



The Rising Shadow

Part One the Gathering Darkness Campaign

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Introduction

Purpose

The **Gathering Darkness** campaign is intended to provide a WFRP campaign for those GMs and players who want to play in the years between the Imperial Civil War of 2514 (**WFRP 1e**) and the Storm of Chaos of 2521-2522 (just before the time **WFRP2e** is set). With some effort, this campaign can be shifted to the post-SoC years, perhaps the Spring of 2523.

For those new to WFRP, the Imperial Civil War is covered in the final chapter of **The Enemy Within** campaign for **WFRP1e**. There are two versions of **TEW** finale: **Empire in Flames** by Games Workshop and **Empire at War** written by myself with assistance from others. **EaW** is available on the Strike to Stun website, www.Strike-to-Stun.com.

Why bother with this effort? Well, this is something I'm writing for my own playing group since it is my turn to GM and I need something original for my group to play. Moreover, I believe that Black Industries concentrated its energies towards developing the Warhammer world post-Storms of Chaos, leaving the years in-between the two wars relatively untouched.

This campaign is written for WFRP 1st edition as my group still plays this version of the game. It is my hope that someone who is better acquainted than I with 2nd edition will step forward and volunteer to convert the campaign in order to make it usable by those preferring the Black Industries version. The background will also be consistent with that established in **EaW**, which was intended to serve as a bridge linking the 1st edition "The Enemy Within" campaign and the 2nd edition of WFRP.

In keeping with officially published campaigns, pre-generated Player Characters are included at the end of this opening scenario. These characters come with their own background to

assist the player in role-playing. As always, GMs could opt to have their players roll new characters rather than assigning the pre-gens.

Sudenland Background

The **Gathering Darkness** campaign begins in the province of Sudenland (old Sölland) on 26 Jahrdrung 2515, the year following the Imperial Civil War. In contrast to the background presented in **Sigmar's Heirs** – and more consistent with the first edition background – Sudenland is still an independent Electoral province at the time of the scenario. The following provides background information to assist the GM in running this scenario.

Political Background

Sudenland and Wissenland are the southernmost of all Imperial provinces. For most of their respective histories, the two lands were separate provinces. Sölland and is the ancient name of the land between the Upper Reik and River Söll. Since the founding of the Empire, Sölland was an independent Electoral province until the 18th century. At that time, the Orc warlord Gorbard Ironclaw invaded the Empire from the east and destroyed the army of the Elector, laid waste to the whole of the province and sacked Nuln, before he was defeated and killed in the Battle of Grünburg.

After the war, Wissenland absorbed what was left of Sölland and the two remained joined until the latter part of the 23rd century. Over two and a half centuries ago, the von Mecklenberg family successfully separated the old province of Sölland from its more dominant western neighbour. The split was fairly amicable, by Imperial standards, and Emperor Magnus the Pious made the separation official in 2306. After five centuries under one ruling house, the two provinces were more akin to cousins than rivals.

Near the end of the 25th century, rumours began circulation of some misfortune affecting the von Mecklenberg's. Grand Baron Johann von Mecklenburg was absent from the province for weeks on end, turning over the administration of Sudenland to his cousin, Grand Baroness Etelka Toppenheimer (The Grand Baron had no direct heirs and his younger brother was rumoured to have been spirited away). In 2510, Grand Baron von Mecklenburg suddenly abdicated and turned over the rule of the province to Grand Baroness Toppenheimer. To ensure a proper succession, one of the grand Baroness' first acts was to name the adopted son of a distant relative, Baron Olaf Sektliche, as her heir.

Tensions in the northern Empire broke out into a brief war in 2514 that threatened to engulf the entire land. The southern provinces escaped any involvement in the northern conflict other than the Wissenland troops who fought alongside those of Stirland in southern Talabecland. One regional consequence of the war was the political fallout between Grand Countess Emmanuelle von Liebewitz and her regent in Wissenland, Count Bruno Pfeifraucher. The end result was that the Grand Countess re-exerted her authority as ruler of Wissenland while maintaining her Court in the Freistadt of Nuln.

On the heels of the war in the northern provinces, famine and economic ruin are becoming common in many parts of the Empire. With the ending of winter, a number of people are on the move, looking for greener pastures and a way out of their dreary existence. Many find nothing more than squalor, especially in the over-crowded cities and towns in the west. Some find death on the roads and rivers of the fragile and desperate Empire. As a result of the fragile peace in the land, unemployed mercenaries roam the land as little more than armed bands of bandits, especially those in the war-ravaged provinces. Bands of emboldened goblins raid and terrorize the populace from their lairs in the forests and hills. There are even rumours of more twisted and evil creatures lurking in the remote and dark places,

snatching unwary travellers who are never seen again.

On the more mundane level, the realignment of provincial borders is new and causes great confusion among the populace. Old prejudices die hard and bitter feelings lie beneath the surface for many folk. The rumoured events that led to the Civil War – such as the attempt on the Emperor's life – and the recent deaths of the Grand Theogonist and Ar-Ulric have made the people of the Empire even more suspicious and worried about those “shadowy” individuals who would seek to gain from such anarchy. Many of the authorities – such as the Church of Sigmar and Witch-Hunters – endeavour to root out and bring justice to such elements.

Word has made its way to Sudenland recently that the Lector of Middenland was selected to become the new Grand Theogonist and adopted the name of Volkmar to mark his rule over the Church of Sigmar. It is said that he has even reached an accord with the Ar-Ulric of Middenheim to turn away from their religious differences and re-direct their respective cult's activities towards hunting down the hidden enemies of the Empire.

The Land

Natural features delineate the borders of Sudenland [Map 1]. In the west, the Rivers Hornberg and Söll mark the border with Wissenland, while the Upper Reik separates Sudenland from Averland to the north and northeast. The province stretches out in rolling grasslands from these rivers – which is ideal for raising sheep for their meat and wool – until it reaches the Black Mountains in the south and southeast.

There are some small hilly regions within the interior of the province, as well as a number of small woods. One of the larger woods is the Eppiswald, a mixed conifer and deciduous forest, which surrounds the small town of the same name. Like many of Sudenland woodlands, the

Eppiswald is an ancient forest, the remnants of the large forest that covered this part of the Empire long before the birth of Sigmar. It is also rumoured to be haunted at night. Ghostly voices can be heard in the breezes that seem to always arise in the dead of the night. There is even talk that the trees actually move about from time to time obscuring the pathways.

Most of the Sudenland settlements are located along the major rivers. Though potentially expensive, travel on a river barge is considered safer than making one's way on the narrow and uneven tracks that follow the River Söll or the Upper Reik. There are also poorly maintained roads crossing the countryside, connecting the villages and small towns in the heart of the province. Roadwardens patrol these roads in a vain effort to reduce the threat of banditry and goblin raids.

As one gets closer to the Black Mountains, the land gets wilder and gives way to the foothills of the mountain range. Despite Dwarf claims, the region between Karak Hirn and Khazid Hafak is hardly secure. Several small tribes of goblins eke out an existence in this wilderness and they are known from time to time to gather into larger groups. There are also rumours circulating of small wandering bands of mutants in the region, preying on the helpless and unwary.

Moreover, there are still sad reminders of the past in the interior of Sudenland. The ruins of many villages and towns destroyed by Ironclaw stand in silent witness to the devastation his greenskins horde wrought. Most people avoid these reminders of the invasion out of respect for the dead, or from fear of their restless ghosts.

Trade

Sudenland is mostly an agricultural province, trading raw material, foodstuffs, and wine to other provinces, mostly Averland and Wissenland, as well as the nearby Dwarfholds and settlements. In exchange, Sudenland imports finished goods and items from these locations.

In addition, Sudenland is well known throughout the Empire for its high-quality wool and its clothing industry (weavers and tailors). Trapped in the Black Mountains (or poached if the Dwarf grievances are to be believed), Sudenland sable is highly prized in fashionable circles in Nuln, Altdorf, and beyond.

Although Sudenland did not feel the pangs of armies battling over its landscape, the war did have an impact on its economy. High demands for its products (some of which was based on speculation of a longer war) resulted in higher prices and shortages across the region. This led to as yet unfounded rumours of a soon-to-becoming increase in taxes and possible unrest.

The People

Sudenlanders are mostly descendants of the southern Avermanni (one of the tribes comprising the Brigundian confederacy and found on the banks of the Upper Reik), Menogoths, and eastern Uissencten tribes (along the River Hornberg and southern Söll). The name of Wissenland actually derives from the name of Uissencten tribe, which was the dominant tribe of the Söll river valley until they were defeated in battle by the more aggressive Merogens in the decade before Sigmar's birth. A scattering of other, smaller tribes were known in the foothill region near the Black Mountains. By and large, Sudenlanders are simple, straightforward folk. They have little tolerance for those who treat them like country bumpkins. In the area of clothing, Sudenlanders prefer conservative and practical styles; they have little use for the latest fashions emanating from Nuln.

The people of Sudenland have had historically good relations with the neighbouring Dwarfs, particularly the Kingdoms of Karak Hirn and Karak Gantuk (which includes the Dwarf settlement of Khazid Hafak). The men and Dwarfs of this region answered Sigmar's call to arms in great numbers and fought with great distinction in the Battle of Black Fire Pass.

Given its position along the Black and Grey Mountains, a number of Dwarfs have settled in the Sudenland and Wissenland towns and villages along the River Söll. Many are Dwarfs whose ancestors have lived among humanity for many generations, some as far back as Sigmar's reign as Emperor. These Dwarfs – known as Expatriates or “Flatlander Dwarfs” by their mountain kin – are not quite as rigid in the old ways as recent immigrants from the nearby Dwarf kingdoms.

Elves are exceedingly rare; the few encountered are generally Wood Elves from the Loren Forest in Bretonnia. These Elves enter the Empire from the Montdidier Pass – which crosses the junction of the Vaults and Grey Mountains – and enters the small southern Wissenland town of Kreuzhofen. The Loren Elves are wanderers, seldom staying in one place for very long.

Halflings are also a rare sight in the Sudenland; the majority of whom settling in the provincial capital of Pfeildorf. There have also been reports of a wandering Halfling clan that have taken to a lifestyle very much like the Strigany bands that roam the Imperial roads in their colourful caravans.

Since the time of Emperor Wilhelm the Wise replaced the disgraced Dieter IV, there has been a steady influx of Tileans immigrating to the lands along the Söll. The Southerners tend to settle near one another in the larger towns and cities, particularly in the Freistadt of Nuln. A few have also settled in farmsteads near smaller villages.

One family, the Giacomos, brought several cuttings of choice grapevines from their former lands near Trantio fifty years ago and planted these outside the village of Hornfurt. The winemaking family produced several varieties of full-bodied crimson red wine. The most notable of these, Rhya's Ruby Delight, is said to be a favourite of Grand Countess von Liebewitz of Nuln and Wissenland.

Few Bretonnians, mostly from the Duchy of Quenelles, have made the journey across the Montdidier Pass to settle in Wissenland and Sudenland. Most are simple farmers looking for a sane place to raise their families and land to farm. Compared to the restless and warlike nobility in their native land, the Bretonnians find Imperial nobility to be more tolerable, even with their more effective methods of collecting taxes and rent.

Though Sudenlanders have little real problems with individuals from foreign lands, they tend to view the two groups of aliens through a lens of ill-informed rumours and stereotypes. The Tileans are suspiciously seen as shifty thieves who think little of stabbing someone in the back and rob them. In contrast, Bretonnians are viewed with some contempt as insolent and lazy simpletons who suffer from some misplaced sense of superiority.

Religion

Most Sudenlanders are religiously devout. Like those of Wissenland, Sudenland towns and villages host multiple shrines, chapels, and temples to all the recognised gods of the Empire, as well as local gods and spirits. Many of the people in the region take a few minutes each day to visit a temple or shrine, working their way through the gods as need requires.

The cult of Sigmar has special prominence in Pfeildorf and the settlements along the Upper Reik. Many local establishments lay claim that Sigmar slept, ate, or stopped for a breather on the very site where they stand when he led the united tribes against the greenskin hordes in the Battle of Black Fire Pass or on his way to return his runic warhammer, Ghal Maraz, to the Dwarfs of Karaz-a-Karak after his abdication.

In the rest of the province, Taal and Rhya are the most popular deities, followed by Mórr and Ulric (more popular in the late fall and winter than the rest of the year). The worship of other deities (Myrmidia, Shallya, and Verena) is

pretty much restricted to the larger towns, such as Pfeildorf, Geschburg, and Steingart. The limited influence of Shallya is interesting as many of the “normal” functions of her worship (childbirth, healing, and nurturing) are considered within the divine realm of Rhya.

Several lesser gods from Tilea are gaining traction in the region, particularly along the Söll river valley. The immigrants have introduced the worship of Deanosus (God of Wine, Vineyards, and Revelry), Panasia (Goddess of Music, Poetry, and the Arts), and Phaestos (God of Crafts and Smiths) to the Sudenlanders. Not all have embraced these new gods, but many Sudenlanders just don't see the harm of adding more gods to honour.

A number of local gods are also worshipped in Sudenland. One of the better known of these deities, Lacothea is the goddess of the River Söll and is worshipped by Sudenlanders and Wissenlanders whose livelihood depends upon the river from Sonnefurt to Meissen. Another acknowledged river god, Teigue, is revered along the Rivers Oggel and Staffel in the eastern portion of the province. Many hunters and other rural folk in the interior between Pforzan and Erbshausen venerate Haugoth the antlered god of the forests and hills.

In the far south of Sudenland, in the region closest to the Black Mountains, many still worship the Old Faith, also called the Cult of the Mother. Standing stones and stone circles are frequent in this region, some shared jointly between the Druids and cult of Taal and Rhya. There are rumours, however, of ancient dark cults that still survive in the remote areas of Sudenland, where the village folk are even more aloof than usual and strangers are looked upon with deep distrust.

Southwest of Steingart lies a vast circle of standing stones, with a smaller ring of megaliths inside it. Called “Taal's Fangs,” the sharpness of the inner ring of stones and their resemblance to cracked teeth. Neither the cult

of Taal nor the few local Druids know who built it or for what purpose. Some scholars from the University of Nuln have been recently studying it, but have not yet reached any conclusion to date.

Transportation

There are a few coaching lines doing business in the Sudenland, mostly along the Upper Reik from Pfeildorf to Steingart (Sigmar's Carriage) and the northern run of the River Söll from Pfeildorf to Geschburg (White Hart Coaches). These coaches charge the standard rate of 6 GCs per day of travel for each passenger. If the coach is full, limited seating (1 or 2) is generally available for only 4GCs each day.

The coaches are generally sturdy enough to make the journey, but can break down from time to time as their maintenance isn't exactly top-notch. At the moment, the Four Seasons coaching line hasn't yet reached the Sudenland from the Reikland. There are no regular river transports on either the Upper Reik or River Söll. Anyone preferring to travel by river can do so by negotiating with the traders and boatmen who make their living on the rivers. The prices tend to be higher than coach, generally about 7-8 GCs per day travelled (though good captains are able to negotiate higher fees), since travel by river is considered much safer. Boat captains usually take no more than 2 passengers at any one time to ensure that any unruly fares can be quickly subdued and tossed overboard by the captain's men.

Eppiswald

The absentee Sigmarite Lector of Sudenland, Raphael von Mauchen, rules the Lectorial Enclave of Eppiswald, the market town of the same name and its neighbouring villages of Gutach, Kluftern, Lenzfeld, and Todtmoos when he's not at his residence in Pfeildorf. The Lector's land also includes the forest of Eppiswald known for its hardwoods as well as haunted reputation. Charcoalers, hunters,

peasants and woodsmen rarely venture alone in the forest.

Life in the enclave is hard for those with little money or power though the land is quite fertile and the river abundant. Appointed by Lector von Mauchen, Abbott Klemens Dürer and his staff are very thorough at managing the resources; squeezing out every bit of revenue from the residents. A good portion of this money goes to maintaining the Lector's household and abbey as well as a retinue of men-at-arms to protect the enclave. The latter has become especially important given the paranoia of hidden enemies that has arisen in the aftermath of the recent civil war.

Though high in comparison with nearby counties and baronies, the taxes of the Lector are not so onerous as to cause unrest in the enclave, at least not yet. Several guilds and the priests of Eppiswald Abbey have been given exemption from the taxation, even though the former does levy a fee on their members for the Lector's coffers.

Village Rule

Similar to many villages in the province, a Headman is selected once every two years from among the elders of the resident families to lead each village and its respective militia. The Headman is considered the Lector's man and represents any grievances or concerns the village may have to the Lector (or, in his absence, the Abbott). Such audiences take place during the Sonnstill (Summer Solstice) celebrations, though the Headman can request a meeting at any time of the year.

Local Feast Days

Like many regions in the southern Empire, the people of the Eppiswald Enclave observe the holy days of the various gods and goddesses they worship. Most of the festivities take place in the town of Eppiswald and is presided over by the Lector or Abbott. The tone of the festivities is dependent upon which deity is being revered on the given day. To assist the GM, the following are the feast days observed along the River Söll

Sidebar: The Lectorial Enclave of Eppiswald

In theory, the Enclave is a land that is independent of the Grand Barons of Sudenland and owes its allegiance to the Church of Sigmar. Still, this particular award of land is not one bestowed by the Grand Theogonist to an important ally, but one that has been bequeathed to the current Lector's ancestors (the office being hereditary) by Baron Wolf von Mecklenberg of Pfeildorf at the conclusion of the Wizards' War (1881-1893 I.C.).

The exact details of the circumstances that brought about this gift had been lost in time, but many believe that the land was granted in recognition of services in eliminating the coven of wizards responsible for the unspeakable horrors ravaging the land and slaughtering the people. Whether these practitioners were Daemonologists, Necromancers, or remnants of an ancient and dark religion depends entirely on the storyteller. Even the records maintained by the Church of Sigmar are rather unclear about the particulars other than the basic fact that the Sigmarite Witch-Hunter Gottfried von Mauchen saved the Grand Barony from some unspeakable evil.

It should be noted that this line of descent lies in direct contradiction of the Church's Edict of 2197 I.C. in which the Church decided that all Lectors must be celibate. The edict was intended to prevent the property and wealth of the Church from being compromise by its senior members using their position for personal or familial gain. When the land was initially bequeathed, the position in the Church of Sigmar was that of a Capitular, which is a lesser position to a Lector and not covered by the Edict. In time, the family became so entrenched that when it was elevated to that of a Lector, the Grand Theogonist and his council decided to make the Sudenland position an exception. This decision was contingent upon two provisions: (1) that the Lector does not seek further advancement within the Church and (2) any failure to properly execute the duties of said office or performing an offensive and dishonourable act would result in the immediate nullification of this exception to the 2197 Edict.

Calendar Day	Dedicated Deity(ies)	Reason for Observance/Celebrations
Hexenstag	Phaestos, Smednir	Human crafters and Dwarf smiths mark the completion of old work and beginning of the new.
17 Nachexen	Lacothea	First Day of Spring and marked as the beginning of the spring thaw. Garlands of flowers tossed in River Söll by young girls in reverence to the goddess, while beseeching her to minimize the Spring flooding.
Mitterfrühl	Deanosus, Taal and Rhya, Ulric, Valaya	Spring Equinox. Marks beginning of planting season. Feast of salted meats, breads, cakes, and dried fruits. Spring Queen selected. Bonfires in the hills.
33 Pflugzeit	Grungni	Dedication of fields of hops and barley
18 Sigmarzeit	Sigmar	First day of summer. Marks the date of both Sigmar's coronation and abdication. Procession led by highest ranked Priest of Sigmar.
Sonnstill	Taal and Rhya	Summer Solstice. Large feast marks the middle of summer.
33 Vorgeheim	Deanosus, Grungni	Blessing of the wooden casks for ale and wine fermentation.
Geheimnistag	Panasia, Phaestos	Day of Mystery. Art and Craft faire during the day, children in costumes gathering treats during the early evening.
1 Nachgeheim	Mórr	Day of the Dead. Musicians dress as skeletons play their instruments and perform the Danse Macabre as they parade about the villages in honour of the God of the Dead.
10 Nachgeheim	Deanosus	Harvest (crush) of wine grapes begins. Ceremony to bless the harvest.
17 Nachgeheim	Lacothea, Rhya	First day of autumn. Harvest begins and snowfall appears in the high mountains, ushering the time when the Söll turns colder. Feasting and election of a Harvest Queen mark ceremony.
Mittherbst	Taal and Rhya, Ulric, Valaya	Autumnal Equinox. Marks the end of the harvest. Slaughter of livestock. Feasting and drinking
33 Brauzzeit	Grungni	Last of the ale barrels sealed and blessed.
Mondstille	Ulric	Winter Solstice. Festivities inside the largest building in settlement (as weather permits)
33 Vorhexen	Grungni	Opening of the first ale barrels of the year

Market Days

Not surprisingly, Market Day falls on Marktag. Every week on this day (except in winter), the Eppiswald market is opened for the people of the Enclave, as well as pedlars from other regions, gather to sell foodstuffs, livestock, crafts, and wares. This is also a time for people from the various villages to come together and share news and gossip with one another.

The Market Cross marks the centre of the open-air market. The Cross originates from the pre-

Sigmar practice of local villagers gathering together and holding their market at a local crossroads. A pole would then be erected with a flag or banner marking the site during this time. Over the centuries, the pole evolved into a cross-shape and became a more permanent fixture as towns grew.

In inclement weather, coverings are used to protect the vendors and customers. Markets are cancelled whenever it gets too stormy.

Other stories of the Eppiswald Forest are fairly well known. One rumour is that the trees are enchanted to come alive during the new moon phase of Mannslieb – especially if the erratic Mórrslieb is full – and move about obscuring animal trails. Other stories tell of a cave where

ancient warriors await the calling of a long forgotten king to rise up again and combat his immortal enemy. There is the isolated story of an ancient spirit residing in the forest waiting to catch the unwary for its supper.

Sidebar: Common Knowledge about Eppiswald Forest

All the villagers of the Lectorial Enclave know about the haunted reputation of the surrounding woods. They know that the forest is relatively safe so long as no-one wanders deeper than Woodcutter's Track. Even local hunters and trappers do not cross over this "red line."

No-one knows for certain when the forest became haunted; stories about restless and vengeful spirits have been handed down from one generation to the next long before their grandfather's time. Many villagers have heard voices of the deceased on the breezes that kick up in the dead of the night. The few outsiders and sceptics in the Enclave claim that these "voices" are actually in the heads of the superstitious natives.

There have been mysterious disappearances of those who made their way deeper into the forest. The most recent was the infamous Highwayman, "Scarlet" Martin, who crossed over Woodcutter's Track near Schaller Brook six years ago with Captain Heinz Weill of the Lector's Guards in hot pursuit. As the tale goes, Captain Weill stopped about 100 feet past the Track when he noticed the forest going eerily silent. The air was still and no bird could be heard uttering a sound. A piercing scream was heard from the deeper portion of the ancient woods. At that point, Captain Weill turned back knowing that "Scarlet" Martin met a worse fate than anyone could imagine. Few believed that the wily Highwayman simply crossed the forest and escaped to the other side. Yet, "Scarlet" Martin was never head from again.

Adventure

GM Notes

As the initial part of the Gathering Darkness campaign, **The Rising Shadow** scenario is intended for characters starting out on their own for the first time. Pre-generated PCs are included at the end of this publication in the event that the GM and Players want to get stuck into the scenario with minimal effort. The GM is also provided with basic information for Players who would rather create their own characters from scratch, including those native to this area.

At least one character should have the Read/Write skill.

Overview of the Scenario

The **Rising Shadow** starts with the PCs being offered an opportunity to find meaningful employment with the cult of Verena. All they have to do is investigate the possible disappearance of a scholar from Nuln within the haunted Eppiswald and report their findings in two weeks time to a Priestess in Pfeildorf

Starting the Adventure

The scenario opens at the two-storied riverside Inn of King Toad in Eppiswald. The inn is rather large as it is the main lodging in the market town as well as the point of arrival and departure for the Lectorial Enclave. The innkeeper is Hilda Böhme, a woman in her late 30s who took over the running of the establishment after her husband of twenty years died at the hands of a bandit about three years ago. The King Toad is a family business and Hilda has her six children assisting her in the day-to-day tasks. They are Wenzel (age 19), Hals (17), Alfrida (16), Anna (14), Käthe (13), and Gebhard (11).

Many of the folks of Eppiswald spend some time at King Toad gossiping with their neighbours and trying to solicit news of the wider world (well, at least from other places along the River Söll) from strangers passing through the small town. Visitors to and from the local Sigmarite Abbey of Saint Ewald (commonly referred to as Eppiswald Abbey) also pass through the tavern.

The fare in King Toad is standard. Breakfast usually consists of a bowl of porridge, wedge of cheese, a piece of dark brown bread and a pint of standard (watered-down) ale for 1/6. At the cost of 2/-, lunch is a bowl of vegetable stew with an occasional piece of mutton, wedge of cheese, a piece of dark brown bread, a slice of fruit (usually apples or pears, sometimes candied) and a pint of standard ale. Supper/dinner can cost anywhere from 3-6 shillings and is the same meal as lunch with the additional a side of vegetables (carrots, turnips, potatoes) and slice of mutton, pork, or chicken. For another 8/-, a customer can get a joint of meat, half a chicken, or three eggs.

Like most quality taverns and inns, King Toad boasts quality ales that are costlier than a pint of standard ale: Söll Amber (1/- for a pint) and Eppiswald Dark Bitter (1/4). In addition, King Toad is the beneficiary of the local vineyards grown in the Enclave. In addition to the house

Sidebar: The Tale of King Toad

The tale of King Toad is a story well-known to those raised in Eppiswald and the neighbouring baronies and counties on the River Söll.

“Long ago there was a Merogen king named Odocer who was so ill-mannered, ill-featured, and malodorous that many of the folk in those days preferred to stay out of his way. The problem was that the foul king strongly believed in exercising the “Lord’s Right,” the custom that allowed the king to bed any new bride on her wedding night before her husband could claim his right. Many a bride ventured to the village wise woman at dawn’s first light to seek an herbal remedy to ensure that the king’s seed did not bear twisted fruit.

“One spring day the king was hunting waterfowl with his wretched henchmen when he alone heard a splash nearby followed by a maidenly giggle. Not desiring to share a pleasant repast with his companions, King Odocer made his way through the reeds along the riverbank until he spied a beauteous sight: bathing before him was the goddess Lacothea.

“The king could barely control his glee and tried unsuccessfully to fully stifle his chortling from his hiding place amongst the reeds whilst watching the goddess.

“The goddess smiled. ‘Your attentiveness to my form amuses me. The price of your so obvious pleasure will be that I shall grant thee a form more consistent with your inner self, which also should allow you to indulge your fancies within my true form every spring.’

“With the goddess’ pronouncement, the king was transformed into the largest and ugliest toad ever found along the River Söll. King Odocer had become King Toad.”

wine (a pinkish blend that costs 12/1 per bottle), Hilda has several cases of Sudenland Gewürztraminer (25/-), the Lector's Grüner Veltliner (24/6), and Eppiswald Zweigelt (26/-).

Lodging at the King Toad Inn is variable. There are seven rooms on the top floor with enough space for four to sleep at a cost of 1 GC a night. Anyone wishing to stay on the cheap can pay 2/- a night to sleep on a table in the common room and 1/- a night to get a space on the floor or in the stables. The common room is typically locked at midnight and opened again at 6AM.

The Rising Shadow

Finding Work

Aldebrand Mössbauer enters the King Toad a few hours before the PCs arrive. He has arrived from Pfeildorf in search of individuals to perform a task for Priestess Gretchen Herzberg of the cult of Verena. The resources of the cult is currently stretched thin as many have been sent to the northern provinces to assist local magistrates in settling the numerous land and other legal claims resulting from the recent war.

The cult is seeking outside help in order to find one of their own, a missing scholar by the name of Professor Friedermann Lessing. Over two years ago, Herr Doktor Lessing procured a grant to conduct a research into the events that occurred in the south-western Empire during the reign of Empress Magritta during late 20th century. The cult isn't exactly sure where he disappeared, but notes remaining in his townhouse in the Sudenland capital provided a number of possible locations. Unfortunately, the deteriorating situation of the last few years in the northern provinces have prevented the cult from acting sooner.

Once he arranges his lodging, Aldebrand orders a meal and begins looking for capable people to hire, preferably those who are dependable and discreet as well as any who know this region of Sudenland well. Aldebrand believes himself to

be a good judge of character and has been authorised to pay 1GC a day for each individual – twice the prevailing wage for a skilled artisan. The Verenan cult expects a lot from those Aldebrand hires and requires them to sign a contract to ensure that they put forward their best effort.

Whether they do so singly, in small groups, or together as a band of self-styled adventurers (or transients, if they are not locals from Eppiswald or the nearby villages), Aldebrand sizes up the PCs as they enter the inn. His efforts are fairly obvious to any who glance in his direction. If the PCs do not approach him within a few moments, Aldebrand will ask one of Frau Böhme's children to pass along his invite to discuss a possible job offer to the individual PCs (one at a time) or to the apparent leader of the group. If need be, he will buy them a pint of one of the inn's better ales.

It's possible that the PCs will be distrustful of Aldebrand's motives. This is Warhammer after all and any who trust too easily tend to meet very a brutal and gruesome end rather quickly. Aldebrand knows that he is a stranger in these parts and viewed with suspicion by the locals. Thus, his approach is to be as open as possible without giving away too much information.

Aldebrand is prepared to tell the PCs the following in his attempt to hire them:

- He is in the service to the Temple of Verena in Pfeildorf, representing Priestess Herzberg.
- The cult is searching for Professor Friedermann Lessing, a History Professor from the University of Nuln, who has disappeared over two years ago while conducting field study [Aldebrand professes not to be quite sure what this entails].
- The scholar was a slight-built man of below average height with medium brown hair tending towards grey, and brown eyes.
- Eppiswald is one of a number of locations where the Herr Doktor may have disappeared.

- The resources of the cult are too overstretched to conduct the search on its own.
- In the name of the cult, Aldebrand offers to pay more than the PCs are likely to get elsewhere given their apparent lack of experience.
- The job entails investigation, followed by a report of what the PCs uncover – as well as any evidence they may find.
- Aldebrand is authorised to give the PCs five days' pay in advance and the rest upon the completion of their report in Pfeildorf.
- Aldebrand expects the PCs' efforts will take less than two weeks and he will arrange for transportation to bring them to Pfeildorf at that time.
- If the PCs agree to terms, the cult of Verena requires the PCs to swear an oath to carry out their task to the best of their abilities and sign (or mark for the illiterate) a contract binding them to the service of the Verenan cult.

Handout #1

We, the undersigned, have agreed to the terms presented by Aldebrand Mössbauer, representative to Her Holiness, Priestess Gretchen Herzberg of the cult of Verena. In exchange for 1GC for each day's effort, we have agreed to investigate the possible disappearance of Herr Professor Friedermann Lessing in the Enclave of Eppiswald. We will have 16 days to investigate and collect evidence. At the end of this time, we are expected to board pre-arranged transportation to Pfeildorf in order to present a report on our efforts and conclusions to Priestess Herzberg. We acknowledge that we have received an advance from the cult of Verena as a retainer and can expect to collect the balance of the agreed commission upon presenting our report. In addition, we acknowledge that we have sworn an oath to put forward our best effort on behalf of the cult of Verena.

Once the PCs have signed the contract and given their oath, Aldebrand retrieves another document and writes down the names of the PCs. He then presents them with a warrant verifying that they are agents in the employ of the Pfeildorf cult of Verena.

Handout #2

This warrant declares that those whose names appear below have been authorised by the Cult of Verena in Pfeildorf – with the concurrence of the Church of Sigmar – to act as our agents in the investigation of the possible disappearance of Herr Professor Friedermann Lessing in the Enclave of Eppiswald. To this end, we expect the authorities within the Enclave to give our agents the same level of co-operation they would grant to any other agent of the cult.

We, the undersigned, have agreed to the terms presented by Aldebrand Mössbauer, representative to Her Holiness, Priestess of the cult of Verena.

*Gretchen Herzberg
Priestess of Verena in Pfeildorf*

*Raphael von Mauchen
Lector of Sudenland*

The warrant may be seen by the PCs as permission to allow them to act belligerently and run roughshod over others. While the warrant certainly gives their conduct more latitude, the PCs need to be more deliberate with their actions. They are representing the cult of Verena, but that won't protect them from being hung as criminals for one offence or another (especially if they are not locals).

The reaction of the common folk of Eppiswald to the warrant will be mixed. Many who cannot read will not be impressed by the “piece of paper with some sort of scratch marks.” They will react positively to the PCs’ honest efforts, but may turn surly if provoked by any arrogance on the part of the PCs.

The purpose of the warrant is to open doors to the leading people of the village (e.g., Priest of Taal) and the monastery. It also provides the PCs with some initial goodwill and a certain level of trust. After all, finding employment as representatives of the cult of Verena doesn’t happen to just anyone.

Once everything is settled (early- to mid-afternoon), Aldebrand informs the PCs that he has a sealed letter to deliver to Abbott Dürer of the Abbey of Saint Ewald (patron saint of historians and scholars). The letter explains the task that the PCs have agreed to undertake and informs the Abbot of the limit of co-operation

that his Abbey is expected to provide. Aldebrand suggests that the PCs may wish to accompany him so that the proper introductions could be made, which should make their task easier. Should the PCs be hesitant, Aldebrand advises them that he will need to leave in the morning, so this would be the best opportunity to get off to a good start.

The Abbey is about one mile from the town of Eppiswald and takes nearly twenty minutes to reach by foot. If the PCs accompany Aldebrand Mössbauer, he will do what he can to answer any further questions they may have. He also suggests to the PCs that since the day is fairly late, they would do well to get whatever information they can from the Abbey this day and start their investigation in the morning. Moreover, Aldebrand tells the PCs that he will leave them to conduct any business they choose since he will return to the inn after introductions are made. Aldebrand plans on departing for Pfeildorf in the early morning.

Aldebrand Mössbauer, Representative of the Cult of Verena (Student, ex-Soldier)

An earnest young man in his mid-twenties, Aldebrand Mössbauer has worked for the cult of Verena in Pfeildorf for the last two years, after being discharged for sleeping at his post (among a few other minor infractions). Aldebrand’s tasks while in the employ of the Verenan cult have been odd jobs here and there; nothing worthy of note. This is his first big job and one that he is keen on doing well. Aldebrand also hopes to be admitted into the cult as an Initiate.

Aldebrand arrived shortly after Professor Friedermann Lessing began his field work, but the two events are not connected.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	43	42	3	3	8	44	2	35	41	42	45	36	47

Skills: Animal Care, Arcane Language-Magick, Dodge Blow, Disarm, History, Read/Write (Reikspiel), Secret Language-Battle and Classical, Speak Additional Language (Breton, Tilean), Street Fighting, Strike Mighty Blow, Theology

Equipment: Sword, Leather Jack (0/1AP body), Writing Equipment, purse (8 GCs, 12 shillings, and 6 pennies), and a small locked chest of 50 GCs (to pay the five-day advance to those he hires).

“You Have Been Warned...”

On the approach to the Abbey, the PCs notice two nearby buildings (barracks and stables). Several men-at-arms wearing the livery of the Lector (red with black trim with the device of a hammer and lit torch crossed) are busy practicing their martial skills or taking care of weapons, armour, or horses. The PCs also notice that the gates are closed as they near the Abbey walls. A shutter in the gate opens as they near and a young man-at-arms peers out inquiring as to their names and business. Aldebrand introduces himself and any PCs accompanying him before informing the guard that he has a sealed note to deliver to the Abbott. The young man scrutinises the group and tells them to wait for a few moments before closing the shutter.

Ten minutes later, the gate opens up and the young soldier informs the group to follow him. Three of his companions escort the PCs to ensure that they do not wander off while they are within the confines of the monastery.

If the PCs don't inquire as to their destination, Aldebrand will eventually inquire of the man-at-arms from the gate. The soldier, Robert Fischer, tells the group that since they are not priests or monks of the Church of Sigmar, he is obliged to take them to his superior, Captain Weill. Aldebrand will state that the group's business is with the Abbot. Robert's reply is that he has his orders and the group can take up their complaint with the Captain.

The walk to the Refectory takes the PCs to the other side of the church, near the kitchen and north wall. Robert leads them directly to the monks' dining hall where a man in his 40s awaits the PCs. Robert marches up to Captain Weill, stands at attention, and simply states, "Visitors, sir." The Captain nods at his men and instructs them to return to their post. He then motions for Aldebrand and the PCs to sit.

Once seated, Captain Weill asks the group about their names and business. Aldebrand waits for a moment or two to see if any of the PCs speak up. If no-one does, Aldebrand introduces himself and hands the sealed letter he has been carrying for the Abbot to the Captain. "I believe it's all

explained within the letter," Aldebrand comments. "In addition, the persons in my company have been given a signed warrant vouching for their employment by the Priestess of Verena in Pfeildorf." Captain Weill smiles briefly before opening the correspondence. He reads the letter carefully, showing no emotion other than a small frown.

Once finished, the Captain studies the group for a few moments. "So, you have been employed by the cult of Verena to investigate the possible disappearance of a scholar from Nuln? Do any of you have experience in this? No matter. It is not for me to question the wisdom. The only thing required of me is to allow you into the forest. I will inform the Abbot of the contents of this letter."

"In any event, I remember the man. He arrived two years ago with a warrant from the Lector to search in the forbidden part of the woods for some evidence of something that occurred over 500 years ago. I thought I heard he left after a week or two, but I cannot confirm his departure."

If asked about the reason for part of the forest to be off-limits, Captain Weill responds that it has been the law of the Lectors over the centuries. He does not question the wisdom of this as the Captain has heard of the ill-reputation the forest has beyond Woodcutters' Track. He will not elaborate if pressed, simply suggesting that the PCs meet with the Archivist Emile Furtwängler. At this point, Aldebrand excuses himself from the suggested gathering as he must retire back to the town so he can depart for Pfeildorf in the morning.

Once the PCs and Aldebrand exchange any last bit of information, the Captain leads the group to the gate so Aldebrand can depart and then to the Scriptorium near the south wall. Should the PCs have any further questions to ask of Aldebrand, this is the last opportunity they may have for some time. As he departs, Aldebrand reminds the PCs that the boat that will take them to Pfeildorf will be at Eppiswald town in about two weeks' time.

Captain Weill leads the PCs towards the back of a large building near the octagonal temple of Sigmar. He informs the PCs that he is escorting them to the door leading directly to Brother Emile's office. In choosing this path, the Captain believes the PCs' presence will be less disruptive for the scribes and librarians at work.

Upon reaching his destination, Captain Weill firmly knocks on the back door announcing himself and the guests he has brought (the PCs). After a few moments, a bolt can be heard sliding back and then the door opens. A short elderly man appears at the door wearing a monk's grey habit. "Come in, come in," he states. "I'm Brother Emile and I apologise for the mess, but I have been reviewing the work of our illuminators. The young ones just don't have the dedication of their grandfathers. Have a seat, if you can find one." The small office is quite the mess, but finding places to sit on the floor is rather easy. The few chairs and tables in this room are stacked with hand-written and hand-drawn manuscripts. If the PCs damage anything (a successful **I**+30 test needed to avoid any mishap), they will incur Brother Emile's displeasure (the PC will have to pass a **Fel** test in order to get a response to any questions the character asks).

Captain Weill hands the letter intended for the Abbott to Brother Emile. The monk reads the letter carefully and hands it back to the Captain once he has finished. At that point, Captain Weill nods his head towards Brother Emile and departs citing other pressing business to attend. He leaves the PCs with the old monk. Brother Emile turns his attention to the PCs. "So, you are the ones hired to find whatever evidence you can of this missing scholar?" Brother Emile asks rhetorically. "I had occasion to talk with the good Doktor before he entered the forest with three labourers. He was conducting some research into rumoured events that occurred locally around the time of the unelected Empress Magritta of Nuln. Like you, he had a warrant from the His Eminence, the Lector of Sudenland, and a Priest of Verena in Nuln.

He was under no obligation to inform the Abbey of his findings, so naturally we assumed he found whatever he was seeking and departed."

The PCs may ask Brother Emile if he recalls anything pertinent of his discussion with Professor Friedermann Lessing. The good monk can recall the following:

- While seemingly a good man, the good Doktor seemed to be more of a bookworm than someone who should be leading a small expedition.
- His labourers were strangers from elsewhere and seemed suited to the work to which they were hired.
- The scholar was keen on learning that there were long-abandoned settlements within the deep reaches of the forest.
- These settlements – one of which is known as Dergenhof – were abandoned during the reign of Empress Magritta, around the late 20th century and the Wizards' War. Very few of the records of that time of strife have survived the various wars, plagues, and ill-fortunes in the intervening centuries. **[GM Note: PCs native to Eppiswald and its surrounding villages and farms have not heard any mention of this village or any other settlements in local stories. These were abandoned during the Wizard's War over 500 years in the past].**
- One of these settlements, Dergenhof was situated upriver on the River Jagen and is the most likely place Doktor Lessing began his work.
- There was once a small temple of Sigmar in Dergenhof.
- No-one knows what remains of these settlements since the forest was first declared off-limits five centuries before by Lector Gottfried von Mauchen, former Templar of Sigmar and first ruler of the Enclave. [If asked, Brother Emile simply says that the woods are haunted. He will also relate – if queried – that Gottfried von Mauchen had been involved with

uncovering and executing a coven of witches somewhere to the east. Brother Emile isn't certain where the event took place.]

- Captain Weill and his men patrol Woodcutter's Track to ensure no-one violates von Mauchen's edict.
- None of the monks at the Abbey have been beyond the road demarking the boundary of the wilderness.
- In fact, Doktor Lessing was the first to gain permission to enter the woods since the Edict was first issued.

Should the PCs inquire if they would be the second to gain permission, Brother Emile smiles at them and nods his head. "Be cautious. Sigmar knows what manner of beast have settled in the woods. You may have heard that it has an ill-reputation for being haunted. I cannot vouch for the truth of this, so you best keep your wits about you."

"One more thing, if you will. I would appreciate it very much if you could stop by once you have concluded your investigation and share with me what you found on the other side of Woodcutter's Track. I have always been curious and would like to record any information you are willing to impart."

Should a PC be so crass as to ask the Archivist how much he would be willing to pay, Brother Emile frowns as he is taken aback by the ingratitude. In a cold voice, he replies, "About as much coin as I have asked you to contribute to the Abbey for the responses I have provided to your inquiries. I think it is time for you to leave. I have nothing further to say to you."

The Election of Empress Magritta and the Wizards' War

The PCs might want to continue the conversation by asking Brother Emile about the rule of Empress Magritta or the Wizards' War. The following information represents all Brother Emile knows about this period in Imperial history. It should be noted that Brother Emile's view tends to be shaded a bit toward antipathy towards Empress Magritta. It is up to the GM to determine how much detail the Archivist is willing to reveal to the PCs.

Despite vicious rumours to the contrary, Empress Magritta was not elected to ascend the throne of the remains of what was called the Grand Empire when she was a child. Though born in Marienburg, Magritta had in fact spent

Brother Emile Furtwängler, Archivist of the Abbey (Scholar, ex-Student, ex-Initiate)

Brother Emile has been a member of the Abbey for the past 30 years, having made his way from scribe to illuminator to archivist. He retains a keen and inquisitive mind though he is in his late 50s. Brother Emile is just not the adventurous sort, being too cautious to tempt fate. Moreover, he is generally quite friendly to those who show proper manners and respect for the work of others. In contrast, the archivist has little time for bunglers and does not suffer fools well.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	41	38	3	3	8	61	1	42	36	69	45	66	41

Skills: Arcane Language-Magick, Art (Calligraphy, Illuminations), Astronomy, Cartography, History, Identify Plant, Linguistics, Magical Sense, Numismatics, Read/Write (Breton, Reikspiel, Tilean), Rune Lore, Scroll Lore, Secret Language-Classical, Speak Additional Language (Breton, Khazalid, Tilean), Theology

Equipment: Medallion of the Hammer, Grey Monk Robes, Writing Equipment

Captain Heinz Weill, Captain of the Lector’s Guards

Heinz Weill has been a member of the Lector’s Guards for over 20 years and was elevated to his current rank 6 years ago. He is a watchful man and a good judge of character. While friendly after a fashion, Captain Weill does not forget his duties nor is he too trusting of people he does not know (and it takes the good captain some time before he “knows” any one). He has heard rumour of hidden treasure in the Forest, but does not put much stock in that story. Captain Weill is loyal to both the Lector and Abbot.

Current Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	65	64	5	6	13	52	3	41	75	44	74	46	52

Skills: Disarm, Dodge Blow, Gamble, Heraldry, Ride-Horse, Secret Language- Battle, Sixth Sense, Specialist Weapon (Two-Handed, Parrying), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun

Equipment: Full Helm (1AP head), Mail Shirt (1AP body), Shield (1AP all over), Sword, Bow (R 24/48/250, ES 3, 1 rnd to load and fire) and ammunition

With the death of Emperor Konrad von Clausewitz of Stirland, the remaining Electors could not settle on one of three candidates. The northern provinces of the Old Empire have since seceded from the realm Sigmar once rules either by choice (Middenland and Talabecland had its own Emperors while Nordland joined with Middenland and Hochland leaning towards Talabecland) or isolation (Ostland was cut off from the rest of the remaining Imperial provinces). Vicious rumours circulated that Grand Theogonist Gottri – who has been unjustly vilified by many historians as overbearing and very ambitious – was pushing himself as candidate for the throne. Magritta emerged as the compromise candidate of the over-reacting and self-centred provincial Electors and was elected.

His legitimate concerns rejected by the other Electors, Grand Theogonist Gottri pronounced the Election a sham and declared that the three Sigmarite Electors would immediately withdraw from the clearly compromised Electoral College. This move left only five provincial Electors, thus depriving the College of a quorum for future Elections. Empress Magritta ignored the Grand

Theogonist’s writ and established her court in Nuln.

War was endemic throughout the Empire during the Age of the Three Emperors. While the provincial rulers were vying with one another, no one saw the growing threat posed by the demonologists and necromancers practicing their foul arts in the dark recesses. The Middenheimers uncovered a coven led by Georg Galgoweg at the foot of the Flauschlag near the village of Warrenburg. The ensuing battle witnessed the heinous death of many who sought to bring the daemonologist to justice.

Word quickly spread of the struggle across the fragmented Empire. Through dark sorcery, these malevolent wizards rose up against the ruling nobility and luckless peasantry. Empress Magritta reached a truce with the Emperors of Middenheim and Talabheim so that she and the provincial rulers could direct their forces against the foul wizards in her domain. Though concerned about the ill-effects of Magritta’s growing influence, the Grand Theogonist lent his support to the effort. Almost as one, the Emperors outlawed wizardry, declaring its

practice a capital crime. Led by the Church of Sigmar and the other established Imperial cults, the war expanded from those who openly rebelled against the fragmented Old Empire to those suspected of harbouring treasonous aspirations.

Sigmarite Witch-Hunter Gottfried von Mauchen and his men were sent to cleanse Wissenland of the taint of sorcery. The activities of von Mauchen were lost to historical archives, though some of his alleged deeds made it into local folklore. Many of these stories describe his heroic efforts in uncovering secret covens and burning the enemies of the Grand Empire at the stake.

The Wizard's War lasted eight years and many wizards met a well-deserved and fiery death. From the end of this calamity and the beginning of the next, Empress Magritta's misrule fell into a pattern of unpopular taxes and confrontation with the Miners' Guilds in Ubersreik, Auerwald, and Meissen as well as the Grand Theogonist (who died shortly after the end of the Wizard's War).

The destruction of Mordheim in 1999 is said to have re-directed Empress Magritta's attention, but it would be the last threat she met. Having ruled for 24 years, the Empress died of a mysterious ailment in 2003. Her nephew, Maximilian von Liebewitz, succeeded her as Elector of Nuln and Wissenland.

A Guest in the Night

The PCs finish their conversation with Brother Emile at dusk or early evening. The sounds of crickets and frogs should make clear to the PCs that travel into the woods will have to wait until morning.

A guard opens the gate for the PCs to depart. They can see Captain Weill and four men-at-arms mounted in preparation to patrol the Enclave. Lanterns on the alternate sides of the horses produce illumination for the detachment. The PCs might take the opportunity to inquire if

the Captain could provide one or two men to accompany them on their investigation. Weill responds with an unequivocal "no" and offers no explanation. Should the PCs press the issue, Captain Weill states that he can't spare the men and the PCs were the ones hired to do the job. Without wanting for the PCs to reply, Captain Weill orders his men to move out. They ride past the PCs and head towards Woodcutter's Track.

At this hour, the PCs may decide to retire to Inn of King Toad to discuss their options and/or have dinner. The common room of the inn is fairly packed, though no more than normal. The PCs can find an empty table well enough, but not in an excluded corner where they can converse with some privacy. These tables are just as popular to others for this same reason. The Inn does have one private room on the other side of the door leading to the stairs to the upper floor, but Hilda Böhme charges 1 GC per two hours for its use.

The PCs may also take the opportunity to cast about for Aldebrand, but they will not see him in the common room. The man from Pfeildorf is dining alone in his room preparing for his return journey to the provincial capital in the morning. Should the PCs decide to seek a meeting with him to renegotiate the terms of the contract, Aldebrand tells them that what they ask is an outrage. The PCs have agreed to the terms and sworn an oath to do their best to see the task through to completion. Aldebrand reminds the PCs that the cult of Verena does not reopen terms with oath breakers. Aldebrand then counters by asking the PCs to return the advance. This leaves the PCs with the choice of giving up their (thus far) easy employment or backing down and adhering to their agreement.

The PCs could well be difficult about returning the money while still rejecting the job. Should such a situation occur, Aldebrand will not make any effort to recover the money. He responds with an acerbic comment that it's the PCs' choice to gain a reputation for being oath breakers and thieves. With that, Herr Mössbauer

informs the PCs that their business is concluded. Upon his return to Pfeildorf, Aldebrand will make certain his employer knows of the PCs' duplicitous nature.

If the PCs are residents of the Eppiswald town, they may opt to retire to their homes for the evening once their discussion has run its course. The others are likely to pay to stay at the inn to get one last night of sleep in relative comfort before starting the task for which they were hired.

Around 2 AM, a PC who has made their living on the River Söll (from Sonnefurt to Meissen) is awoken by the sense that he (or she) is not alone. [GM Note: If more than one PC, or none, fits this bill, then randomly select which one receives the vision.] The PC hears his name being gently called, though no one else in the room will hear anything. When the PC's eyes opens, he sees a pale skinned, light-coloured haired woman in a simple light blue dress staring at him. Though the PC may feel like rising from his bed, his body is too comfortable in its reclining position to rise. The woman then warns the PC to "beware of what lurks in the woods" before disappearing in the dark corner. The PC's eyes close again as he falls into a deep sleep.

By morning, the PC wakes with the knowledge of what occurred during the night, though he is unsure of whether it truly happened or was just a dream. None of his companions will have heard or seen anything should the PC relate his tale to them. In fact, the PC (or one of the companions) may conclude that the "warning" was nothing more than the PC's own fear of the woods taking the form of a "vision."

Before heading off to the woods, the PCs may decide to further equip themselves. Swords and metal armour would be far too expensive for the PCs, even if these items were available in the town. The town blacksmith (and part-time farmer), Fritz Lang, has the following he could sell:

Dagger (3 GCs)
Hand Axe (6 GCs)
Iron Spikes (12/-)
Long Knife for cutting undergrowth (5 GCs)
Spear (35/-)
Two-Handed Axe (12 GCs)

The PCs could also purchase rope from the boatman/fisherman, Adolf Loeb, at a cost of 5 shillings per yard. Wooden shields can be ordered from Edmund Waldmann, carpenter and woodsman, for 4 GCs [GM Note: A shield purchased from Edmund will serve the PC well enough until an opponent scores a hit causing exceptional damage, whereupon the shield shatters]. It will take Edmund a couple of hours to build a shield. Illumination is a bit harder to find. Edmund sells torches for 1/- each, though he only has ten available. Candles (6/- for a dozen of the three hour burning variety) and hand-held candleholders (1 GC), as well as tinderbox (30/-) can be bought from Peter Adenauer, the local candlemaker and butcher. For the cold nights, the PCs can purchase a blanket from Lotte Waldmann, weaver/tailor and Edmund's wife, for a cost of 2 GCs. In addition, the PCs can obtain foodstuffs from the King Toad Inn for a reasonable price (assuming they are unable to meet their needs through family connection – if local) or by buying from nearby farmers.

If the PCs are short on money, the above mentioned individuals will accept barter of relatively equal value.

As the PCs attempt to buy some supplies, the townsfolk they encounter will naturally be curious. Most will ask the PCs – particularly if they are locals – where they are off to and what do they plan on doing when they get there. Should the PCs mention a journey into the woods on the other side of Woodcutters' Track, the inquirer will be taken aback and make the sign against evil. They then ask the PCs if they know the woods are haunted.

PCs may ask what stories the townsfolk may have heard. Since there are many, varied tales that have circulated over time, GMs should make up whatever fanciful anecdotes come to mind, even if these contradict from one teller to another. Such yarns should make the PCs all the more wary when they enter the woods.

If the PCs are outsiders, they will be shunned by the townsfolk as word spreads of their intended foolishness. At some point before they leave Eppiswald, some of the PCs might want to ask for the blessing of the gods. Upriver from King Toad's, near where the River Jagen meets the River Söll, is a circular building made of wood with a conical roof made of thatch. The temple of Taal and Rhya has a single entrance facing east, towards the rising sun. The skull of a stag is placed over the open doorway inviting worshippers inside. A fire pit is placed in the centre of the temple with an altar made of oak on the other side. To the south, closest to the mingling of the two rivers stands a small shrine dedicated to Lacothea.

The PCs will find the temple empty. Shortly after they have entered to make their offerings and pray, the local priestess of Rhya and town herbalist, Renata Bauer, approaches the temple. She has heard about the PCs' task from the town gossipers and wants to give them Rhya's blessing in the hope that such will protect them from the woods' evil.

Into the Dark Forest

PCs who grew up in the Enclave might be torn as the group heads into the woods. On one hand, there is the ill reputation of the forest, which some say is merely superstition on the part of the peasantry. Such critics maintain that there are dangers in so ancient a woodlands, but they are of a more mundane nature. On the other hand, the local PCs are seeking to escape the dreariness of life in the Enclave. This, coupled with the money Aldebrand Mössbauer offered, should be enough to motivate them to continue in the employ of the cult of Verena despite their fears.

Sidebar: Warding off Evil

In many of the GW novels and short stories, a number of folk make the sign of the hammer to ward off evil or the mention of such things. Though there's no description of how this is done, I've always assumed the hand motion was much like making the sign of a cross in Christianity.

The sign of the hammer is clearly Sigmarite in its origin. There are other religions – though not all – in Warhammer that would also use hand motions or other items to ward off evil. In the southern provinces where the cult of Taal/Rhya hold sway, many people extend their index and middle fingers of their right hand together with the thumb held at a right angle. They then bring their right arm across their bodies from left to right with the thumb pointing to the earth. Once the arm reaches the right side, the hand is turned so the thumb points left and brought down to the person's waist in a single motion.

In addition, many Imperials place some item made of iron on the lintel of the doorways to their homes in an attempt to keep malicious or mischievous spirits from entering. In some places, cloves of garlic or wolfbane are also hung on windows and above doors.

The PCs journey along the River Jagen upriver, passing the Abbey. A small foot path allows them to continue along the river around the Abbey's vineyards and into the edge of the forest. The portion of the forest leading to Woodcutter's Track has a look of being maintained to some degree and the undergrowth fairly thinned out. Signs of such activities as woodcutting and charcoal burning are readily apparent. The PCs makes good time until it reaches the other side of the Track.

Before the PCs enter the forbidden area of the forest, they hear the sound of approaching horses. The PCs may think they are about to be attacked by bandits or worse. The GM should allow the PCs a few minutes to do whatever they

think necessary in preparation. Despite what is seen on the map, the Woodcutter's Track is by no means a straight path, but one that rises, dips, turns, and bends as the landscape dictates. There are many blind spots along the Track, so most people must exercise some degree of caution when travelling upon it.

Before long, Captain Weill and two of his men come into view. If the PCs wait in ambush, Captain Weill calls his patrol to a halt before reaching the PCs. He pauses, listening carefully. After a few moments, the Captain instructs the would-be ambushers to come out of hiding. He's not certain that it's the PCs, so he and his men ready themselves for combat. The PCs should come forward to avoid making a grievous error in judgment.

Captain Weill takes the opportunity to wish the PCs well on their endeavour and imparts a warning for them to exercise the utmost care. He suspects that there may be some truth to rumours of the deep forest being haunted. If Captain Weill notices that the PCs lack means of properly illuminating the night, he offers the PCs a lantern. He tells the PCs, "This will help if a wind suddenly rises in the night." The Captain then bids them farewell and adds "May Sigmar and Taal watch over you." He then leads his men forward on the Track.

The part of the forest on the far side of the Track is thick with undergrowth, which makes the going for the PCs slow albeit manageable if they stay close to the river. The canopy above is fairly thick, allowing some sunlight to pierce the intertwined branches and leaves to the plants below. This produces an even grimmer appearance as the light that does get through only serves to make the shadows darker in comparison. The air is also noticeably cooler under the trees.

GMs should use this opportunity to give the PCs a feel for forest travel, especially those who have not made their livelihood in such an environment. Periodic silence, punctured by

movement in the undergrowth close enough to be threatening, but far enough to obscure the source of such noise, can be used to make things unsettling for the PCs. Hunters, trappers, and woodsmen would recognise such as normal sounds of the forest, but others should be concerned about such events.

Though the ruined town of Dergenhof is just over six miles from Woodcutter's Track, it takes the PCs all day slogging through the forest to reach it. Rough terrain and jutting roots make any movement rate faster than cautious hazardous, as do the various streams that feed into the River Jagen. Biting insects are a problem as well, though most cluster around the intermittent pools of the river. Once in a while, the PCs will come across a small section of the road – indicated by the remaining flat stones used in its construction – that once connected Eppiswald to Dergenhof along the river. These stones are generally seen for only a few paces in a clearing before the forest growth covers them again.

Late in the day, the PCs will hit a fairly long section of the old road. Travelling becomes (relatively) easier for the PCs. The canopy is thinner above the road, letting in more light than in the rest of the forest. After some time, this road section leads to a ford where the PCs need to cross to continue. The PCs reach the end of this portion near the end of the day. With the light of the day fading and shadows lengthening, the PCs should make camp. They will not know that they have reached the ruins of Dergenhof since the dim light hides what little rubble is left of the settlement. After all, the forest has had over five hundred years to cover the remains of the town in undergrowth.

In the event the PCs walk about collecting wood for a fire, there is a 20% chance that one of them will find the old well hidden by creeper vines about 10 yards from the river. The stones of the well have fallen in the centuries it has been abandoned. The well is 4 yards deep and used whenever the river level drops, usually in years of drought. Unless the PC has taken precautions,

such as tapping the ground in front with a staff or walking stick before stepping forward, he must successfully pass an **I** test (+10 for *Excellent Vision*) to avoid falling into the well. At this time of year, the water is just over a yard below ground level. While the PC does not take falling damage, he is in danger of drowning (**WFRP1e**, page 74). Moreover, the creeper vines cannot bear the weight of any person weighing more than 140 lbs or armoured person normally weighing 110. If such a PC attempts to use the creepers in such a fashion to pull himself up, the vines snap. The PC needs the help of his fellows to avoid an ignoble fate.

The sounds of the forest change during the night. Many of the animals are nocturnal and their chattering sound and movement through the bush should cause concern for those who have not lingered in forests after nightfall. The hooting of owls from unexpected directions and occasional growls or grunts of beast – polecats, foxes, or something larger – contribute to the PCs' discomfort. GMs may wish to have these PCs pass a **CI**+30 test to retain their cool during the first part of their first night in the woods. Just after midnight, all becomes silent in the forest and the temperature drops some 10 degrees Celsius (18 Fahrenheit) around the PCs' campsite. Should the PC on watch have experience in a night time forest (such as Gameskeepers, Hunters, or Trappers) they will know that something is amiss. Awake PCs with either the *Magic Sense* or *Sixth Sense* skill become aware that the PCs are not alone in this part of the forest.

At the far edge of the light of the PCs' campfire, a luminous mist begins to rise and swirl. The PCs may believe that the mist only reflects their light, but the contrary evidence will be obvious should they put the fire out. Within moments, the haze coalesces into the shape of robed and hooded figures. These forms rhythmically move in a small circle around a thick growth of thorny blackberry vines. The misty figures do not notice the PCs even if the characters shout at them.

The tableau continues for a few moments. Suddenly, the figures stop and turn towards the direction from which the PCs had come. PCs with the *Acute Hearing* skill hear the faint sound of galloping hooves coming towards them. The PCs see the apparitions of mounted armoured men appear and attack the robed figures, scattering them before what appears to be slashing swords. The robed figures fight in vain and are soon "slain." The entire ghostly scene then ends and the mist dissipates.

Any PC watching this enactment need to make a **CI**+10 test at the end of this five minute display. A failed test means that the PC is drenched in a cold sweat and has a temporary modifier of -10 to their **CI** and **WP** for the rest of the night. Those that fail by more than 30 also pick up one **Insanity Point**.

In addition, each PC watching should make an **Observe** test. A successful test means that the PC noticed the hooded robes resembled those that the monks at the Abbey of Saint Ewald. If the PC has either the *Heraldry* or *Theology (Sigmar)* skills, then the character should roll an **Int** test to see if they recognise the device on the breast plate of the attackers as being the same as that carried by the Sigmarite Order of Witch-Hunters (the PCs may have seen them passing through wherever they were some years before).

As the PCs begin to relax, the sound of the distant whinny of a horse can be heard in the direction of the south. The PCs should individually test against **CI**+20 (don't forget the modifier from the earlier failed test) in response. Those that fail get a chill down their spine from the sound of the horse as well as an ill feeling.

The PCs might be inclined at this stage to investigate the area where the robed figures moved about. They should realise (with the GM's help) that they are tired from the hard travel as well as the interrupted spell caused by the spectral play. In addition, any investigation would be better served if conducted in the light of day.

Exploring Dergenhof

The witch-hunters of Sigmar are nothing if not thorough. Lost in history – except in a few records kept by the Order of the Templars of Sigmar in Altdorf -- is the fact that the folk of Dergenhof were all put to the sword and torch alongside the Sigmarite priests of the town. The valuable items were taken from the temple and many found their way to the Abbey, which was later built. The town was then put to the torch and everything was destroyed. The only remains are a few stone hearths covered by 500 years of growth and parts of the temple.

By morning, the normal sounds of the daylight forest have returned. As the PCs look about, there is no evidence of the scene played out during the night.

Should the PCs search the area where the robed ghosts circled, they will find a stone structure of some type under the blackberry vines. A successful **Search** test finds that the structure has eight corners, indicating that it is octagonal in shape. PCs checking the south face of the ruins easily find what remains of the entrance. The vines here are as not as thickly grown as other parts of the temple since Professor Friedermann Lessing and his men had to clear it two years ago to gain entry.

The inside of the temple measures thirty feet across and is opened to the elements above. Should the PCs check the tops of what remains of the walls, they easily find that the stones are darker here than nearer the ground level. On the east side of the temple is the ruins of a stone structure of some kind. PCs with the *Theology* skill know that the altars within a temple of Sigmar were positioned to point towards Karaz-a-Karak. The Dwarfhold lies east of where the Dergenhof temple is situated.

Should the PCs investigate the altar, have each make a **Search** test (+10 for *Excellent Vision*, any other modifiers the GM deems appropriate according to the PCs' diligence). If successful, the PC finds the following inscription at the foot

of the eastern side of the altar where the rubble has been cleared:

“Blessed be the Eighth Theogonist who shall return amid a circle of stone in the hour of need.”

Near the north wall, the PCs find that the debris of the fallen temple has been cleared away to reveal stairs leading downward. The vines of the blackberry have grown back to some extent, indicating that the labour moving the stone remains of the tumbled walls did not take place recently [**GM Note:** This effort was also the work of Professor Friedermann Lessing and his men]. The way down is quite dark and the top stairs in disrepair.

The PCs will have to descend with light and at the **Cautious** movement rate. An **I** test should be imposed on those PC who decide not take the proper precautions. Failure would mean that the PCs slip and fall down some D6+4 feet on the jagged stones, suffering a **S2** hit (no reduction for armour). The broken stairs drop 20 feet in a circular direction following the contours of the temple above. A landing on the bottom leads to an open doorway (the wood door was smashed opened over five hundred years ago and nothing remains of it) and the room beyond it.

The room has a high ceiling (15 feet in height) covered in webs. In the two years since the passageway was cleared, a large number of spiders have made this room their home. The PCs may suspect something larger (like a giant spider) and may try to burn the web to force the creature into the open. Instead, they create havoc among the tarantula-sized spiders.

The room is the remains of the temple's library and treasure, now empty. Shelves along the wall once held scrolls and books, as well as a display of the temple's material wealth. If the PCs search the room, they come across the remains of a man at the wall opposite the doorway. The corpse is mostly bones with dried bits of skin and tissue. The clothes have decayed to some degree, but enough remain to identify the dead

man as a labourer of some sort. The area of dark discolouration around the body indicates that the man bled to death. His right hand is covering his abdomen as if he was trying to hold a wound closed. In the event the PCs lift the hand, they will see a tear in the dark-stained clothing which verifies that the man was cut. There are other stained rips near the shoulders and chest.

Should the PCs check the corpse more thoroughly, they will not find any weapons. They will find a oil-skinned (waterproof) pouch and a lantern nearby. The PCs can open the pouch easily enough. Within it, they find a paper that is torn on one side (Handout Three).

Handout #3

12 Jahrdrung 2513

After days of exploring the taller hills to the east of Dergenhof, we found the remains of a road roughly leading to the southeast. We lost the route many times, but were able to find it again by following a ridge of hills. These lead to a large circle of stones where we hoped to find clues that could explain more about the reference to the "Eighth Theogonist" found at the temple. We had a feeling we were being followed, but not by the goblins we encountered in the hills.

PCs studying the area where the corpse lays must successful pass a **Search** test (+10 for *Excellent Vision*) to notice the defaced bas relief (six feet in height and width) on the wall. The PCs can make better sense of the depicted scene is they move their light source back and forth to cause the shadows to come forth and add contrast. The scene is that of a priestly figure with eight large vertically placed stones waist high near him (four on each side forming a ring). Smaller supplicant figures in robes are in the background bowing towards the man. Scratches beneath the scene obscure whatever was once on the wall and cannot be made out no matter what the PCs do.

Sidebar: The Eighth Theogonist and Order of the Sacred Hammer

Though the title of "Grand Theogonist" only came about in 118 by the declaration of then High Priest Gerhard who became Grand Theogonist Kazgar I, Johann Helstrum (later known as the Chosen) is considered as the first Grand Theogonist. It is widely believed by the early Sigmarite cult that Johann Helstrum was sanctioned by Sigmar himself, and the six who came after him were considered to carry this blessing.

The seventh Theogonist, Wulfric, was however a gentle, scholarly man who had the misfortune to reign at a time of growing strife in the cult. Great opposition grew to reforms he instituted, and a Council of several powerful Lectors of the Church of Sigmar declared him deposed. A faction remained loyal to the end, however, and fought beside Wulfric when assassins came to kill him. His bodyguards and loyal priests spirited his body away, never to be found.

This group formed a small, clandestine sect that came to worship Wulfric as the Perfect Theogonist. The Order of the Sacred Hammer considers all who followed to be illegitimate and the Church they head corrupt. They await the coming of the 8th Theogonist who will restore the cult and the Empire to its original purity. Until then, the Sacred Hammers worship in secret, pretending outwardly to be "orthodox" Sigmarites.

The Order of the Sacred Hammers is largely forgotten by most of the world, and the Church of Sigmar suppresses knowledge of it, both to cover its crimes and the heretical doctrines of the 7th Theogonist, whose name is officially "lost." Recent events, however, have lead to a rise in militancy in the Church, particularly since the elevation of Manfred von Hindenstern in the 2514 Conclave of Sigmar to "Archlector" Volkmar (the Sacred Hammers recognize no Theogonist, until the 8th comes).

The search of the temple should take the PCs at least an hour or so. They could press ahead towards the direction of the road to the stone circle or stay one more day to see if the spectral scene is replayed that night around the ruined temple. Should the PCs decide to stay, they will be disappointed. The ghostly ensemble only appears whenever sentient beings come into the ruins of Dergenhof or in the light of the full moon (Mannslieb).

The Hills are Alive...

The trek east of Dergenhof is very slow going. Not only are the hills thickly forested, but they become increasingly steeper and more rugged. The only tracks in the area are those created by deer, boars, and other beasts that travel in number. The PCs find that travelling a mere mile can take up most of a day.

With no information to go on other than following a ridge of hills (there are a number of ridges in the Pfälzer Hills), the PCs must be persistent in their efforts to find the remains of the road leading to the stone circle. Should a random roll be desired, the GM should roll a 1D3 to determine the number of days it takes the PCs to search before finding the road. In the meantime, the Clawed Hands tribe have caught wind of the PCs.

The Clawed Hands tribe is a relative small tribe of goblins, roughly 35 in number – including females and young, but not counting the snotlings. Led by a shaman, the goblins are more raiders than warriors, attacking farmsteads and lone travellers in the regions north and east of Eppiswald Forest. The Clawed Hands are seen by the local nobility more as a nuisance they could destroy at any time than as a threat.

The tribe maintains a lair on the east slopes of the hills far enough into the forest to gain some protection from its ill reputation, but not so far to attract the attention of the restless spirits of the forest (the goblins are deathly afraid the ghosts will suck their blood away). They only venture

into the haunted woods during the day to forage. So rarely do humans wander the Pfälzer Hills that the goblins assume that any in this region are mercenaries bent on the tribe's destruction.

At some point as the PCs search for traces of the old road, any of them with the *Sixth Sense* skill will feel that they are being watched by something. The intuition lasts for only a few rounds. After that time, any PC with the *Acute Hearing* skill hears the sound of rustling plants as if something small was moving through the dense undergrowth. The source of the sound is somewhat east – around 100 yards or so – of the PCs' position. Other PCs get a **Listen** test for soft sounds to hear the noise.

The terrain and forest undergrowth is such that the PCs are unable to close or see the foraging goblin who is running off to tell the tribal shaman of their presence. The goblin had been able to quietly get close enough to see that there were humans about, but not long enough to be able to tell numbers (as if goblins can count) or intent. The goblin's report will be enough for their chief to send a sizable hunting party led by his champion, Cherok.

The PCs may take the cautious approach and check the area from where they believe the noise originated. PCs successfully passing a **Search** test (+10 for *Acute Hearing*, which enables the PC to more accurately locate where the sound originated) find the area where the goblin had been watching them. A second successful **Search** test results in the discovery of a footprint. PCs with experience hunting goblins instantly recognise the footprint (in some sort of cloth covering) as belonging to such a creature. Others will identify the footprint as being that of a child or small humanoid.

PCs with the *Follow Trail* skill will be able to track the creature for about a quarter mile. After that, an **Int** test will have to be passed to continue following the trail for another quarter mile. PCs without the *Follow Trail* skill have a base 10% chance (+5% for *Excellent Vision*) to

follow the goblin's footprints. Just over the crest of the hill (about a third of a mile from where the tracks were first found), the goblin tracks are replaced with wolf tracks. The goblin is a wolfrider and is riding fast to notify Cherok of the PCs' presence.

Having been discovered, the PCs can either ignore the threat or come up with a plan to ready themselves for a possible attack. There are a number of sites in the rugged terrain for which the PCs can choose to set an ambush. The ambush could be the classic 'hide until the little beady red eyes of the goblins can be seen and then rush the greenies'. Or, it could be used to stage a haunting by noisy ghosts, which would prompt the goblins to test against Cherok's **Ld** characteristic to stay and fight or frantically flee (with the shaman leading the retreat).

Should the PCs decide to warily continue on their way, the goblins will eventually come upon them during the night about two days hence. In the event the PCs stay put, the goblins arrive in the hours before morning. The goblins know that humans are generally poor fighters in the dark and they use this to their advantage.

When the goblins arrive, they do so in force. Still, goblins are not the bravest of creatures. If the PCs put up a pretty stiff resistance for 1D3+2 rounds, the goblins will begin to check their morale against Cherok's **Ld**. The goblins will get nervous about the fight sooner if the PCs can deliver greater damage than they themselves are taking.

Goblin strategy – such as it is – is fairly simple and straightforward. If the goblin scouts noticed that the PCs did not take the precaution of setting camp in a defensible position, then the wolfriders attack with bow in an attempt to scatter the PCs or move them towards the goblin ambush. Should the PCs place camp with some defensive works – natural or makeshift – then the wolfriders will use missile attack to distract the PCs while the rest of the hunting party attempt

an attack the PCs' rear. Once the battle has been joined, the wolfriders charge into melee.

Should the PCs see the goblins off without sustaining too much damage, they will not be attacked by the Clawed Hands again (though they need not know this). In the event that the PCs have been severely weakened, the goblins will return once they have regrouped. Of course, the gobbos' tactics will not change to any significant degree. In a return match, the goblins will concentrate on the weakest PC with the expectation that the others will likely leave a dead companion. The goblins are at minimum hoping for a meal as a result of their efforts.

As the last of the goblins retreat from the fight, the PCs will hear the distant neighing of a horse. The trees and hilly terrain make it impossible to tell the distance and direction of the sound, but it sounds nearer to them than it did back at Dergenhof. The PCs should make a **Cl+30** test. Those that fail are unnerved by the neighing as they sense a slightly unworldly quality to the sound.

Once the PCs have found the road they have been seeking, the trip towards (roughly) the southeast will take two full days travel before reaching the stone circle. Though only about eight miles from where the PCs first found the road, the terrain is very rough and there are a number of spots where traces of the road disappear, forcing the PCs to stop and search for signs where the road starts again. The GM can stretch out this part of the trip as he deems appropriate for the players.

Beware the Guardian

As the PCs come into a clearing over a rise on the road during the late-afternoon, they see a circle of stone on a barren hilltop. There are roughly 16 large stones forming the circle with other such stones laying horizontal across the tops forming lintels. From their vantage point, the PCs notice that the old road descends down the hillside and back into the trees. The canopy

Cherok, Goblin Champion

Although the undisputed leader of the hunting party, Cherok often directs his tribe from the rear in order to give him the advantage of flight in case things go wrong. He is not the type of leader to sacrifice his charge in a vain attempt at victory, recognising that things would be far more uncomfortable if the tribe was greatly reduced. If things start going badly, Cherok quickly orders a retreat. Should the goblins actually be succeeding in their fight, Cherok's position also allows him to exploit any opponents' weakness.

Cherok is very superstitious and barely conceals a fear of spirits, ghosts, and undead. The goblin wears symbols under his tunic representing the orc gods as well as those of the various human deities he has pillaged from the tribe's many victims.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	35	4	3	7	30	1	18	22	18	18	18	18

Possessions: Spear, Short Bow (R 16/32/150, ES3, Load/Fire 1 round) and ammunition.

Psychological Traits: Goblins are subject to *animosity* towards other tribes of goblins as well as other greenskins. In addition, goblins *hate* dwarfs. They also *fear* elves unless the goblins outnumber them by two to one.

Special Rules: Goblins have *Night Vision* up to 10 yards.

10 Goblins, Clawed Hands Tribe

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	3	3	7	20	1	18	18	18	18	18	18

Possessions: Spear, Short Bow (R 16/32/150, ES3, Load/Fire 1 round) and ammunition.

Psychological Traits: Goblins are subject to *animosity* towards other tribes of goblins as well as other greenskins. In addition, goblins *hate* dwarfs. They also *fear* elves unless the goblins outnumber them by two to one.

Special Rules: Goblins have *Night Vision* up to 10 yards.

5 Great Wolves, Goblin mounts

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	41	0	3	3	5	30	1	-	10	14	14	14	-

of trees covers the entire area leaving the way towards the stone circle dark and gloomy even in the light of the day. The undergrowth is mostly made up of ferns and other shrubs that prefer the coolness of the shade the trees cast.

Once under the leafy canopy, the PCs find the air heavy and stilled with an unsettled silence prevailing throughout. There are no sounds of creatures – large or small – in the area nor the chirping of songbirds. The PCs will need a light source to travel in the shadow of the forest. The light cast by lanterns or torches transforms the twisted trunks of the trees and lower branches into menacing shapes. Occasionally, the PCs hear sounds of shifting dirt from the area they just passed. PCs with the Magical Sense skill feel very uneasy walking in this place of shady gloom while those with Sixth Sense cannot escape the sensation of being watched from the darkness.

It takes the PCs twenty minutes to travel through this stretch of dark forest. Compared to the shadow from which they have emerged, the day outside the canopy appears bright. If the PCs did not take any precaution, it takes a moment for their eyes to adjust to the brighter light. The PCs can then see the stone circle at an elevation roughly 200 feet above them. The hill is fairly steep, ensuring that the climb to the summit will take another exhausting twenty minutes. There is enough light for the PCs to make it up to the stone circle before dark.

About halfway up the narrow path to the stone circle, the lead PC must pass an **Observe** test (+10 for *Excellent Vision*) to avoid tripping over some skeletal remains. The bones have been scattered over the area and some bits have been carried off by scavengers. Tattered pieces of clothing are all that remains of the attire of the dead person. A successful **Search** test (+10 for *Excellent Vision*) turns up a skull, which had its crown cleaved by a sharp object.

As the PCs near the stone circle, the PCs hear the neighing of a horse from the direction of where they emerged from the forest. Turning around the PCs see what first passes as a black armoured human on an equally black horse with red eyes. The PCs' attention is quickly drawn to the fact that the creature's head is that of a jack o' lantern with infernal fires burning within the eyeholes and cruel mouth of its pumpkin head.

PCs passing an **Observe** test (+10 for *Excellent Vision*) notice a twin-tailed comet embossed on the creature's breast plate. An observing PC with either the *Heraldry* or *Theology* skill are aware that the symbol is incorrectly oriented as if the comet were rising straight up rather than in a downward trajectory. Those without either of the two skills may take an **Int** test to notice the incorrect orientation.

[**GM Note:** The Eldritch Guardian was summoned centuries ago by the priests of Dergenhof using the Pool Power spell (**Shadows Over Bögenhafen**- Hogshead version, pages 22-23). The priests had learned that their chapter of the Order of the Sacred Hammers had been uncovered and the Templars of Sigmar would soon arrive to put them to death. The priests did what they could to protect their lives and interest, but to no avail. The Templars swept past the Guardian, slaughtered the priests and villagers, and burned their temple down. Satisfied with the elimination of this outpost of the corrupted Order, Gottfried von Mauchen decided to leave the Guardian alone. Having the creature roam the Pfälzer Hills between Dergenhof and the stone circle unmolested satisfied von Mauchen's desire to force the rest of the inhabitants to flee to the villages nearer the Söll or depart the Enclave altogether (he didn't know that the creature would still be active over 500 years later).]

Noticing the PCs are close to the top of the hill, the Eldritch Guardian gleefully shouts and charges up the hill brandishing his sword. In the event the PCs stand and fight without a plan, they may find themselves at a serious disadvantage. Three times a day, the Guardian can take his pumpkin head and hurl it at the PCs. The head will explode into a fireball in the same manner as the Battle Magic spell Fireball when it hits its intended target(s). The lack of a head does not impede the Guardian in any way and reforms upon his shoulders within one round.

Should the PCs make for the stone circle, they will be safe, but trapped. Though the power of the circle prevents the Guardian from entering the holy area, he can still tirelessly ride around it waiting for his prey to make a move. The PCs will be able to securely fire upon the Guardian with missile weapons from the stone circle and force him further down hill after a few successful hits.

Once they are within the sacred circle, the PCs can set up camp and look around. A corpse rests against one of the standing stones opposite where the PCs entered the circle. Unlike the remains outside the circle, wild beasts did not gnaw or scatter the bones. The skeleton – including the bits and pieces of clothing – indicate a man of less than average height. PCs

examining the head will find bits of dried flesh and small strands of medium brown hair mixed with some grey. On the middle finger of the right hand is a silver signet ring bearing an image of an owl with the letter F on the upper left and L on the upper right (worth about 15 GCs). It should be clear that the PCs have found the corpse of Professor Friedermann Lessing

Sidebar: New Spell

Summon Eldritch Guardian

Spell Level: Fourth

Magic Points: 22

Range: 100 yards

Duration: Until dispelled or destroyed by magic

Ingredients: 6 drops of blood from the caster and a bloody dagger

This spell enables a wizard to call forth a creature formed from the essence of magic (the warp) to perform a specific mission, generally involving protecting a location chosen by the wizard or contending against trespassers of that location. The creature is usually humanoid in shape and its exact form can be any nightmarish or pleasant form conjured by the wizard. In some cases, the guardian comes complete with a mount of the caster's choosing. This mount has no separate profile from the guardian.

Unlike those Undead which are bound to one small location like a tomb or house, an Eldritch Guardian can be "bound" to a relatively large area of up to ten miles in diameter. The caster must specify the limits of the range and duties of the Guardian when the spell is cast. Moreover, casting the spell costs the wizard 1D2 **Insanity Points**.

Eldritch Guardian

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	50	42	4	5	10	60	2	89	89	89	89	89	14

Possessions: As determined by the caster. In most cases, the Eldritch Guardian appears as an armoured warrior-type armed with a hand or double-handed weapon. The "armour" provides no additional protection for the Guardian.

Psychological Traits: Eldritch Guardians are subject to *Instability* when outside their bounded area. They are immune to all other psychological tests and cannot be forced to leave combat. Eldritch Guardians cause *Fear* in living creatures..

Special Rules: The Eldritch Guardian cannot cross through water (for example, at a ford), but they can cross on bridges or fallen trees crossing such an obstacle. The Eldritch Guardian cannot be harmed by non-magical weapons, though the "damage" from such could cause the Guardian to temporarily lose their form should this damage "reduce" the creature to 0 **W**. In this situation, the Guardian will reform anywhere within 100 yards of where it was slain in 1D2 hours and be fully "healed." Eldritch Guardians can only be harmed by magic spells and weapons. The damage from these are real and the GM should keep track of how much damage is caused by magical versus non-magical means. If only some of the damage is caused by magic, then the creature will still lose form when reduced to 0 **W** and reforms to full vigour within 1D10 hours. If all damage is caused by magic, then the Eldritch Guardian is destroyed when it reaches 0 **W**.

The Eldritch Guardian is able to use one 1st level battle spell three times a day

Should the PCs search the area near the late Professor Lessing, they will come across a closed oilskin pouch, within which is his journal. The PCs may gleefully hope that the journal is intact and offers some clues as to what has transpired. Unfortunately, this is not the case. Unlike the piece of paper the PCs found in the temple, the journal has been exposed to the elements for all this time. Despite the oilskin pouch, the pages have largely disintegrated and the writing on whatever was left wore away. Still, the PCs find legible scraps of paper (Handouts #4 and #5).

Handout #4

2 Pflugzeit 2510

I decided to focus my studies on the more obscure sects spawned in the early centuries of the first millennia Empire. My preliminary survey of the documents in the Nuln Church revealed nothing out of the ordinary, but the secret archives in vaults beneath the Verenan cathedral yielded some tantalizing leads. The most intriguing is the reference to a cult venerating the "Eighth Theogonist." I'm uncertain of the meaning of this obscure allusion, but the centre of the cult seems to have been near Übersreik. There is also a mention that Emperor Sigismund the Conqueror ordered that this cult be abolished in the early sixth century.

The Verenan order agreed to fund my und...

Handout #5

... my sojourn to Karak Hirn proved both illuminating and frustrating. I've learned more about the Order of the Sacred Hammer, but the knowledge may prove dangerous. I now suspect there may be members of this degenerated cult hiding within the Church itself.

13 Vorhexen 2512

A note slipped under my door whilst I slept at the Inn of the Laughing Trout in the Söllhafen district of Pfeildorf. The note simply stated, "Seek your answers in Eppiswald." I inquired of the innkeeper whether someone has been asking after me and he assured me that my request for privacy has been respected by he and his servants. I then departed for the Temple of Verena within the town to access their library to learn what I can of Eppiswald and its possible connection to...

There is a likely chance that the PCs will be spurred to extrapolate possibilities from the incomplete nature of information they have. The PCs should conclude that they have all they can gather at this point and the information at hand is more than enough to pass along to Aldebrand Mössbauer in order to collect their fee.

The Dash Home

In all probability, the PCs still have the problem of the Eldritch Guardian with which to deal. By this time, the PCs may have concluded that they need only flee the forest to get out of the creature's reach. Hopefully, the PCs have come to realise that their best hope to survive the escape from the forest is to stick together.

During the day, the PCs must pass an **Observe** test (+10 for *Excellent Vision*, +10 if native of Eppiswald) to see patches of silvery light among the few forest clearings to the south of the stone circle. This “light” is actually the sunlight reflecting off Schaller Brook, the quickest way out of the haunted woods. The distance to the brook is roughly 400 yards from the centre of the stone circle. The problem for the PCs is that the forest prevents the stream from being reached in a straight run. They will have to fight their way to the brook.

Should the PCs reach Schaller Brook, they find that there is no path following the water course. The easiest way to travel is by wading through the running water. Though its enchantment prevents the Eldritch Guardian (including its “steed”) from entering the water, the creature can still attack anything within reach of its hand weapon, as well as use its magical ranged attack. In addition, there are many places along the brook where fallen trees make effective bridges from which the Guardian can attack the PCs. GMs might want to increase tension by having the Guardian make its way along the brook while taking advantage of places where it has a chance of injuring the PCs. Moreover, travelling through the brook becomes more of a problem once the southern fork of the

brook merges with the one through which the PCs are wading. From this point, the brook begins to run deeper and the footing becomes more treacherous. PCs should take an **I** test to avoid falling in the water and a second test to gain one’s feet or be knocked over for 1D3 rounds. There should be a base 30% chance that such a PC struggling to regain his feet does so within reach of the Guardian.

The Guardian’s pursuit of them ends once the PCs cross Woodcutter’s Track. Given the terrain and thick forest through which they must cross, the entire ordeal from the stone circle to safety should take the PCs all day (and, perhaps, into the night). At this point, the PCs can make their way back to the town of Eppiswald to await their transport to Pfeildorf.

In the event the PCs try to return to Eppiswald by the same route they reached the stone circle, they are “asking” for trouble. The Guardian will pursue them all the way to Dergenhof and some way beyond those ruins. On the other hand, the PCs may escape to the east and will reach safety once they get through a substantial part of the forest. Of course, they need not know this as the Guardian hunts them.

Experience Points

The experience points provided here are nothing more than a suggestion for the GM to use to award the Players. These are fairly modest in order to make advancement something that requires some time and effort.

10-30	Roleplay (per session)
10	Accompanied Aldebrand Mössbauer to the Abbey of St. Ewald
5	PCs met with Archivist Emile Furtwängler.
5	Explored the ruined temple in Dergenhof
10	Found the inscription at the foot of the ruined altar
10	Found page from diary near corpse
5	Noticed bas-relief in cellar.
5	Found goblin and/or wolf tracks
10	Chased or scared off goblins without a fight
5	Defeated goblins in combat
5	Noticed the orientation of the twin-tailed comet on Guardian’s breastplate.
15	Found remnants of Professor Lessing’s diary.
5	Realizing that the Guardian returns after being “slain” by mundane weapons.
20	Escaped the Eldritch Guardian and returned to Eppiswald.

Appendix One - New Cults

The gods mentioned in **WFRP1e** (pages 196-206) and **Shadows over Bögenhafen-Hogshead version** (pages 21-23) are certainly the best known and most popular in the Empire. Still, the pantheon of the Old World embraces more than these gods. Not only is there a host of local deities, but there are a number of lesser gods and goddesses to whom the pious (and suspicious) Old Worlders offer their prayers and supplications.

Since the time of the peace Emperor Magnus brought to the reunified Empire, the worship of a number of lesser deities from other lands have taken root, especially in the southern provinces. What follows are the descriptions of three such deities – as well as one local goddess – whose worship is growing in the southern Empire and their respective cults. In addition, a new Halfling cult has been added to the mix.

Deanosus, God of Wine, Vineyards, and Revelry

Description: The lesser God of Wine, Vineyards, and Revelry, Deanosus is the son of Manann and Panasia. In many stories, Deanosus is the merry companion of Ranald and the two often get into predicaments that require the smooth-tongued Trickster God's skills to extricate them. These stories are regaled on Deanosus' holy days, mostly in Tilea and eastern Estalia.

Deanosus is often depicted as a rotund, joyous deity wearing a wreath of grapes on his head and purple robes and sandals in a style that speaks of the ancient Tilean past. Deanosus is also described with cheeks almost as rosy in colour as his nose. In some representations, Deanosus is shown carrying a

large cask of wine on his way to some festival, followed by dancing satyrs playing pipes or flutes and frolicking nymphs.

There is also a darker side to the worship of Deanosus. In some places, the rites performed in his honour away from the lights of towns and villages border on practices similar to Slaanesh, which the witch-hunters of Solkan would find repelling. Stories of human sacrifice and decadent orgies circulate from time to time, prompting the authorities to investigate and, possibly, violently suppress.

Alignment: Neutral

Symbol: Deanosus' symbol is that of a wine goblet filled with grapes or a piece of leafy vine with a cluster of grapes. His priests and priestesses wear purple or lavender robes and – during the spring and summer – a wreath made of grapevines. They also wear a silver medallion fashioned in the shape of a bunch of grapes, though ranking priests and priestesses may have small round amethysts embedded as the grapes.

Areas of Worship: Very popular in the wine growing areas of the southern Old World and has been brought to the southern Empire by Tilean immigrants. Like the worship of the Mother as well as Taal and Rhya, the worship of Deanosus differs by degrees from one locale to the next. Much of the difference can be attributed to the priests of the area.

Temples and Shrines: The cult of Deanosus has no temples. Instead, the cult maintains shrines in many vineyards, as well as in the nearby forests and surrounding hills. The shrines range from open air, marble shrines built by wealthy vintners to rocky cairns on hilltops and forest clearings. The priesthood

are not assigned to any specific shrine, but they maintain a number of these in a given area.

Friends and Enemies: The cult of Deanosus is friendly with the religions of the rural areas of the Old World such as the Old Faith, Taal, Rhya, Ulric, Manann, Panasia, Phaestos, and Mórr. The cult is also on good relations with the worshippers of Ranald and Shallya, as well as the Elvish cult of Liadriel and the Halfling cults of Esmeralda and the Pilgrim. To the surprise of some, the cult of Deanosus is on good terms with the Dwarf cults, particularly Grungni and Valaya. In contrast, the cult of Deanosus is a bit standoffish with what it perceives as the prudish and humourless cults of Sigmar, Verena, Myrmidia, Alluminas, and Solkan. Worshippers of Deanosus have no dealings with the cult of Kháine or any of those of the Ruinous Powers.

Holy Days: There are three days of particular importance for the cult of Deanosus. Mitterfrühl marks the day when the first buds appear on the grapevines signalling the beginning of the growing season. 33 Vorgeheim is the day to bless the oak barrels crafted for fermenting the wine. Finally, 10 Nachgeheim is the day when the crush (the beginning of winemaking) begins. All three days are marked by ritual and celebration, though the nature of these vary from place to place.

Saints: The cult of Deanosus does not recognise saints.

Cult Requirements: Followers of Deanosus come from all walks of life.

Priestly orders, including monks: None

Sponsored fighting orders- Templars: None

Strictures: Initiates and Priests of Deanosus must abide by the following:

- Never let a goblet of wine go to waste.

- Always help a vintner in need with his trade.
- Always repair a damaged sacred site.
- Always assist a worshipper who is overcome by the cult's rituals.
- Never allow a sacred site to be violated.

Spell Use: Priests of Deanosus may use the following spells:

1st Level: [Battle] Aura of Resistance, Cure Light Injury, Detect Magic, Enthuse, Fleetfoot, Immunity from Poison; [Druidic] Cure Poison; [Elemental] Zone of Hiding

2nd Level: [Battle] Aura of Protection, Luck, Mystic Mist, Zone of Sanctuary; [Druidic] Cure Disease; [Elemental] Cause Rain, Heal Vegetation

3rd Level: [Battle] Arrow Invulnerability, Dispel Magic, Transfer Aura; [Druidic] Zone of Purity; [Elemental] Zone of Temperate Weather

4th Level: [Battle] Aura of Invulnerability, Cure Severe Wound, Zone of Magical Immunity, Zone of Missile Protection; [Elemental] Create Vegetation, Hedge of Thorns

In addition, Priests of Deanosus may use the following spells:

Reinvigorate Wine

Spell Level: First

Magic Points: 2

Range: Touch

Duration: Instantaneous

Ingredients: Two grapes or raisins

Through this spell, the priest can turn a bottle or small cask of vinegar back into properly aged wine.

Turn Water into Wine

Spell Level: Second

Magic Points: 5

Range: Touch

Duration: Instantaneous

Ingredients: A drop of vinegar

This spell enables the priest to turn a jug or bucket of water into soothing wine.

Make Merry

Spell Level: Third

Magic Points: 7

Range: 48 yards

Duration: 2D6 hours

Ingredients: A cup of wine

By invoking this spell, a priest can change the disposition of a hostile, sullen, or overwrought character or small group of four from anger, depression, or similar emotion to one that's lively and engaging. This also temporarily increases the affected characters' **Fel** by +10. Moreover, the priest's **Fel** is increased by +20 when interacting with the enchanted characters for the duration of the spell.

Binding Vine

Spell Level: Fourth

Magic Points: 12

Range: 48 yards

Duration: 4D6+6 turns

Ingredients: A piece of grapevine

Through use of this spell, a priest can cause any vines or creepers to wrap around and bind any character or group of four within the range of the spell. Any vine or creeper too short to do the task normally will be magically lengthen to accomplish the deed. Characters so bound are tightly wrapped and unable to do anything until the spell ends or they can break loose on a successful **S-1** test.

Skills: In addition to the skills normally available to Initiates and Priests, those who revere Deanosus may choose two extra skills at each level at normal experience points costs: Brewing, Charm, Concealment Rural, Consume Alcohol, Heal Wounds, Herb Lore, Identify Plants, Seduction, Silent Move Rural, Story Telling, Viniculture, Wit

Trials: Rarely does Deanosus require his mortal servants to undertake any trials as he finds such utterly boring. When he does, trials

typically involve clearing an abandoned vineyard of weeds and other undergrowth, working for a vintner for no compensation, or tending to a sacred site dedicated to Deanosus for one year.

Blessings: Skills favoured by Deanosus include Charm, Consume Alcohol, Seduction, Story Telling, and Wit. Favoured tests are Bluff, Gossip, Listen, and Observe. Other blessing might include temporary increases to Intelligence and Fellowship

Lacothea, River Goddess of the Söll

Description: The origins of the many of the local river deities of the Empire are tied in some fashion to Taal, his storm god aspect of Domthar, or his river god aspect of Karog. Lacothea is said to have sprang from the wound Taal suffered in battle against the rampaging dragon, Crysothela. The God of the Hunt tracked the mighty beast in its lair beneath the Vaults and fought against it in the dark for three days.

Lacothea is the goddess of the River Söll and is often depicted as a slender woman with a very fair complexion and smooth bluish white hair. Though her appearance is very much in keeping with the usual cool clear waters of the river, Lacothea is believed to take a new different appearance when an unusually warm spring thaw turns the river into a raging torrent. In these situations, Lacothea takes on the guise of an angry woman with wild white hair and an insatiable appetite for destruction. Great flooding would occur, prompting the use of Human sacrifice in ancient times to placate the goddess. Such practices are believed to have died out long ago.

Alignment: Neutral

Symbol: Lacothea's symbols are three parallel wavy lines or a wavy silver line.

Areas of Worship: As a local goddess, the worship of Lacothea can only be found along the River Söll from Sonnefurt to Meissen.

Temples and Shrines: There are no temples or shrines specifically dedicated to Lacothea. Small shrines are generally included within the area temples to Taal and Rhya or in some corner of the homes of those making their living from the river (such as boatmen and fishermen).

Friends and Enemies: The cult of Lacothea is friendly with the religions of the rural areas of the Old World such as the Old Faith, Taal, Rhya, and Ulric. In all other matters, the cult follows the leanings of the cult of Taal and Rhya.

Holy Days: There are two days of particular importance for the worship of Lacothea. 17 Nachexen represents the first day of Spring and the beginning of the spring thaw along this stretch of the River Söll. Celebrations may include tossing garlands of flowers, festivities, dancing, or pouring of last year's wine into River Söll in reverence to the goddess as well as an appeal to minimize the Spring flooding. 17 Nachgeheim is the first day of Autumn and snowfall appears in the high mountains, ushering the time when the Söll turns colder. Like that of 17 Nachexen, the ritual and celebration of the first day of Autumn varies from place to place along the river.

Saints: The cult of Lacothea is too small to consider saints.

Cult Requirements: Open to all who live along the stretch of the River Söll where Lacothea is worshipped.

Priestly orders, including monks: None

Sponsored fighting orders- Templars: None

Strictures: The cult of Lacothea has no dedicated priesthood, so there are no specific strictures

Spell Use: As a local deity, Lacothea has no power to grant spells.

Skills: The cult of Lacothea has no dedicated priesthood.

Trials: Lacothea does not require followers to undertake trials.

Blessings: Those blessed by Lacothea in her area of worship may temporarily gain a +10 modifier to any test involving the Fishing, River Lore, Rowing, Sailing, or Swim skills.

Panasia, Goddess of Music, Poetry, and the Arts

Description: The lesser Goddess of Music, Poetry, and the Arts, Panasia is the daughter of Taal and Rhya and the wife of Manann. According to mythology, Panasia was born in the aftermath of the Gods' War that was fought when the Ruinous Powers invaded the world through the collapsed polar gates. The world had just survived a near catastrophe and there was much mourning for the dead and great suffering among the living. When she appeared, full of song and merriment, the dreary greyness that covered the world burst into vibrant colours as if in the first blush of Spring. Some stories even claim that her arrival even made grim Ulric smile.

Panasia is generally depicted as either a young, joyous woman or a regal, mature woman. Hair colour and style differs depending upon where she is worshipped, darker-coloured hair in the southern Old World and a lighter colour in the Empire. She typically wears clothing of soft colour (chartreuse, saffron, and lavender are among her favourites) in the ancient Tilean style. In many images, Panasia carries her lyre or flute and is followed by dancing animals (in particular deer or swans), satyrs and/or nymphs.

Though generally seen as pleasant and inoffensive, there is a sinister side to the worship of Panasia. In many cities and large towns, self-absorbed artists and anarchists have dedicated themselves to an esoteric belief that societal conventions are imposed by the affluent to keep down the less enlightened. Thus, such rules are not applicable to the superior few whose intellect and artistic aptitude places them above the arrogant nobility and simple commoners.

Alignment: Neutral

Symbol: Panasia's most common symbol is a musical instrument, usually a lyre or flute. Many of her priests and priestesses have the symbol embroidered on the right breast of their soft-coloured tunics or crafted into a medallion or pendant (usually made of silver) to wear around the neck. The clergy of the cult do not wear robes or such common to many of the other religions. They wear whatever the fashion is of the city or land where they live.

Areas of Worship: The cult of Panasia is popular in the cities and towns of Tilea, Estalia and southern Bretonnia; especially in the quarters where artists, entertainers, and musicians congregate. The cult has recently come into its own in the southern and western Empire and counts Grand Countess Emmanuelle von Liebewitz as one of its important advocates. The cult is also popular in a number of districts in Marienburg, particularly near the University and Tilean quarter.

Temples and Shrines: The cult of Panasia has few temples – mostly small affairs – in large urban centres usually near conservatories or opera houses. In the Empire, such temples can be found in Altdorf, Nuln, Pfeildorf, and Wissenburg. Others can be found in Brionne, Quenenlles, Bilbali, Magritta, and every Tilean city-state. Shrines to Panasia can be found in theatres, art schools, and the abode of various artists.

Friends and Enemies: The cult of Panasia has its closest relations with the cults of Deanosus, Liadriel (Elvish), and the Pilgrim (Halfling). The cult is also friendly with the Taal, Rhya, and Manann cults. The cult of Panasia has an ambivalent view towards the other cults, believing them too limited to take pleasure in the arts. In contrast, the cult does have a rather complex relationship with the cult of Slaanesh, being both attracted to its possibilities and repulsed by its extremes. The Panasian cult has no dealings with the cult of Khaine or any of those of the other Ruinous Powers.

Holy Days:

The days held holy by the cult of Panasia vary from location to location. Geheimnistag is the most widely held day of celebration, marked by art and craft fairs and other events. The latter also vary widely. In some places, singing and/or poetry contests may be held where admission to the public is free. In others, the day is marked by the closing of successful plays and the opening of new ones.

Saints: The cult does not recognise saints, but many well-known artists gain a stature that many of their respective followers consider of equal status.

Cult Requirements: The cult is opened to all who embrace the arts in all its forms as essential to life, if not the basis for it.

Priestly orders, including monks: None

Sponsored fighting orders- Templars: None

Strictures: Initiates and Priests of Panasia must abide by the following:

- Always show one's appreciation to a performer of music or song as well as any artist.
- Always allow for the expression of emotion through song, poetry, or the arts.
- Always provide shelter for an artist, even one that is being prosecuted

(though one must take care not to put oneself unduly at risk).

- Always lend assistance in maintaining and repairing places where art is performed or exhibited.

Spell Use: Priests of Panasia may use the following spells:

1st level: [Battle] Aura of Resistance, Cure Light Injury, Detect Magic, Enthuse, Immunity from Poison; [Druidic] Cure Poison; [Elemental] Zone of Hiding

2nd level: [Battle] Aura of Protection, Luck, Mystic Mist, Zone of Sanctuary

3rd level: [Battle] Arrow Invulnerability, Dispel Magic, Transfer Aura

4th level: [Battle] Aura of Invulnerability, Cure Serious Injury, Drain Magic

In addition, Priests of the Panasia may use the following spells:

Windsong

Spell Level: Second

Magic Points: 5

Range: Personal

Duration: 3D10 rounds

Ingredients: A dandelion

This spell enables the priest to determine news or current activities that are within one mile in the direction from which the wind is blowing. Thus, the priest can learn gossip, hear the movement of armed men, catch a scent of a fire burning, or ascertain a change in weather. All such activities must take place in the outdoors where it can be picked up by the wind. The wind can be as gentle as a breeze or very blustery.

Healing Song

Spell Level: Third

Magic Points: 7

Range: Touch

Duration: Instantaneous

Ingredients: A feather of a songbird

By praying in verse or song, the priest is able to temporarily relieve a character of one insanity for a period not to exceed the following day's sunrise. If the character in question has several mental disorders, then the priest has a base 50% chance of selecting the specific insanity to ease with a modifier of +10% for every level above first level. Otherwise, the type of insanity alleviated by the spell is randomly chosen by the GM.

Soothe the Savage Beast

Spell Level: Third

Magic Points: 7

Range: 25 yards

Duration: 5D6 minutes

Ingredients: A silver flute

Through use of this spell, a priest can calm down a rampaging beast the size of a bear as well as change the disposition of a hostile, sullen, or overwrought character or small group of four from anger, depression, or similar emotion to one that's calm. This also temporarily increases the priest's **Fel** by +20 when interacting with the enchanted characters for the duration of the spell. The affected characters and creatures are not compelled to do the priest's bidding and are more likely to be on their way or let the priest and his companions pass unhindered -- unless guarding something in which case the priest and his companions are gently encouraged to go elsewhere. Any hostile act by the priest or one of his company instantly dispels this divine prayer.

Merriment

Spell Level: Fourth

Magic Points: 12

Range: 50 yards

Duration: 1D6 hours

Ingredients: Bottle of fine wine

The priest can cast this spell on any hostile or otherwise unfavourably-inclined character or small group of four within range. The intended targets may take a **WP** test to avoid the effects of this spell. If failed, the victims

will be favourably disposed towards the priest and her companions, even to the point of offering their rations and drink, no matter how meagre. The spell also temporarily increases the priest's **Fel** by +20 when interacting with the enchanted characters for its duration. If the **WP** test is failed by 30 or more, then the victims will be compelled to dance, sing, and carry on as if in celebration. This celebration will not tax the victims beyond their normal endurance, but they will continue in a festive mood until they are exhausted. Any hostile act by the priest or one of his company instantly dispels this spell.

Skills: In addition to the skills normally available to Initiates and Priests, those who revere Panasia may choose two extra skills at each level at normal experience points costs: Acting, Art, Charm, Charm Animal, Dance, Musicianship, Public Speaking, Seduction, Sing, Story Telling, Wit.

Trials: It is seldom that Panasia calls upon any who worship her to undertake arduous trials as penance for some offence. When she does, these are typically mundane tasks and beneath the notice of true artists, such as sweeping the stage of a theatre, cleaning a tavern after a raucous celebration, and tutoring an ungifted student of the arts for a specified duration

Blessings: Skills favoured by Panasia include Acting, Charm, Dance, Musicianship, Sing, Story Telling, and Wit. Favoured tests are Busk, Gossip, Listen, and Observe. Other blessing might include temporary increases to Dexterity and Fellowship.

Phaestos, God of Crafts and Smiths

Description: Phaestos is the lesser God of Crafts and Smiths, as well as the son of Mórr and Verena and brother to Myrmidia and Shallya. According to legend, Phaestos arrived

in the ancient Estalian city of Estacrez in the guise of an itinerant craftsmen as an army from long dead Nehekhara (before that land became the realm of the dead) approached to lay siege. The defenders of Estacrez had been routed in an earlier battle, leaving most of their weapons and armour behind. The city was gripped in fear that they did not have the means to fend off the enemy expected to arrive by daybreak. Without a word, Phaestos set to work in the city's foundry and worked with speed and skill throughout the night. When the Nehekharians arrived, the city walls glistened with defenders wearing newly crafted armour and armed with sharp weapons. The sight so unsettled the Nehekharians that they retreated from the realm without a fight.

Phaestos is generally depicted as a well-muscled, bald man nearing middle age with a heavy dark-coloured moustache and thick eyebrows. In various representations, Phaestos either wears a leather apron over the typical attire of a craftsman or is shirtless. He is also shown either with a hammer and chisel at hand or with a hammer and tongs.

There are rumours of a fraternity of Phaestos worshippers who believe that adding the blood of sacrifices – animal, perhaps even Human – to the foundation of whatever a craftsman is creating will give that construct greater strength and resiliency. No one is certain where this fraternity resides, but the quality their efforts are said to be beyond compare.

Alignment: Neutral

Symbol: Phaestos' cult prefers to avoid standing out in a crowd. Initiates and priests dress in the attire appropriate to whatever craft they specialise and wear simple medallions of iron, bronze, brass, stone or wood. These medallions are most often in the shape of a tool used by the wearer.

Areas of Worship: The cult of Phaestos is popular in the cities, towns, and villages of Tilea and Estalia, as well as the southern

regions of Bretonnia and (since the 23rd century) the Empire.

Temples and Shrines: Temples dedicated to Phaestos are usually small affairs attached to various trade guildhalls (such as those of the Engineer, Mason, or Smith Guilds) in cities and the larger towns. In smaller settlements, a shrine to Phaestos can be found within the work areas of the resident craftsman (artisan), generally near where the tools of the craft are stored. There is also a monastery to the cult located in the Irrana Mountains near the Estalian town of Ragaños. The monastery is renowned throughout the southern Old World for its well-crafted swords.

Friends and Enemies: The cult of Phaestos is very close to the Dwarf cults of Grungni, Morgrim, and Smednir, as well as the cults of Mórr, Verena, and Myrmidia. The cult has friendly relations with other martial cults (Grimnir, Sigmar and Ulric) as well as the cults of Taal/Rhya and Manann. The Phaestos cult is rather ambivalent towards other cults, including those of Elves, Halflings and other Dwarf cults. The cult considers the cult of Kháine and those of the other Ruinous Powers as enemies.

Holy Days: The cult of Phaestos recognise two holy days. The first, held on Hexenstag celebrates the completion of old work from the past year and beginning of the new. The nature of festivities differs from one location to the next. The second on Geheimnistag signifies the end of starting new projects so that all the ones currently in progress can be completed. The observation of this date is fairly low-key with apprentices and journeymen given a half day off in recognition. If there are no more old projects in the works, then the craftsman can take on new work so long as these can be completed by the following Hexenstag.

Saints: Though the cult of Phaestos does not recognise saints, they do honour past craftsmen of renown, such as Leonardo da Miragliano.

Cult Requirements: Followers of Phaestos are dedicated craftsmen who take pride in their work.

Priestly orders, including monks: None

Sponsored fighting orders- Templars: None

Strictures: Initiates and Priests of Phaestos must abide by the following:

- Always exert one's best effort in any endeavour, especially those associated with one's craft.
- Do not work with shoddy materials or defective tools.
- Take credit for only the work created by one's own hands.
- Never accept a commission or job that cannot be completed in a reasonable time.
- Honour one's master (except when the master is found guilty of a crime against the cult and/or his masters).

Spell Use: Priests of Phaestos may use the following spells:

1st Level: [Battle] Aura of Resistance, Cure Light Injury, Detect Magic, Immunity from Poison, Wilt Weapon; [Elemental] Blinding Flash, Find Mineral; Hand of Fire

2nd Level: [Battle] Aura of Protection, Break Weapon, Smash; [Elemental] Cause Fire, Extinguish Fire. Move Object, Resist Fire

3rd Level: [Battle] Corrode, Dispel Magic, Sharpen Weapon, Subvert Weapon; [Elemental] Crumble Stone, Zone of Temperate Weather

4th Level: [Battle] Aura of Invulnerability, Cure Serious Wound, Drain Magic

In addition, Priests of the Phaestos may use the following spells:

Repair Metal

Spell Level: Second

Magic Points: 4

Range: Touch

Duration: 1D6 hours

Ingredients: A piece of iron

The priest can use this spell to temporarily repair any broken, chipped, corroded, or dented non-magical metal object – such as a tool or weapon. It can also be used to temporarily repair damage to metal armour and shields. Once the spell ends, these items return to their previous state and no further use of this spell will have an effect until after sunrise of the following day.

Construct Shelter

Spell Level: Third

Magic Points: 7

Range: 20 yards

Duration: Until the following sunrise

Ingredients: A wooden plank

Through use of this spell, a priest can call into existence a small wooden shelter about 8 yards square with four walls, an angled roof 8 feet tall at its peak, and a door with a latch. The building could also be rounded with a diameter of just over 3 yards. The structure is soundly built and can withstand sustained winds of up to 40 mph. It also provides a comfortable environment within so building a fire for warmth is unnecessary, even if the temperatures outside are –5 degrees Celsius (or 23 Fahrenheit). The structure has **T7** and **W20** (**WFRP1e**, “Buildings,” pages 76-79).

Reinforce Construct

Spell Level: Third

Magic Points: 8

Range: Touch

Duration: Until the following sunrise

Ingredients: A stone or brick

With this spell, the priest is able to strengthen any 8 by 8 foot section of wall (including any door or window) or roof of a building by increasing its **T** by +1 and its **W** by +2.

Build Stone Tower

Spell Level: Fourth

Magic Points: 16

Range: 20 yards

Duration: Until the following sunrise

Ingredients: Two stones

This spell allows the priest to quickly construct a small stone tower (**T 10, W 30**) with battlements surrounding the top within 20 yards of him. The tower is no more than twelve feet tall with a diameter of 5 yards and arrow slits. The single door is stout and made of oak. The inside of the tower is bare, though there is a stone stairway along the interior wall leading up to a trapdoor on the ceiling. Anyone caught napping or standing on the top of the tower when the spell ends must roll for falling damage from a 4 yard drop.

Skills: In addition to the skills normally available to Initiates and Priests, those who worship Phaestos may choose two extra skills at each level at normal experience points costs: Carpentry, Engineer, Evaluate, Gem Cutting, Metallurgy, Secret Language (Guilder of the specific trade), Secret Signs (Phaestos cult), Smithing, Stoneworking, Super Numerate

Trials: Trials set by Phaestos usually take the form of charitable work, particularly for the cults of Mórr, Verena, or Shallya. In some cases, the craftsman might be charged with accompanying the army into the field to serve without normal compensation.

Blessings: Skills favoured by Phaestos include Carpentry, Engineer, Metallurgy, Smithing, and Stoneworking. Favoured tests are Construct, Estimate, Listen, and Observe. Other blessing might include temporary increases to Dexterity and Intelligence.

The Pilgrim, **the Wandering Halfling God**

Description: This deity is only known by the name of The Pilgrim, a Halfling with insatiable wanderlust. The deity has a frisky and cheerful disposition with a quick tongue and restless feet. The Pilgrim is known for the embellished tales of his adventures. He wanders the roads and rivers of the Old World, making good on his claim of having been everywhere and seen everything. In myth and legend, the Pilgrim is often the constant companion of the more

popular gods, especially Ranald, Rhya, Shallya, and Taal. He is not featured as a figure of bold action and challenge, but more of desperate and clever reaction and improvisation -- a hero of circumstance. In great quests, the Pilgrim is rarely the primary actor, but often a pivotal figure in the final telling. His greatest virtues are his independence and charm, and his excellence as a companion. The Pilgrim knows healing and cookcraft, courtesy and storytelling, and the other skills that make him a welcome guest, even doing whatever work his host needs done.

Alignment: Neutral.

Symbol: The cloak, staff, pipe, and oversized backpack are the common trappings of followers, and a staff, pipe, or spoon is most commonly used by priests as a sacred token. Clerics wear no distinguishing emblems, as there is little formal interest in symbols or clerical dress.

Area of Worship: The Pilgrim is a minor cult that is worshipped in the northern Old World by the few Halflings that make their living travelling on the roads and rivers.

Temples: There are no temples of the Pilgrim, no ecclesiastic hierarchies of priests and doctrines. There are occasional roadside shrines, most of which are part of a larger shrine of Taal or Rhya.

Friends and Enemies: Followers of the Pilgrim are on friendly terms with the entire Halfling pantheon as they are all members of the same divine family. The cult is also friendly with the pantheons of the Dwarfs (particularly Valaya), Elves (partial to Liadriel), and Humans (mostly, those of Ranald the Gambler, Rhya, Shallya, Sigmar, and Taal). Followers of the Pilgrim dislike the enemies of the Halfling race, particularly Goblins and Skaven.

Holy Days: Every day is a Pilgrim cult holiday save one week – Homesickness Week, which is

1-8 Erntezeit, the same week as the "Pie Week" of Esmeralda. During Homesickness Week cultists are supposed to reflect on the family and friends they miss and recite a prayer to Esmeralda for their good health and well-being. If possible, cultists are expected to visit their family and friends during this week. The visiting cultist offers the ritual greeting of: "Blessings to hearth and home for your generous hospitality. Allow me to regale you with a story for permitting me to rest my weary feet." At the conclusion of such visits in this week, cultists of the Pilgrim use the ritual farewell of: "Thank the sun and moon for the roof that's over your head."

Saints: The cult of the Pilgrim does not have saints in the tradition sense of the Human cults. Still, the cult does celebrate those whose lives do the Pilgrim honour. One such Halfling was Gundo Furrfooter, who was the companion and chronicler of the Norse explorer (and pirate) Leif Red-Beard. Gundo travelled the length and breadth of the Western Ocean with Leif and his crew until the death of the Norse at the hands of Elven marines. Gundo then began a career of travelling about the coastal villages of Bretonnia and the Empire telling fanciful tales of his days with Leif Red-Beard: rescuing Elven princesses from Estalian pirates, fighting off fleets of Elven ships, and raiding Arabian ports. Another famous follower of the Pilgrim was Falgo Goldfoot, friend of Damean the Wise, a wizard of renown who travelled throughout the Old World seeking lost magical artefacts whose existence was only known by rumours. Falgo accompanied the good wizard on many of his quests, including the one that proved fatal to the wizard. Some believed that Falgo's embellished tales inadvertently led some Dwarfs to mark Damean as someone who was seeking lost Dwarfen artefacts. This belief led to Damean's death when he crossed the Grey Mountains on the basis of a rumour of a lost Elven magical item from the days of the War of Vengeance.

Cult Requirements: The cult is open to any Halfling who has essentially turned his back on family, friends, home, and hearth, and dedicated himself to the life of the road. The Pilgrim cult is also open to Humans and Elves who make their living travelling from town to town, such as entertainers, minstrels, and troubadours.

Priestly orders, including monks: None

Sponsored fighting orders- Templars: None

Strictures: Initiates and Priests of the Pilgrim must abide by the following strictures:

- Never turn down hospitality -- especially food and drink --when it is offered nor abuse that hospitality.
- Always strive to aid and entertain one's hosts and companions.
- Always listen to and remember a tale so that it can later be told with artistic embellishments.
- It is wisdom to appreciate the false tale that ought to be true, that the world might seem a better place.
- It is not necessary to tell the truth all the time; the world is bad enough as it is.
- Never pass by a traveller on the road in need.

Spell Use: Priests of the Pilgrim may use the following spells:

1st level: [Battle] Aura of Resistance, Cure Light Injury, Detect Magic, Fleetfoot, Immunity from Poison; [Clerical-Shallya] Cure Poison; [Petty] Glowing Light, Magic Flame, Magic Alarm, Protection from Rain

2nd level: [Battle] Aura of Protection, Luck, Mystic Mist, Zone of Sanctuary; [Clerical-Shallya] Treat Illness

3rd level: [Battle] Arrow Invulnerability, Dispel Magic, Transfer Aura; [Clerical-Shallya] Heal Injury

4th level: [Battle] Aura of Invulnerability, Cure Serious Injury, Drain Magic

In addition, Priests of the Pilgrim may use the following spells:

Heighten Senses

Spell Level: Third
Magic Points: 6
Range: Personal
Duration: Instantaneous
Ingredients: None

This spell improves the senses of sight and hearing of the invoking priest for 10 minutes. This provides the priest with an additional +10 modifier on any **Listen**, **Observe**, and **Search** tests, and is cumulative with such skills as *Acute Hearing* and *Excellent Vision*. In addition, this spell provides the invoking priest with the *Sixth Sense* skill for its duration.

Invisibility

Spell Level: Fourth
Magic Points: 14
Range: Personal
Duration: Instantaneous
Ingredients: A small, clear quartz gemstone

This spell allows the invoking priest to become invisible for ten minutes so they can avoid detection by sight and smell. This spell does not eliminate sounds, but it does lessen the chance of being detected in such a manner (-10 modifier to **Listen** tests by anyone other than the priest). This spell is at its most effective when the priest needs to only stand still while danger passes by.

Sanctify Food

Spell Level: Fourth
Magic Points: 10
Range: 10 yards
Duration: Immediate
Ingredients: A pinch of salt

This spell grants the invoking priests the ability to neutralize any poison, toxins, and deleriants added to any food and drink within an area of effect of 10 feet radius. Additionally, this spell reverses any spoilage

and resulting (natural) toxins from the effected food and drink. So healthy does the food and drink become that anyone wounded will recover D3 wounds simply by consuming such food and drink. Should the consumer be suffering from the effects of disease, poison, etc., they will be able to take another **Toughness** test with a +30 modifier to overcome their affliction.

Note: the benefits of the spell occur immediately upon consumption of the food and drink. Any failed test cannot be retaken until another spell is invoked.

Skills: In addition to the skills normally available to them, Initiates and Priests of the Pilgrim may choose two extra skills at each level at normal experience points costs:

Blather, Charm, Comedian, Concealment Rural, Heal Wounds, Herb Lore, Identify Plants, Marksmanship, Orientation, Silent Move Rural, Story Telling, Wit

Trials: Trials typically involve journeys and adventures that promise the dire risk of infrequent or interrupted meals. In rare cases, such trials may involve travelling to remote and dangerous regions of the world.

Blessings: Skills favoured by the Pilgrim include Charm, Cook, Story Telling, and Wit. Favoured tests are Bluff, Busk, Gossip, Listen, and Observe. Other blessing might include temporary increases to Intelligence and Fellowship.

Appendix Two- Medicinal Plants and Poisons of the Empire

The purpose of this appendix is to provide information on the various plants that grow within the Empire and surrounding mountains from which herbal remedies and poisons can be extracted. A number of the herbs described below were first described in either **Shadows Over Bögenhafen** (Hogshead version), pages 36-37, or **Apocrypha Two: Charts of Darkness**, pages 79-81. The various toxins and deleriants have not been described in a similar fashion, other than Nightshade and Graveroot.

With respect to deleriants (**WFRP1e**, page 82), these poisons share one common effect. After consuming one or more doses of this type of herb, a character suffers from mild hallucinations and must pass a **WP** test. Failure means that the character picks up 1D6 **Insanity Points**. Other effects are described with the appropriate entry below.

Toxins extracted from particular plants can be deadly to specific types of creatures as detailed below. If these are used on other creatures, the victims will suffer stomach cramps and nausea, the severity of which depends upon the dosage ingested or the GM's whim. Plant toxins are usually added to food or drink, but they can be rendered into a resin to be used as blade venoms.

Caves

Madman's Cap

Availability: Very rare, Summer
Single Dosage Price: 4 GCs (in season) and 8 GCs (out of season)
Method of Application: Ingest
Preparation: 3 weeks
Time between Dosage: Not applicable
Skills: Prepare Poison
Tests: Int
Effects: After consuming one to three doses of this deliriant based on a mushroom that grows in the mouths of caves, a character must make a

successful **Poison** test or become groggy and disoriented (drowsy) with all percentage characteristics reduced buy 10 for a number of hours equal to 1D8+4 minus the creature's **T** attribute (with an additional hour for each dose over the first). If more than three doses are taken, then a **Poison** test must be passed or the character is rendered unconscious for a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character is drowsy for an additional 1D6 hours.

Forests, Coniferous

Alfunas

Availability: Scarce, Summer & Autumn
Single Dosage Price: 1 GC (in season) and 10 GCs (out of season)
Method of Application: Smear
Preparation: 2 weeks
Time between Dosages: 1 week
Skills: Heal Wounds
Tests: Int
Effects: Halves the healing time for breaks and dislocations.

Nightshade

Availability: Rare, Autumn
Single Dosage Price: 2 GCs (in season) and 8 GCs (out of season)
Method of Application: Ingest
Preparation: 4 weeks
Time between Dosage: Not applicable
Skills: Prepare Poison
Tests: None
Effects: After consuming one dose of this deleriant, a character must make a successful **Poison** test or be drowsy for a number of hours equal to 1D8+4 minus the character's **T** attribute. If more than one dose is taken, then a **Poison** test must be passed or the character dies.

Spiderleaf

Availability Common, Autumn

Single Dosage Price: 15/- (in season) and 5 GCs (out of season)

Method of Application: Smear (external)/ Brew (internal)

Preparation: 3 weeks

Time between Dosage: 1 week

Skills: Heal Wounds

Tests: Int and see below

Effects: Characters suffering the effects of critical wounds may be treated to stop further bleeding, both internally and externally. If the character administering the does makes a successful **Int** test, all bleeding stops immediately. If failed, the bleeding continues for another 1D4+1 rounds before stopping.

Zharroot

Availability: Scarce, Winter

Single Dosage Price: 3GCs (in season) and 14 GCs (out of season)

Method of Application: Smear, Ingest, Blade Venom

Preparation: 3 weeks

Time between Dosage: 1 week, unless used as a poison

Skills: Heal Wounds or Prepare Poison, depending on purpose

Tests: Int

Effects: If used on the extremities in cold weather, a poultice of Zharroot can either prevent frostbite or alleviate the effects of it, restoring 1D3 **W** of damage cause by the cold. This herb is also the main ingredient in the poison Trollbane, which affects Ogre, Troll, Giants, and Treemen. After ingesting or being infected with one dose of the poison, a **Poison** test must be passed or the creature is conscious, but groggy and disoriented (drowsy) with all percentage characteristics reduced buy 10 for a number of hours equal to 1D8+4 minus the creature's **T** attribute. If two or three doses are taken, then a **Poison** test must be passed or the creature is rendered unconscious a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character is drowsy for an additional 1D6 hours. Should four doses be taken then a **Poison** test must be passed or the creature dies.

Forests, Mixed

Demonleaf

Availability: Very Rare, Summer

Single Dosage Price: 12 GCs (in season) and 24 GCs (out of season)

Method of Application: Ingest, Blade Poison

Preparation: 5 weeks

Time between Dosage: Not Applicable

Skills: Prepare Poison

Tests: Int

Effects: This herb is the main ingredient of Demonbane (or Daemonbane, to the socially sensitive). After ingesting or being infected with one or two doses of the poison, the demon must move away from the source of the poison for one round and may (at the GM's discretion) pass a **WP** test to approach that source again. Should three doses be taken then the demon must pass a **Poison** test or be paralysed for a number of hours equal to 1D8+4 minus the demon's **T** attribute, after which the demon is drowsy for an additional 1D6 hours. If four doses are taken, then a **Poison** test must be passed or the demon dies.

Gesundheit

Availability: Scarce, Winter & Spring

Single Dosage Price: 15/- (in season) and 3 GC (out of season)

Method of Application: Smear

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: Cure Disease

Tests: Int

Effects: The preparation halts the effects of infection when applied to an infected wound (**WERP1e**, page 82). It restores all lost **Dex** points in 1D6 x 10 game turns, but does not restore any **Wounds**.

Juck

Availability: Scarce, Spring

Single Dosage Price: 1 GC (in season) and 13 GCs (out of season)

Method of Application: Smear

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: Chemistry

Tests: Int

Effects: Used to restore sensation in cases of numbness caused by cold (including frostbite) or injury. Causes the treated area to horribly itch within 1D6+4 minutes of application. The affect lasts for 1D20+40 minutes, with the patient suffering a –20 modifier on all tests (halved on a successful **WP** test) from the distraction.

Mandrake

Availability: Rare, Summer

Single Dosage Price: 10 GCs (in season) and 30 GCs (out of season)

Method of Application: Brew, Ingest, Blade
Venom

Preparation: 4 weeks

Time between Dosage: 1 week (unless used as
Poison)

Skills: Manufacture Potion, Herb Lore, or
Prepare Poison (depending upon usage)

Tests: Int

Effects: In small amounts, mandrake is an aphrodisiac and used in love potions. An imbibor of the potion will view members of their preferred sex as if they have a +10 modifier to their respective **Fel**. In slightly larger amounts, mandrake can be used to enhance the visions of those who have the *Divination* skill by adding a +10 modifier to their roll. This herb is also the main ingredient in the poison Manbane, which affects Humans, Dwarfs, Halflings, and Gnomes. After ingesting or being infected with one dose of the poison, a **Poison** test must be passed or the character is rendered unconscious for a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character remains drowsy for an additional 1D6 hours. Should two doses be taken then the characters must pass a **Poison** test or be paralysed for a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character remains drowsy for an additional 1D6 hours. If more than two doses are taken, then a **Poison** test must be passed or the character dies.

Salwort

Availability: Plentiful, Autumn & Winter

Single Dosage Price: 5/- (in season) and 1 GC
(out of season)

Method of Application: Inhale

Preparation: 2 weeks

Time between Dosage: 12 hours

Skills: None

Tests: Patient's **T**

Effects: When held under the nostrils of a stunned/concussed character, the patient must make a successful **T** test in order to regain consciousness in 1D4 rounds.

Spellwort

Availability: Very rare, Summer

Single Dosage Price: 10 GCs (in season) and 20 GCs (out of season)

Method of Application: Brew

Preparation: 4 weeks

Time between Dosage: 3 days

Skills: None

Tests: Int

Effects: A spellcaster imbibing the mixture of Spellwort loses 1D4 **Magic Points** (which may be regained as normal). Anyone else drinking the concoction gains a +10 modifier to all **WP** tests against spells and magical effects for the next 1D4 hours.

Tarrabeth

Availability: Average, Summer

Single Dosage Price: 10/- (in season) and 3 GCs
(out of season)

Method of Application: Smear

Preparation: 3 weeks

Time between Dosage: 1 week

Skills: Heal Wounds

Tests: Int

Effects: When treated, heavily or severely wounded characters fall asleep for 24 hours, recovering 1 **W** if severely wounded or 1D3 **W** if heavily wounded upon waking. The wounded character is thereafter treated as if lightly wounded (assuming the previously severely wounded character is not suffering from broken bones, etc. – the herb has no effect on this type of injury).

Trinkwort

Availability: Very rare, Autumn
Single Dosage Price: 1 GC (in season) and 3 GCs (out of season)
Method of Application: Ingest
Preparation: 1 week
Time between Dosage: 3 days
Skills: None
Tests: None
Effects: Neutralises the effects of alcohol. A character eating one onion-like bulb suffers half the normal characteristics reductions as a result of alcohol. The effects of this herb is cumulative with the *Consume Alcohol* skill.

Valerian

Availability: Common, Spring
Single Dosage Price: 5/- (in season) and 1 GC (out of season)
Method of Application: Brew
Preparation: 1 week
Time between Dosage: 1 day
Skills: Heal Wounds
Tests: Int
Effects: Restores 1 **W** point to lightly wounded characters.

Grasslands

Avermanni Blueleaf

Availability: Scarce
Single Dosage Price: 2 GCs (in season) and 10 GCs (out of season)
Method of Application: Brew, Ingest, Blade Venom
Preparation: 3 weeks
Time between Dosage: 3 days to neutralise effects of deleriants, not applicable when used as a poison.
Skills: None or Prepare Poison (depending upon the applications)
Tests: Int
Effects: One dose of this herb steeped in hot water neutralises the effects of an equal dose of a drug, such as deleriants (addicts will need regular applications, one every three days). This

herb is also the main ingredient in the poison **Beastbane**, which affects most animals and monsters (including **Beastmen** and **Skaven**). After ingesting or being infected with one dose of the poison, a **Poison** test must be passed or the creature becomes groggy and disoriented (drowsy) with all percentage characteristics reduced buy 10 for a number of hours equal to 1D8+4 minus the creature's **T** attribute. Should two doses be taken then the creature must pass a **Poison** test or be paralysed for a number of hours equal to 1D8+4 minus its **T** attribute, after which it remains drowsy for an additional 1D6 hours. If more than three doses are taken, then a **Poison** test must be passed or the creature dies.

Earth Root

Availability: Average, Summer
Single Dosage Price: 1 GC (in season) and 10 GCs (out of season)
Method of Application: Ingest
Preparation: 3 weeks
Time between Dosage: 1 day
Skills: Cure Disease
Tests: Int
Effects: This herb is an effective treatment for **Black Plague** (**WFRP1e**, page 82). For each day during the disease's active period that a patient receives a dose, that character gains a +10 modifier on all tests to determine the effects of the **Black Plague**. In addition, application of the herb at the start of the recovery period gives a modifier of +20 to both **Risk** tests.

Lady's Mantle

Availability: Common, Spring/Summer
Single Dosage Price: 5/- (in season) and 1 GC (out of season)
Method of Application: Brew
Preparation: 2 weeks
Time between Dosage: 1 day
Skills: None
Tests: Int
Effects: In a brew, the leaves of this herb restore 1 **W** as well as settle upset stomachs..

Oxleaf

Availability: Scarce, Autumn

Single Dosage Price: 5 GCs (in season) and 10 GCs (out of season)

Method of Application: Ingest

Preparation: 4 weeks

Time between Dosage: Not applicable

Skills: Prepare Poison

Tests: Int

Effects: After consuming one dose of this deleriant, a character must make a successful **Poison** test or become drowsy for a number of hours equal to 1D8+4 minus the character's **T** attribute. If more than one dose is taken, then the characters must pass a **Poison** test or become paralysed for a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character remains drowsy for an additional 1D6 hours.

Schlafenkraut

Availability: Rare, Spring

Single Dosage Price: 10/- (in season) and 10 GCs (out of season)

Method of Application: Brew

Preparation: 2 days

Time between Dosage: 3 days

Skills: None

Tests: Int

Effects: When brewed, this herb is a very good sedative and sleeping draught. It takes effect 2D10+10 minutes after drinking, bringing on normal sleep. For the first four hours, the patient falls into a deep sleep with only half the chance of being awoken by noise. If the patient is awakened during this time, she remains drowsy (as if poisoned) for 2D10 minutes unless she makes a successful **T** test (+10 for *Immunity to Poison*). The patient can test every half hour to shake off the effects of drowsiness. After four hours, the effects of the herb wear off and the patient sleeps normally.

Vigwort

Availability: Scarce, Summer

Single Dosage Price: 1 GC (in season) and 5 GCs (out of season)

Method of Application: Brew

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: None

Tests: Int

Effects: A mild stimulant, this herb increases a character's **I** score by +10 for 1D6+4 minutes. When this time elapses, the character must pass a **T** test (+10 for *Immunity to Poison*) or become drowsy for 2D6 – **T** hours.

Yarrow

Availability: Common, Summer

Single Dosage Price: 5/- (in season) and 1 GC (out of season)

Method of Application: Brew, Smear

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: Heal Wounds

Tests: Int

Effects: In a poultice, the herb can reduce swelling and bleeding, restoring 1 **W**. In a brew, the herb lowers fever, even those caused by infections.

Zitterwort (or Agurk)

Availability: Rare, Autumn

Single Dosage Price: 1 GC (in season) and 5GCs (out of season)

Method of Application: Inhale

Preparation: 1 week

Time between Dosage: 1 week

Skills: None

Tests: Int

Effects: This herb is useful for improving circulation and sweating out a heavy cold (though it should not be used when the patient has a fever). Inhaling fumes causes mild shaking (**Dex**-20) for 1D4 hours unless a successful **T** test is made (+10 for *Immunity to Poison*).

Graveyards

Graveroot

Availability: Very rare (also found in forest clearings), Autumn & Winter

Single Dosage Price: 5 GCs (in season) and 20 GCs (out of season)

Method of Application: Blade Venom, Brew, Smear
Preparation: 2 weeks
Time between Dosage: not applicable against Undead, 1 week to treat disease
Skills: Herb Lore or Prepare Poison, depending on purpose
Tests: Int
Effects: Halves healing time when used in treating infected wounds and adds a +20 bonus to a patient's **T** test against a permanent **W** loss. When used to combat Tomb Rot, adds a +20 modifier to all tests made by the patient. After an Undead creature ingests or is infected with one dose of the poison, that creature must move away from the source of the poison for one round and may (at the GM's discretion) pass a **WP** test to approach that source again. If two or more doses are administered, then the Undead creature crumbles into dust.

Hills

Hawthorn

Availability: Common, Spring
Single Dosage Price: 10/- (in season) and 2 GCs (out of season)
Method of Application: Brew
Preparation: 2 weeks
Time between Dosage: 1 day
Skills: None
Tests: Int
Effects: A brew made from the flowers of this herb normalises the blood pressure of the imbiber: lowering if too high, increasing if too low. It also has the side effect of making wizards dizzy and unable to focus on casting spells for 1D6 minutes. It has no such affect on priests.

Mage-Leaf

Availability: Very rare, Spring
Single Dosage Price: 10 GCs (in season) and 60 GCs (out of season)
Method of Application: Ingest
Preparation: None (eaten raw)
Time between Dosage: see below

Skills: None
Tests: Int
Effects: This herb remains effective for three days after picking. Each dose allows a spellcaster to restore one **Magic Point** up to the character's power level. The spellcaster should roll 1D6 with each dose consumed; if the number is less than dosages already taken that day, the dose has no further effect.

Speckled Rustwort

Availability: Rare, Spring
Single Dosage Price: 2 GCS (in season) and 8 GCs (out of season)
Method of Application: Ingest
Preparation: 4 weeks
Time between Dosage: 1 day
Skills: Cure Disease
Tests: Int
Effects: This plant is used to treat Red Pox (**WFRP**le, page 83). So long as the patient receives one dose per day while the disease lasts, the period of illness is reduced by 50%.

Thyme

Availability: Common, Summer
Single Dosage Price: 5/- (in season) and 1 GC (out of season)
Method of Application: Brew
Preparation: 2 weeks
Time between Dosage: 1 day
Skills: None
Tests: Int
Effects: In addition to being a cooking herb, Thyme can be used in a brew as an effective medicine for cough, whooping cough, and bronchitis. In addition, the brew promotes sweating and helps bring down fever.

Vanera

Availability: Scarce, Spring
Single Dosage Price: 2 GCs (in season) and 4 GCs (out of season)
Method of Application: Ingest
Preparation: 2 weeks
Time between Dosage: 3 weeks
Skills: Heal Wounds
Tests: Int

Effects: This herb is a stimulant and allows the patient to gain the benefits of resting (such as regaining 1 **W**) for the next 8 hours when undertaking any activity other than combat. If the patient actually rests for the 8 hours, then the benefits are doubled. When the dose wears off, the patient suffers a splitting headache for 1D4 hours with a -10 modifier to both **Int** and **Fel**.

Marsh (Bogs, Swamps), Riverbanks

Adder's Root

Availability: Rare, Autumn

Single Dosage Price: 5 GCs (in season) and 10 GCs (out of season)

Method of Application: Ingest

Preparation: 4 weeks

Time between Dosage: Not applicable

Skills: Prepare Poison

Tests: Int

Effects: After consuming one dose of this deleriant, a character must make a successful **Poison** test or become drowsy for a number of hours equal to 1D8+4 minus the character's **T** attribute. Should two doses be taken then the characters must pass a **Poison** test or become paralysed for a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character remains drowsy for an additional 1D6 hours. If more than two doses are taken, then a **Poison** test must be passed or the character dies.

Frog-Tongue Water Lily

Availability: Rare, Spring and Summer

Single Dosage Price: 5 GCs (in season) and 20 GCs (out of season)

Method of Application: Smear, Ingest, Blade Venom

Preparation: 4 weeks

Time between Dosage: 1 day to heal wounds, not applicable when used as a poison.

Skills: Heal Wounds

Tests: Int

Effects: If used on burns, a poultice of this herb used on Human, Dwarf, Elf, Halfling, and Gnome characters can heal 1D3 **W** of damage caused by fire. This herb is also a main

ingredient in the poison known as Lizardbane, which affects reptiles (including the various races of Lizardmen). After ingesting or being infected with one dose of the poison, a **Poison** test must be passed or the reptilian creature becomes groggy and disoriented (drowsy) with all percentage characteristics reduced by 10 for a number of hours equal to 1D8+4 minus the creature's **T** attribute. If two doses are taken, then a **Poison** test must be passed or the creature is rendered unconscious for a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character remains drowsy for an additional 1D6 hours. Should three or four doses be taken then a **Poison** test must be passed or the creature dies.

Horsetail

Availability: Common, Summer

Single Dosage Price: 10/- (in season) and 2 GCs (out of season)

Method of Application: Ingest, Smear

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: Cure Disease

Tests: Int

Effects: If used twice a day for two weeks, this herb increases the **T** test for a victim of consumption by +20 in resisting the effects of the disease. As a poultice, this herb can be used to treat infected wounds and rash, modifying the chance of infection by -10%.

Sigmafoil

Availability: Common, Summer

Single Dosage Price: 5/- (in season) and 1 GC (out of season)

Method of Application: Inhale

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: Heal Wounds

Tests: None

Effects: When treated, lightly wounded characters recover 1 **W** point that day, provided that they do not lose any more wounds. This is in addition to natural healing rates.

Slowmind

Availability: Rare, Autumn
Single Dosage Price: 10 GC (in season) and 15 GC (out of season)
Method of Application: Brew
Preparation: 4 weeks
Time between Dosage: 2 weeks
Skills: Chemistry or Prepare Poisons
Tests: Int
Effects: This herb is a mild nerve toxin with a distinctive bitter taste when added to drink (+10 if character tasted it before). This herb is generally used for those who need to overcome the pain of infected wounds so they can sleep. Any character drinking a mixture of Slowmind must pass a **T** test (+10 for *Immunity to Poison*) or suffer -10 modifier to **Int** and **WP** for 2D10+4 hours.

Willow

Availability: Common, Autumn
Single Dosage Price: 10/- (in season) and 2 GCs (out of season)
Method of Application: Brew
Preparation: 2 weeks
Time between Dosage: 1/2 day
Skills: None
Tests: Int
Effects: The bark is used to make a brew that relieves pain (including rheumatic) and fever. If the imbiber is lightly wounded, then this herb has the effect of temporarily restoring 1 W for half a day.

Mountains

Arnica

Availability: Common, Summer
Single Dosage Price: 5/- (in season) and 1 GC (out of season)
Method of Application: Smear, Brew
Preparation: 3 weeks
Time between Dosage: 1 day
Skills: Heal Wounds
Tests: Int
Effects: In a poultice, the herb can restore 1 W. For burn injuries, this herb can restore 2 W. As

a brew, the flowers of the herb increase the blood circulation of the heart. An overdose of the herb causes dizziness and a change of heartbeat.

Blackroot

Availability: Rare, Summer and Autumn
Single Dosage Price: 4 GCs (in season) and 16 GCs (out of season)
Method of Application: Smear, Ingest, Blade Venom
Preparation: 4 weeks
Time between Dosage: 1 day to heal wounds, not applicable against Orcs, Goblins, Hobgoblins, or Snotlings
Skills: Heal Wounds or Prepare Poison, depending on purpose
Tests: Int
Effects: This is a healing herb for Humans, Dwarfs, Elves, Halflings, and Gnomes while functioning as a poison for the Goblin races (Orcs, Goblins, Hobgoblins, and Snotlings). In the first case, the herb can restore 1D3 W to lightly wounded characters when smeared on the wound. Greenskins ingesting or being infected with one dose of the poison must pass a **Poison** test or fall unconscious for a number of hours equal to 1D8+4 minus their **T** attribute, after which the creature remains drowsy for an additional 1D6 hours. Should two doses be taken then the creature must pass a **Poison** test or become paralysed for a number of hours equal to 1D8+4 minus its **T** attribute, after which it remains drowsy for an additional 1D6 hours. If more than two doses are taken, then a **Poison** test must be passed or the creature dies.

Faxyryll

Availability: Very rare, Spring
Single Dosage Price: 5 GCs (in season) and 20 GCs (out of season)
Method of Application: Smear
Preparation: 4 weeks
Time between Dosage: 3 days
Skills: Heal Wounds
Tests: None
Effects: Application of herb stops all bleeding automatically. Should the patient require surgery, the herb will keep the character in stable condition for up to 48 hours.

Mountain Pansy

Availability: Very Rare, Autumn

Single Dosage Price: 6GCs (in season) and 25 GCs (out of season)

Method of Application: Ingest, Blade Venom

Preparation: 4 weeks

Time between Dosage: 1 day to heal wounds, not applicable as a Poison

Skills: Heal Wounds, Prepare Poison (depending upon usage)

Tests: Int

Effects: If administered within 5 rounds of ingesting Manbane (one round if a fatal dosage is taken), this herb neutralises an equal dosage of the poison taken by Human, Dwarf, Halfling, or Gnome characters. This herb is also the main ingredient in the poison Elfbane, which affects Elf characters. After ingesting or being infected with one dose of the poison, a **Poison** test must be passed or the Elf character becomes paralysed for a number of hours equal to 1D8+4 minus the character's **T** attribute, after which the character remains drowsy for an additional 1D6 hours. If more than two doses are taken, then a **Poison** test must be passed or the Elf character dies.

Sage

Availability: Common, Summer

Single Dosage Price: 5/- (in season) and 1 GC (out of season)

Method of Application: Brew

Preparation: 2 weeks

Time between Dosage: 1 day

Skills: None

Tests: Int

Effects: In addition to being a cooking herb, a brew of Sage can be used to cure a sore throat, infected gums and even tonsillitis.

Wolfsbane (Monkshood)

Availability: Scarce, Summer

Single Dosage Price: 15 GCs (in season) and 30 GCs (out of season)

Method of Application: Ingest, Blade Venom

Preparation: 4 weeks

Time between Dosage: Not applicable

Skills: Prepare Poison

Tests: Int

Effects: The presence of this plant repels werecreatures, forcing them to make a **WP** test to come within 5 yards of it. This herb is also the main ingredient in the poison Truefoil. After ingesting or being infected with one dose of the poison, the werecreature must move away from the source of the poison for one round and may (at the GM's discretion) pass a **WP** test to approach that source again. If two or more doses are administered, then the were creature reverts to its human form and must make a **WP** test to change form again.

Appendix Three- Gazetteer of Sudenland

LEGEND:

Settlement Size: T= Town (1,000 - 10,000), ST= Small Town (100 - 1,000), V= Village (1-100), F= Fort (any size),
 M= Mine (any size)

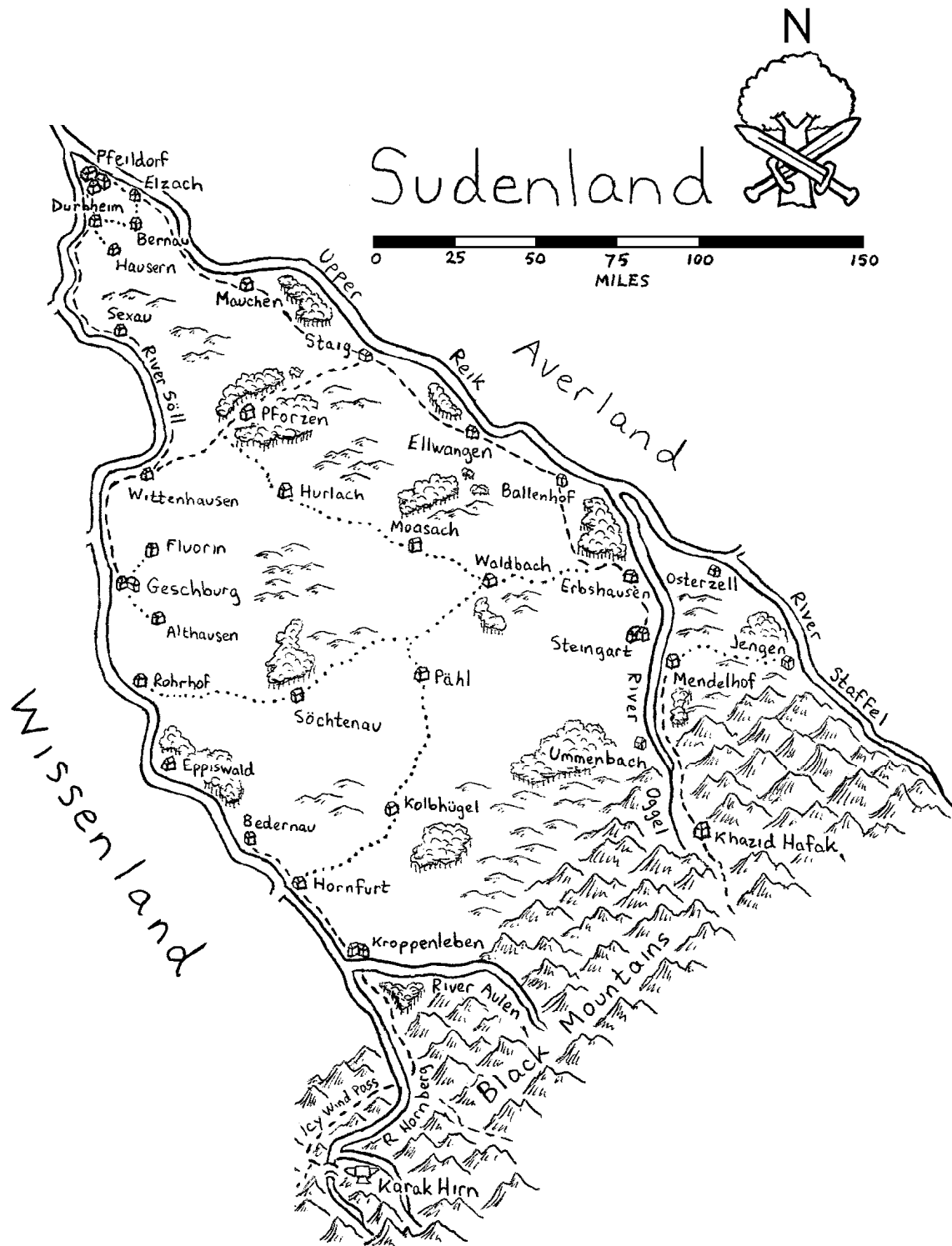
Wealth (1= Impoverished, 5= Very Rich)

Garrison/Militia (Quality rated as Excellent (a), Average (b), or Poor (c))

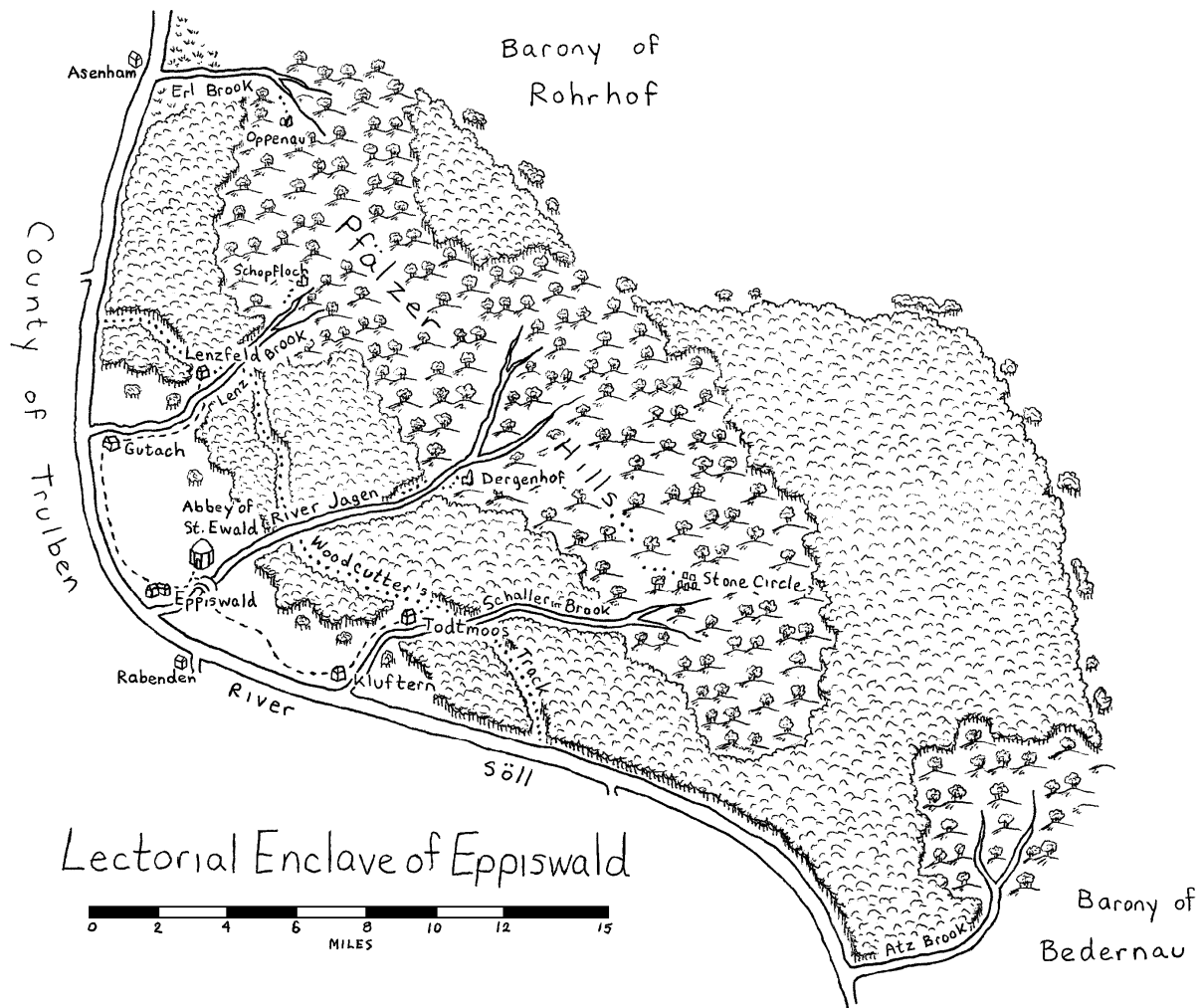
GAZETTEER OF THE GRAND COUNTY OF SUDELAND (2515 I.C.)							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
PFEILDORF	T	Grand Baroness Etelka Toppenheimer	6,800	3	Trade, Fishing, Clothing	75a/500b	Former Capital of Sölland, centre for the Sudenland wool trade
Bernau	V	Grand Baroness Toppenheimer	90	3	Wool, Agriculture	-/10c	
Durbheim	V	Grand Baroness Toppenheimer	92	2	Agriculture	-/10c	
Elzach	V	Grand Baroness Toppenheimer	87	2	Fishing	-/8c	
Hausern	V	Grand Baroness Toppenheimer	56	1	Subsistence	-/5c	
BALLENHOF	V	Baron Anton Domagk	98	2	Agriculture, Fishing	6b/14c	Ferry across Upper Reik
BEDERNAU	V	Baroness Theresa Delbrück	86	3	Agriculture, Fishing, Wine	8b/10c	Ferry across Söll
ELLENWANGEN	V	Baron Werner Fröbel	88	2	Agriculture	6b/10c	
EPPISWALD	ST	Lector Raphael von Mauchen	155	2	Fishing, Wine	14b/40c	Sigmarite Abbey of St. Ewald nearby.
Gutach	V	Lector von Mauchen	54	1	Subsistence	-/8c	
Kluftern	V	Lector von Mauchen	68	2	Agriculture	-/10c	
Lenzfeld	V	Lector von Mauchen	42	1	Subsistence	-/6c	
Todtmoos	V	Lector von Mauchen	87	2	Timber	-/10c	
ERBSHAUSEN	V	Abbess Käthe Erzberger	74	2	Agriculture, Wine	6b/4c	Sigmarite Abbey of St. Helena, known for its ruby coloured wine
GESCHBURG	ST	Grand Baroness Toppenheimer	600	3	Agriculture, Trade, Livestock	20b/ 60c	Ferry across Söll
Althausen	V	Grand Baroness Toppenheimer	83	3	Wool, Wine	-/8c	
Fluorn	V	Grand Baroness Toppenheimer	78	2	Agriculture	-/7c	
HORNFURT	V	Baron Mayer Heidegger	82	2	Agriculture	6b/12c	Confluence of Rivers Söll and Hornberg

GAZETTEER OF THE GRAND COUNTY OF SUDENLAND (2515 I.C.) – cont.							
Settlement Name	Size	Ruler	Pop	Wealth	Source	Garrison/ Militia	Notes
HURLACH	V	Baroness Astrid Toller	64	2	Sheep, Wool	6b/6c	Famous for its black wool
JENGEN	V	Baron Ottmar Raeder	61	1	Subsistence	5b/7c	Ford across River Staffel
KOLBHÜGEL	V	Baron Wolfram Mommsen	65	1	Subsistence	5b/9c	Barrows and Stone Circle south of the village
KROPPELEBEN	V	Baron Johann von Kalb	85	3	Trade, Furs	6b/10c	On trade route to Karak Hirn
MAUCHEN	V	Baron Rudolf Brecht	86	3	Wool, Sheep	6b/10c	Ferry across Upper Reik
MENDELHOF	V	Baron Gorim Axehand	95	2	Metalcraft, Agriculture	8b/12c	Road to Dwarf village of Khazid Hafak
MOOSACH	V	Baron Hals Uhland	62	1	Subsistence	4b/6c	
OSTERZELL	V	Baroness Rosa Freytag	88	2	Fishing, Agriculture	5b/12c	Ferry across River Staffel near Upper Reik
PÄHL	V	Baroness Elise Ostwald	58	1	Subsistence	-/10c	Long barrow and several rounds barrows east of village
PFORZEN	V	Grand Baroness Toppenheimer	67	2	Timber, Woodcraft	-/12c	Known for its fine flutes
ROHRHOF	V	Countess Bergida von Äms	98	2	Wine, Wool	6b/12c	
SEXAU	V	Grand Baroness Toppenheimer	56	2	Wine, Wool	4b/10c	
SÖCHTENAU	V	Count Bruno Pfeifraucher	78	2	Wool	6b/12c	
STAIG	V	Abbot Artur Kepler	42	1	Subsistence	-/6c	Sigmarite Abbey of Ælaric the Wanderer nearby
STEINGART	V	Baron Frederich Herbart	82	2	Agriculture	5b/8c	Ferry across River Oggel. Ancient site called Sigmar's Teeth nearby.
UMMENBACH	V	Abbot Heinz Werfel	88	1	Subsistence	4b/14c	Taalite monastery nearby. Ford across River Oggel
WALDBACH	V	Abbess Dagmar Brüning	78	1	Subsistence	-/8c	Shallyan Abbey of the Healing Spring.
WITTENHAUSEN	V	Countess von Äms	98	2	Wine, Agriculture	6b/14c	

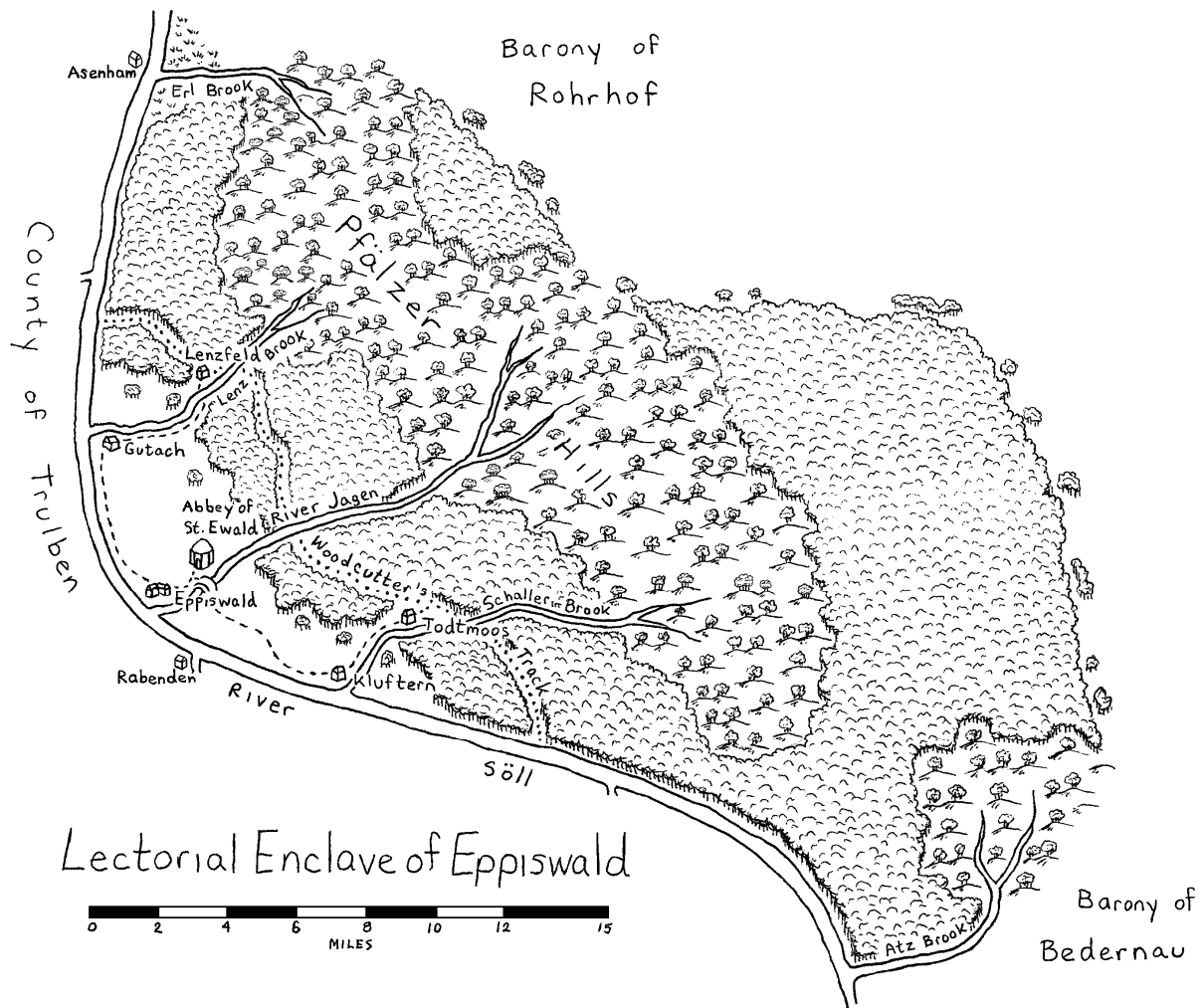
Map 1. Sudenland province



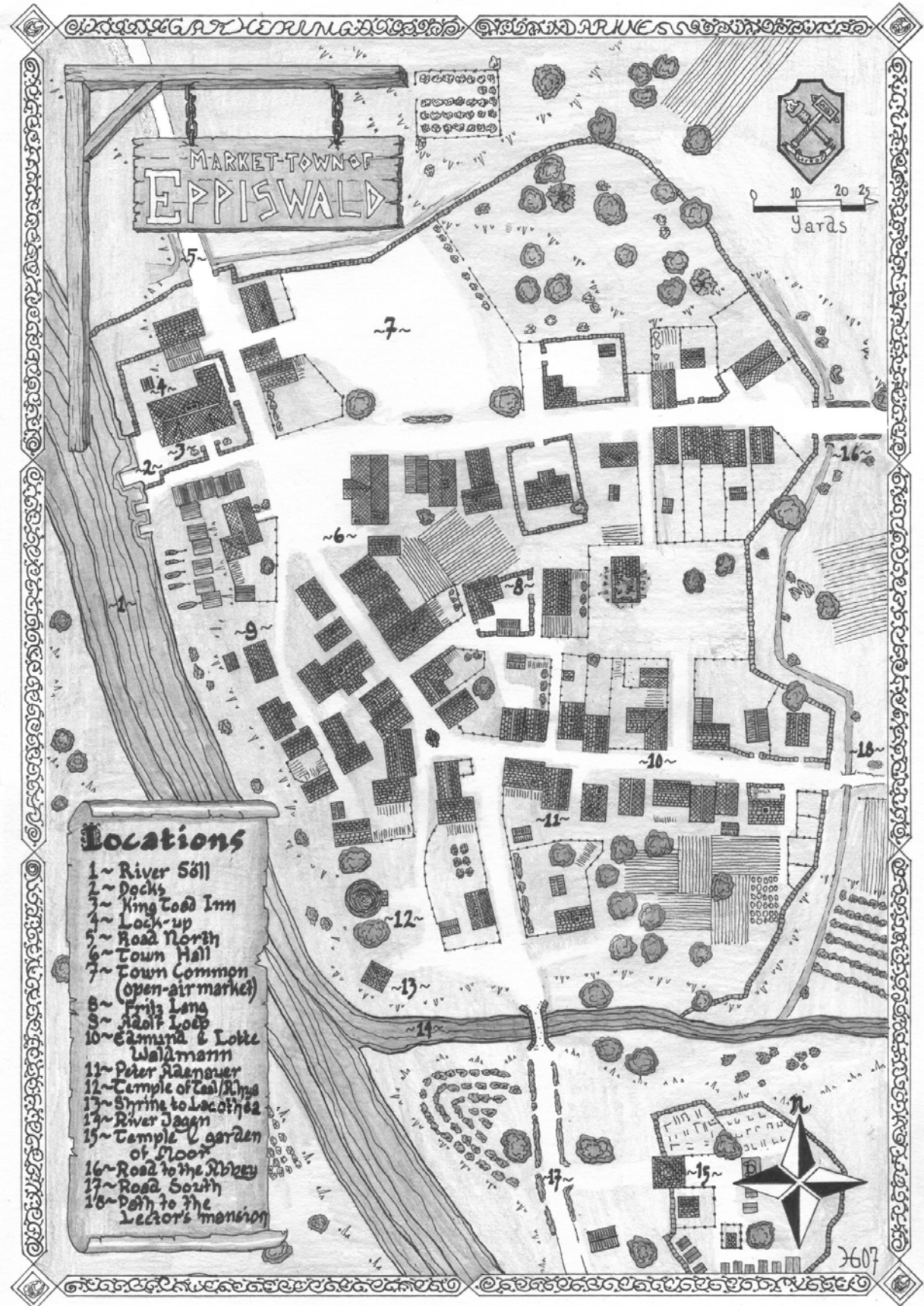
Map 2A. The Lectorial Enclave of Eppiswald (GM Map)



Map 2B. The Lectorial Enclave of Eppiswald (PC Map)



Map 3. Town of Eppiswald



Handout 1

We, the undersigned, have agreed to the terms presented by Aldebrand Mlössbauer, representative to Her Holiness, Priestess Gretchen Herzberg of the cult of Verena.

In exchange for 1GC for each day's effort, we have agreed to investigate the possible disappearance of Herr Professor Friedermann Lessing in the Enclave of Eppiswald. We will have 16 days to investigate and collect evidence. At the end of this time, we are expected to board pre-arranged transportation to Pfeildorf in order to present a report on our efforts and conclusions to Priestess Herzberg.

We acknowledge that we have received an advance from the cult of Verena as a retainer and can expect to collect the balance of the agreed commission upon presenting our report. In addition, we acknowledge that we have sworn an oath to put forward our best effort on behalf of the cult of Verena.

Handout 2

This warrant declares that those whose names appear below have been authorized by the Cult of Verena in Pfeildorf – with the concurrence of the Church of Sigmar – to act as our agents in the investigation of the possible disappearance of Herr Professor Friedermann Lessing in the Enclave of Eppiswald. To this end, we expect the authorities within the Enclave to give our agents the same level of co-operation they would grant to any other agent of the cult.

We, the undersigned, have agreed to the terms presented by Aldebrand Mlössbauer, representative to Her Holiness, Priestess of the cult of Verena.

Gretchen Herzberg
Priestess of Verena in Pfeildorf

Raphael von Mauchen
Lector of Sudentland



Handout 3

12 Jahrdrunng 2513

After days of exploring the taller hills to the east of Dergenhof, we found the remains of a road roughly leading to the southeast. We lost the route many times, but were able to find it again by following a ridge of hills. These lead to a large circle of stones where we hoped to find clues that could explain more about the reference to the "Eighth Theogonist" found at the temple. We had a feeling we were being followed, but not by the goblins we encountered in the hills.

Handout 4

2 Pflugzeit 2510

I decided to focus my studies on the more obscure sects spawned in the early centuries of the first millennia Empire. My preliminary survey of the documents in the Nuln Church revealed nothing out of the ordinary, but the secret archives in vaults beneath the Verenan cathedral yielded some tantalizing leads. The most intriguing is the reference to a cult venerating the "Eighth Theogonist." I'm uncertain of the meaning of this obscure allusion, but the centre of the cult seems to have been near Übersreik. There is also a mention that Emperor Sigismund the Conqueror ordered that this cult be abolished in the early sixth century.

The Verenan order agreed to fund my und

Handout 5

my sojourn to Karak Hirn proved both illuminating and frustrating. I've learned more about the Order of the Sacred Hammer, but the knowledge may prove dangerous. I now suspect there may be members of this degenerated cult hiding within the Church itself.

13 Vorhexen 2512

A note slipped under my door whilst I slept at the Inn of the Laughing Trout in the Söllhafen district of Pfeildorf. The note simply stated, "Seek your answers in Eppiswald." I inquired of the innkeeper whether someone has been asking after me and he assured me that my request for privacy has been respected by he and his servants. I then departed for the Temple of Verena within the town to access their library to learn what I can of Eppiswald and its possible connection to

Pre-Generated PCs

Eight pre-generated characters are presented here with the briefest of backgrounds to give the GM and players some options. This is not to suggest that the GM needs to have this many characters to successfully run the Darkness Rising campaign.

The intention of this section is to provide GMs with the means to get their players (whatever their number) stuck into the game rather quickly. From experience, rolling up characters and developing their respective stories could easily take up the entire first gaming session. As the game progresses from one session to another, the players in conjunction with the GM can further develop and personalise the background of these pre-generated characters.

Another option is to have the players use selected portions of the pre-gen characters and modify what they wish to make them their own at the outset. Like in the above, the modified initial backgrounds of the characters should be brief with few details in order to allow players to evolve their characters over time.

For some players, it is more rewarding to create their character from scratch, develop a background story detailing their early life, and their reasons for taking on the transient life of a self-styled adventurer. From there, players can see where the game takes their respective character. As a player and GM, I prefer this approach myself.

Players who choose to create a character local to Eppiswald need to know a few basics. The first is that the residents of the Enclave come mostly from one of six families that have called this area home for many generations: the Böhmes, Eberts, Fischers, Langs, Loebes, and Waldmanns. There are few “new” residents in the Enclave from other places in the Empire (and maybe one or two from Bretonnia or Tilea), but these people are considered outsiders and generally keep to themselves. Non-human characters do not reside within the Enclave, though Dwarfs and the occasional Halfling are known to have passed through from one point to another.

Life in the Enclave is fairly slow with the only break from the mundane being Market Days and the various Holy Days. These are the times when folk from the other settlements travel to Eppiswald to meet with their kin. The background for a local player character should reflect the dull ordinariness of life in Eppiswald, which may be the basis for the PC looking to break out of their family’s dreary fate.

Alban Eckermann, Pedlar

Height: 6 ft 0 in

Weight: 150 lb.

Age: 20

Hair Colour: Light Brown

Eye Colour: Grey-Blue

Fate Points: 4

Originally from Mauchen along the Upper Reik, you have travelled the interior roads of Sudenland the past eight years. You opted to accompany your late father Dieter when he separated from your mother, Maria. In fact, you do not know of the current status of you mother and siblings though you suspect she took up with the pig of a butcher, Ernst Fleischmann.

Though skilled at your profession, the lonely life of a pedlar was not particularly appealing to you, especially after your father's death from consumption. A few days ago, you sold everything you had – which wasn't much given your debts – to a merchant in Hornfurt. You have decided to make your way along the River Söll to the provincial capital of Pfeildorf, where you hope to find more interesting work there as well as some companions. Today you're travelling on a narrow footpath between Eppiswald and the river, heading towards the small town named after the forest.

Starting Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	37	3	3	7	31	1	31	38	35	34	31	34

Advance Scheme:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10							+10

Current Profile:

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

Skills: Animal Care, Blather, Bribery, Drive Cart, Evaluate, Excellent Vision, Haggle, Herb Lore, Luck, Scale Sheer Surface, Secret Signs- Pedlar, Specialist Weapon-Fist

Equipment: Sword, Lantern, Pack (tinderbox, 4 blankets), Rope- 10 yards, and Pouch (2 GCs, 16 shillings and 10 pennies)

Brigitte Kalb, Bounty Hunter

Height: 5 ft 10 in

Weight: 135 lbs.

Age: 23

Hair Colour: Light Brown

Eye Colour: Medium Brown

Fate Points: 4

For years you have been driven by one thing: vengeance. You had been on the trail of the bandit Viktor Redhand since the madman and his gang slaughtered your family at their farm outside Ballenhof eight years ago. You observed the murders unseen from your secret place underneath the hay in the barn. Realising that you were endangered, you slipped out before the barn was set aflame.

Wandering on your own for several months, you eventually fell in with a bounty hunter named Otto Driesch who taught you the skills of a Bounty Hunter. Over the years, you tracked down and killed each of the bandits who took part in your family's murder. Two days ago, you caught up with Viktor Redhand in the hills outside Bedernau and killed him as he begged for mercy.

Now spent, you are unsure what to do with your life. You need a change of pace, possibly a steady job of some sort. Perhaps you will find something in the town of Eppiswald.

Starting Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	34	32	4	5*	6	33	1	31	35	34	33	32	35

Advance Scheme:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10					+10		

Current Profile:

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

Skills: Follow Trail, Luck, Shadowing, Silent Move Rural, Silent Move Urban, Specialist Weapon-Lasso, Specialist Weapon-Net, Strike Mighty Blow, Very Resilient*

Equipment: Sword, Crossbow and Ammunition (R 32/64/300, ES4, 1 round to load, 1 to fire), Mail Shirt (1AP body), Rope- 10 yards, Net, 2 pairs of manacles, and pouch (2 GCs, 6 shillings, and 4 pennies)

Halarel Dolandilor, Smuggler

Height: 5 ft 10 in

Weight: 120 lbs.

Age: 51

Hair Colour: Silver

Eye Colour: Blue-Purple

Night Vision (30 yards)

Fate Points: 2

In the five years since you left the Loren Forest and crossed the Grey Mountains along the Montdidier Pass, you haven't really accomplished much. Sure, you fell in with some smugglers in the Kruetzhofen area near the underground trade route with Tilea and enjoyed your time outwitting the authorities (excisemen and the like). The challenges were thrilling, even when you had a few close calls that could have ended your life. It was the death of Gepetto the Puppeteer (you never did learn the origins of that nickname) a week ago in Wissenburg that made you decide it was time to find another line of work.

After hiding for a time, you paid a boatman to take you up river as far as he was going. It took several days and you are now approaching his destination of a smallish town named Eppiswald.

Starting Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	42	32	3	3	6	58	1	41	41	51	48	38	41

Advance Scheme:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10							+10

Current Profile:

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

Skills: Drive Cart, Excellent Vision, Musicianship (Flute), Night Vision (additional 6 yards), Row, Silent Move Rural, Silent Move-Urban, Very Strong*

Equipment: Sword, Leather Jack (0/1AP arms/body), Flute, and Pouch (8 GCs, 12 shillings, 2 pennies)

Garil Thorisson, Gamekeeper

Height: 5 ft 1 in
 Weight: 142 lbs.
 Age: 46
 Hair Colour: Brown
 Eye Colour: Dark Brown
 Night Vision (30 yards)
 Psychology: Hatred of Greenskins
 Fate Points: 2

Originally from Meissen on the Wissenland side of the River Söll, you decided that you wanted to do something different than following the family trade of smithing. Not that there was anything wrong with the family business. You just wanted to do something that was traditionally seen as unDwarfen. You eventually found employment with the Pforzen estate of Grand Baroness Toppenheimer. The Steward, Gregor Hoffmann, apprenticed you to the Master (or was it properly “Mistress?”) of the Hunt, Andrea Kant. She was an excellent instructor, teaching you quite a bit about recognizing the signs of poaching and capturing the offenders.

About a week ago, things went wrong. One of the Grand Baroness’ relations, a Baron Claudius von Fraunhofer, killed Andrea in a hunting accident. You suspected that it was more than an accident, but the Baron placed the blame squarely on Andrea’s carelessness. You were outraged and could barely be constrained from attacking the Baron. You were summarily fired from your position, escorted off the grounds, and warned to stay away. You wandered southward and now find yourself approaching the town of Eppiswald on the River Söll.

Starting Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	42	26	4	4	7	23	1	29	57	32	51	54	22

Advance Scheme:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
		+20	+1		+2						+10		

Current Profile:

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

Skills: Concealment-Rural, Drive Cart, Marksmanship, Mining, Set Trap, Silent Move Rural, Sing, Smithing, Spot Traps

Equipment: Axe, Crossbow and Ammunition (R 32/64/300, ES4, 1 round to load, 1 to fire), Leather Jack (0/1AP arms/body), Man Trap, and Pouch (5 GCs, 6 shillings, 8 pennies)

Kurt Hauptmann, Prospector

Height: 5 ft 11 in

Weight: 170 lbs.

Age: 21

Hair Colour: Dark Brown

Eye Colour: Medium Brown

Distinguishing Traits: Curly Hair

Fate Points: 3

Until recently, you have lived your entire life near Scharmbeck in Wissenland. Your father and older brothers worked in the Tierhügel mine until an accident killed them all. Your mother passed away several months later, leaving you an orphan. An old prospector, Boris Nernst, took you under his wing and taught you the prospecting skills. You travelled with Boris along the foothills of the Black Mountains for about six years, finding nuggets and other valuables here and there.

Your wanderings eventually brought the two of you to the hills between Kolbhügel and Bedernau. That decision was a mistake. Three days ago, you had the misfortune of running into a goblin foraging party. Several goblin arrows found Boris' back as you scrambled down a ravine, causing the old man to fall 40 feet onto some rocks. A crunching sounds and the angle of his neck upon landing pretty much confirmed that Boris was dead. You kept running.

Not sure what to do now that you're alone again, you head towards the small town of Eppiswald in hopes of finding work.

Starting Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	33	35	3	4	6	45*	1	33	27	32	34	35	30

Advance Scheme:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+2		+1				+10		

Current Profile:

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

Skills: Animal Care, Carpentry, Game Hunting, Lightning Reflexes*, Metallurgy, Night Vision (5 yards), Orientation, River Lore, Scale Sheer Surface,

Equipment: Pick (treat as Hand Weapon), Pack (One-man tent, Pan), Shovel, and Pouch (10 shillings, 14 pennies)

Erich Klasen, Bodyguard

Height: 6 ft 1 in

Weight: 168 lbs.

Age: 24

Hair Colour: Blond

Eye Colour: Hazel

Fate Points: 4

Life had been good to you compared to the rest of your peasant family. You left them far behind when you left the old farm at Fluorin and made your way to Geschburg. Shortly after you arrived at the market town, you were hired as a bodyguard by the fat merchant Herbert Kiesinger. He paid well and you thought you had found the good life.

As time passed, you grew bored of the routine. Nothing ever threatened the man, but his paranoia about unseen enemies required you to stay near him at all hours of the day. Even his not-quite-comely daughter, Lotte, began to appeal to you. It didn't hurt one bit that she was all too willing to accommodate. As ill luck would have it, your employer woke up from some nightmare to find you with his daughter. Cursing you for using his daughter to sabotage his standing in Geschburg, you were summarily fired.

Given that your former employer had many contacts in Wissenburg and Pfeildorf, you decided to head southward in the hopes of finding more exciting work. You weren't exactly sure what you what you wanted to do as you approached the town of Eppiswald.

Starting Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	32	34	4	3	6	30	1	31	33	33	32	34	31

Advance Scheme:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20		+1		+2	+10	+1						

Current Profile:

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

Skills: Dance, Disarm, Read/Write (Reikspiel), Sixth Sense, Specialist Weapon-Fist, Street Fighting, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Knuckledusters (WS-10, S-1), Leather Jack (0/1AP arms/body), and Pouch (3 GCs, 8 shillings, 6 pennies)

Kirsten Richter, Outlaw

Height: 5 ft 4 in

Weight: 120 lbs.

Age: 18

Hair Colour: Blond

Eye Colour: Grey-Blue

Fate Points: 4

You were always trouble for your family, the proverbial black sheep. In fact, you were indirectly responsible for your family being ousted as tenant farmers on Baron von Eigenhof's estate outside his family's namesake village. Forced to move on with little prospect of survival, your family abandoned you ten years ago in the nearby hills to meet your fate.

You never knew what became of them nor did you care. As luck would have it, you were found by one of the bandit gangs roaming the countryside and adopted by their leader, Rüdigar Goethe, as his daughter. This basically meant that you were allowed to accompany them on raids as well as survive living among such rough and unprincipled men (your "father's" protection went a long way). Things were going well and you grew in skill as well as in age. Eventually, all good things came to an end. Baron von Eigenhof's men caught up to Rüdigar's gang while you were elsewhere. Dispensing the rough justice you came to know so well, the roadwardens promptly hanged the whole lot. When you found the dangling bodies, you decided it was time to move on.

You found yourself approaching the town of Eppiswald still unsure of your plans and future.

Starting Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	35	34	3	4	6	32	1	32	32	33	34	36	32

Advance Scheme:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10	+1				+10		

Current Profile:

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

Skills: Animal Care, Concealment Rural, Disarm, Dodge Blow, Read/Write (Reikspiel), Ride-Horse, Scale Sheer Surface, Secret Language-Thief, Secret Signs-Woodsman's, Set Trap, Silent Move Rural, Spot Trap, Strike Mighty Blow, Strike to Stun

Equipment: Sword, Bow and Ammunition (R 24/48/250, ES3, 1 round), Leather Jerkin (0/1AP body), Shield (1AP all over), and Pouch (18 shillings, 10 pennies)

Baragor Hurgarsson, Soldier

Height: 4 ft 9 in

Weight: 140 lbs.

Age: 57

Hair Colour: Light Brown

Eye Colour: Dark Brown

Night Vision (30 yards)

Psychology: Hatred of Greenskins, Animosity towards Elves

Fate Points: 2

Originally from the Dwarf settlement of Khazid Hafak near the headwaters of the River Oggel, you left your clan three decades ago to seek fame and fortune in the army of Averland under Feldmarschall Marius von Leitdorf. You fought in many battles, the last of which were the Battles of Wolfenburg and Castle Schloss in the recent civil war, which ended last year.

While you gave a good account of yourself, you did not gain the acclamation you thought your due. Perhaps you should have just walked away when that young officer tried to make an example of you rather than hold his face down in a vat of stew. Then there was that time when you... Well, there is no point reliving past actions.

In any event, you tired of war and decided to return to the southern Empire. You knew you could not return home, so you decided to see what you could find along the River Söll. Nothing has piqued your interest as you approach the town of Eppiswald and you are running low on funds.

Starting Profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	44	28	4	4	7	36*	1	23	51	33	52	50	26

Advance Scheme:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10	+1		+10				

Current Profile:

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

Skills: Acute Hearing, Disarm, Dodge Blow, Drive Cart, Lightning Reflexes*, Metallurgy, Mining, Secret Language-Battle, Street Fighting, Strike Mighty Blow

Equipment: Sword, Crossbow and Ammunition (R 32/64/300, ES4, 1 round to load, 1 to fire), Mail Shirt (1AP body), Shield (1AP all over), and Pouch (1 GC, 12 shillings, 6 pennies)