots blow heads off statues the PCs hide behind. Bhakrak's spells set trees ablaze and banish the shadows the PCs were just about to sneak into. A Wounded guardsman falls near a PC's hiding place and pleads for help while bleeding to death. A blunderbuss shot slays a cannon crew. The cannon is left standing there, ready to fire and pointing at the Land Ship.

If, on the other hand, the plan is to ride *the Emmanuelle* to the Palace then the PCs are in for some ship-on-ship action. Two Land Ships doing battle in the narrow streets of Nuln has all the ingredients of a great action scene. Take full advantage of the possibilities. Let the PCs parkour rooftops to board the ship. Describe how fusillades annihilate facades. Have the ships navigate narrow streets, plow through stalls and carts, and maneuver around buildings. Have fun with it.

Besides Bhakrak there are four Chaos Dwarfs manning the guns, one beating a war drum, and one driving the ship (his skill is 45%). To raise the challenge level add a Chaos Dwarf Sorcerer or two. Statwise Bhakrak's ship is the same as *the Emmanuelle* without any upgrades. The biggest difference is that the Sorcerer-Prophet has bound an Ashbringer to the ship's steam engine. Therefore, his ship doesn't suffer the effects of the

calamity chart. Instead, every time the steam engine takes a direct hit or the pilot fails a **Drive (Landship) Test** by three degrees the Ashbringer makes an **Instability Check**. If it fails, the Ashbringer returns to the Realm of Chaos and the Land Ship stops.

Bhakrak and his Dwarfs fight to the death. If the PCs are having trouble with this fight Nulner forces can come to their aid armed with a cannon and accompanied by Handgunners.

After the PCs have snuck past or fought Bhakrak, finding entry into the Palace is the next obstacle. Possibly, the PCs have an ally like Master Hexenstern or Aleksandra Koriakovna who can let them in via a secret side door. Or, they can choose to climb through a window. This requires an **Average (+0) Scale Sheer Surface Test** and might attract the wrong kind of attention. Third option is to wait as the revolutionaries use a makeshift battering ram (a statue of Karl Franz) to break down the doors.

Inside the Palace

The chaos spreads inside the Palace.

Some short vignettes to describe the scene:

Shouts and screams echo in the winding corridors.

Revolutionaries tear down paintings and tapestries. They bash in doors to get to the nobles and servants locked inside.

The Palace Guard have set up a barricade of furniture and statues. Revolutionaries try to scale the barricade while guardsmen hack at them. A Sergeant stands on top of the blockade and takes aimed shots with his pistol. The smell of blood and gunpowder hangs heavy in the air.

In one of the many side rooms a revolutionary dances with a terrified servant while another revolutionary accompanies them on a harpsichord – badly.

A fallen chandelier lies scattered all over a hallway. Shattered glass gleams in a pool of blood.

XIII smeared all over the walls in blood.

The PCs make their way towards the ballroom. Battles break out all around them, so the PCs can be attacked by either the revolutionaries or the guardsmen (unless they are accompanied by a NPC the guards recognize). Keep in mind though, that the PCs are about to enter the climactic fight with Pyrenzhia. If they are already wounded, you might want to relegate all Palace fights to the background. On the other hand, if they have had it easy so far, you can throw them right into the thick of a vicious battle. It is up to them which side to fight for (if either).

If they are in a bad shape, an ally or a corpse of a Guard Sergeant can provide them with a Healing Poultice or two. Eventually, the PCs find their way into the ballroom.

The Ballroom

The ballroom is most likely the most luxurious, lavishly decorated room the PCs have ever laid eyes upon. Huge chandeliers light up the room. Beautiful tapestries decorate the walls. Long tables bend with exotic dishes.

The rest of the sight is less glamorous. Spilt chalices lay scattered across the floors. Retching nobles lean against each other or sit hunched over. Scent of expensive perfumes mixes with the acrid reek of vomit. A confused jester in a motley outfit wanders among the guests completely clueless what to do. The Countess is nowhere to be seen.

The PCs are taking it all in when they notice a sinister group moving from guest to guest. A Pyromancer-Alchemist accompanied by two Saltpeter Men crouches next to a guest and lifts his head to have a look at his face. The Wizard nods to one of the Saltpeter Men who draws his knife and coldly slices the noble's throat. These men are here to kill certain key people at the behest of Thyrus Thornroot.

Suddenly, one partygoer gets up and sprints towards the PCs. The elderly woman is Countess von Liebwitz's chaperone Maghilde (they saw her briefly in Chapter III). She sprints to the PCs to escape certain death in the hands of the execution squad. The Saltpeter Men notice her and their attention is drawn to the PCs.

The men start threateningly towards the chaperone. They warn the PCs not to interfere as they just want “to put down another traitor to the city”.

The chaperone knows the Countess’ current whereabouts i.e. the location the PCs need to get to. Therefore, make sure they get this information from her (by killing the Saltpeter Men, or convincing them not to waste their time on an old woman like her etc.)

The PCs can fight the Saltpeter Men (*see p.94*), but keep in mind they are moments away from the final boss fight. If you feel they should save their strength have a NPC or a group of guards deal with the Saltpeter Men. Alternatively, the battle - suddenly and violently - spills from the halls into the ballroom and carries the Saltpeter Men away.

This scene is your chance to set the party up for the grand finale. It is an opportunity to separate any NPCs that you don’t want in the final scene from the party. These NPCs can rush to fight the Saltpeter Men, or help the poisoned nobles, or escort the Supreme Law Lord von Böhrn to safety. Turning it around, this is an opportunity to insert a useful NPC to the party if necessary. Also, you can use an NPC at this location to provide healing to wounded characters.

Once you feel everything is set for the climax, the chaperone tells them where the Countess is.

The Finale

As soon as she heard word of the uprising and her guests started showing the first signs of poisoning the Countess, in a calm and collected manner, left the ballroom to retreat to a secret location. She asked her food taster to join her presumably to protect her from poisoning.

The fact of the matter is Emmanuelle von Liebwitz is far from being just a damsel in distress here. She is taking an active role in the unfolding events, as we will soon see.

Finding the Countess

Supposedly, the PCs want to find the Countess to ensure her safety. Also, they are safe to assume the Daemon-Queen has something to do with the Countess (for example, if they saw the statue in the mine in Chapter VII). If the PCs seem reluctant to find

the Countess or are at a loss what to do, there are several NPCs who can point them in the right direction.

Chaperone Maghilde was given instructions not to divulge the Countess’ whereabouts, but it is in her nature to worry about her. Maghilde can plead the PCs to find Emmanuelle (yes, she actually says Emmanuelle) and make sure she is safe. “*She is with that Halfling and I don’t trust that imp.*” The Wizards Hexernstern and Mortengeist can also demand they make sure the Countess is safe.

The chaperone reveals the Countess’ current whereabouts the PCs need to get to. She has retreated into a secret winter garden deep in the old parts of the Palace. Maghilde gives them instructions how to get into the garden. It involves going into one of the Countess’ private salons and finding a secret door.

The Secret Door

A small corridor leads from the ball room deeper into the Palace. The private salon is easy enough to find. You can ask for a **Search Test** to see how long it takes for the PCs to find the hidden door. The main point is to stress to them they are in a hurry and hopefully have them trash the room in a frantic search. The door is inside a walk-in closet behind a row of expensive dresses.

The Winter Garden

A narrow and lightless corridor opens behind the secret door. The arched architecture looks old and alien (this is part of the Elven ruins Nuln was built upon). Almost completely worn-out embossing is barely detectable (it is easier to feel it with your fingers). The corridor goes on for some thirty yards; then a short flight of stairs leads up to a gilded decorative door. It is clearly Elvencraft and locked. Through the door the PCs can see the secret garden.

The Countess’ chosen lifestyle means she has been forced to make painful choices in her life because of her title and all that it entails. This hidden garden in the oldest parts of the Palace is sacred to Emmanuelle and she retreats here every time she wants to escape hectic court life. Besides Emmanuelle, only people who know about this place are her chaperone Maghilde and Thyrus Thornroot (because of his skill

with different poisons and remedies he once helped her).

A decorative wrought iron ceiling opens to the night sky where fireworks still bloom and Morrslieb looms menacingly. Lush rosebushes surround somber basalt cherubim. Serpentine paths lead deeper into the garden under the foliage of magnolias.

The front of the garden is decorated with a small fountain depicting Rhya pouring water from a vase. Two people stand by the fountain: Emmanuelle von Liebwitz and Thyrus Thornfoot. The PCs are behind the locked door. They need to either pick the lock or force the door open. Whichever method they prefer, it takes a moment.

The Countess is a magnificent sight in her bejeweled carmine gown sewed from the most expensive velvets and silks. Her Runefang is a part of her gown in such a way that the blade; the high, gold-embroidered collar of her gown; and her coiffure form a complex interwoven ensemble.

Death of the Poisoner

Thyrus Thornfoot is here to kill Countess Emmanuelle and has laced his dagger with Heartkill poison. His plan is to kill the countess and several key court members and declare a state of emergency. Exploiting the following crisis and confusion Thyruus, with the help of his Saltpeter Men, will seize the throne.

When the PCs arrive at the door, Emmanuelle and Thyruus are having a discussion. Thyruus assures the Countess everything will be all right and she will be completely safe here. Emmanuelle thanks the Halfling for his reassuring words and crouches to hug him. Thyruus' hand moves slowly towards his dagger.

As they separate Emmanuelle gently brushes Thyruus' cheek and smiles in that special way only she can. Thyruus' fingers curl around the hilt. Emmanuelle stands up and lets her hand drop on her food taster's shoulder. The copper amulet around Thyruus' neck starts to turn green.

The amulet is made of Thrice-blessed Copper and it turns green every time it comes close to a poisoned substance. Realization reaches Thyruus' eyes when a single drop of blood runs down his cheek.

Emmanuelle steps away from the Halfling. On one of her rings, a small needle glistens with poison.

"There is no fighting it Thyruus. The poison is extracted from an extremely rare flower found only in - and I'm sure you can appreciate the irony - the Moot."

The Halfling crashes against the fountain. His dagger falls to the ground with a sharp cling.

"Surprised? Well, you shouldn't be. I have been on to you for quite some time, my dear poisoner."

"You really thought you could usurp me? Me, an Elector Countess. I have played these "games" since I was a child. No, it will take more than a mere poisoner to best me."

Thyrus tries to say something but manages only a throttled gurgle. Spams strain the muscles on his neck and his veins swell dangerously. The Halfling falls on his back, foaming at the mouth. The Countess crouches next to the spasming Halfling.

"There is no fighting it Thyruus. Let go. It's time to pass from this garden to the next."

She waits until he is dead, then passes her hand over his eyes.

"Farewell, my dear poisoner."

Pyrenzhia Comes

Several things happen next. The PCs get the door open. Emmanuelle stands up to face them. Behind her, The Sootstained Prophet, guided here by the Daemon-Queen, steps forth from amidst the foliage and stabs the Countess in the side with the 13th Runefang. Her blood spills on the floor.

Pyrenzhia comes.

Grinning Morrslieb looms. Blood coating the 13th Runefang sizzles. Out of nowhere, smoldering ash begins to fall from the sky. Water in the fountain turns into tarlike ichor. The cherubim start to bleed black tar from their eyes. All the roses open up and turn black.

It is time to face the Daemon-Queen (*see p.120*).

Again, there are several options open to you and these are examined next.

Option 1: The Non-Combat Ending

The Countess' blood spilled in this location was the final key she needed. Pyrenzhia comes and begins a battle for the Countess' mind. The Sootstained Prophet falls to his knees. Tears run down his cheeks and the 13th Runefang clatters to the ground.

Pyrenzhia is a twisted reflection of all the love and desire for Countess von Liebwitz and the embodiment of Slaanesh's emotions of unrequited love. The PCs can hear the Daemon-Queen tempting the Countess, whispering honeyed words into her mind. They cannot be sure whether they actually hear the words, or if they echo in their minds. Pyrenzhia tempts the Countess with power and promises of Slaanesh's Eternal Love.

"What burden for you to always be the Beloved and never the Lover. For is it not the Lover who dictates what from love takes? And is it not the Lover who seeks to impose his desires on the Beloved? What burden to be loved by so many who all want something from you, want to tear you down and rip you apart to find that secret something that would make you theirs. Don't you want to leave all that behind, if just once? Embrace Slaanesh and He will be your Beloved. You get to be the Lover. You get to Love – on your terms..."

Right in front of them the Countess starts to change into the Daemon-Queen. Her left hand turns into a gleaming black pincer. Her legs start to turn into cloven hooves. Her skin goes porcelain white and she sprouts long, black horns. At the same time she goes, slowly but determinedly, for the Runefang fastened to her back.

These two things are your meters on how the PCs are doing. The Countess' is being possessed by Pyrenzhia and the degree of change indicates the Daemon-Queen's progress. Simultaneously, how far the Countess is in unfastening the Runefang indicates the PCs' success in helping the Countess resist the possession.

To see how long it takes for Pyrenzhia to possess the Countess, see the *Effect of the Towers table below*. The PCs need to accrue 4 + the number of towers remaining degrees of success in **Fellowship** and **Intelligence Tests** (depending on the nature of their

arguments). Determine the degree of difficulty each round based on the characters' arguments. The more personal, heartfelt, sincere, and relatable to the Elector Countess their arguments are the better.

While the characters are helping the Countess, Pyrenzhia affects them as well. She evokes the PCs' inner demons to fight them. Distorted, corrupted versions of memories wash over them. The darker side of their character is evoked. These are to be roleplayed out, but if you want to put a test to it than a failed **Challenging (-10) Willpower Test** means they don't get to talk to the Countess that turn. To crank up the challenge level for groups who defeated most of the bell towers, ask for these tests more often.

There is one more thing. The 13th Runefang. It lies on the floor, blackened and coated with the Countess' blood. The sword is a Slaaneshi Weapon. Maybe it is the voice of the weapon, or maybe it is the voice of Slaanesh Himself, that starts whispering to the PCs. The voice, which is more like an intuitive feeling than any actual words, urges the PCs to grab the sword from the floor and run the Countess through. The voice promises to reward them, to fulfil their deepest desires. It promises the throne and wealth. It promises power. It promises love. You can ask for **Willpower Tests** to resist, but the purpose of the 13th Runefang here is to tempt the players and give them a last resort to defeat the Daemon-Queen. Using the 13th Runefang kills the Countess and traps Pyrenzhia within the blade.

Don't make this scene about the dice. Instead, it is all about your players flexing their roleplaying muscles. Don't let them off easy, either. And because of all the *dhar* flowing to the garden, no spell should be a free ticket to victory. Instead, award clever spell use with bonuses.

When the PCs have garnered enough successes, the Countess manages to unfasten her Runefang and hands it to the PCs. They have to strike her down. This doesn't kill the Countess, but slays Pyrenzhia. A horrible, loud scream pierces the air, the roses wither, and the raining, smouldering ash turns cold. They have defeated Pyrenzhia. For what happens next see *Victory is Ours!* below.

<u>Effect of the Bell-Towers</u>			
Number of Towers Left			
	0 - 2	3 - 5	6
Ashbringers / Profile	Normal Profile	+2 Wounds	+2 Wounds +1 Attack
Ashbringers / Instability	Normal Instability	From Magical Weapons only	From Runefang only
Pyrenzhia / Profile	Normal Profile	+4 Wounds	+6 Wounds, +1 Attack
Pyrenzhia / Instability	From Runefang only	From Runefang only	No Instability
Time to Corrupt the Countess	16 Rounds	12 Rounds	8 Rounds
Spellcasting	+ 1 to Casting Roll +1 Chaos Dice*	+2 to Casting Roll +1 Chaos Dice	+3 to Casting Roll +2 Chaos Dice

(* Roll an additional 1d10 that does not count to Casting Roll, but does count for the purpose of Tzeentch's Curse.)

Option 2: Pyrenzhia Possesses Emmanuelle

This is a combat version of the previous scene. Wounded by the Sootstained Prophet, the Countess flees deeper into the garden. Her wound is not deadly, but she is bleeding heavily. As she disappears into the garden, the Sootstained Prophet follows her. Pyrenzhia talks through the Prophet and possesses the Countess.

While the Countess is turning into the Daemon-Queen the PCs are kept busy. Darker than night except for blasphemous sigils glowing orange Ashbringers step forth from behind the cherubim (see p.116). Smoke coils around them. Different from the Ashbringers they have seen earlier these all seem male.

Remember, how the Guiding Hand agreed to Bhakrak's ancient Dwarfen ritual? Well, this is the price the Merchants paid. They are eternally bound in servitude to Pyrenzhia. The number of male Ashbringers equals the number of dead Guiding Hand members. A PC with Witchesight can see these are newly damned creatures and may even detect something familiar in their aura. You can just reveal to the players who the Ashbringers are to highlight the final price tag on the Merchants' greed. If you need to make the fight more challenging, add normal Ashbringers as needed.

The Countess leaves a trail of blood that is easy to follow. It leads the PCs deeper into the garden and to a small patio. Here they lay eyes on the Daemon-

Queen for the first, and hopefully, last time. Seeing her calls for an **Insanity Check**.

Pyrenzhia's porcelain white skin is adorned with barely visible ash-grey sigils

of foulest blasphemy. A veil composed of small oxidized keys to people's hearts and desires covers the lower part of her face. Above the veil almond eyes glow like embers. Her hair, black as soot and tied in braids, cascades all the way down to her thighs. Long, gleaming black horns curve back and jingle with festooned jewelry and Slaaneshi symbols. Her silk gown is revealing and the deepest shade of purple. Pyrenzhia's left hand is a gleaming black pincer while her right hand either holds the 13th Runefang or crackles with magical energies.

Where is the Countess' Runefang? You have two options here. It is on the ground still fastened to Emmanuelle's torn gown. Or, it is fastened to Pyrenzhia's back. The PCs need to be in a proper position, maybe need a distraction, and a successful **Challenging (-10) Strength Test** to rip the sword from her back.

The Sootstained Prophet is the wild card here (see p.93). He can fight the PCs alongside his Mistress, in which case he wields the 13th Runefang. Alternately, once Pyrenzhia possesses the Countess the Prophet realizes he has been used. The PCs can try to convert him to their cause. He may even redeem himself by sacrificing himself to help the PCs. Third option is for the Daemon-Queen to thank the Prophet for his invaluable service by running him through with her pincer. Disturbingly, the look on the man's face spells rapture as he dies. The effect of using the 13th Runefang is the same as in the previous scene. This time however, you need normal combat rolls to hit Pyrenzhia.

At the start of the battle Pyrenzhia seems distracted for a second (maybe loses a half action). She shakes her head angrily, causing the jewelry on her horns to

jingle. This short distraction is a sign to the PCs that Emmanuelle is still there, and she is fighting the Daemon-Queen from within (you may need to point this out to the players). Reaching out to the Countess requires a full action and a **Charm** or **Intelligence Test** (the challenge level determined by the strength of their message). Success forces Pyrenzhia to take a **Willpower Test**. If she fails, she loses a half action.

Making the Fight Memorable

Here are some suggestions how to make the fight more cinematic and memorable.

A blow to the head rips Pyrenzhia's veil apart and keys spill across the patio.

Pyrenzhia addresses the PCs with petnames known only to their lovers.

Upon a successful hit she pulls herself in and kisses the PC. It fills the character with pleasure, even though she bites his lips with her sharp teeth.

Upon a successful hit she leans in and whispers something to the PC. A failed **Willpower Test** means a specific lover from the character's memories is replaced forever with the image of Pyrenzhia.

Each hit she takes causes her to giggle in delight or sigh in pleasure.

Shadows moan and roses whisper honeyed promises as the fight rages around the garden.

Upon defeat Pyrenzhia burns to ash with the scream of a tortured lover. Her eyes are last to darken.

Once Pyrenzhia is defeated see *Victory is Ours!* below.

Option 3: Pyrenzhia Possesses the Sootstained Prophet

Wounded by the Sootstained Prophet, the Countess flees deep into the garden. Her wound is not deadly, but she is bleeding heavily. As she disappears into the garden, the Sootstained Prophet is wracked by horrible spasms. Blood splatters from his mouth. The flesh from his left arm peels away as a black pincer gleaming with blood pushes through. The Prophet's horrible veiling turns into an orgiastic sigh as Pyrenzhia forces her way into this world through her earthly vessel.

Similar to the previous scene, the Ashbringers appear to fight the PCs. Pyrenzhia, wielding the 13th Runefang, goes after the Countess, speaking to her like in the Non-Combat version of this scene. Pyrenzhia is not here to kill the Countess; she wants her to fall for her charms and embrace Slaanesh.

Emmanuelle von Liebwitz is a strong woman, but no one is strong enough to resist the Daemon-Queen infinitely. See the *Effect of the Towers* chart to see how long it takes for Pyrenzhia to corrupt the Countess without the PCs interfering. Engaging her in battle, or addressing

Emmanuelle, definitely counts as interfering.

Blood Bringer

Ever Since Alaric the Mad forged the twelve Runefangs they have served the Elector Counts, passing from ruler to ruler until the present day. *Blood Bringer* is the Runefang of Wissenland and carried by Countess von Liebwitz. During the Age of Three Emperors the Elector Count of Wissenland slayed the Daemon-Queen with the blade. One would think Pyrenzhia would want to be nowhere near the sword. On the contrary, she wants the blade that drew her blood in her possession.

The Runefang is an iconic, incredibly powerful sword that exists for the sole purpose of protecting the Empire and its leaders. Wielding *Blood Bringer* is not something to be taken lightly. As soon as a PC grasps the hilt she feels the mighty will of *Blood Bringer* enforcing itself upon the PC. The Runefang's purpose and determination dominate the PC's thoughts to the exclusion of everything else. The wielder loses her sense of self as she is drawn into this moment with an overwhelming sense of purpose and drive. Letting go of the blade feels almost like the PC gives up their life's purpose. It is something the PC will always remember and the sense of purpose she had for that brief moment is something she yearns to experience again for as long as she lives.

For the purposes of this battle *Blood Bringer* has the following: Hand Weapon (Sword); hits ignore all Armour Points; counts as magical weapon against Daemons; wielder is Fearless. Wielding *Blood Bringer* calls for an **Insanity Check**; success yields 1 IP, while a failure results in 2 IPs.

This version of the final battle sees the PCs fight Pyrenzhia alongside Countess Emmanuelle von Liebwitz. No, there are no stats for the Countess. Everything she does is determined by your narrative.

The fight is a war of wills between Pyrenzhia and Emmanuelle, and physical between the Daemon-Queen and the PCs. Use *Making the Fight Memorable* from above.

The Countess' Runefang is fastened to her back. Two successful **Agility Tests** are required to unfasten it (using **Strength** is the brutal alternative). While a character is unfastening the sword the Countess has an exchange with the PC. Depending on whom the PC is the exchange can be a series of snappy instructions from the Countess, a charged back-and-forth banter, or relieved co-operation. Instill a sense of urgency and take the most out of the roleplaying opportunity.

Understandably, you could be uncomfortable with the idea of a Player Character wielding something as iconic as a Runefang. In that case, it is probably best that the Countess wields it. And if the Countess is the one wielding it, she should probably strike only once - the killing blow. The fact Emmanuelle is the one to slay Pyrenzhia makes narrative sense and reflects her victory over the Daemon-Queen, and Slaanesh, both physically and mentally.

However, the Countess is supporting cast to the triumphs of your players. You don't want to steal the spotlight away from them. What you can do is let a PC wield the Runefang. In that case, see the *Blood Bringer* sidebar. Or, let the PCs do the heavy lifting and create an opportunity for the Countess to land the killing blow. There is an opportunity for self-sacrifice when a PC takes a vicious hit from the Daemon-Queen. Her triumph changes into terror as she realizes that the PC left an opening on purpose to take the hit and allow the Countess to strike. Of course, it is possible to defeat Pyrenzhia without using the Runefang at all.

Once Pyrenzhia is defeated see *Victory is Ours!* below.

Option 4: Pyrenzhia Enters Through a Portal

One further variant is that a portal tears open with an ecstatic scream and Pyrenzhia steps through. Wounded by the Sootstained Prophet, the Countess flees deep into the garden. Her wound is not deadly,

but she is bleeding heavily. As she disappears into the garden, both the Sootstained Prophet and Pyrenzhia follow her. Like previously, the PCs are attacked by the Ashbringers.

Resolution is the same as in the previous scene except this time all three - the Countess, the Sootstained Prophet, and Pyrenzhia - are present.

Victory is Ours!

The Countess collapses to floor, weak from blood loss. Or, if she was possessed by Pyrenzhia, she reverts back to herself, unconscious and bleeding from the 13th Runefang wound (and possibly from a wound where the killing blow struck Pyrenzhia). She is dying and potent healing is needed to save her.

If a player character is a skilled healer let that player shine and deduct that there is no time to fetch the High Priestess of Shallya (if there is no healer, pick a player). The Countess needs to be rushed to the Temple of Shallya immediately.

The idea here is that the PCs carry the Countess out the Palace through the crowded streets and to the Temple of Shallya where the High Priestess (with the help of any healer PCs) saves her. Inside the Palace, the fight still rages on and no-one pays any attention to the rescue party. Inventive PCs may think of getting the Palace guard to escort them. This is fine, just don't let them dump the Countess on the guard and be done with it.

Instead, the PCs exit the Palace and enter the streets. Because of all the fireworks, burning buildings and gunpowder the air is full of falling ash and coiling smoke. Shouts and screams echo down the streets filled with bodies, broken XIII signs, torn banners, and pooling blood. Nuln military is getting an upper hand and pressing the revolutionaries out of the Altstadt. The revolutionaries are clearly caught fighting a losing battle.

The PCs have no other option, but to push through the mass of soldiers, revolutionaries, and innocent civilians. Then, someone notices it is the Countess the PCs are carrying. The word spreads through the crowd like a ball of lightning.

With Pyrenzhia's presence banished and thus Slaanesh's gaze averted from Nuln, the image of the

wounded Countess is the jolt needed to snap people out of their haze. No longer swept up and driven by their base emotions fighters lower their weapons and the fighting quiets down. Shouts of *“the Countess is wounded”* and *“the Countess is dying”* spread through the crowd. Without any prompting the crowd divides and a path opens up to let the PCs through. Worried faces and crying eyes flank the PCs’ way to the Temple.

Optionally, one final obstacle stands in their way. They can already see the Temple with the High Priestess waiting for them at the top of the stairs when Eustasius Eilhardt, the XIII Agitator and the Prophet’s right-hand man steps forth to block their passage. He is armed and accompanied by a handful of bloodied revolutionaries. Eilhardt states that he cannot let them pass – the Countess must die. Suddenly, it is deadly quiet. Tension is felt thick in the air.

This scene is not meant as a combat encounter, but a last gasp of XIII and Pyrenzhia’s presence. Use it as an opportunity for the PCs to show the masses of Nulners a peaceful solution and a symbolic end to the bloodletting. They convince Eilhardt to lower his weapon and let them pass. Or, you can use it to highlight how Nulners claim back their city and free will. Either encouraged by the PCs or on their own initiative the mob grabs the Agitator and drags him to the ground. The path to the temple is clear.

The Countess is carried inside and a nervous crowd gathers around the temple to wait for a word on her fate. First pale rays of the rising sun touch Nuln’s rooftops when the High Priestess (and any healer PCs) finally appear at the top of the temple stairs and announce that the Countess will live. The crowd erupts into cheers. Nuln is saved.

Aftermath

The Countess and Nuln

The Countess resumes her duties within a fortnight. Whether it is because she sees the events that took place as a bad omen, or the cost of rebuilding required in Nuln is too much, Countess von Liebwitz puts the separation plan on hold indefinitely. Cynics and mudslingers say she, as is her wont, grew bored with the bureaucracy or was distracted by her next masked ball. To them this is just another example of her mercurial nature and reasserts her “dumb party girl” image.

The Countess has the image of being a party girl and a barely competent leader as it is. But taking a closer look at what she accomplished here shows why she has been able to retain her position as an Elector

Countess this long. The recent events served the Countess in many ways.

The separation process served to reveal her allies and enemies among the Elector Counts. Now she knows where she stands with each of them. She was able to lure out a traitor amongst her own entourage in Thyrus Thornroot and dismantle a faction grown too powerful on her own backyard in the Saltpeter Men. Maybe a few key political rivals of hers didn’t, unfortunately, survive the attempt to poison the court. And she saw a dawning revolution crushed without having to initiate bloodshed, thus inciting even more rebellious attitude.

Perhaps the Countess is just a dumb party girl. Then again, could it be she is actually a

ruthless, manipulating schemer to rival a Tzeenchian Cult Magus and the party girl image is just a deliberate façade?

If Pyrenzhia Wins...

Nuln is doomed. The Daemon-Queen takes the Countess’ place and soon the city becomes a cauldron of lascivious behavior and pursuit for evermore thrilling experiences. Brilliant works of art soon become acts of depravity. Nulners are caught in a never-ending quest for pleasure; and Slaanesh, lounging on his velvet throne, laughs. Master Hexenstern’s fear of Nuln becoming the next Mordheim might actually come true...

In case Pyrenzhia is defeated, but not before she manages to corrupt the Countess, the PCs have a difficult choice to make. If they witnessed the Countess pledging her loyalty to Slaanesh, the PCs have to decide what to do with her. Do they still save the wounded Countess? Do they kill her? Do they inform the Witch Hunters? And if they do, what then? It is a decision they have to live with the rest of their lives.

Rewards

The official version of the events is that the characters saved the Countess from the revolutionaries and carried her wounded to the Temple of Shallya. The attempt to poison the court is put solely on Thyrus Thornroot. The Saltpeter Men are dismantled and their duties incorporated into the Gunnery School.

Every detail about Pyrenzhia is kept secret and the PCs are sworn to secrecy on pain of death.

Publicly, the PCs are celebrated saviours of the Countess. They are invited to parties and celebrated as heroes, until someone else comes along to catch the nobles' fancy. They are rewarded with the sootstained townhouse of one of the dead Guiding Hand members. The character that got The Look in Chapter III may end up having a very short, very secret fling with the Countess.

Finally, to immortalise the characters' bravery and Nuln's gratitude, their names are etched on a newly cast cannon. A year later, on the next Hexensnacht, the cannon lies abandoned and rusting on some forgotten battleground, its crew killed in a horrible misfire. Cold wind sweeps snow from the engraved plaque, revealing the characters' names. In the night sky, high above the forlorn battle site, the Eye of the Spinster opens, glowing like an ember...

Experience

Award the PCs with 200 XP and 1 Fate Point for defeating Pyrenzhia and saving the Countess.

- The End -

Dramatis Personae

Chapter I

Amadeus Lichtmann

Career: Lamplighter

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
30	26	32	30	35	28	30	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Common Knowledge (the Empire), Consume Alcohol, Gossip, Haggle, Perception, Outdoor Survival, Scale Sheer Surface, Speak Language (Reikspiel)

Talents: Excellent Vision, Flee!, Street Fighting

Armour: Leather Jack

Armour points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Cudgel)

Trappings: Lamp Oil, 20 Matches, Storm Lantern, Tinderbox, 10 Wax Candles, 10' Lamplighter Pole

Amadeus is a recently recruited Lamplighter. Usually friendly and talkative, Geheimnisnacht makes the young man more than a little nervous and fidgety. For the first couple of lamps his hands shake so much he can't seem to light them. A few encouraging words go a long way in helping him calm down.

Amadeus wears a Lamplighter's uniform. He carries a punch of candles on his back and a lantern in his hand. A circlet of candles over a leather coif and a Lamplighter's pole complete the outfit.

Dazhia the Wise Woman

Career: Wise Woman

Race: Human (Kislevite)

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	25	25	30	30	40	35	36
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	2	3	3	0	0	0

Skills: Academic Knowledge (Spirits), Charm, Command, Common Knowledge (Kislev), Gossip, Heal, Magical Sense, Perception, Performer (Storyteller), Trade (Herbalist), Speak Language (Ungol, Reikspiel)

Talents: Savvy

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: Healing Draught, Small Charms, Small Drum, Kislevite Shawl (Good Quality)

Dazhia is one of the most well-known and respected figures in Little Kislev. People flock to her for stories of Kislev and the old days. A gifted healer, she provides herbal remedies, healing draughts, protective charms, and auguries to Nuln's Kislevite population. Dazhia is often found sitting outside her tiny, crammed hut playing a traditional Kislevite drum. On nights like this she stays up to placate the spirits and ward her people against the Ruinous Powers.

Although wrinkled and grey-haired her eyes have a lively sparkle to them. She always wears a traditional Kislevite shawl around her shoulders.

Thugs

Career: Thug

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	30	43	35	32	26	35	29
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	4	0	0	0

Skills: Common Knowledge (the Empire), Consume Alcohol, Gamble, Gossip, Intimidate, Perception, Secret Language (Thieves' Tongue), Silent Move, Speak Language (Reikspiel)

Talents: Disarm, Lightning Reflexes, Resistance to Poison, Strike to Stun, Very Strong, Wrestling

Armour: Leather Jack

Armour points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Club)

Trappings: Hooded cloak

Rough men who value brawn over brain. Dressed in dark, dirty clothing. Many attach rusty nails, bones, or wanted notices to their tunics to intimidate their victims.

'Father Baer', Thug Gang Leader

Career: Thug Leader (Reik Lionfish)

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	35	43	35	38	35	35	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	0	0

Skills: Command, Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Gamble, Gossip, Intimidate, Haggle, Perception, Secret Language (Thieves' Tongue), Silent Move, Shadowing, Speak Language (Reikspiel)

Talents: Coolheaded, Disarm, Lightning Reflexes, Resistance to Poison, Streetwise, Strike to Stun, Very Strong, Wrestling

Armour: Robes

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: Robes of a Priest of Morr, Symbol of Morr, Purse with 34 s

This is not the first time the leader of the Thugs works for the Reik Lionfish. They have developed quite a successful operation in Nuln, but the authorities seem to have caught their scent recently. The Thug Leader is not worried about the City Watch or afraid of being sent to the Iron Tower however. What he truly fears, is letting down his superiors. The City Watch is nothing compared to the wrath of the Lionfish.

The Thug Leader has disguised himself as a Priest of Morr. A couple of skulls hang from his belt, and he wears a symbol of Morr around his neck.

Balthanyir

Career: Corsair (Reik Lionfish)

Race: Dark Elf

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	44	35	31	48	33	36	30
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	3	3	5	0	0	0

Skills: Common Knowledge (the Empire, Elves), Dodge Blow, Gossip, Intimidate, Navigation, Outdoor Survival, Perception, Row, Sail, Scale Sheer Surface, Search, Secret Language (Thieves' Tongue), Speak Language (Eltharin, Reikspiel), Specialist Weapon Group (Crossbow), Swim, Torture

Talents: Ambidextrous, Coolheaded, Excellent Vision, Lightning Reflexes, Menacing, Night Vision, Warrior Born

Armour: Full Leather Armour, Hooded Sea Dragon Cloak

Armour points: Head 2, Arms 1, Body 3, Legs 1

Weapons: Two Hand Weapons, Repeater Crossbow

Trappings: Purse with 1d10 *gc*, *The Persistent Viper*

Most men can't tell a difference between a Druchii and an Asrai. Then again, most men have never even heard of Dark Elves. Balthanyir doesn't care what any man thinks. He feels infinitely superior to all inhabitants of Nuln. And his arrogance is matched only by his cruelty, which is reflected in his fighting style – patient but ruthless like a wolf on a hunt.

The Reik Lionfish Corsair has dark eyes like a shark's, ash-grey skin, and his bald head is covered with ritualistic tattoos.

Chapter II

Tychonus Hexenstern

Career: Master Wizard (Astromancer)

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
30	33	31	40	46	58	72	45
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	4	3	0	0

Skills: Academic Knowledge (Magic) +10%, Academic Knowledge (Mordheim, Daemonology), Channeling +10%, Common Knowledge (the Empire), Gossip, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Magick), Speak Language (Classical, Reikspiel)

Talents: Aethyric Attunement, Arcane Lore (Heavens), Fast Hands, Lesser Magic (Aethyric Armour, Blessed Weapon), Mighty Missile, Petty Magic (Arcane), Savvy, Suave

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger, Staff (SB-2, Defensive, Pummeling)

Trappings: Grimoire, Scrolls, Chosen Ingredients (Tuning Fork, Star Chart), Purse with 40 gc, Writing Kit, Best Quality Robes, Astrologers' Guild of Mordheim Amulet, Small Spyglass, Tower-Observatory in Nuln

Tychonus' parents were devoted Sigmarites and they instilled their beliefs on the young boy at a young age. Tychonus was discovered by the Colleges at an early age, but all the training and new knowledge he gained never made him waiver in his beliefs. He has always upheld strong Sigmarite values. He is certainly more religious than most of his fellow Astromancers.

It was Tychonus' strong Sigmarite values and belief in what the Empire stands for that had him among the first to volunteer for duty when the Storm of Chaos broke. He fought in Middenheim where he gained recognition by taking out a Hellcannon and its crew all

by himself during a particularly heavy period of fighting.

Unbeknownst to him, Tychonus had caught the eye of a few fellow members of the Celestial College even before his exploits. These men were members of *the Astrologers' Guild of Mordheim* – a secretive order that had existed since the fall of that thrice-cursed city. Their duty is to collect lost knowledge and ensure the legacy of Mordheim is not lost. They are all devoted Sigmarites who believe their god tests his followers periodically to strengthen their resolve. They believe another Twin-tailed Comet, like the one that destroyed Mordheim, is coming - soon.

The Astrologers' had seen the signs in the night sky and approached Tychonus. He felt the Guild's beliefs and goals really resonate with him. After a brief initiation period was made privy to the Guild's secrets and then stationed in Nuln. The Guild had seen obscure signs that something was brewing in that city.

Tychonus was placed under the mentorship of a fellow Astromancer and the Countess' Chief Advisor on All Matters Astrological (not a Guild member though). Soon after he had arrived, Tychonus divined from the stars an assassination attempt against the Countess. He raced to the place just in time to stop it, but his mentor lost his life to the assassin's blade. The thankful Countess appointed Tychonus as her Chief Advisor and the two had a short fling.

Different omens and divinations have left Tychonus with a growing sense of some force maneuvering in the shadows. He contacted Rosalia Schultz, an outsider to the political backstabbery, and shared his fears with her. Rosalia had also noticed hints of some plot. They have investigated the matter since.

Tychonus has night-sky-blue eyes and a neatly trimmed goatee. Unlike most Astromancers who wear midnight blue, Tychonus wears black robes decorated with astrological symbols visible in the light of the Moons. He has an astrolabe-like machine on his belt and there is a weird sextant-orrery apparatus on the top of his staff.

Dung Collectors

Career: Dung Collector

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
28	26	28	40	31	26	28	24
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	2	4	4	0	1	0

Skills: Animal Care, Common Knowledge (the Empire), Consume Alcohol, Drive, Haggle, Perception, Search

Talents: Coolheaded, Resistance to Disease

Armour: Leather Jack

Armour points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Knuckle-dusters, Hand Weapon (Club)

Trappings: Cart, Shovel, Bag of Maggots, Dung

You could say Dung Collectors are the bravest people in Nuln. You could also say they are the most disgusting. Either ways, these waste disposal professionals serve an important role; keeping the streets clean of offal they help stop the spread of diseases and rat infestations.

The filthy job consists mainly of pushing their cart from one steaming pile to the next and shovelling the dung. Unsurprisingly, they are all dirty and stinking individuals who tend to live outside the city walls. Nulner Dung Collectors have it better than their colleagues in other Imperial cities as they can sell most of their produce to the Saltpeter Men.

Tilean Thugs

Career: Thug

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	30	43	35	32	26	35	29
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	4	0	0	0

Skills: Common Knowledge (the Empire), Consume Alcohol, Gamble, Gossip, Intimidate, Perception, Secret Language (Thieves' Tongue), Silent Move, Speak Language (Reikspiel)

Talents: Disarm, Lightning Reflexes, Resistance to Poison, Strike to Stun, Very Strong, Wrestling

Armour: Leather Jack

Armour points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Club)

Trappings: Hooded cloak

The only thing that sets them apart from their Imperial colleagues is better taste in dirt-caked clothes.

Benito Corlusbeni, the Tilean Racketeer

Career: Racketeer

Race: Human (Tilean)

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	40	40	35	38	35	45	31
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	4	3	4	0	0	0

Skills: Command, Common Knowledge (Tilea), Consume Alcohol, Dodge Blow, Evaluate, Gamble +10%, Gossip, Intimidate, Haggle, Perception, Shadowing, Secret Language (Thieves' Tongue), Speak Language (Tilean, Reikspiel)

Talents: Coolheaded, Disarm, Menacing, Streetwise, Streetfighting, Strike to Stun, Wrestling

Armour: Leather Jerkin

Armour points: Head 0, Arms, 0, Body 1, Legs 0

Weapons: Rapier (SB -1, Fast), Knuckle-dusters (Rings)

Trappings: A Mismatch of Good Quality Tilean Clothing, Cheap Jewellery, 12 gc, 8 s

Corlusbeni is a minor crime boss in Nuln. Several years ago, he and his men had to flee Tilea to avoid the authorities. Eventually, they ended up settling in Nuln. The metropolitan city had at least some style compared to the complete lack thereof elsewhere in this Empire of uncouth barbarians.

Corlusbeni decided to carve himself a territory in Nuln. Intense competition and violent clashed with other gangs meant the business was slow, until he stumbled on a great idea: he would take over the lucrative dung collection business. All he has to do is to frighten the meek, disgusting Dung Collectors to submit under his rule.

Corlusbeni enjoys the good life, namely wine, gambling, and ladies of the night. He is round-faced and slightly overweight. He wears Tilean fashions, favours large hats, and speaks with an almost caricaturish Tilean accent.

XIII Revolutionaries

Career: Labourer

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
32	28	41	31	30	28	30	30
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	4	3	4	0	0	0

Skills: Common Knowledge (the Empire), Concealment, Drive, Gamble, Gossip, Perception, Secret Language (Guild Tongue, XIII), Speak Language (Reikspiel), Silent Move, Trade (Gunsmith or Weaponsmith)

Talents: Flee!, Very Strong, Savvy, Streetwise

Armour: Leather Jerkin

Armour points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Hand Weapon (Cudgel)

Trappings: Trade Tools, Sturdy Set of Clothing, 1d10 gc ("confiscated" from a Burgher)

These hardworking men and women toil at the foundries under horrible working conditions. The pay is relatively good, so there is always a supply of new workers. They are dirty folk covered in sweat and grime; their aprons and tunics are stained with soot and blood. But they are also tough folk, proud of every single stain.

The Sootstained Prophet represents hope and freedom from the tyranny of the Merchant class to these people. They are simple people who have had enough and want to affect change. They are mesmerised by the strong personal charisma of their enigmatic leader who can, in their eyes, do no wrong.

The Sootstained Prophet

Career: Leader of XIII, Chosen of DAEMON (Prophet-Demagogue)

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
55	45	35	50	50	48	40	50
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	3	5	4	0	0	1

Skills: Common Knowledge (the Empire), Blather, Charm +20%, Command +20%, Disguise, Dodge Blow, Gossip, Intimidate, Magical Sense, Outdoor Survival, Perception, Read/Write, Speak Language (Reikspiel), Trade (Gunsmith, Weaponsmith)

Talents: Streetwise, Master Orator, Public Speaking, Street Fighting

Armour: Robes

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: The 13th Runefang (Hand Weapon, Fast, Armour Piercing)

Trappings: Brown Robes, XIII, Ruined Foundry

The Sootstained Prophet. Fireborn. The 13th Runefang. The young leader of the XIII is known by many names. Just a year ago he was only a young, inexperienced apprentice working on the Land Ship project at the Geldman & Zachs foundry. On that fateful day they were doing a trial run and, once again, the steam engine broke down. Being agile and lean, he was ordered to climb up the scaffolding to see what had gone wrong. Without any warning the boiler exploded in a massive fireball. Dozen men died instantly and another twenty suffered horrible burns.

In a way, you could say the young apprentice died as well. No one remembers his name. It is like he ceased to be; and the Sootstained Prophet was born. Maybe the stars were aligned just right; or maybe it was the work being done on the Great Equation; or perhaps it was destiny. The fact is, the young man was saved, and transformed, by Pyrenzhia's will. She shielded the young man and gave him new breath. She made him the Fireborn.

Being touched by the Slaaneshi Daemon-queen, the Prophet received her blessings. He is a very, very charismatic leader and people are attracted to him like moths to a flame. He is a powerful speaker and driven by an undeniable sense of purpose. And that purpose is to strike against the venal and greedy Merchant class. Of course, no-one knows - not even the Prophet himself - that Pyrenzhia has plans for the young man (She has no direct control over him, but affects him through dreams and visions).

The Sootstained Prophet is surprisingly soft-spoken and quiet. But when he does talk or take action, it's like he is driven by an inner fire that will burn down everything in its way. The youngster's face features severe scars from the explosion, but his eyes burn with determination and desire. He is dressed in a combination of workers clothes, a scarf, and brown hooded cloak. His burnt hands are wrapped in sootstained bandages. He carries a simple wooden sword – the 13th Runefang. The blade is blackened by fire and engraved with images. The Prophet thinks he does the engraving, but never remembers doing so. Whatever the case, the images seem to guide him like some esoteric auguries.

The Saltpeter Men

Career: Saltpeter Man

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	45	40	40	42	38	35	33
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	0	0	0

Skills: Academic Knowledge (Gunpowder), Common Knowledge (the Empire), Concealment, Intimidate, Gossip, Perception, Read/Write, Ride, Search, Secret Language (Guild Tongue), Secret Signs (Saltpeter Men), Shadowing, Silent Move, Trade (Gunpowder)

Talents: Master Gunner, Specialist Weapon Group (Gunpowder), Strike to Injure, Sure shot

Armour: Leather Jack

Armour points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Sword), Pistol (10 shots), Dagger

Trappings: Black Tunic and Hood, Trade Tools (Gunpowder), Purse with 1d10+2 *gc*, Copy of *Liber Ignium*

The Storm of Chaos meant the Emperor's armies needed more guns and Nuln was more than happy to provide them. Once the war was over, the city found itself one of the 'winners' of the war, having gained a fortune on building steam tanks, cannons, and volley-guns.

All this meant gunpowder had become the life's blood for Nuln. And with it, the Saltpeter Men had suddenly become a very powerful and influential group. Unscrupulous and corrupt even before the war, they are now akin to a secret police with very little limitations to their power. And the Saltpeter Men do not shy away from exploiting that power.

The Saltpeter Men are all dressed in simple black (the colour of Nuln) tunics and hoods. They are armed with swords and pistols. Additionally, as a badge of office, each Saltpeter Man has a book chained to his belt called *Liber Ignium*. It is a collection of gunpowder

recipes and other trade secrets and serves as a badge of office.

The Saltpeter Men Pyromancer

Career: Bright Wizard-Alchemist

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
30	30	29	35	41	45	48	32
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	2	3	4	2	0	0

Skills: Academic Knowledge (Magic, Gunpowder), Channeling, Common Knowledge (the Empire), Intimidate, Gossip, Magical Sense, Perception, Read/Write, Search, Secret Signs (Saltpeter Men), Speak Arcane Language (Magick), Speak Language (Classical)

Talents: Aethyric Attunement, Arcane Lore (Fire), Fast Hands, Petty Magic (Arcane), Savvy

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: Copy of *Liber Ignium*, Grimoire, Ingredients (Ball of Sulphur, 3 Matches), Purse with 3d10+5 *gc*, Trade Tools (Alchemist, Gunpowder), Writing Kit

The key to power for the Saltpeter Men is their knowledge and expertise in the esoteric secrets of making gunpowder. These secrets are collected in *Liber Ignium*, a book each Saltpeter Man carries with him. This knowledge is advanced and expanded by Wizard-Alchemists in the employ of the organization. These three Bright Wizards all rank high within the unstructured hierarchy of the Saltpeter Men.

The Wizards have basically cut off all their connections with their Order, which doesn't please their masters in Altdorf. Accordingly, unlike their former brothers, the Wizard-Alchemists wear black robes in lieu of their current employer.

Professor Hausdorff

Career: Professor of Mathematics (Scholar, ex-Engineer)

Race: Human (Mutant)

Thin and worn, Hausdorff is an exhausted and broken man. Delving too deeply into the mysteries of the Great Equation gained him a mutation – a writhing mass of purple-blue tentacles where his left hand used to be.

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
23	22	29	25	30	65	50	38
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	2	4	0	0	0

Skills: Academic Knowledge (Engineering, Science) +20%, Common Knowledge (the Empire, Dwarfs), Charm, Gossip, Perception, Read/Write, Search, Speak Language (Classical, Reikspiel), Trade (Gunsmith)

Talents: Coolheaded, Etiquette, Public Speaking, Savvy, Super Numerate, Specialist Weapon Group (Engineer)

Mutation: *Tentacle-like arm* (left arm) - +5% to Grabble Tests.

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: Engineering College Tunic, Spectacles, Writing Kit, Charcoal Sticks, Scroll case with Scribbled Notes, Mathematics Department

The Professor of Mathematics at the Nuln School of Engineering. His fate is a tragic one. First, he was manipulated by the Guiding Hand into lobbying and building the six bell towers. Then, he was seduced by *the Great Equation* introduced to him by Bhakrak the Blackened. The mathematical conundrum became his obsession to the extent it engulfed his whole life. He became a recluse who shut himself in the Mathematics Department, meeting only an inner circle of his most gifted students.

Finally, Bhakrak solved the Equation with the help of the Professor. The Dawi Zharr Sorcerer performed a ritual with the professor and his students present, and unknowingly started the process that will free Pyrenzhia. Ashbringers, Daemonettes bound to Pyrenzhia's will, appeared and slew the students. The Professor fled back to his tower.

Chapter III

Aleksandra Korikovna

Career: Ice Witch (Ambassador)

Race: Human (Kislevite)

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	30	31	45	42	58	70	50
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	3	4	4	3	0	0

Skills: Academic Knowledge (Magic), Channeling, Command, Common Knowledge (Kislev, the Empire), Magical Sense, Perception, Read/Write, Speak Arcane Language (Magick), Speak Language (Kislevarin, Reikspiel)

Talents: Aethyric Attunement, Fast Hands, Lesser Magic (Aethyric Armour, Blessed Weapon), Meditation, Petty Magic (Ice), Witch Lore (Ice)*
**See Realm of the Ice Queen (If you don't have access to it use Fire Lore and change descriptions)*

Armour: Enchanted Robes

Armour points: Head 0, Arms 1, Body 1, Legs 1

Weapons: Dagger

Trappings: Best Quality Winter Clothing, Mansion, Access to 1500 gc of Wealth

Aleksandra Korikovna is an Ambassador to the Ice Queen of Kislev in Nuln. Aleksandra is also an Ice Witch. She is a tall, beautiful woman whose blond – almost white – hair sparkles like it was full of tiny flecks of ice. Her piercing blue eyes and arched eyebrows give her a stern look. She comes off as a cold and distant person who is very courteous, but lacks any real warmth and friendliness.

Marienne Mithaliel

Career: Envoy

Race: Elf

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	42	33	26	45	45	40	38
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	2	5	0	0	0

Skills: Charm, Common Knowledge (the Empire, Elves), Evaluate, Gossip, Haggle, Perception, Read/Write, Secret Language (Guild tongue), Speak Language (Reikspiel, Eltharin), Silent Move, Trade (Merchant)

Talents: Dealmaker

Armour: Leather Jack

Armour points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Elven Sword), Dagger

Trappings: Good Quality Elven Clothes, Purse with 20 gc, Writing Kit, Copies of Trade Agreements

Marienne, a relatively young Elf, has lived most of her life in Nuln's Elven Quarter. She is probably as accustomed to dealing with Humans as Elves get. Still, she can appear well accustomed one minute to seem utterly alien and incomprehensible the next.

She is well-known among the city's Merchants and Burghers, having brokered deals with them many times. She has even met the Countess once, albeit very briefly (She complimented her dress). Recently, the Elves of Nuln have noticed more tension in their dealings with the Humans.

Marienne's exotic Elven looks get her a lot of attention in Nuln. She has long, black hair tied in fine braids, and her almond shaped green eyes sparkle with almost childlike curiosity.

Captain Wolfgang 'Wolf' Glaubrecht

Career: Land Ship Captain (ex-Smuggler, ex-Mate)

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
50	42	40	40	42	38	38	46
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	0	0	0

Skills: Charm, Command, Common Knowledge (the Empire, the Reik, Criminal organisations), Dodge Blow, Drive (Land Ship) +20%, Evaluate, Gossip, Navigation, Perception, Read/Write, Row, Sail, Secret Language (Thieves' tongue), Search, Silent Move, Swim, Trade (Shipwright)

Talents: Dealmaker, Orientation, Seasoned Traveller, Specialist Weapon (Gunpowder), Suave

Armour: Leather Jack

Armour points: Head 0, Arms 1, Body 1, Legs 1

Weapons: Hand Weapon, Dagger, Custom Pistol with 10 Shots (SB 5; Range 4/8; Impact, Unreliable)

Trappings: Spyglass, *the Emmanuelle* + crew, Moneybox with 68 *gc*, Several Road and River Maps

Ruggedly handsome, witty with self-deprecating sense of humour, Wolfgang is the quintessential courteous rogue. Son of a river-boatman, 'Wolf' has lived and worked on boats for as long as he can remember. In his twenties he tried his hand at smuggling, and was relatively good at it. This is when he was able to forge friendships and connections to the underworld around Wissenland and Reikland (He has heard of the Reik Lionfish, but hasn't – luckily – crossed paths with them.) In the end, run-ins with the law and the constant fear of being stabbed in the back convinced him to quit the life of crime.

Wolfgang continued to work on river barges as a First Mate and later as a Captain. He made profitable runs to both Marienburg and Tilea, until he had enough money to afford a ship of his own. On one of these journeys he found Hrug the Ogre standing on a rock in the middle of the Reik. It turned out he found a friend in the hulking brute, and they have travelled together ever since.

Immediately when Wolfgang learned of the opportunity to buy a damaged, unfinished Land Ship he felt that was *his* vessel. The truth is, he knew the Reik like the back of his hands and had been looking for new challenges, new adventures to embark upon, for some time. He paid a down payment to the Merchants and named the ship *the Emmanuelle*. As luck would have it, and Wolfgang is a strong believer in luck, he ran into Urgrim and convinced the Dwarf to repair the ship's steam engine. He had a ship and a crew. Now he needed somewhere to go...

Although, Wolfgang is an outspoken and social person, he keeps his true feelings to himself and finds it difficult to talk about personal matters. He can also be quite prideful, bordering on stubborn, at times.

Wolfgang wears a long dark green leather jacket over a dark blue, embroidered doublet. Several belts crisscross across his chest and hold ammo pouches, a spyglass, powder horns, and prayer ribbons. His custom made pistol looks like a yawning fish. A Mananite prayer is engraved on his blade.

Urgrim Fireforge

Career: Engineer (ex-Miner)

Race: Dwarf

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
49	53	38	46	20	48	35	21
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	17	3	4	3	0	0	0

Skills: Academic Knowledge (Engineering, Science), Common Knowledge (the Reik, Dwarfs), Drive (Land Ship), Perception, Read/Write, Scale Sheer Surface, Speak Language (Khazalid, Reikspiel), Trade (Steam Engines (Int)) +10%, Trade (Miner)

Talents: Orientation, Master Gunner, Specialist Weapon (Engineer), Very Resilient

Armour: Leather Jerkin, Sleeved Mail Shirt, Leather Skullcap

Armour points: Head 1, Arms 3, Body 3, Legs 0

Weapons: Hand Weapon (Large Wrench)

Trappings: Engineer's Kit, 6 Iron Spikes, Misc. Cogs and Gears, Toolbelt, Goggles

Urgrim hails from Karak Hirn. He toiled as a Miner until he decided to pursue his true passion in engineering. Wissenlanders mine in the mountains as well, and Urgrim often came to contact with Human Miners and got along with them rather well. He has always had a knack for tinkering with mechanical apparatus and he was often asked to fix this or that in the Human settlement. Eventually, he came to see himself as an older brother like figure to the fumbling young ones.

Urgrim doesn't talk what the incident was that drove him to leave his brethren and travel down to the Human lands. He travelled around, doing odd engineering jobs here and there, until he ran into Captain Glaubrecht. The Dwarf saved Wolfgang from a severe beating in the hands of rivals and they have been partnered ever since. The enterprising Captain had learned of a new business opportunity and he convinced the Engineer to join. The temptation to get something as ambitious and crazy as a Land Ship to work was too difficult to resist. And he has become a whiz in interpreting the machine's quirks. Glaubrecht trusts Urgrim completely and regards him as a father figure of sorts.

Urgrim's grey-streaked beard is often tucked under his belt for safety reason. A pair of goggles is lifted up on his forehead. His hands are perpetually dirty with soot and grease.

Hrug

Career: Mercenary

Race: Ogre

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	29	47	45	24	24	35	20
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	24	4	4	6	0	0	0

Skills: Common Knowledge (Ogres), Consume Alcohol, Gamble, Perception, Search, Speak Language (Grumbarth, Reikspiel)

Talents: Disarm, Fearless, Frightening, Specialist Weapon Group (Two-handed; Engineering), Street

Fighting, Strike Mighty Blow

Armour: Belly-plate

Armour points: Head 0, Arms 0, Body 3, Legs 0

Weapons: Leadbelcher Cannon (Experimental; Impact and Slow in melee)

Note: *WFRP doesn't really feature rules for shooting people with cannons. It is a weapon best served by narrative description of the damage. However, there are times when you need some mechanics. For the purposes of shooting at NPCs a failed **Agility Test** means death. Against buildings and vehicles it always attacks with Strength 12 and Reload 6. Attacks against named NPCs should always have a narrative resolution.*

Like all his kind, Hrug is an imposing figure. He is big and burly, with brutish features. His long, black, greasy hair is tied in a ponytail. A large round shield with a grinning face is tied with leather straps around his waist. It serves as armour, protecting the Ogre's belly - its most vital body part.

A lifelong Mercenary, Hrug has fought in many battles across the Old World. Once, a battle on the Reik found the Ogre the lone survivor and stranded on a small rock in the middle of the river. Captain Glaubrecht came upon the hapless creature (he can't swim) and saved Hrug from its predicament. The Ogre has been his loyal bodyguard and crewmember ever since. Glaubrecht suspects Hrug feels he owes some kind of a life debt to him, but the beast's short grunts don't shed much light on the matter.

Hrug is fiercely protective of every crew member of *the Emmanuelle*. His days consist mainly of carrying things around or eating them.

The Emmanuelle

Vehicle: 'Marienburg' Class Land Ship

Land Ship Stats		
M	TB	W
4	8	100

The front wheels have 12 Wounds and the rear wheels have 20 Wounds. Once a wheel is lost the Land Ship comes to a halt. The Pilot must make a **Drive (Land Ship) Test**. If he fails by three degrees or more, see *the Land Ship Calamity Chart* below.

The Land Ship can hold 15.000 units of Encumbrance. It needs only a crew of 3 to move and can carry up to 20 people.

There are two cabins; one in the aft castle and one in the forecastle. The Captain's cabin is located in the aft castle. Wolfgang's room is in a perpetual state of organized chaos. Tables are covered with road and river maps. Lists of Toll-keepers and bribery sums are nailed to the walls. There is also a rather extensive collection of Tilean Red Wines (Wolfgang has a story for each one). The other cabin is reserved for passengers.

The crew sleeps in the cargo hold. The galley is also located under the deck. Large section of the cargo hold is reserved for coal to feed the steam engine.

Land Ship Combat

Weapons:

Heavy Blunderbuss mounted to the prow

Dam: 5; Range 16/-; Reload 3 Full; Shrapnel, Unreliable

2 Pintel-mounted Blunderbusses to each side

Dam: 3; Range 16/-; Reload 3 Full; Shrapnel, Unreliable

Additionally, Hrug carries a *Leadbelcher Cannon* (see *Hrug* above).

Ramming: A failure in an **Agility Test** to Dodge the ramming ship results in a nasty, graphic end. Ramming a vehicle at full speed requires a successful **Drive (Land Ship) Test** and causes 20 +1d10 Damage, and the Ship itself suffers 10+1d10 Damage.

Land Ship Hit Locations

Roll a 1d10 to determine a hit location for any ranged or magic attack made against a moving Land Ship.

1-3 Exposed Crew Member

4-8 Hull

9-10 Steam Engine

Every time the pilot makes a maneuver other than slowing down or going straight ahead, he must use a half action to make a **Drive (Land Ship) Test** (the situation can call for modifiers). If he fails, everyone on board must make an **Agility Test** to keep their feet. A failed **Agility Test** means they have lost their balance and must use a half action to regain their balance.

If the Land Ship is moving fast, or maneuvering, each round a character would spend a half action to move, the character must make an **Agility Test** with the difficulty determined by circumstances. Failure results in the character losing his balance and falling down.

If a character is near the edge of the vessel when losing his balance, he must make a **Strength Test** or fall over the edge. The character falls and takes the appropriate damage based on distance fallen (see *Jumping and Falling WFRP p. 138* for details), causing +1 Wound for falling off a moving vehicle.

These rules are modified from Vehicle Combat Rules in Old World Armoury. Remember, you don't want to turn combats into test fests – excitement and narrative needs should always come first!

The Land Ship Calamity Chart

Every time the Steam Engine takes damage or the pilot fails a **Drive (Land Ship) Test** by three degrees or more, the Steam Engine operator (Ugrim gets +20%) must take an **Intelligence Test**: A failure means a roll in the chart below.

1 Abandon Ship! With an appalling cracking sound, the main axles snap, spars shatter and the wheels are crushed, dumping the ship unceremoniously to the ground in an almighty crash. The Land Ship is grounded, takes 3d10 Damage, and requires several days' worth of repairs. Everyone on board must succeed in a **Strength Test** or take Falling Damage.

2-5 Arrrrgh! The boiler backfires, sending the Land Ship hurtling forward. The ship suffers 2d10 Wounds.

6-9 All hands to the Wheel! The Land Ship slews perilously out of control. Roll a 1d10: 1-3 the Ship swerves left; 4-6 it swerves right, 7-8 it makes a sudden u-turn, 9-10 the crew manages to drop the emergency anchor and the ship stops. If it hits something the Ship takes damage based on what it hit.

10 Boom! Between the over-pressurised boiler exploding and the powder magazine detonating, the Land Ship makes a spectacular fireball. Everyone aboard takes a Damage 6 Hit, a successful **Agility Test** reduces it to Strength 3 Hit. The Ship takes 5d10 Damage and requires days of repair.

This table is based on the chart in Tamurkhan: Throne of Chaos by Forge World.

Repairing damage: As a general rule it takes 1 gc to fix 1 Wound. It takes 1 day to fix 5 Wounds.

Kaboutermanneke

Sailors all over the Old World believe spirits called Kaboutermannekes dwell in ships' figureheads. Kaboutermanneke is supposed to guard the ship from sickness, rocks, storms, and dangerous winds.

When a ship sinks its Kaboutermanneke guides the sailors' souls to the Garden of Morr. To sink without a Kaboutermanneke condemns the sailors' souls to haunt the sea forever.

Sometimes, when they have dropped the anchor and everyone is asleep, 'Wolf' grabs a bottle of Tilean Red and goes down to discuss his feelings and concerns with the ship's figurehead.

Chapter IV

Rosalia Schultz

Career: Barrister

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
26	24	26	29	36	46	46	42
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	2	2	4	0	0	0

Skills: Academic Knowledge (Law) +20%, Academic Knowledge (Heraldry), Charm, Common Knowledge (the Empire), Gossip, Perception, Read/Write, Secret Language (Guild tongue), Speak Language (Reikspiel),

Talents: Dealmaker, Etiquette, Public Speaking, Suave

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: Excellent Quality Clothing (Barrister), Good Quality Travelling Clothes, Purse with 100 *gc* in coins and gems, Writing Kit, Several Books and Scroll Cases full of Legal Documents, Symbol of Verena

Rosalia Schultz - the first woman to graduate from Nuln's College of Barristers. She is trusted by the Countess herself with masterminding the legalities of Nuln's separation from Wissenland. In the eyes of many she is a living, walking scandal and bad tongues hint at collusion with the Ruinous Powers.

The Countess assigned Rosalia to her current task from the College of Barristers where she was a professor. It is a tremendous honour, which also earned her whole new slew of enemies. Emmanuelle seems to have full faith in her abilities however.

Rosalia is a stylish woman, always meticulously groomed and dressed in the finest. But her true allure comes from an aura of resolute belief in herself and her abilities. She is refined, but not in a self-absorbed way. At times, she can be a little haughty.

Oswald von Brunkhorst

Career: Noble Lord

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	31	31	29	34	39	40	45
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	3	2	4	0	0	0

Skills: Academic Knowledge (Heraldry), Charm, Command, Common Knowledge (the Empire), Consume Alcohol, Gossip, Perception, Read/Write, Ride, Speak Language (Reikspiel, Khazalid)

Talents: Coolheaded, Etiquette, Public Speaking, Savvy, Specialist Weapon (Fencing)

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: Best Quality Clothes, the mansion and everything in it

Oswald von Brunkhorst is a portly man whose family has made its fortune mining silver. He has a tendency to speak more loudly than the situation calls for and he's rather blunt with his words. Von Brunkhorst's thin hair, and scanty beard might give him slightly scruffy look, but his cold, cruel eyes betray the shrewd opportunist inside. Von Brunkhorst is dressed in expensive, frilled Bretonnian silks. He knows there is a threat against his life but doesn't take it seriously. He is a connoisseur of pornographic woodcuts.

Angelica Rhomberg

Career: Dilettante / Cultist of Slaanesh

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
28	26	26	30	43	39	31	45
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	2	0

Skills: Academic Knowledge (Arts, Daemonology), Blather, Common Knowledge (the Empire), Gossip, Perception, Read/Write, Secret Language (Cultist), Speak Language (Reikspiel, Kislevite), Trade (Artist)

Talents: Etiquette, Keen Senses, Resistance to Poison

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger with a wavy blade

Trappings: Good Quality Blue Gown, Jewellery worth 25 gc, Small Vial of Aphrodisiac, Invitation to the Party

Daughter of an up and coming Wissenburg Burgher Angelica Rhomberg is invited to parties like the one tonight all the time. It was in one of those that an alluring woman approached the bored Dilettante and introduced her to a whole new world of sensations and temptations. She has been a Slaaneshi Cultist ever since.

The Cult Magus appreciated her easy access to high society events and quickly noticed the girl's knack for recruiting new members. Angelica quickly became a "honeytrap" for *the Keepers of the Velvet Throne*. Tonight, she is here to recruit new members. The cult has had its eye on von Brunkhorst for some time. And interesting rumours persist of a certain collection of 'art' in his basement.

Angelica is a striking young woman with cascading blond hair and warm, inviting brown eyes. Excessive use of illegal substance is clearly starting to leave its mark though. The blue gown she wears for the party compliments her voluptuous figure quite nicely.

Hugo Haefner

Career: Artisan (Woodcarver)

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
29	28	26	32	32	33	36	27
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	3	0	0	0

Skills: Animal Care, Charm, Common Knowledge (the Empire), Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Secret Language (Guild Tongue, Thieves' Tongue), Speak Language (Reikspiel), Trade (Woodcarving) +20%

Talents: Dealmaker, Savvy

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Improvised Weapon (walking stick, SB-4)

Trappings: Simple Tunic, Trade Tools

Hugo Haefner is a well-known and respected Artisan in Wissenburg. His skill in carving wood is legendary and sought after. Besides his usual orders Hugo also caters to a small, chosen clientele with a taste in pornographic woodcuts. These are, of course, illegal. So, that side of his business is very hush-hush, and very lucrative.

Von Brunkhorst decided not to pay for a set of woodcuts featuring Countess Emmanuelle. Haefner is here to get his money.

Hugo is bent like a gnarled tree. His white hair is thinning fast and his right eye is blind.

Dora, Hugo Haefner's Daughter

Career: Entertainer

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
29	39	26	30	36	33	28	36
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	3	4	0	0	0

Skills: Animal Care, Charm, Common Knowledge (the Empire), Evaluate, Gossip, Perception, Performer (Dancer, Knife thrower), Sleight of Hand, Speak Language (Reikspiel)

Talents: Flee!, Quick Draw, Contortionist, Sharpshooter

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Throwing Knives (4)

Trappings: Blue Dancer's Outfit, Wooden Castanets

Hugo Haefner's daughter is not half the dancer that she is a knife-thrower. Nevertheless, Dora is a passionate performer. The pockmarked girl is here to help her father get his money.

Druchii Assassin

Career: Assassin (Reik Lionfish)

Race: Dark Elf

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
55	54	40	36	58	38	36	30
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	4	3	5	0	0	0

Skills: Concealment, Common Knowledge (the Empire, Elves), Disguise, Dodge Blow, Gossip, Intimidate, Outdoor Survival, Perception, Row, Shadowing, Silent Move, Scale Sheer Surface, Search, Secret Language (Thieves' Tongue), Speak Language (Eltharin, Reikspiel), Specialist Weapon Group (Crossbow), Swim, Torture

Talents: Ambidextrous, Coolheaded, Excellent Vision, Lightning Parry, Lightning Reflexes, Night Vision, Resistance to Poison

Armour: Full Leather Armour, Hooded Sea Dragon Cloak

Armour points: Head 2, Arms 1, Body 3, Legs 1

Weapons: Two Hand Weapons, Repeater Crossbow

Trappings: Note with Rosalia's Picture, Vial of Black Lotus

She is a typical Druchii with pale skin, cruel features, and unforgiving eyes.

Thyrus Thornroot

Career: Leader of the Saltpeter Men, Poisoner, Food Taster

Race: Halfling

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	49	31	45	61	57	55	52
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	3	4	4	0	0	0

Skills: Academic Knowledge (Gunpowder), Concealment, Common Knowledge (the Empire), Consume Alcohol, Dodge Blow, Evaluate, Follow Trail, Gossip +20%, Intimidate, Outdoor Survival, Perception, Prepare Poison +20%, Read/Write, Shadowing, Silent Move, Search, Secret Language (Guild Tongue), Secret Signs (Saltpeter Men), Speak Language (Reikspiel), Specialist Weapon Group (Crossbow), Silent Move, Trade (Gunpowder), Trade (Poisoner) +20%

Talents: Master Gunner, Resistance to Disease, Resistance to Poison, Resistance to Chaos, Schemer, Sixth Sense, Specialist Weapon Group (Gunpowder), Strike to Injure, Tunnel Rat, Very Resilient

Armour: Leather Jack

Armour points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Pistol (10 Shots), Dagger (Poisoned w/Black Lotus)

Trappings: *Amulet of Thrice-Blessed Copper* (+20% Resist Poison, -1 to all Damage received), *Copy of Liber Ignium*, Vial of Black Lotus, Vial of Powdered Emerald (20% chance to neutralize poisons), Simple Black Doublet (Best Quality, gift from the Countess), Homing Pigeons

In the aftermath of the Storm of Chaos Thyrus Thornroot braved the ruins of Wolfenburg as a member of a special group of Halfling and Dwarfs assigned with clearing Mutants and other Chaos creatures from the ruins too big for men to enter. He played a lethal game of cat and mouse with horrible things in hazardous places but managed to survive. Still, the things he saw during those dark and bloody days haunt him to this day.

Thyrus learned an important lesson in Wolfenburg: you cannot trust anyone but yourself. After the war, he ended up in Nuln and found work with the Saltpeter Men. He found himself right at home with the organisation's internal politics and power plays. There was no real hierarchy or structure, so you could carve yourself a strong position by siding with the right people and knowing when to stab them in the back.

The war brought Nuln wealth and gunpowder became a valuable resource. The Saltpeter Men were suddenly a very powerful and influential group. Unscrupulous and corrupt even before the war, they are now akin to a secret police with very little limitations to their power.

Thornroot and the three Wizard-Alchemists agreed that more structure was needed and took over the organisation. It was suggested that Thornroot would take up a position as the Countess' personal food taster – a position with regular openings. This way he would be privy to important information and the workings of court politics.

But like Thyrus had learned – only trust yourself. Using favours and threats he recruited a network Halfling servants and cooks to provide him with rumours and gossip. Soon, he found himself as the *de facto* ruler of the Saltpeter Men. The more the Halfling gets immersed in these cloak-and-dagger games the more he feels alive and influential, and the more power he craves.

Thyrus Thornroot is unusually skinny and sinewy for a Halfling. He has attentive eyes. He wears a simple, but expensive black doublet, a gift from the Countess.

Samael Mortengeist

Career: Journeyman Wizard (Shadowmancer)

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
26	31	26	31	41	50	50	40
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	2	3	4	2	0	0

Skills: Academic Knowledge (Magic), Channeling, Common Knowledge (the Empire), Gossip, Magical Sense, Perception, Read/Write, Search, Shadowing, Speak Arcane Language (Magick), Speak Language (Classical, Reikspiel)

Talents: Aethyric Attunement, Arcane Lore (Shadow), Lesser Magic (Aethyric Armour), Mighty Missile, Petty Magic (Arcane), Sixth Sense

Special:

Arcane Mark - Flicker: Light seems uncomfortable in the Shadowmancer's presence. Candles flicker, lanterns dim and fires burn low when he is around.

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (Sword), Dagger, Quarterstaff (SB-2, Defensive, Pummeling)

Trappings: Sturdy Common Quality Cloak and Robes, Purse with 20 gc, Writing Kit, Notebook, Locket

Brunt of the fighting during the last conflict was done in the North. But tendrils of war reach far and wide. A covert war between Shadowmancers and Chaos Cultists was fought as far South as Altdorf and Nuln. For Samael Mortengeist the war was fought in the hidden lairs and dark back alleys of Nuln and Wissenburg against the agents of the Ruinous Powers.

After the war was over, he was invited, along with other veterans, to the Grand Palace where the Countess herself extended them the city's gratitude for their sacrifice. For Samael that duty had been even more personal.

You see, Samael is deeply, hopelessly in love with Emmanuelle von Liebwitz. He knows his love is unrequited and there is no realistic chance they would end up together – she doesn't even know who he is - but he continues to hope against all hope.

Mortengeist has continued to patrol Wissenland, seeking Chaos cults and occasionally assisting Witch Hunters. He knows Rosalia Schultz from way back before the war. So, when she contacted him and shared her suspicions, he immediately offered to help (to protect the Countess). Samael does not know about Hexenstern's involvement, and vice versa.

The Shadowmancer wears grey robes and a voluminous cloak. A deep hood and a dark grey scarf cover his face. He is lean and accustomed to the hardships of travel. Light seems uncomfortable in the Shadowmancer's presence. Candles flicker, lanterns dim and fires burn low when he is around.

Samael is rather introverted and seems to carry the weight of the world on his shoulders. He carries a locket with a small relief of the Countess with him at all times.

Chapter V

Otto Vogel

Career: Bounty Hunter

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
37	38	42	30	36	32	40	27
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	0	0

Skills: Common Knowledge (the Empire), Consume Alcohol, Follow Trail, Outdoor Survival, Perception, Search, Shadowing, Silent Move, Speak Language (Reikspiel)

Talents: Ambidextrous, Rover, Specialist Weapon Group (Entangling), Strike Mighty Blow, Strike to Stun, Very Strong

Armour: Leather Jerkin, Sleeved Mail Shirt

Armour points: Head 0, Arms 3, Body 3, Legs 0

Weapons: Hand Weapon (Sword), Dagger, Crossbow (10 Bolts), Net

Trappings: Manacles, 10 yards of Rope, 20 gc

Being a typical representative of his profession, Otto is cunning and persistent like a hungry dog. Gruff and unkempt, he is a man of few words.

Zealots

Career: Zealot

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	35	40	42	31	28	34	29
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	4	4	4	0	2	0

Skills: Academic Knowledge (Theology), Charm, Common Knowledge (the Empire), Intimidate, Read/Write

Talents: Very Strong, Hardy, Public Speaking, Specialist Weapon Group (Flail)

Armour: Leather Jack

Armour points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Flail (SB+1; Two-handed; Impact, Tiring) or Hand Weapon (Club)

Trappings: Cat o' Nine Tails for self-flagellation, Prayer Book

These fanatics are devout followers of Verena who believe their god is doing his holy work through the bloody hands of Luther Sagebrecht. The Zealots are unwavering in their courage, and they are ready to mete out their God's vengeance at a moment's notice. They are utterly loyal to Sagebrecht and willingly obey his each and every command. Their skin is covered with ritual tattoos and scarring, and prayer ribbons flap on their tattered robes. Many of them carry a huge book on their back.

Jonas Lochner

Career: Smuggler

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
31	44	30	30	45	45	43	35
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	0	0

Skills: Common Knowledge (the Empire), Drive, Evaluate, Gossip, Haggle, Perception, Row, Search, Secret Language (Thieves' Tongue), Secret Signs (Thief), Silent Move, Speak Language (Reikspiel), Swim

Talents: Coolheaded, Streetwise, Strong-minded

Armour: Leather Jack

Armour points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Club), Dagger

Trappings: Common Quality Clothing, Pipe and Tobacco, 3 *gc*, *The Forgotten Wish*

Jonas Lochner is a hardened old salt with a dozen years travelling the Reik behind him. He has fought Wreckers and evaded Riverwardens countless times and has the scars to prove it. Jonas has an air of confidence about him only experience can bring, and walks with a swagger you get from staring death in the face - and giving it the finger. The Smuggler's weather-beaten hands are covered in numerous tattoos and scars.

Luther Sagebrecht

Career: Verenean Investigator

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	41	40	42	51	63	49	49
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	0	6	0

Skills: Academic Knowledge (Law, Theology), Command, Common Knowledge (the Empire), Concealment, Disguise, Follow Trail, Gossip, Intimidate, Perception, Read/Write, Search, Shadowing, Silent Move, Sleight of Hand, Secret Signs (Cultist), Speak Language (Classical, Reikspiel, Tilean)

Talents: Fearless, Menacing, Public Speaking, Master Orator, Strong-minded

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Good Quality Hand Weapon (Sword)

Special: *Venomous Thoughts* disorder makes him suspect everyone plots against him.

Trappings: Cat o' Nine Tails for self-flagellation, Books and Scrolls (carried by Zealots), Ornate Owl Mask (+10% Perception, +10% Intimidate), Best Quality Robes

Once a venerable scourge of the Ruinous Powers, Luther Sagebrecht is but a shadow of his former self. Two decades of tracking heretical texts and chasing cultists has left his mind broken and unhinged. He sees hints of blasphemy everywhere he looks and suspects everyone plots against him. Printing houses in particular are a conspiracy against Verena that must be destroyed with fire.

The Investigator is a stern looking man in his fifties. He has grey hair, beard, and bushy eyebrows resembling those of an owl. Sagebrecht is always meticulously well-dressed in a Verenean habit and cloak with an owl feather collar. Every time he speaks in public or deems it necessary to mete out martial punishment, he wears an ornate, wooden owl mask.

Father Barthelm

Career: Priest of Verena

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	41	34	38	38	47	58	54
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	4	1	0	0

Skills: Academic Knowledge (Law, Theology), Channelling, Charm, Common Knowledge (the Empire), Gossip, Heal, Magical Sense, Perception, Read/Write +10%, Speak Arcane Language (Magick), Speak Language (Classical, Reikspiel)

Talents: Petty Magic (Divine), Public Speaking, Suave

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Ceremonial Hand Weapon (Sword)

Trappings: Prayer Book, Good Quality Robes, Symbol of Verena, Writing Kit, 2 Trunks full of Invaluable Tomes

Father Barthelm is a diligent and punctual man who appreciates routines and smooth sailing. The current situation is a complete anathema to him and a complete shock to his sensibilities. The Priest feels like all control has been wrested from him and he is at his wits end.

Father Barthelm abhors violence and has forbid the Knights from resorting to bloodshed. And, admittedly, he wants the warriors close by for it is only because of them the Zealots have yet to invade the temple. But he knows it is only a matter of time before the inevitable happens.

Father Barthelm looks like your typical Priest with a tonsure, brown Verenean robes and a symbol of Verena. He carries a ceremonial sword, but it is a last resort. Several ink bottles and quills hang from his belt. Scroll cases are slung over his shoulders and several prayer ribbons are fastened to his robes.

Knights of the Scroll (2)

Career: Knight (Verena)

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
57	41	42	45	43	34	41	43
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	4	4	4	0	0	0

Skills: Academic Knowledge (Heraldry, Religion, Strategy/Tactics), Animal Care, Charm, Common Knowledge (the Empire), Dodge Blow, Gossip, Intimidate, Perception, Ride, Read/Write, Secret Language (Battle Tongue), Speak Language (Reikspiel)

Talents: Etiquette, Hardy, Lightning Reflexes, Specialist Weapon (Cavalry, Flail, Two-handed), Strike Mighty Blow

Armour: Full Plate Armour

Armour points: Head 5, Arms 5, Body 5, Legs 5

Weapons: Hand Weapon (Sword), Shield, Flail (SB+1; Two-handed; Impact, Tiring)

Trappings: Religious Symbol of Verena

The Knights of the Scroll are protectors of knowledge. They protect Verenean temples, libraries, and universities safeguarding the sacred texts inside. The atrocities being committed in the Scroll Quarter represent everything the Knights stand against.

Indeed, the only thing keeping the Knights from taking the fight to the Zealots is their sworn duty to protect the Temple of Verena and Father Barthelm. The Knights's armour is covered entirely in scrolls and pieces of parchments.

Anton Louis

Career: Engineer

Race: Human (Bretonnian)

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
23	22	29	25	30	31	38	30
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	11	2	2	4	0	0	0

Skills: Academic Knowledge (Engineering, Science), Common Knowledge (Bretonnia), Charm, Gossip, Perception, Read/Write, Search, Speak Language (Breton, Reikspiel), Trade (Weaponsmith)

Talents: Savvy, Specialist Weapon Group (Engineer)

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: Engineer's Kit, Set of Bretonnian Clothing, the Bretonnian Shortener

A failed Engineer who stole his competitor's design for a guillotine and fled to the Empire. He wears a dirty frilled shirt and a long, threadbare tailcoat. His pockets are stuffed with blueprints and notes. He has a buckle hat that he keeps forgetting everywhere.

Chapter VI

Kithband Warriors

Career: Kithband Warrior

Race: Elf

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	54	31	34	48	41	41	28
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	5	0	0	0

Skills: Common Knowledge (Elves), Concealment, Dodge Blow, Follow Trail, Outdoor Survival, Perception, Scale Sheer Surface, Search, Silent Move, Speak Language (Eltharin, Reikspiel)

Talents: Excellent Vision, Marksman, Night Vision, Rapid Reload, Savvy, Specialist Weapon Group (Longbow)

Armour: Leather Jack

Armour points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (Sword), Dagger, Elfbow with 10 Arrows (Armour Piercing)

Trappings: Cloak in autumn colours, Quiver across back

Protectors of the Woodland Realm. They wear boiled leather jacks under cloaks dyed in autumn colours.

Crazed Treeman

Race: Treeman

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
81	33	64	72	22	66	70	30
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
4	32	6	7	6	0	0	0

Skills: Concealment, Common Knowledge (Elves), Follow Trail +20%, Intimidate, Navigation, OutdoorSurvival+20%, Perception +20%, Scale Sheer Surface, Secret Language (Ranger Tongue), Speak Language (Eltharin, Malla-room-ba-larin +10%)

Talents: Ambidextrous, Frightening, Lightning Parry, Natural Weapons, Night Vision, Strike Mighty Blow, Strike to Stun, Will of Iron

Special Rules:

Flammable: When a Treeman is hit with a firebased attack, any Wounds suffered are doubled. This is calculated after any deductions for Toughness Bonus or Armour Points.

Strength of the Forest: A Treeman's natural weapons are so deadly that they count as having the Impact Quality.

Thick Bark: The tough bark of a Treeman's skin grants him 3 Armour Points on all locations.

Armour: None

Armour points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Mighty Fists

An enraged Treeman is a truly horrifying creature. The lumbering giant is badly burnt, its trunk charred black and bleeding sap. It was hurt in the fire and pain and grief have driven it insane.

Dryad

Race: Dryad

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
48	24	47	49	60	53	34	65
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	32	4	4	5	0	0	0

Skills: Charm, Concealment +10%, Common Knowledge (Elves), Dodge Blow, Follow Trail, Gossip, Heal, Intimidate, Navigation, Outdoor Survival, Perception +10%, Scale Sheer Surface, Secret Language (Ranger Tongue), Silent Move +10%, Speak Language (Eltharin, Malla-room-ba-larin)

Talents: Ambidextrous, Natural Weapons, Rover, Strike to Stun, Will of Iron

Special Rules:

Of Shifting Aspect: A Dryad is a natural shapeshifter.

In combat her body takes on the aspects of various types of trees. For reasons unknown to other races, save perhaps the Treemen, a Dryad cannot hold the same aspect for more than one round at a time. At the start of her turn each round, the Dryad must choose a new aspect from among the following:

Ash: +20% bonus to her Toughness Characteristic.

Birch: +1 bonus to her Attacks Characteristic.

Oak: +20% bonus to her Strength Characteristic.

Willow: She may parry once as a free action any time before her next turn.

War Form: In battle a Dryad transforms into the personification of the forest's vengeance. The switch to this war form can be made as a free action and it grants the Dryad the Frightening Talent and 2 Armour Points on all locations.

Armour: None

Armour points: Head 0(2), Arms 0(2), Body 0(2), Legs 0(2)

Weapons: Claws

Dryads usually appear as unearthly, lithe and beautiful Elf or Human maidens with green or otherwise

inhuman sheen to their skin. They are, however, dangerous nature spirits that can turn into fierce, snarling beasts that take on the aspects of various types of trees. They are elusive opponents, mercurial in their actions and difficult to read.

Crimson Martyr Mercenaries

Career: Mercenary

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
47	38	44	43	35	34	30	25
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	13	4	4	4	0	2	0

Skills: Gamble, Common Knowledge (the Empire), Dodge Blow, Ride, Gossip, Consume Alcohol, Perception, Secret Language (Battle Tongue), Speak Language (Reikspiel)

Talents: Disarm, Strike Mighty Blow, Strike to Stun

Armour: Full Leather Armour, Sleeved Mail Shirt

Armour points: Head 1, Arms 3, Body 3, Legs 0

Weapons: Hand Weapon (Sword), Shield

Trappings: Backpack, Cutlery, Tankard, Bedroll, Purse with 23 s, Dice, Bottle of Spirits

Each man is an experienced soldier and a veteran of the Storm of Chaos. All have a piece of red cloth tied around an arm, attached to a shield, or worn as a bandanna.

Volkhard Werhagen, Captain of the Crimson Martyrs

Career: Mercenary Captain

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
60	50	44	43	46	34	46	33
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	18	4	4	4	0	2	0

Skills: Academic Knowledge (Strategy/Tactics), Command, Common Knowledge (the Empire, Kislev), Gamble, Dodge Blow, Gossip, Perception, Read/Write, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel)

Talents: Disarm, Specialist Weapon (Two-Handed), Strike Mighty Blow, Strike to Stun

Armour: Full Mail Armour

Armour points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Great Weapon (Zweihander; Impact, Slow)

Trappings: Backpack, Cutlery, Tankard, Bedroll, Moneybox with 300 *gc* in Tent, Healing Poultice, Bottle of Spirits, Destrier with Saddle & Harness, Mercenary Company

Border Princes, Tilea, Kislev – Volkhard Werhagen has shed blood, and bled, on numerous battlefields around the Old World. He is an experienced veteran who rarely loses his composure. Werhagen is a harsh, demanding leader who doesn't tolerate cowardice of any kind.

The Mercenary Captain is a brutal fighter. His style resembles that of a bloodhound. He is relentless, indomitable, and relies heavily on brute strength.

Werhagen is a heavy-set, muscular man covered in scars. He has smoky-grey eyes and nose broken too many times. After suffering a grievous wound during the Storm of Chaos a metal plate engraved with a prayer was fastened to his skull. A piece of red cloth is tied around his sword hand.

Wardancers

Career: Wardancer

Race: Elf

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
55	53	38	41	60	41	45	40
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	12	3	4	6	0	0	0

Skills: Common Knowledge (Elves), Concealment, Dodge Blow +10%, Follow Trail, Heal, Outdoor Survival, Perception, Performer (Acrobat, Dancer, Singer), Scale Sheer Surface, Silent Move, Speak Language (Eltharin, Reikspiel)

Talents: Ambidextrous, Coolheaded, Excellent Vision, Fleet Footed, Lightning Reflexes, Marksman, Night Vision, Rapid Reload, Savvy, Specialist Weapon Group (Longbow, Two-Handed), Stout-hearted, Swashbuckler, Warrior Born

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Two Hand Weapons (Sword or Axe)

Special:

Bewildering - The Wardancer's lithe body moves in such a bewildering way that opponents within 4 yards take -10% penalty to WS and WP.

Trappings: Warpaint

Loec is the Elven god of trickery, dance and revelry. He is also the patron of the Asrai Wardancers.

Wardancers are responsible for upholding and sharing the oral traditions of the Wood Elves through intricate dance rituals.

In battle a Wardancer troupe is a sight to see. Tattooed, bright coloured hair, and performing to a deadly rhythm they weave a dance of death across the battlefield. Forsaking armour for total freedom of movement they backflip, somersault and dance around their enemies seeing them gracefully slaughtered in no time.

Members of the troupe are afraid of what Bloodleaf has become and all don't agree with her choices.

Bloodleaf

Career: Shadowdancer

Race: Elf

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
70	56	41	41	65	41	52	45
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	16	4	4	6	0	0	0

Skills: Common Knowledge (Elves), Command, Concealment, Dodge Blow +20%, Follow Trail, Outdoor Survival, Perception, Performer (Acrobat, Dancer), Scale Sheer Surface, Search, Silent Move, Speak Language (Eltharin, Reikspiel)

Talents: Aethyric Attunement, Ambidextrous, Excellent Vision, Fleet Footed, Lightning Parry, Lightning Reflexes, Night Vision, Quick Draw, Savvy, Specialist Weapon Group (Longbow, Two-Handed), Stout-hearted, Strike Mighty Blow, Strike to Injure, Swashbuckler, Warrior Born

Armour: Tight Fitting Leather Jerkin

Armour points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Wood Elf Hunting Spear (SB +1; Fast), Hand Weapon (Sword)

Special:

Bewildering - The Wardancer's lithe body moves in such a bewildering way that opponents within 4 yards take -10% penalty to WS and WP.

Autumn Leaves Falling – Bloodleaf's attacks are a deadly accurate flurry of blows. Each attack gains the Impact Quality, and she scores Ulric's Fury on 9 and 10.

She cannot take the Parrying Stance (but can use Lightning Parry). Additionally, she takes 1 Wound Damage each round from exhaustion.

Trappings: Ritual Tattoos

Shadowdancers form the devoted priesthood of the Trickster God, Loec. They are the leaders of Wardancer troupes. Yalanna was a Shadowdancer, a leader of her troupe, and a herald of Loec. Then, Humans burnt the forest and the Sacred Glade and the anguish and hatred of the forest consumed her. Ignoring warnings from her troupe she stepped on a long forgotten path from which there would be no return.

Yalanna became Bloodleaf, a herald of Khaine, the God of War and Murder. Such was the sin committed against the woodland realm it called for revenge. And Yalanna, now Bloodleaf, was prepared to commit a dark sin to see greater good done.

Her new name, Bloodleaf, refers to the last leaves of autumn. The name honours her pledge to an ancient dance believed to be a mere dark myth - a dance dedicated to Khaine. In Human languages it is called *Autumn Leaves Falling*, but the Eltharin name is much more nuanced than that. It refers to red leaves dancing briefly in the autumn breeze as they fall from the tree. Their last dance is fierce and brief, and it always means one thing – there will be blood.

Bloodleaf is an impressive sight with her warrior's physique and auburn hair billowing in the breeze. Her emerald eyes burn vengeful. She is armed with an Elven Hunting Spear and an Elven blade. Her left arm is covered in intricate symbols painted with red henna. She wears tight fitting boiled leather armour. Like most Wardancers, Bloodleaf is arrogant and haughty.

Interrogation Floating Scene

The Torturer

Career: Interrogator (Saltpeter Man)

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
35	29	43	35	36	32	45	46
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	4	3	4	0	0	0

Skills: Charm, Heal, Intimidate, Perception, Torture

Talents: Menacing, Specialist Weapon Group (Flail), Wrestling

Armour: Leather Jerkin

Armour points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Flail (SB+1; Two-handed; Impact, Tiring)

Trappings: Knives, Blades, Hooks, and Screws, 3 sets of Manacles, Healing Draught

A twisted man both mentally and physically. A bloodied apron speaks volumes about his experience and enthusiasm. The Torturer has beady eyes and a toothless, cruel grin. He demands everyone to address him as 'Sir'. In his opinion, what he does is art and feels he is a misunderstood artist. When he goes to work the Torturer often talks to his knives and blades like they were his friends - the only audience that really understands true artistry.

Chapter VII

Dawi Zharr Infernal Guard

Career: Warrior

Race: Chaos Dwarf

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
42	32	31	41	22	31	31	22
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	4	3	0	0	0

Skills: Common Knowledge (Dwarfs, Dark Lands), Drive, Haggle, Perception, Search, Speak Language (Khazalid), Trade (Gunsmith)

Talents: Disarm, Dwarfcraft, Master Gunner, Night Vision, Rapid Reload, Specialist Weapon Group (Gunpowder), Stouthearted, Strike to Stun, Sturdy

Armour: Full Mail Armour, Helmet

Armour points: Head 5, Arms 3, Body 3, Legs 3

Weapons: Fireglaive with 18 Shots (*Fireglaive is a compact repeating handgun that also incorporates a single-edged blade that can be wielded like a halberd.*)

Close Combat: 2-handed; *Dam.* SB; Impact, Slow

Ranged: SB 4; *Range* 16/36; *Special* (see *Repeater Firearm*), Experimental

Very Rare; Enc 200

Trappings: Trade Tools (Gunsmith), Symbol of Hashut, Tinderbox

Twisted and evil Dwarfs who worship the daemon-god Hashut, the Father of Darkness. They are irredeemably evil, bitter and self-centred creatures, caring nothing for the life of others.

The Infernal Guard are dishonoured warriors stripped of an identity. Their faces are scalded and shut underneath red-hot brass helmets, not to be removed until they make amends for their misdeeds.

Forged from iron, fire, and blood their brass armours are infused with pain and terror in the form of smouldering runes of torment and death. The Dawi Zharr are highly trained and disciplined warriors absolutely loyal to Bhakrak the Blackened.

Dawi Zharr Daemonsmith

Career: Daemonsmith (Sorcerer)

Race: Chaos Dwarf

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	32	31	43	22	36	41	22
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	1	2	0	0

Skills: Academic Knowledge (Magic, Theology), Channeling, Common Knowledge (Dwarfs, the Dark Lands), Intimidate, Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Daemoniac, Magick), Speak Language (Khazalid), Trade (Gunsmith)

Talents: Aethyric Attunement, Dark Lore (Chaos Dwarf), Dark Magic, Dwarfcraft, Night Vision, Petty Magic (Chaos), Stouthearted, Sturdy

Armour: Full Mail Armour, Helmet

Armour points: Head 5, Arms 3, Body 4, Legs 5

Weapons: Hand Weapon

Special: *Stone Skin* (+2 AP Legs, +1 AP Body; -2 Movement)

Chaos Dwarf Lore: Includes the following spells: *Boon of Chaos, Breathe Fire, Cauterise, Conflagration of Doom, Crown of Fire, Dark Hand of Destruction, Fiery Blast, Fireball, Hearts of Fire, Vision of Torment.*

Trappings: Trade Tools (Gunsmith), Symbol of Hashut, Tinderbox

Daemonsmiths are powerful Priests and Sorcerers who hold powerful positions within the Dawi Zharr society. They are Priests to the Father of Darkness and masters of the forges. They fuse daemonology and technology in vile rituals of fire and blood.

Forged from iron, fire, and blood the Daemonsmith's brass armour is infused with pain and terror in the form of smouldering runes of torment and death. The Dwarf's beard is decorated with numerous brass rings,

each engraved with foul runes. It looks gruel and unforgiving with its red eyes, ash-grey skin, and small tusks.

The Daemonsmith is absolutely loyal to Bhakrak the Blackened.

Ashbringers, Handmaidens of Pyrenzhia

Race: Lesser Daemon of Slaanesh

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
44	0	40	37	52	31	40	55
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	12	4	3(5)*	5	0	0	0

Skills: Charm +20%, Dodge Blow, Gossip +20%, Night Vision, Perception, Performer (Dancer), Speak Arcane Language (Daemonic), Speak Language (Dark Tongue, Reikspiel), Torture

Talents: Ambidextrous, Daemonic Aura*, Frightening, Natural Weapons, Will of Iron

* *Against non-magical weapons a Daemonette's Toughness is considered to be 5.*

Special:

Aura of Slaanesh: The Daemonette is so seductive and bewildering that opponents within 4 yards take -10% penalty to WS and WP.

Chaos Mutations: Animalistic Legs, Pincer Hand.

Instability: On any round in which the Daemonette is injured in melee but fails to inflict any Wound in return, she must succeed at a Will Power Test or be banished back to the Realm of Chaos.

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Pincer hand (Precise)

Ashbringers are Daemonettes of Slaanesh bound to Pyrenzhia in eternal servitude. Horrible and mesmerising at the same time, Ashbringers have daemonic yet feminine faces with large, feline eyes that glow like embers. Glowing orange symbols of dark

arcana and occult sigils coruscate on their coal-black, lithe bodies.

Black horns decorated with Slaaneshi sigils and jewelry jut through cascading ash-grey hair. A flowing skirt made from the skin of cheating lovers reveals more than it covers.

Their left arm ends in a black, scythe-like pincer with which they can bestow the gentlest caress or the deadliest slash.

Captain Tannfelder (use for Commander Freitaler as well)

Career: Captain, Nuln Military

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
60	50	44	43	46	38	46	40
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	18	4	4	4	0	1	0

Skills: Academic Knowledge (Strategy/Tactics), Charm, Command, Common Knowledge (the Empire, Kislev), Gamble, Dodge Blow, Gossip, Perception, Read/Write, Ride, Secret Language (Battle Tongue), Speak Language (Reikspiel)

Talents: Disarm, Lightning Parry, Specialist Weapon (Two-Handed, Parrying), Strike Mighty Blow, Strike to Stun

Armour: Full Mail Armour, Breastplate, Helmet

Armour points: Head 5, Arms 3, Body 5, Legs 3

Weapons: Great Weapon (Zweihander; Impact, Slow), Hand Weapon (Sword), Shield

Trappings: Backpack, Cutlery, Tankard, Bedroll, Healing Poultice, Destrier with Saddle & Harness, Nulner Military Company

An experienced and charismatic leader who is much respected by his men. The Captain has a strong sense of justice and he is willing to take risks to "do the right thing".

A ruggedly handsome man with salt and pepper hair and trimmed moustache. He wears Nulner black and yellow uniform.

Chapter VIII

The Guiding Hand

Career: Merchant (Cultist of Handrich)

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
33	32	34	33	35	59	54	46
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: Charm, Common Knowledge (the Empire, Dwarfs), Evaluate +10%, Gossip, Haggle +20%, Intimidate, Perception, Read/Write, Ride, Search, Secret Language (Guild Tongue), Speak Language (Kislevarin, Reikspiel), Trade (Merchant) +20%

Talents: Dealmaker, Savvy, Schemer, Suave

Armour: None

Armour points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Dagger

Trappings: Best Quality Clothing, Signet Ring, Purse with 200 *gc* (in coin, gems, and deeds), Writing Kit, Town House, Business Empire (Foundries, Warehouses)

The Guiding Hand is a cult of Handrich; a fraternity where greedy and venal men gather to offer their thanks to the God of Trade, drink, and collude to fix prices, lower taxes, and undermine competition. Four Merchants make up the Guiding Hand: Viktor Geldman, Markus Zachs, Meryle Lintz, and Bruder Lehmann. They are all brilliant men, but absolutely ruthless towards their workers and merciless when it comes to their competitors.

The Guiding Hand's attempt to build a Land Ship, an alternative to the Imperial Steam Tank, ended in an unmitigated disaster and left the men in dire straits financially. In their desperation, they turned to Bhakrak the Blackened. The Chaos Dwarf offered to help them finish the Land Ships if, in return, they help him have six bell-towers built. The Guiding Hand accepted and took blueprints of the towers to

Professor Hausdorff with whom they already collaborated on the land ship's steam engine. The Professor convinced the Countess and the towers were built on an expedited schedule. As a sign of trust, and to seal their business arrangement, Bhakrak invited the Merchants to join him in a Dwarfen ritual. The men agreed mostly because they didn't want to offend the Dwarf. What they didn't know is the ritual subjugated their souls to Pyrenzhia (Bhakrak thinks it was Hashut).

So far, the Dwarf hasn't delivered on his promise and the Land Ships remain unfinished. What is more, workers are getting more restless and troublesome by the day.

Viktor Geldman

Viktor is a rotund man with salt and pepper hair and beady eyes. He sees workers as a necessary inconvenience and has no sympathy for their struggles. He owns two foundries with his partner Markus Zachs.

Markus Zachs

Markus is a lanky fellow who loves expensive jewellery and is a vigorous handshaker. His leadership style is to rebuke his workers in public to instill a culture of fear and zero tolerance for mistakes. He co-owns two foundries with Viktor Geldman.

Meryle Lintz

A financier who operates a money lending business in Nuln. He provided funding for the Land Ship project. Meryle is a bespectacled man with a stylish beard and an impeccable taste in Tilean wigs. Nothing he says can be trusted as he lies, exaggerates, and deceives you out of pure habit.

Bruder Lehmann

Bruder is a bland and uncouth salt mine owner from Wissenland. He has asked the Countess' hand several times, but Emmanuelle finds the Merchant loathsome and vile. He is a ruthless taskmaster to his servants.

Félrieth Morgal

Career: Crime Lord (Reik Lionfish)

Race: Dark Elf

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
55	54	40	41	53	58	42	50
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	17	4	4	4	0	0	0

Skills: Charm, Concealment, Common Knowledge (the Empire, Elves), Dodge Blow, Evaluate, Gossip, Haggle, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Scale Sheer Surface, Search, Secret Language (Thieves' Tongue), Speak Language (Eltharin, Reikspiel), Specialist Weapon Group (Crossbow), Swim, Torture

Talents: Ambidextrous, Coolheaded, Dealmaker, Excellent Vision, Night Vision, Resistance to Poison, Schemer, Sixth Sense

Armour: Sea Dragon Cloak

Armour points: Head 0, Arms 0, Body 2, Legs 2

Weapons: Walking Stick (Hand Weapon with Fast, Armour Piercing, Poisoned (use Black Lotus rules))

Trappings: Reik Lionfish in Nuln and Wissenland

This silver-haired Druchii is the leader of the Reik Lionfish in Nuln. He is a very dangerous Dark Elf, in many ways. Félrieth walks with a slight limp and uses a branch for a walking stick. The thorny branch comes from a tree that grows in Naggaroth. Even when cut, it lives for a decade and continues to produce poison.

Bhakrak the Blackened

Career: Sorcerer-Prophet (Sorcerer Champion)

Race: Chaos Dwarf

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
50	37	36	53	22	51	61	27
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	15	3	5	1	3	0	0

Skills: Academic Knowledge (Magic, Theology), Channeling, Common Knowledge (Dwarfs, Dark Lands), Magical Sense, Perception, Read/Write, Search, Speak Arcane Language (Daemonic, Magick), Speak Language (Khazalid), Trade (Gunsmith)

Talents: Aethyric Attunement, Dwarfcraft, Master Gunner, Night Vision, Petty Magic (Chaos), Rapid Reload, Specialist Weapon Group (Gunpowder, Two-Handed), Stout-hearted, Sturdy

Armour: Full Mail Armour, Helmet

Armour points: Head 3, Arms 4, Body 5, Legs 5

Weapons: Great Weapon (Great Axe; Impact, Slow, *Hell-rune of Fyre*: blade burns and gives SB +1 for 1 minute)

Special: *Stone Skin* (+2 AP Legs, +2 AP Body, +1 AP Arms; -3 Movement)

Special: *Furnace Hell-rune* – All Fire Damage against Bhakrak is halved.

Mutation: *Fast* - M +1

Chaos Dwarf Lore: Includes the following spells: *Boon of Chaos*, *Breathe Fire*, *Cauterise*, *Conflagration of Doom*, *Crown of Fire*, *Dark Hand of Destruction*, *Fiery Blast*, *Fireball*, *Hearts of Fire*, and *Vision of Torment*.

Trappings: Trade Tools (Gunsmith), Symbol of Hashut, Tinderbox

Some years ago the Sorcerer-Prophet had led his troops to the mountains in search of a rumoured lost mine in the Black Mountains. To his surprise, Morrslieb's baleful light revealed ruins of a temple to some ancient and forgotten god. A sudden blizzard forced them to retreat inside - and Bhakrak found his destiny.

Faded murals depicted a she-daemon tearing down a human city. Bhakrak knew instantly and instinctively that he was guided here by Hashut (he was actually guided by Pyrenzhia). Bhakrak believes he was exalted by his god and given a holy mission. He received visions of the Great Equation and how it would provide him with the answers.

Careful not to alert his jealous brethren to his findings Bhakrak took his most loyal followers and made his way into Nuln. They hid under the city and all the while ignorant Humans caught up in their petty schemes remained oblivious to their presence. He could feel it – Nuln was a nexus of geomantic energies – a node of fire and ash sacred to the Father of Darkness. He would burn it all down in His glory, and the Great Equation was the key.

To his chagrin, he wasn't able to solve the hexagrammatical problem on his own. Through his spies he learned of the Land Ships and the Guiding Hand. He had resolved enough of the Equation to know that he needed to build six towers to power a great ritual. He approached the Guiding Hand and manipulated them to ensure the towers were built. Furthermore, he got Professor Hausdorff – equally seduced by the Equation – to assist him.

On Geheimnisnacht the ritual was completed and something answered. Bhakrak is not certain what he has called forth, but he feels its divine presence guiding him. Now he prepares for the next time Morrslieb is full for that is when Nuln burns. He has secretly completed two Land Ships and provided the XIII with gunpowder – all for the purpose of seeing Nuln burn.

Bhakrak the Blackened is as vile, self-centered, power-hungry being as there is in the Old World. This is reflected in his appearance. Eyes red as a hell-forge and small horns protruding from his forehead give the Sorcerer-Prophet a savage and malevolent visage. He has cloven hooves that are slowly turning into black stone. His brass armour writhes with blasphemous sigils. Numerous brass rings decorate his beard and his great axe simmers with runes of burning hatred.

Elite Guard

Career: Soldier

Race: Human

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
45	36	38	33	36	39	33	33
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
2	14	3	3	4	0	0	0

Skills: Academic Knowledge (Law), Common Knowledge (Dwarfs, Dark Lands), Dodge Blow, Follow Trail, Gossip, Heal, Intimidate, Perception, Search, Speak Language (Reikspiel)

Talents: Coolheaded, Disarm, Hardy, Quick Draw, Strike Mighty Blow, Strike to Injure, Strike to Stun, Sturdy

Armour: Full Leather Armour

Armour points: Head 1, Arms 1, Body 1, Legs 1

Weapons: Hand Weapon (Sword), Shield, Dagger

Trappings: Lantern and Pole, Lamp Oil, Uniform

Veteran Soldiers who guard the Palace and other key locations in Nuln. They are all brave men handpicked for the duty.

Pyrenzhia

Race: Daemon-Queen of Slaanesh

Main profile							
WS	BS	S	T	Ag	Int	WP	Fel
70	0	44	44	62	54	65	65
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	26	4	4(6)*	5	2	0	0

Skills: Channeling, Charm +20%, Command +10%, Dodge Blow, Gossip +20%, Magical Sense, Night Vision, Perception, Performer (Dancer), Speak Arcane Language (Daemonic, Magick), Speak Language (Dark Tongue, Reikspiel), Torture

Talents: Ambidextrous, Armoured Caster, Daemonic Aura*, Dark Magic, Dark Lore (Chaos), Frightening, Lightning Parry, Natural Weapons, Petty Magic (Chaos), Will of Iron

* Against non-magical weapons the Queen's Toughness is counted to be 6.

Special:

Aura of Slaanesh: Pyrenzhia is so seductive and bewildering that opponents within 4 yards take -10% penalty to WS and WP.

Chaos Mutations: Animalistic Legs, Pincer Hand.

Instability: On any round in which Pyrenzhia is injured in melee but fails to inflict any Wound in return, she must succeed at a Will Power Test or be banished back to the Realm of Chaos.

Armour: Ornate Slaanesh Body Armour (no penalties from wearing armour; can cast spells normally)

Armour points: Head 0, Arms 1, Body 3, Legs 1

Weapons: Pincer hand (Precise), Chaos Weapon (Sword; Enchanted: Fast, SB +1, ignores AP)*

*Not included in the profile

Richter Kless describes Slaanesh in his *Liber Chaotica* as an amalgam of all the different drives and emotions that surround the experience and concept of pleasure. These emotions and drives include joy, contentment, aestheticism, romance, and love. When created, Slaaneshi Daemons take on the Prince of Pleasure's temperament and emotions at the moment of their

birth and thus become an embodiment of a particular aspect of His will. Pyrenzhia is a reflection of Unrequited Love, an emotion loathed by Slaanesh.

Despite all her allure and influence, Pyrenzhia was not able to entice Slaanesh to reciprocate her love. Instead, she was an anathema to the Prince of Pleasure, a reflection of man's denial of His love. Pyrenzhia desires nothing more than to show her god and master her true nature, to prove her mettle and devotion to Him.

Pyrenzhia grew to be a powerful entity. Not quite as mighty as a Keeper of Secrets, but a Daemon-Queen with her own harem of Daemonettes bound to her will nonetheless.

Determined to win Slaanesh's love, the Daemon-Queen mustered an army to invade the human Empire. She would enslave the citizens of Nuln and make them love Slaanesh. Then her master would surely recognise the depth of her love for Him. Legends say that she allured the Dawi Zharr to her side by delivering them their cousins' most secreted gunpowder recipes.

Pyrenzhia marched all the way to Nuln's walls, but was ultimately defeated by the Elector Count Wissenland and his Runefang. Disgusted and disappointed Slaanesh punished her by banishing her "beyond the stars" where she was bound by powerful hexagrammatical wards. From this prison, each time Morrslieb is full she is allowed a brief glimpse at Nuln to remind her of her failure.

Slaanesh is associated with all the different emotions that comprise pleasure, but He is also Purpose. This Purpose is expressed in mortal creatures as their pursuit of, and need for, pleasure. To many, Countess Emmanuelle von Liebwitz is the embodiment of mortal pursuit of pleasure. Naturally it follows that Slaaneshi Cultists have tried to corrupt her and show her the truth that is the Lord of Pleasure.

Emmanuelle has resisted all attempts to corrupt her. And this has the Cult Magus' covet her even more. This has attracted the attention of Slaanesh – and evoked feelings of Unrequited Love.

Now, Pyrenzhia stirs in her prison. Slaanesh's feelings feed her, making her more powerful. Already, she is able to reach out, send the weak and the willing

visions and dreams. First, she was able to do it when Morrslieb is full. Then more frequently. She felt Bhakrak the Blackened finding her image in the ancient temple and touched his mind. She showed the Sorcerer-Prophet *the Great Equation* – the key to her release.

Then, she saw a peculiar sight. Like a lone firefly in the night, a young man in Nuln shone like a beacon through the Aethyr. She saved the mortal's earthly vessel and bestowed her kiss upon him. He would be her avatar – her gate to back to the mortal realm. Her time of return is close; and she will convert the Countess. Then, finally, Slaanesh will love her...

Pyrenzhia's porcelain white skin is adorned with barely visible ash-grey sigils of foulest blasphemy. A veil composed of small oxidized keys to people's hearts and desires covers the lower part of her face. Above the veil almond eyes glow like embers. Her hair, black as soot and tied in braids, cascades all the way down to her thighs. Long, gleaming black horns curve back and jingle with festooned jewelry and Slaaneshi symbols. Her silk gown is revealing and the deepest shade of purple. Pyrenzhia's left hand is a gleaming black pincer while her right hand either holds the 13th Runefang or crackles with magical energies.