

The Ties That Bind

An Adventure for Warhammer Fantasy Roleplay



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Uneasy lies the head that wears a crown.

—William Shakespeare, Henry IV

Introduction

This adventure can be played at any point in the middle of a campaign, or used as a way to introduce a new group of characters to each other under adverse circumstances. It should provide sufficient challenges for a group in a basic or first advanced career, and offer some interesting situational roleplaying along the way.

The scenario begins during the harvest season at a coaching inn situated in the fertile farmlands fed by the Aver River. You can easily place it in any isolated farming village along any river in the Empire and even adjust the time of year

as necessary to suit your campaign. The original setting was north of the Aver, between the river and the Stirhügel, but should be adaptable anywhere.

A restful nights stay at the Inn of the Falconer's Regret is interrupted when the innkeeper's daughter is spirited away through the wheat fields by a river troll. The innkeeper's son and a hastily assembled rescue party set out in pursuit of the troll. The beast is tracked until it disappears into a hillside barrow, which houses much more than just a fugitive troll. The Player Characters will need their wits about them to bring the girl out, but perhaps there is more to be learned before the night is through.

The Falconer's Regret

A coaching inn should be a welcome sight to any traveler after a long days journey through the wilds. The Falconer's Regret is no exception. The largest structure in this small and isolated farming community, the inn's success must be attributed to the fact that is it the only civilized establishment for many miles in either direction along the Aver. A very good model of a coaching inn exists on pages 17-18 of the Game Masters Pack. Large fields and the occasional farmhouse surround the inn, while gentle hills lie just beyond the farmland. Villagers can be seen bundling grain, and harvesting squash.

Set the scene by describing to the players their arrival at the inn. They will be coming in out of a light rain. A warm fire provides solace from the coming night's chill air, as locals in the bar room chat excitedly about nearing the end of Harvest-Tide. A jovial man wipes glasses behind the bar, while patrons of the inn await their meals, and servers bustle about. The PC's meals will be interrupted as you read them the following highlighted text. Throughout the adventure, highlighted text like this should be read or paraphrased to the players.

Shouts from outside rouse everyone as a crowd forms at the windows and doors. A woman can be seen disappearing into the wheat field across the road, slung over the shoulder of what appears to be a troll! "No," shouts the frantic innkeeper. "Esmer, my beautiful girl, someone help her!" It becomes apparent that very few people here are willing to chase after the beast. A young boy named Hans joins the innkeeper, trying to recruit other to go with him to rescue his sister.

As the adventuring party will be some of the stoutest patrons in the bar, they will eventually draw the attention of Hans and his father, Dieter Plotreiber. It turns out that Dieter is not only the bartender, but also the proprietor of the inn, and he is desperate to save his only daughter from the troll. Perhaps the PC's will feel pity or

duty compels them to help. If necessary, cajoling, begging, and even offering of a reward will be tried in turn by the frantic innkeeper and his son.

The Chase

Tracking the troll through the fields of squash and wheat proves fairly simple, as there are large footprints, downtrodden crops, and occasional traces of sludge left behind. Due to these factors, a successful **Easy (+20%) Follow Trail Test** will allow a character to stalk the troll across the fields. Occasionally, the trolls head and shoulders (and hence Esmer's limp body) can be seen above the stalks. At the very least, the unusually strong odor will allow the party to continue in the right direction, and give the least seasoned traveler a chance to realize that the kidnapper is a river troll. Fortunately, the creature is heading away from the river, so perhaps there is a chance of catching him before he devours his victim.

Trolls move faster than humans on foot; making it unlikely the PC's will catch up to the kidnapper. They may succeed in striking it with a few arrows or other missiles but this should not slow the troll due to his regeneration. The constant drizzle makes the fields muddy, so even horses will be unable to catch up. Hans and the party will emerge from the tall grasses to see the large form of the troll just disappearing into a hillside cave. Fear that this is a convenient place for the kidnapper to enjoy his snack should prompt the group to follow.

The descent into the cave reveals a crude circular staircase, leading to an ancient wooden door that has been torn aside. Approaching the door, anyone pausing to make a **Listen Based Perception Test** will hear hushed voices and a sound of grating stone coming from inside. A little stealth at this point will allow the party to surprise the group of goblins who are attempting to move aside the heavy stone lid of a sarcophagus. The sarcophagus lies in front of a semicircular fountain, topped by a statue of a mermaid with a dove perched on her finger.

Alternatively, rushing in will put both groups on an equal footing. The goblins, annoyed by the second intrusion, drop the stone lid and draw weapons as they face the party.

Hans Plotreiber, Innkeeper's Son

Career: Servant

Race: Human

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
46%	38%	37%	34%	43%	28%	44%	39%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	13	3	3	4	0	4	0

Skills: Animal Care, Blather, Common Knowledge (the Empire), Dodge Blow, Drive, Evaluate, Gossip +10%, Perception, Sleight of Hand, Speak Language (Reikspiel)

Talents: Acute Hearing, Flee!, Hardy, Very Resilient, Warrior Born

Armor: None

Armor Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Hand Weapon (axe)

Trappings: Good Craftsmanship Clothing, Pewter Tankard, Tinderbox, Storm Lantern, Lamp Oil

Hans is a free spirited young man who stands to inherit his father's position and business in a few years. He is very concerned about his sister Esmer, so will be very serious till she is rescued. Once this is done, he will revert to his free wheeling ways. If none of the PC's manages to keep the golden circlet from the sarcophagus for themselves, Hans will pitch in to help the story along.

River Troll, Hungry Kidnapper

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
36%	15%	51%	44%	22%	18%	27%	10%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	29	5	4	6	0	0	0

Skills: Intimidate, Perception, Scale Sheer Surface, Speak Language (Goblin Tongue), Swim +10%

Talents: Fearless, Frightening, Natural Weapons, Night Vision, Specialist Weapon Group (Two-handed)

Special Rules:

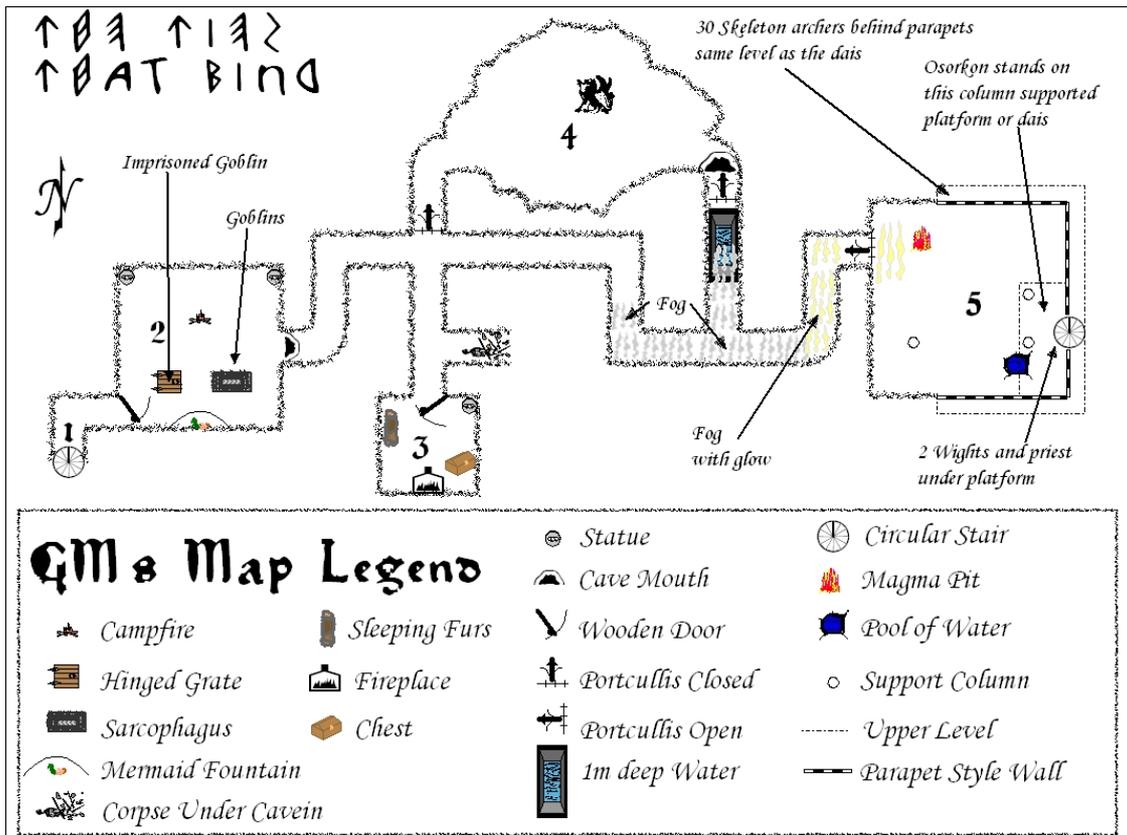
- *Regeneration:* At the start of its turn each round, a Troll regenerates 1d10 Wounds. Wounds caused by fire cannot be regenerated. This ability ceases to function if the Troll dies
- *Stink Baaaad:* Due to the especially unpleasant stench of a River Troll, any opponents in melee combat have -10% penalty to WS, unless they have no sense of smell or some means of nullifying said sense.
- *Stoopid:* Trolls are quite stupid and they often forget what they are doing. Any time a Troll encounters something that might distract it, such as a fresh corpse to eat or a particularly ripe smell to investigate, it must make an Intelligence Test or stop whatever it was previously doing to engage with the new distraction (in the above examples, eat the corpse or investigate the smell). If the Troll is being attacked, it is far less likely to be distracted and the test becomes Easy (+20%)
- *Vomit:* A Troll can vomit on a melee opponent as a full action, spraying corrosive and ill-smelling digestive juices whose foulness defies description. The vomit attack hits automatically for Damage 5, and ignores all Armor Points. It may be dodged by not parried (for obvious reasons).

Armor: None

Armor Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws and Great Club

Slaughter Margin: Hard



Quick Guide To The Barrow

1. Entrance. A crude circular stone stairway leads down from the hillside cave entrance. The door to Room 2 is barely still on its hinges.
2. Crypt Room. Goblins have made a campfire and several unlit torches hang from the walls. The goblins are attempting to open the ancient sarcophagus, and have apparently imprisoned one of their number under the hinged floor grate. A mermaid fountain bubbles on the south end, while two statues of soldiers stand unmoving at the north.
3. Small Living Area. The door is slightly ajar, and no fire burns in the fireplace. However there is a pile of sleeping furs, a chest, and another statue behind the door. This statue looks exactly like the two in the north corner of the Crypt Room. However this statue seems only half done.
4. Growls can be heard coming from this room, beyond the portcullis, which proves impossible to lift. It does not look as if the troll entered here, as the portcullis seems rusted shut. This room is not intended to be entered, but to provide a distraction and mystery. In reality, there is a Wyvern here, which the undead have locked away. When it expires they plan to make it into a mount.
5. Fog fills the passageway leading up to the main audience chamber of the Ancient Prince Osorkon. See the map for where the fog begins and where it starts to glow with light from the magma pit. The warmth and humidity increase near the entrance, and the fog obscures the raised portcullis from view

The full-size map on page 6 shows squares in a scale of 1 square = 2 yards/meters, which is the standard WFRP scale.

The Barrow Under the Hill

There are only four goblins trying to open the sarcophagus, and they are probably not a serious threat to the party. One of their number is locked under the hinged grate in the floor, so there must have been some squabbling. The prisoner is likely to survive the fight unless the PC's are feeling particularly mean (he is fairly helpless locked up under the floor as he is). He or any other goblins that are left alive will attempt to beg for their lives through gestures and grunts.

They don't speak any human language, and few characters speak the Goblin Tongue. You may also choose to have them attempt to show that a large beast came through here, and that he was bearing someone on his shoulder. Acting this out for your PC's could prove entertaining. The goblin will mime a hunched beast with a burden, and point down a hallway leading deeper into the cave. One of the goblins has a pouch containing 4 Mad Cap Mushrooms.

A flickering campfire in the center of the room has the goblins' dinner cooking over it. Two old looking statues stand in corners of the room, and there are a couple of cobweb covered, unlit torches in holders along the walls. The lid of the sarcophagus lies most of the way open, and something within glints in the dim firelight.

The lid can be removed completely with effort from a couple of PC's, revealing a complete skeleton lying within. Traces of ancient, decaying fabric cling to the bones, and a delicate golden circlet crowns the skull. Most tantalizing of all is a sizable cut amethyst resting freely among the bones.

Hopefully, your players will remember their reason for being here, and continue to track the troll. As they proceed down the hallway, they will encounter an intersection with a portcullis and two possible directions to go. One leads to room 3, and the other leads further into the cave. The portcullis proves impossible to open, as large amounts of rust seem to have frozen it in

place. While there may be growls coming from within, this is just a red herring so don't spend too much time on it.

The passageway just north of room 3 is blocked by a cave-in. Underneath the rubble is a half buried skeleton of some unfortunate who did not make it out in time. He still wears a plate bracer on one of his arms. There is a full set of plate leggings buried under the rubble if someone takes the time to dig the body out.

Room 3 may be of interest. While no fire burns in the fireplace, someone might have holed up here at one time. Another statue, identical to the two found in room 2, stands partially completed behind the door. There are furs piled on some straw for someone to sleep on, and a chest. The chest contains 7 shots worth of gunpowder, and 73 brass pennies. Once the group decides to continue down the eastern passage, they may notice occasional sludge and seaweed, confirming their choice of direction.

Where this passageway turns south, the party will find the air growing damp. Shortly thereafter, a dense mist will obscure vision beyond 4 yards, and make it dangerous to move at more than normal rate. At the next intersection, be sure to inform your PC's that they can feel the humidity increasing, as sweat beads up on their bodies. Also, inform them that a dull yellow glow emanates from the passage to the east.

Anyone following the passage leading to room 4 to the north will quickly encounter a warm, 1 meter deep pool of water which stops at another impassible portcullis. Feel free to have leeches or something else in the water if you want to make it a bit nastier. However, following the remaining passage will cause the PC's to emerge into room 5. The mist extends some 4 yards into the room, so they will be completely inside the room before the mist trails off and they can see for normal distances.

The first thing they will feel is the warmth of the pit of magma at the north end. At the south end,

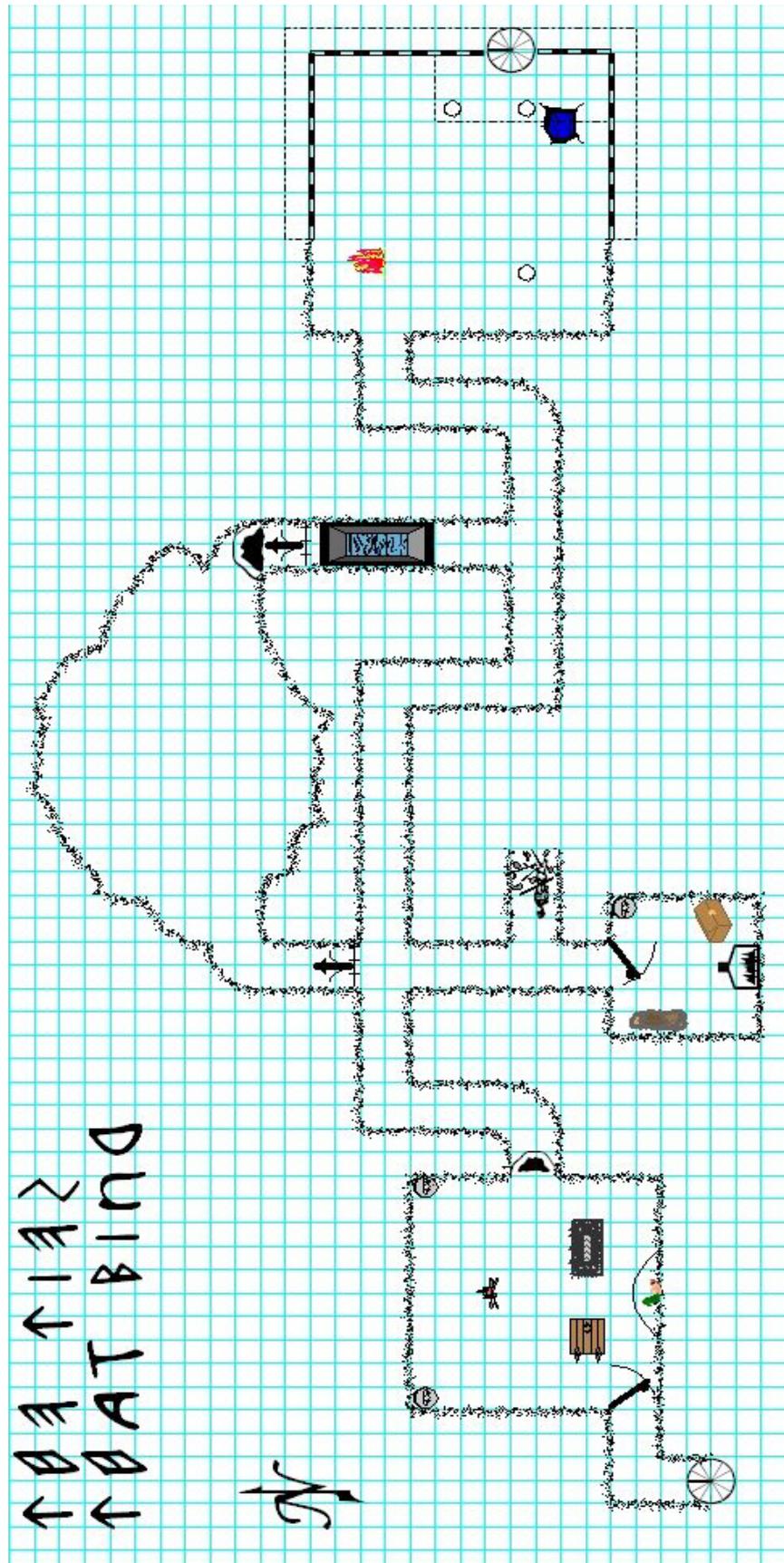
there is a burbling spring surrounded by a pool of water. The magma appears to be the cause of the yellow light seen in the mist, and together with the spring, explains the extreme humidity and foggy conditions.

The troll can be seen kneeling over the still form of the kidnapped girl at the far end of the room, and he appears to be preparing to eat. This should spur the party into action, providing ample opportunity for simultaneous rescue operations and combat. Enterprising characters may find ways to use the magma pit against the troll.

Surprise Ending

As the fight draws to a close, or if the PCs appear to be losing, observant characters (making a successful **Listen Based Perception Test**) may catch the creak of bows being drawn back. Everyone will certainly notice that the troll resembles an over-used pin cushion a moment later, as a number of arrows are now protruding from his upper torso. A heavy portcullis crashes down just as the troll falls, and the PC's find themselves sealed in the room. Anyone looking up will notice many skeletal hands holding the bows that were just fired. It is difficult to see into the shadows without Night Vision, but those with it may make out at least 30 skeletons behind stone battlements on the level above.

Three withered, glowing eyed figures step down to block the base of a circular stairway. The



stairway appears to lead up to a dais on which stands another. The creature on the dais is wrapped in cloth and fine vestments, and flanked by additional guards.

The guards are wights, as are two of the figures at the base of the stairway. The third figure is a priest, and may be described slightly more dramatically if you like. A **Very Hard (-30%) Sight Based Perception Test** may clue in someone that this mummy on the raised platform (the dais from the description) wears a circlet very similar in design to the one found in the sarcophagus in the first room.

The ancient mummy speaks in an unrecognizable language. One of the figures at the base of the stairs (the priest) translates into a strange sounding dialect of Reikspiel.

“The Grand Prince, Osorkon, wishes to know why you bring such filth into his hall.”

Regardless of the response, the next translation will be:

“The pit of fire you see before you, which His Eminence preserves here to remind us each of our... ephemeral nature... should serve.”

He will gesture towards the magma pit and the troll in turn if no one gets the hint that they should burn the troll's body. If asked about the fire and water, or the fog, he will first look to Osorkon for guidance. After a short incomprehensible conversation, the translator will simply say that, “It serves to keep down the dust.” Feel free to adlib for any additional questions, but bear in mind that the undead have short patience for the living.

The withered translator will mount the stairs, saying with finality, “Remove the warm from the domain of the cold.” The portcullis rises as the mummy and his translator can be seen disappearing into an upstairs chamber. The wights at the base of the stairs will remain. A wise group should take the girl and depart, as it is obvious that a fight at this point will not go

well for them.

If anyone seems to think it's a good idea to confront the undead further, Hans may remind them that not only are they outnumbered, but also the undead hold the advantage of ground, and have cover. Also consider the effects of fear emanated by them. The sauna effect from the magma pit and spring also render Osorkon immune to normal flammability rules. There appears to be more than one reason for the magma pit.

A Warm Welcome

The PC's will find no further impediments to their retreat, and will arrive back at the inn to a warm welcome from Dieter. Esmer has begun to recover from the shock of her ordeal at this point, and heads off to rest with one of the servers. Meanwhile, Dieter offers free rooms to her rescuers, and invites them to join a feast in their honor. Boisterous drinking and carousing will last well into the night, when guests will finally make their way off to bed.



It is likely that one of your PC's will have chosen to keep either the circlet or the amethyst for themselves, so keep track of who took what. In the event that none of them wanted to become a tomb robber, Hans will have secretly pocketed at least the golden circlet. No one will see him do this; he will wait until no one is watching to pilfer the sarcophagus. In the event someone noticed the circlet matched Osorkon's and made a fuss about returning it, Hans will

return later and take it. It will become apparent why he does this.

A Rude Awakening

In the middle of the night, the party will be awoken by a commotion and frantic calls from the other guests. Several people are staring out the windows at a small army of the dead, which has surrounded the inn. Play this up by allowing the PC's to run to various windows, at each they will see a line of skeletons.

Some are armed with bows, and others with hand weapons. A few have torches, which hiss in the rain. Some of the undead appear to be zombies and wights, but in the dimness it is hard to tell. Osorkon and his priest (the translator from before) sit atop nightmares in front of the main entrance to the inn. Other undead can be just seen lurking at the edge of the torchlight.

The army will simply wait. It should again be obvious that the party faces an insurmountable force. If someone is foolish enough to fire out a window, or otherwise provoke them, some of the torchbearers may move forward, implying that they can set fire to the inn. Dieter and other locals were blissfully unaware of this army of undead, as no one had the nerve to explore the barrow before. The rain has rendered Osorkon and his army very wet, so normal rules of mummy flammability do not apply. Osorkon has a mind for tactics, and is an experienced battle leader. He does not come unprepared.

At this point, the PCs are faced with the dilemma of discovering why the mummy and his army have surrounded the inn. If someone addresses the prince and his attendants, Osorkon will respond through his translator as before, with the priest always speaking for his lord. In a booming voice the priest will ask, "Art thou thieves?" If there is no response, he will next say, "Return what has been taken!" The undead will be very terse, as Osorkon is quite annoyed.

Resolution

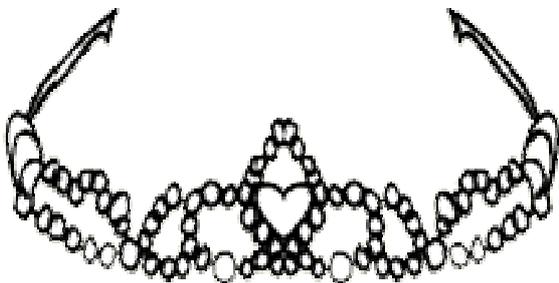
The last comment was a big clue, and should get the party discussing what they could have taken. Since Osorkon is no longer standing above them, they have a better chance of noticing that he wears a circlet on his head that bears a strong resemblance to the one from the sarcophagus earlier. If the party is struggling, allow someone to make a **Routine (+10%) Sight Based Perception Test** to notice this. If anyone is brave enough to go stand before him and talk, the **Perception Test should become Easy (+20%)**. Remember that all undead radiate fear, and so anyone wishing to approach and talk will have to pass a **Fear Test** in order to approach. If you wish to add complexity, the rain can drown out voices, such that someone must take the initiative to go and talk with the undead.

In truth, Osorkon is only interested in the headband circlet. It belonged to his wife in life, and while she does not share his undead status, he continues to honor her after death has parted them. He will not leave until it is returned, and is willing to burn the inn down if necessary to recover it. However, he knows he can get it back faster and more reliably if he doesn't have to raze the building and kill to get it. He is not evil, but neither is he a nice guy. He is a ruler who is used to acting in an imperious fashion and getting what he wants.

Feel free to reveal pieces of information to the PC's as they continue to talk, and remember that Osorkon's answers through his interpreter will be short and to the point. Think of it as if someone has stolen your wedding ring, and you want it back. He has no interest in the gem that was buried with his wife's body, but will not necessarily say so. Hence there is still a fairly valuable prize the PC's can walk away with. The idea here is to build tension as the guests at the inn continue to wonder what it is the undead want returned. It should not be too easy, but must be possible to determine who has it, as no one is likely to walk out of here unless the item is returned.

If any of the PC's took the circlet, then it is up to the party to get them to admit to it and hand it over. If none of them did, and Hans has it, he will start to look around shiftily, and perhaps get red faced. With a little prodding, he will burst out with a confession. He is frightened for his father's inn, which is also their home. Nonetheless, he is also afraid to admit that his actions brought the wrath of the undead to his father's doorstep.

Once it is out in the open that someone stole the circlet, it should be a simple matter to return it, once again bearing in mind possible fear effects when approaching the undead. Assuming someone walks out the front door and hands the circlet to one of the undead, it will be passed quickly to Osorkon's priest, and then to the prince himself. He will examine it, and then simply turn and leave. The undead army will march back to the barrow and disappear. It is ideal if this happens before sunrise, but these undead will not be perturbed by light of day if it takes that long.



Sometimes Things Go Awry

There are a couple of possible scenarios which might be tried by desperate PC's or ones who don't want to surrender their gold. If someone tried to enter combat, a fusillade of arrows should convince them of the folly of a direct assault, and possibly burn up a fate point in the process. Alternatively, another guest might try this and be quickly shot down. Undead are not the best soldiers, but there are hundreds of them. Another option that might get the PC's away is to run the blockade with horses or a coach. This is a rather creative solution, and you may allow it to succeed if you wish. However, it will leave

the rest of the inn's guests at the mercy of the undead, who will raze the inn to the ground a short while later.

It is fairly unlikely that the PC's will press the point so far that the undead do decide to attack. Osorkon is worried that in the confusion of a full battle he might lose his precious circlet forever. However, if pressed, he is prepared to burn the inn and kill all of these pesky creatures whom have built so close to his home. It should not be necessary to go this far though, so give your players every chance to realize what is going on and return the property.

Aftermath

Once Osorkon has the circlet, and his army has disappeared back into the barrow under the hill, calm returns and it will be as if the undead had never risen. No sign will be seen of them even if someone watches the hillside cave for days. Now the PC's know that there is an undead being of some power living not far from a small village, they may decide to try and take some action, or leave it to the witch hunters or some other military force. The prince does, after all, seem to have the ability to summon a large army if pressed.

A few villagers may be worried at this newfound threat, however some of the elders may begin passing out advise like, "Stay away from that hillside, no need to rouse their ire." It will become apparent to anyone who sticks around, that the common wisdom becomes to adapt, just as the people of the old world adapt to many other threats.

Osorkon, like many of his kind, has no wish to spend much time outside his burial home. In fact, he has more incentive than most, since this is where his consort was buried. He is somewhat sentimental for a mummy, and not likely to want to make himself a target for those who wish to hunt his kind. Hopefully this adventure provides some interesting insight for the players into the psyche of one of the most vital of the undead.

The village will return to normal within a few days, as people start loading up carts with supplies from the recent harvest to take to nearby towns. Esmer seems none the worse for wear, and she actually has a good number of boys taking interest in her story, which suits her just fine. Dieter Plotreiber is being uncharacteristically generous, perhaps out of guilt for the havoc caused by his family. If Hans was the one who took the circlet, rather than one of the PC's, he will be spending a good deal of time apologizing to nearly everyone.

If it was the PC's who took the circlet, then it might be best if they left as soon as possible. While Dieter and some others are grateful for their heroism, word spreads fast and those who rouse the ire of the old things in the tombs are unlikely to be popular.

Experience Points

The PC's receive 50 xp for Esmer's rescue, 75 xp for successfully talking their way out of the mummy's wrath and solving the puzzle of who stole what. Give 10-40 xp each for good roleplaying and diplomacy. Consider giving the character that actually took the circlet 25 xp, especially if they follow a roguish career or have a thieving nature. Remember also, someone might have kept a cut amethyst worth nearly 60GC.

Designer's Notes

Leechu, though never mentioned by name, is Osorkon's priest, and the source of his necromantic minions. He has existed in an undead state for a long time and as such knows many languages, making him an ideal translator. He is a close approximation of a Liche Priest, given that nothing has been published as yet on them. For the most part, you should have no need to show off his magic prowess in this adventure, since he plays a passive role. It is just there for reference. A mini bestiary is

provided in the next section for anyone who does not yet own the Old World Bestiary.

On page 6, there is a map of the barrow under the hill, including a grid. The grid is rendered in the scale of WFRP, 1 square = 2 yards/meters. The entire map was physically constructed during our playtest, which added greatly to the atmosphere. The adventure also served as a good backdrop for a Troll Slayer to live up to his name.

Bestiary

Goblins, Tomb Robbers

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	30%	30%	30%	25%	25%	30%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	8	3	3	4	0	0	0

Skills: Common Knowledge (Greenskins), Concealment, Outdoor Survival, Perception, Ride, Silent Move, Scale Sheer Surface, Speak Language (Goblin Tongue)

Talents: Night Vision

Special Rules:

- *Animosity:* Goblins, like Orcs, are a fractious lot and they need very little reason to squabble amongst themselves or mix it up with other Greenskins. A Goblin offered any kind of excuse must make a Will Power Test or immediately attack the offending Greenskins, be they Hobgoblins, Orcs, or other Goblins.
- *Elves is Scary:* Goblins find Elves extremely unnerving. Whether this is because of the ancient animosity between the two races, or simply because of the Elves's superior mannerisms and smell of cleanliness, a Goblin must make a Fear Test if it and its allies do not outnumber the Elves present by at least two to one.
- *Night Goblins:* None of the Goblins in this adventure are Night Goblins or Fanatics, though one does carry a small leather bag containing 4 Mad Cap Mushrooms.

Armor: Light Armor (Leather Jerkins)

Armor Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Hand Weapon, Short bow, Shield

Slaughter Margin: Easy

Skeletons

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	20%	30%	30%	25%	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	10	3	3	4	0	0	0

Skills: None

Talents: Frightening, Night Vision, Undead

Special Rules:

- *Mindless:* Skeletons are animated bones with no mind or spirit of their own. They have no Intelligence, Will Power, or Fellowship, and can never take or fail Tests based on those Characteristics
- *Shambling:* Skeletons are relentless but slow. They cannot take the run action.

Armor: Light Armor (Leather Jerkin and Leather Skullcap)

Armor Points: Head 1, Arms 0, Body 1, Legs 0

Weapons: Hand Weapon, Bow

Slaughter Margin: Routine

Zombies

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	35%	35%	10%	-	-	-
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	12	3	3	4	0	0	0

Skills: None

Talents: Frightening, Night Vision, Undead

Special Rules:

- *Mindless:* see Skeletons
- *Shambling:* see Skeletons

Armor: Light Armor (Leather Jack)

Armor Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon

Slaughter Margin: Easy

Wights

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40%	35%	45%	45%	30%	25%	35%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	15	4	4	4	0	0	0

Skills: Perception, Speak Language (Classical)

Talents: Frightening, Night Vision, Undead

Special Rules:

- *Wight Blade:* Wights wield ancient and deadly weapons infused with the power of undeath. In the hands of a Wight, such a blade counts as a magical weapon and inflicts SB+2 damage. Furthermore, when a Wight causes a Critical Hit, it makes two rolls on Table 6-2: Critical Hits and inflicts the deadlier result. In the hands of anyone else, a Wight Blade counts as a hand weapon.

Armor: Medium Armor (Full Mail Armor)

Armor Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Wight Blade and Shield

Slaughter Margin: Challenging

Osorkon, Prince and Mummy

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
65%	33%	52%	61%	44%	48%	89%	30%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
3	32	5	6	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry, History +10%, Necromancy +10%), Command, Dodge Blow, Evaluate, Perception, Read/Write +20%, Ride +10%, Speak Language (Nehekharan)

Talents: Frightening, Night Vision, Specialist Weapon Group (Flail, Great Weapon), Strike to Stun, Undead

Special Rules:

- *Ancient Will:* Only individuals with iron hard wills return to the world as a Mummy. They cannot be controlled as

other Undead. Indeed, their will is such that lesser Undead, such as Skeletons and Zombies, obey them and they can control Undead just like a necromancer (see WFRP, page 161). Mummies will almost always be encountered with a dozen or more Skeleton warriors at their beck and call.

Armor: Heavy Armor (Plate and Chain) when he rides out to the inn, none in his audience chamber.

Armor Points: Head 0, Arms 5, Body 5, Legs 3

Weapons: Flail, Hand Weapon

Slaughter Margin: Hard

Leechu, Osorkon's Priest

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
42%	37%	42%	46%	34%	53%	69%	20%
Secondary Profile							
A	W	SB	TB	M	Mag	IP	FP
1	29	4	4	4	4	0	0

Skills: Academic Knowledge (Theology, Magic +10%, History, Necromancy +10%), Channeling +10%, Magical Sense +10%, Perception, Read/Write +20%, Ride, Search, Speak Language (Nehekharan, Classical, Reikspiel, Khazalid, Arcane Elf)

Talents: Arcane Lore (Necromancy, Shadow), Aethyric Attunement, Dark Magic, Fast Hands, Frightening, Meditation, Night Vision, Petty Magic (Arcane), Savvy, Undead

Special Rules:

- *Transfixing Gaze:* May transfix an opponent within 6 yards/meters as a half action. Target may resist with a successful Will Power Test, otherwise he is considered helpless for 1 round. May be maintained for a half action each round thereafter.

Armor: None

Armor Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Staff

Slaughter Margin: Hard