



A GUIDE TO THE BORDER PRINCEDOM OF KHYPRIS

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INTRODUCTION

The aim of this article was to put together ideas and locations that I had developed for use in my own campaign set in the area of Khypris. I present my own personal view of the Kingdom and the lands that surround it, using names from various *WFRP* sources both official and un-official, allowing the area to grow as I worked. The end result is a template of the area that a GM can use to further develop ideas both presented and those of their own.

Only the major towns of the area are mentioned, with the exception of the village of Vimera which is mentioned in the novel 'Plague Daemon', so allowing GM's room to fill in with farmsteads, villages, ruins and locations for other uses. Not being a big fan of making details of population numbers and sources of income for settlements, I have again left such matter for those who feel the need for them for the campaigns that they play. This approach also allows a GM the freedom to change the location into something more along the lines that they prefer, with villages, ruins and other such locations being placed.

I hope you enjoy the land that I have put together and used myself, if you have any questions please feel free to contact me here:

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Would also appreciate any feedback and new ideas on how to develop the land further for use in *WFRP*.

THE LOCATION OF KHYPRIS

The aim of this article is to bring to life an area in the Border Princes that was described in the novel 'Plague Daemon', the second Tale of Orfeo, by Brian Craig. The setting in the novel places the city of Khypris in the centre of an area of fertile ground, cut into a square shape by a right-angle by the river.

"The city of which I speak is named Khypris. It was built long ago at the centre of a square of unusually fertile land cut out by a right-angled bend in one of the wider rivers of the region, which is called by its people the Tana Dante. The Tana Dante forms the northern and western boundaries of the fertile square, while the eastern boundary is made of bare and broken mountain crags and the southern by a very dry and stony desert, both of which are virtually impassable to foreign armies".

Extract from page 21 of Plague Daemon.

From this description I have chosen to place the main part of Khypris in the location shown below, with the city of Khypris situated on the trail marked as the Khyprian Road. I have focused on the area marked with the black box, covering 160 x 200 miles, quite a sizable area.



The reason why such a large area needs to be covered is that, in the novel, the character's journey is described in days, for example the town of Aldium is described as being one day's ride south of the village of Vimera. After deciding on the location of the city of Khypris itself I then worked from the information given in the book in order to find the most likely locations of Cavanal, Alynd, Mentreda, Aldium, Vimera and the Black Tarn. Apart from the Black Tarn and Vimera the rest are major towns on the route to the centre of Khypris.

GEOGRAPHY

The next step in the development of Khypris was to flesh out the geography of the land. Once again the novel was a great source of information for this endeavour, allowing me to work out from the centre of Khypris into the surrounding areas. From the first extract we know that the central part of Khypris is a very fertile land, to its east lies a barren range of mountains and to the south is a dry desert, both of these areas offer little to the people of Khypris in the form of expansion. However to the north and west beyond the river Tana Dante is land more hospitable, these areas are called the Northlands and the Westlands.

“Each of these two regions consists of interrupted wilderness, desolate moorland containing isolated vales of various sizes, whose people can sometimes grow grain but more often restricted to the cultivation of turnips, beets and cabbages. Such vales produce surpluses which the effort of subjugation and taxation were they outside the boundaries of richer nations, but as the hunger of Khypris increases, so does the market value of the food these distant coverts produce”

Extract from page 21 of Plague Daemon.

Below is a brief list of some of the features in the geography around Khypris.

THE BLACK TARN - A murky pool located in the foot-hills of the Black Mountains, the water is said to have remarkable healing powers and the ability to cleanse the corrupting influence of Chaos from a person.

MANANN'S MAW - Situated in the Black Gulf in the bay of Matorca near to the coastline and a jagged set of rocks that stretch out into the sea, themselves known as Manann's Teeth, is the giant whirlpool called Manann's Maw.

MENTREDA'S TOR - The town of Mentrada is located upon a natural hill with steep sides, making it a natural fortress. The modern town upon the Tor is built on the ruins of a much earlier settlement which some say is of Dwarf origin.

THE BLACK CRAGS - Starting on the opposite side of the river from Mentrada and running some 60 miles west to east is a series of cliffs and fissures formed by some great upheaval of the earth many centuries ago.

THE RUINS OF KELITUT - Ancient ruins once part of Khemri.

ANCIENT HISTORY

Recent archeologically evidence found within the Barren Mountains to the east of Khypris and in the ruins beneath Mentreda strongly suggest that there was, at some point in time a Dwarf community within the area, with its main settlement most likely situated inside Mentreda's Tor. Scholars are able to point out the ruins of a bridge that once stood at Mentreda and a road that led up into the Barren Mountains to ancient Dwarf mines. It is believed that this Dwarf community was an outpost for nearby Karak Izor and that it was abandoned once they had depleted any of the mineral veins they found. It is thought by some that the Dwarfs are the reason for the mountains being so barren of wealth and that their mining techniques polluted the lands to the north of the mountains. What it is clear is that something must have happened at some point in time, since the northern side of the mountains comes to a clear where the Badlands begins, as if they have been half torn down creating huge cliffs. Some of the cliffs have been turned into black volcanic glass and deep fissure run into the ground that still give off noxious gasses. Whether this was caused by a natural disaster or something brought about by the Dwarfs is unknown since no one dares to ask them and they do not speak of the matter.

Evidence also points to the fertile area of Khypris having had a long history of human settlement, from many different cultures. These range from the ruins of early human buildings that have not yet been linked to any known cultures of the ancient past, to the most recent cultures of Tilean and Imperial origin. The greatest known ruins in the land are situated in the south/west corner of the fertile land; here a ruined complex called Keltut stands, built by the ancient Nehekharans, a once proud race of people from distant Araby. This complex attracts a great many adventures seeking its ancient treasures, although much has now been stripped away from its ancient halls leaving little to be found anymore. Although there are rumours that the tombs of its ancient rulers are not to be found near to the complex, but instead lie in a secluded valley in The Desert of Spectres to the east. Many have entered the desert in search of this lost valley, but only a few have ever returned alive and those that do all speak of the blistering heat, losing all sense of direction, with vultures circling above their heads, of ghosts and spectres travelling with the wind over the vast sand dunes seeking out the living, and of the dead rising from the sand itself.

RECENT HISTORY

The Kingdom of Khypris that we know today was founded several hundred years ago by Tilean explorers; who crossed into the Border Princes in search of lost treasures. It is believed that what is called the Khyprian Road was originally part of a Dwarf network of roads, built during the time of the Dwarf/Elf Alliance. The Tileans followed the remains of this route as best they could, so as to have some way of recording their findings. They searched long and hard for a place to establish a colony until eventually they came upon an area of land which was both large and fertile enough to support a growing colony and they established a trading centre upon the ruins of a Dwarf out-post and settled in the area.

With the natural barriers of the mountains, river and desert, the people and the land where safer than most in the region and in time the colony grew with an influx of people, mainly from the Empire, but also some from Tilea. Further settlements were able to be established and prospered along with Khypris which by now was a large town. The ruling family in Khypris were of Tilean descent and they ruled wisely over the people so that, in time, Khypris grew to be able to call itself a small city, but due to its greater size it had to expand into the fertile areas to the west of the Tana Dante. Unfortunately this growth into new lands brought the Khyprians into conflict with the Zani, a collective name for the hill-men tribes of the Black Mountains.

“These tribes are numerous, each one having its own name and traditions, but the differences between them mean little to the farmer-folk, who refer to all the hillmen as the Zani, and think of them as a single barbarian race. In fact the hillmen are very rarely inclined to band together in a common cause, and the only thing that will make them do it is the threat of famine, which sometimes causes them to bring their herds down from the higher hills to graze in the fertile vales. In order to do this, they must combine their warbands into a greater horde, for that is the only strategy which will suffice to defeat the trained and disciplined forces the prince of Khypris can put to the field.

In exactly the same way that the slow increase of the population of Khypris forces the prince to extend his dominion as far as possible into the northlands and westlands, the gradual increase in the numbers of the Zani requires a steady growth in the size of the herds which they keep. These expanding herds thin out the thorn-scrub year by year, until the tribes are forced to look to the fertile lowlands as a source of richer grazing for their animals”.

Extract from page 22-23 of Plague Daemon.

Fan Material for Warhammer Fantasy Roleplay

With the Zani numbers increasing so they must bring their herds into the lowlands to graze conflict occurs along the northern borders of the Northlands, normally consisting of Zani raiding parties; however over time as the Zani numbers continue to grow a greater conflict will ensue.

When such a time comes, the chiefs of the Zani tribes make overtures to one another, and look for a warlord who will lead them into the lowlands, driving the defending armies assembled by the prince of Khypris back to the heartlands beyond the Tana Danta”.

Extract from page 23 of Plague Daemon.

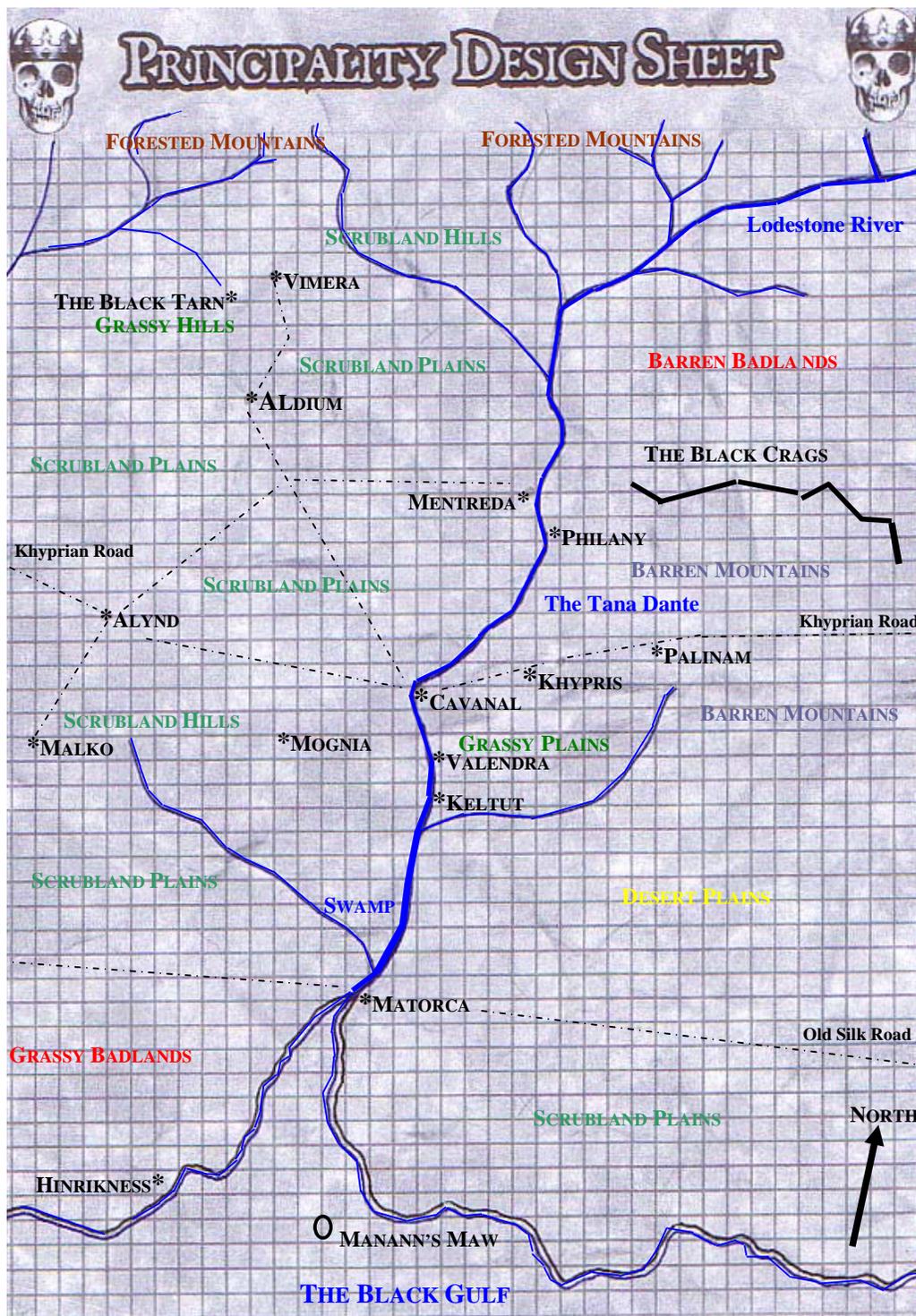
When such a time comes the Princes of Khypris have always withdrawn back into the heartland and destroyed the bridges crossing the Tana Dante, thus stopping the advancing Zani horde from encroaching any further. In a short time the Zani begin to fight amongst themselves thus reducing their own numbers, so much so that the Khyprians are able to drive them back north into the hills and begin to once again resettle the plains. This cycle has now happened several times according to Khyprian records, with the Zani’s eventual retreat allowing the Khyprians to once again expand into the Northlands and Westlands.

However, some 50 years ago during the last Zani incursion the people of Khypris where beset by another terrible force, that of an un-natural plague. The leader of Khypris, Prince Faramond and his family where utterly destroyed and the Kingdom was on the edge of destruction, when a man of Imperial stock who was a member of the border guard and two apprentice wizards drove out the evil that had struck at the heart of Khypris. Although one of the wizards died in the purge, the remaining guard and wizard brought hope back to the people of Khypris.

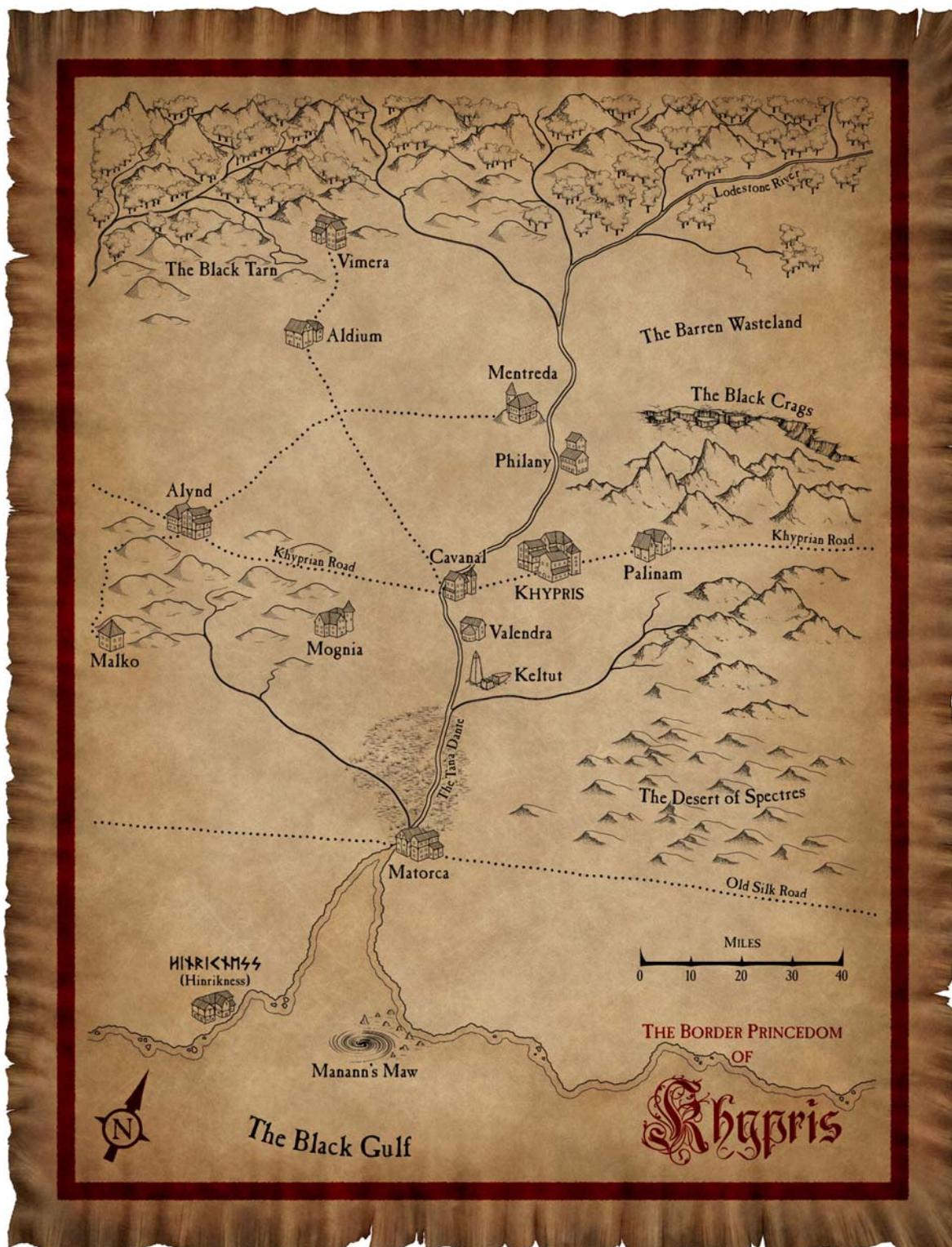
With Khypris back from the edge of destruction the Kingdom began its slow recovery under the wise rule of the new Prince Harmis Detz. After some 30 years of rulership Prince Harmis Detz passed away and his nephew became the new Prince, with his adopted mother Averil as his advisor.

Although the Storm of Chaos has recently brought an influx of people from the Empire placing a strain on Khypris’s infrastructure, the Khyprians greatest concern arises from a displaced group of Norsemen who have landed their dragonships on the coast. No one yet knows their intentions but they have been useful in stemming the Greenskins raids from the Blue Face Orc Tribes of the southwest.

MAP OF THE REGION



KEY: * Settlement — River and Coastline - - - - - Road or Track
 ^ Cliffs of the Black Craggs One Square = 4 Miles



MAP CREATED BY BLACK SPECTRUM

THE PRINCIPALITIES

KHYPRIS - The Tale of Orfeo

The present ruler of Khypris is Prince Medard Detz, a man of Imperial descent who was raised by his father's brother. At the age of 59 Prince Medard is surprisingly as fit as a man 10 years younger, many put this down to his adoptive mother who is herself 67 years of age and is said to be a 'good' witch. The Prince has a deep hatred of the Zani and mutants, and will not tolerate their presence in his Kingdom; this has led to a secret contract with the Empire, and an Imperial agent being placed in the court to give military advice and generous donations to the Kingdom's treasury (although there is some friction between the Imperial agent and the Prince's mother).

At present Prince Medard Detz rules the lands of Khypris along similar lines as the Empire, so although he has overall control of the land, he allows the leaders of the towns, who are called Barons, to hold council with him and issue votes on matters of importance. This method was established by his step-father, the previous Prince, and has successfully managed to integrate those Barons who have come into the area to re-settle the ruined towns that were razed by the Zani in the last incursion, thus stopping the Kingdom from splintering into fragments. The Empire has supported the rebuilding of Khypris, seeing it as a stabilising force in the Border Princes and an important trade route into Winter's Teeth Pass.

At present the Zani threat is very low, with only a few border raids to contend with, however the Prince has other concerns that now threaten his borders. These mainly consist of a Norse settlement on the coast and a self-proclaimed Duke from Bretonnia who has settled further west along the Khyprian Road. Prince Medard has married the Duke's daughter and had a child called Jacques from the joining to try and ensure good relations are maintained. Apart from the political game that the Prince must play to stay in power, he also has the worry of rumours about a cult following the ways of an ancient Nehekhara God whose symbol is that of a scorpion (Who are rising in power in Valendra).

"I've been around since the last incursion of those filthy Zani and I remember as a little girl how the late Prince Harmis kept this land together in its most desperate time, with the aid of the witch girl Averil at his side. So don't you dare go on about her being a worker of the black arts, she's been a force for good in this land".

Gertrud - Old woman of the Kingdom of Khypris

MATORCA - The Pirate Town

The present ruler of Matorca is a man of Tilean descent known only by his first name, Bibello although more commonly known as 'The Boss' by the inhabitants of this pirate infested town. Bibello is rumoured have to have sailed the seas as a pirate before coming to Matorca 10 years ago, when he took control of the town by force of arms, killing the previous Prince in a bloody coup. Since this time however, Bibello has ruled the town just and fairly, well as much as one can with a pirate town.

In private circles the 'The Boss' is known to be a man of quick temper, taking offence at the merest slant against him, flying off into a fit of extreme violence, either breaking furniture or breaking someone's head. A man of around 52 years of age and thickly built he appears to the public as a friendly soul who merely wanted a home to retire, however it is believed amongst his closest pirate friends that he is in fact the last remaining descendent of the old royal family of Khypris, the nephew of Prince Faramond himself. If this guarded rumour is true then The Boss's friendship with the Prince of Khypris must surely be questionable, if not a ruse to get close enough to the Prince so that he can remove him from power and claim the throne for himself and his family.

At present however he has more pressing issues at hand. The Norseman fleet beached to the west may have solved the problem of Orc raiding parties at the moment but the long term concern is of just what the Norsemen intend to do once they are established. Bibello does not have the man power to repel an attack and also knows that the Norse are a fierce opponent at sea, so for now he plays the friendship card with the Khyprians, the one Kingdom with the man power to drive off an attack.

Matorca itself is a busy town, receiving goods from Araby which then pass up through Khypris and along the Winter's Teeth Pass into the Empire. Most of this trade comes from the pirates, who make raids upon merchant ships journeying between Marienburg and Araby. They then head back to port with their stolen goods to sell to traders from the Empire, thus taking Marienburg out of the loop, cutting into its profits from this important trade route. The river is navigable enough for barges to head up stream as far as the town of Cavanal, something the 'Boss' may plan to use if he needs to take a force into the heartland of Khypris, in a quick and deadly attack (Though he knows that such a strike would have only one chance of working, and if it where to fail he would face the might of the Khyprian army).

HINRIKNESS - The Norsemen

Recently towards the end of the Storm of Chaos a fleet of Dragonships were spotted sailing around the coast of the Old World. They stopped to make occasional raids for supplies but kept sailing until they reached the Border Princes.

The Norse leader is a Jarl by the name of Hinrikson, an imposing giant of a man with the face of a Daemon when he is in battle (Mutation 'Blood Lust' (see ToC Page 32)). He and his followers are part of the Skaeling tribe from southern Norsca, followers of both aspects of the Chaos Gods and the Old World Gods, such as Olric, Thal and Mermedus. Being from the southern part of Norsca the tribe have made much use of the ability to trade with the port of Marienburg, which has meant that they had lost some of the hardness that was associated with Norse warriors. When the call to battle came from Hinrikson's King at the start of the Storm of Chaos, his tribe's Seer advised that if he and his warriors were to go to battle then they would not enter the Halls of Olric, but instead be feasted upon by the Great Beast, only by seeking a new land would they be able to enter the afterlife. So he refused his King's demands to follow the rest of the tribes into battle and instead up-rooted his tribe and set sail for a new land.

It was many days before they saw a sign from their Gods, telling them that they could now re-settle. First they saw a piece of headland that was shaped as though it was a fist jutting into the sea, then they came across Manann's Maw, which the Seer said was a clear sign they should go no further but should head back and make their new home on the headland they had seen earlier. Landing on the shingle beach, the Norse quickly stripped down half of their boats and built a longhouse on the top of the headland, and began to make the area a defensive position. The local Orc tribes soon took offence at their presence and began to attack the Norse outpost, however they were not prepared for just how savage the Norse would fight back.

At present the Norse continue to increase their power over the area they have settled, having little contact with the other human Kingdoms in the area. They have stemmed the flow of Orc raiding parties into southern Khypris but have also started to affect the amount of trade travelling to Matorca by sea. A number of pirate ships are now staying away from the potential trouble posed by Norse Dragonships in the area.

EXTERNAL PROBLEMS

THE NORTHERN THREAT - The Zani.

The most continued known threat to the area comes from the hillmen in the foot-hills of the Black Mountains. They are known collectively as the Zani, but in fact consist of numerous tribes, some of which carry the taint of mutation. They do not group together very often preferring to tend to their own cattle (which are known as Aurochs) in the foot-hills and making the odd small raid on secluded villages. However, in time, as their numbers increase and the need for fresh grazing land becomes an issue, a Warlord will emerge to unite the tribes and lead them down into the Northlands and Westlands. This last happened over 50 years ago and so is not thought to threaten again for sometime; since, in the past, it has taken at least one hundred years for the Zani numbers to grow to a level that needs grazing land expansion. So the lands of Khypris are believed to be safe at the moment.....

THE DUKE IN THE WEST - The Bretonnian Duke.

To the west of the small town of Alynd along the Khyprian Road is the Kingdom of Normada, ruled by a Bretonnian family called the Marcheure's. The current 'Duke' is Sir Roland Marcheure, a descendent of the Kingdom's original founder Sir Louis Marcheure a Knight Errant from the land of Bretonnia. The Kingdom expanded into areas of Khypris after the last Zani incursion, but has not claimed any ground past the towns of Alynd and Mako. In the last few years the Duke has begun to show failings in health and in-order to strengthen his Kingdom's standing in the area he allowed a joining between his daughter Isabel and the Prince of Khypris, this has led to stronger ties and the couple giving Khypris an heir to the Kingdom. This was done, in part, because the Duke's own son, Sir Anton Marcheure has left to become a Questing Knight and his whereabouts are unknown. Should the Duke die with no male heir to take over he feels that the Kingdom will be beset by bandits looking to make claim to his lands, so he had hoped that a strong ally such as Khypris would protect his land until his son returns.

Recently, however, the son has returned and is now a cold and ambitious man with a new circle of friends. To make matters worse for Khypris the old Duke has died in mysterious circumstances and now the new Duke looks upon Khypris with a jealous heart. Tensions are raised and the people of Khypris hear of strange stories coming from the peasants of the Kingdom of Normada.

IDEAS FOR ADVENTURES

THE SCORPION'S STING

The rising Nehekhara cult in Valendra are followers of the ancient God Sokth (God of Scorpions, Poisoners and Thieves). Even though the God is associated with thieves, he does not condone grave-robbing and as such his scorpions often guard tombs, which could be used as follows:

The PCs either purchase an ancient map or come across a man poisoned still clutching the map. The map shows the location of the 'Lost Valley' (see Ancient History page 6) and clearly marked is the royal tomb of King Tut. The PCs find themselves the target of the cult which has operated in the region since the tombs were first dug (using the guardians of the Grail in Indiana Jones 3 as an idea). The cultist will do what ever they can to guard the location of the tombs, from trying to steal the map to attempting to poison the PCs. If the PCs manage to find the 'Lost Valley' and the hidden tomb the GM can have it occupied by an Undead who has been corrupted by Chaos, to become half human and half scorpion (Like the film *The Mummy Returns*). The use of the sourcebook *Lure of the Liche Lord* will of course be invaluable for this setting, with rules for both tomb traps and ancient curses.

A DWARVEN SECRET

The Tor upon which Mentreda is built is an ancient Dwarf Outpost riddled with tunnels and halls. Although knowledge of the position of its entrance is now lost to time it does not stop treasure hunters from coming into the area looking for a way into the old hold. Recent efforts by treasure hunters have discovered an old entrance that looks promising, but needs digging out. The Dwarfs from Karak Izor have sent an envoy to Khypris to ask for a halt in the digging, saying that the ancient Hold still belongs to them and that to set foot within without their permission will be seen as an insult against the Dwarfs of Karak Izor.

Why the Dwarfs are so secretive about what lies inside and can the PCs find another entrance to the ancient hold and discover why? Tensions may rise between the Prince of Khypris and the Baron of Mentreda over the next course of action. The Prince no doubt sees this as an opportunity to build relations with the Dwarfs in the north, who could possibly help forewarn or even combat the threat from the Zani; while the Baron will wish to open the hold in order to give his town an extra income from the tax on what treasure seekers bring out from the hold. The use of the sourcebook *Karak Azgal* will be of use to a GM who wishes to explore a Dwarf Hold.

A CIRCLE OF FRIENDS

Sir Anton Marcheure, the new Duke of the Kingdom of Normanda returned several years ago from his own personal exile as a Questing Knight. He returned with a group of strange people that he called his 'circle of friends'. Not long after his father died in mysterious circumstances and Sir Anton succeeded him as the new Duke of the Kingdom, the old advisors of the Duke were dismissed and the 'Circle', in affect, took over the running of the Kingdom. For information on how Bretonnia is ruled see *Knights of the Grail* for inspiration.

The most obvious use of the Circle is as cultist, either of Tzeentch or Slaanesh. Those of Tzeentch will want to expand their influence into the region and look to bring Khypris under its control, either by force or by infiltrating the royal court either through the Duke's younger sister, the Prince's wife, or by way of the neighbouring Barons. Followers of Slaanesh, on the other hand, will be content to indulge their wildest fantasies, financed by the Dukes treasury and the use of pretty young peasant boys and girls. PCs could become involved if sent into the area as spies for Khypris or even asked by the Prince's wife to investigate her father's death. In either case the use of the *Tome of Corruption* would be of help running this idea.

A different option would be to use the new sourcebook *Night's Dark Masters*, a sourcebook on Vampires, and making the lead member of the 'Circle' a vampire. The old Duke's son can then have been turned into a thrall by this vampire when he was a Questing Knight. When the 'Circle' came to the Kingdom they would have seized control by killing the old Duke and then put the thrall on the throne to obtain a smooth change of power. What the vampire's motives are would be unknown to those outside the 'Circle', however, the peasants have noticed changes in the behaviour of their Duke and there have also been peasants going missing in the night, never to be seen alive again, if at all. PCs can again be sent by either the Prince or his wife to investigate the strange rumours coming out of the land or maybe a peasant family, fleeing the Kingdom, tells them of their plight and the fact that their young daughter is one of many that have gone missing in the now cursed land.

A STRANGER COMES A CALLING

A stranger in his 50's arrives at the court of Khypris from the land of Tilea and claims to be the son of Astyanax of Violtis, the once Wizard of The Black Tarn. He claims that he was sent by his father to be apprenticed by another wizard and has only now been able to return after all these years. He realises that his father will now be deceased, but finds the Black Tarn a desolate place with no one continuing his father's work, so he asks for permission from the Prince of Khypris to continue his father's studies and have apprentices of his own, thus continuing the legacy of his father's work.

To expand on this idea it is necessary to first decide upon Astyanax's own background; was he a powerful Witch, an exiled Magister from the Empire or an Elementalist (my personal favourite). I have opted for the idea that he was in fact an exiled Magister that had turned to use Elementalism; the Black Tarn itself is protected by a tentacled creature in its depths (which could be seen as a Water Nature Spirit of some kind). This was the reason for Astyanax built his home on a rocky outcrop that juts into the water of the Black Tarn itself. The protection from the creature and the increase in power being so close to the Water Element makes it a very safe place for an Elementalist.

So who is the stranger? Maybe he is a charlatan hoping to use the legend of the wizard to his own gain by parting the Prince and the peasants alike of their gold. Of course, not knowing that the Prince's step-mother was once an apprentice of the wizard could be his downfall. Perhaps the PCs were hired as bodyguards by the stranger before arriving at Khypris, thinking that they were guarding an important Imperial Magister in the Border Princes.

Maybe he's an exiled Magister and is just using the name of the wizard to help him establish a new home in the region, maybe he's even a user of Dark Magic, it's possible he has been sent for by the Imperial Agent in Khypris to take over the roll of court magician once Averil passes away, considering she's not as young as she was anymore.

Could he be a Witch Hunter, again sent for by the Imperial Agent to make sure that Averil is not using Dark Magic in a land that is receiving payment from Lord Sigmar's Empire or maybe he is actually telling the truth and is in fact the Wizard's son, sent to be tutored elsewhere when he was a child (either as an Elementalist or a Magister) and means no harm, so it's a shame that the PCs are hired to investigate.

THE SAGA OF THE NORSE

With the appearance of the Norse in the south, Khypris and all the other Kingdoms in the area are nervous as to what their intentions are. The PCs can therefore be hired to investigate if these are the wild savages that most rumours of the Norse say they are or the more 'friendly' version that can be traded with and hired as mercenaries. The PCs would have to spy on their activities and decide for themselves if it is possible to open a dialogue, if such a thing is really possible with barbarians.

This can be full of fun for PCs, firstly there's the issue of stealth, trying to avoid being caught by the Norse or spotted by Orc raiding parties that may be looking for a fight with the Norse. Then there is the actually problem of approaching these guys, who are in a sense a lesser version of Chaos Warriors, so a GM should play them as fierce characters. I played the actual meeting in my group by using inspiration from TV's Star Trek, the PCs where in a sense like the Federation, while I, as GM, played the Norse as Klingons, so that the PCs where awarded for not showing any signs of weakness. Challenges to wrestling matches are a favourite of the Norse warriors and any PC defeating their opponent will gain a measure of respect. After much fun making the PCs drink pigs blood (at least it looked like pigs) the PCs could either be invited to go on a Orc hunt the following day, turning down such an invitation would show extreme bad manners, or they could be asked for one or more to prove themselves by heading into the land of the Orcs separately and bringing back the head of the greatest foe they can find (Perfect for Trollslayer PC's).

It may be possible that on their way to the Norse settlement the PCs come across a young Norse male badly wounded from his trial of manhood. He will try to confront the PCs in the hope that he will be killed in battle, but maybe the PCs can talk him into letting them collect a head trophy of a great beast and patch him up, then he can return to the tribe a man and help the PCs with their mission.

NOTE:

During this encounter I worked it so that any male PC's who where warriors of any kind became harassed into proving themselves before they where treated with any respect, all other types of PCs where simply looked down upon (with the exception of those who used magic in their presence of the Norse, in which case they where taken to the tribes Seer).

Dwarfs are seen as a good omen by the tribe, since they have a reputation as fierce warriors. A Dwarf PC proving himself will have the greatest respect given to him.

THE PIRATE KING'S DREAMS

If the rumours are true that the 'Boss' of Matorca is the last descendent of Prince Faramond's bloodline, then the PCs may find themselves in a plot to oust the current Prince of Khypris. They could be in either camp, trying to help the 'Boss' in his plans to take control or thwarting an assassination attempt on either Prince Medard Detz or his heir Jacques and then being asked to investigate who is responsible.

TREASURE HUNT

A good old fashioned treasure hunt for a magical item with powers linked to the sea, which can be found on the last of Manaan's Teeth, closest to Manaan's Maw. This may involve legends of pirate, a pirate ship in a cavern, tunnels and traps, harpies on the cliffs and sea monsters of the deep (Yep its *WFRP* does The Goonies!).

A NEW PLAGUE

A resurgence of the plague could also be in line for the people of Khypris, either natural in its making or a plot by the followers of Nurgle, may be even the Skaven are involved (there's always a Skaven den around somewhere!). Such a setting could have the Prince becoming ill and the PCs sent on a quest to the Black Tarn to collect some of its water and further ingredients of a GM's choosing, so that Averil can make some Tarnwine which was mentioned in the novel Plague Daemon (said to have healing powers and will wash away corruption).

TARN WATER & TARNWINE

TARN WATER:

Any one that is washed with Tarn Water after exposure to Chaos gains a +10 bonus to WP when testing against developing a mutation, plus they receive 1 Wound Point as a healing effect from drinking the water.

TARNWINE:

Any one that is washed with Tarnwine after exposure to Chaos gains a +10 bonus to WP when testing against developing a mutation, plus drinking the Tarnwine gives 1d10 Wound Points to the drinker and it also gives a +10 Toughness Bonus to resisting the effects of Neiglish Rot for 24 hours. An infected person with the Rot will not be able to spread the disease if they drink Tarnwine and will be cured within the week if they continue drinking the Tarnwine each day.

EPILOGUE

Once more just happy to share my thoughts and ideas with the players of *WFRP*, feel free to contact me if you have any ideas on how to further develop the area of Khypris or even expanding to the east or west to cover more of the Border Princes.

A very special thanks to Andreas Blicher (aka Black Spectrum), for coming onboard to do an excellent map of the region, helping to bring the area to life and putting up with my minor alterations.

Thank you to Brian Craig and his excellent novel *Plague Daemon, The Second Tale of Orfeo*.

Thanks to BI for hosting my work once again.