

THE FRAGMENTS OF TWILIGHT CAMPAIGN

By Roysten Crow

Part 5: **The Chaos Foundry**

Background

The Rise of Xakishia

Xakishia was an ancient deity of conquest and power, worshipped by some of the more aggressive Dragon Lords of Caledor as an embodiment of their might and a patron of their kind. When the dragons started to fall into their deep slumbers, her worship declined and then vanished as the Elves chose to embody reason and civilisation.

However, Dark Elves fleeing the rise and wrath of the Witch King of Naggaroth sought sanctuary in a deserted High Elf outpost. In the foundations, they found a Slann ruin and the innate power of the place caused them to hold their rites of Chaos worship there. This accidentally activated an experimental minor Warpgate designed for personal travel across the planet and into orbit. The breach allowed Xakishia to gain a unique and exclusive foothold on the material world.

Abandoned by Chaos, hunted by their own, the Dark Elves became loyal to this new power and over the centuries were educated and cultivated into a fearsome and devoted force. Emissaries began to emerge from the fortress and spread into the lands of the Old World. There they used promises and gifts to sway the Goblinoid Warlords of the northern Old World and help goad them into action.

Ordinarily this would have been a near impossible feat for the Dark Elves, but with the mutating talons of the expanding Chaos Wastes diminishing harvests and depriving the greenskins of pillage, they were considerably more receptive to encouragement. Bestowed magic and weapons to aid them, the Warlords united and attacked the lands of Kislev.

An army of Imperial and Kislevite troops sought to keep the strategically vital seaport of Erengard out of their hands but with the aid of Xakishia's Greater Daemons it was defeated.

The rest of Kislev soon fell. The Tsar was killed and his daughter now mounts guerrilla raids against the enemy as they strip the land and enslave the populace in order to manufacture weapons and armour for the invaders.

The Border Princes

The southern tribes were inspired by the success of the northern forces and fearing that their rivals would beat them to the spoils of the Empire, they quickly gathered together to begin a march into the Empire.

A force of Border Princes met the budding Waaagh at Blood River. The sudden manifestation of a Khornate Daemonic force and the subsequent intervention of Slaaneshi Daemons left the outcome of the battle unclear.

With winter looming and threatening to make Black Fire Pass impenetrable, the Waaagh turned its frustrated rage on the Border Princes, many of whom were confident that the Waaagh would ignore them and just head north.

The winter kept lines of communication hampered and knowledge of the rampage was kept from the Princes until the foe turned up at their door. Most of the Princes were overrun by spring and those that remain are now under heavy siege as the Waaagh once more reforms and pours north.

The Empire

With a Waaagh coming up Black Fire Pass and another heading in from Kislev, three armies are massed to relieve Middenheim and Talabheim from siege and to crush the southern Goblinoid army.

Maultark

The lost Elven fortress sits on the Lustrian coast and is vulnerable to the forces of the Witch King. The Watchstones that were stolen from Ulthuan are in place around the castle and its small Warpgate. Others are being flown into the Empire and will be set down near Altdorf.

As the three Imperial armies engage their allotted forces, Xakishia will tear a hole into Warpspace and use the two sets of stones to create a wormhole through which the castle will be shifted from the coast of the New World and into the very heart of the Empire. Her forces, magic, and Daemons can then assault the Imperial armies in the rear, shattering their lines and stealing the Empire.

Religious Strife

Ar-Ulric's affair with Emmanuelle Schlagen has been brought to light (see Power Behind The Throne). The clergy of Ulric and Sigmar are becoming restless. The old wounds and unsettled scores of the recent civil war (see Empire in Flames) are starting to re-emerge.

Unknown to all, after the Gravine of Middenheim expelled her from Imperial service because of her affair with her father, Emmanuelle's fortunes were reversed when agents of Xakishia approached her. For her complicity in their plot, she has been promised wealth, power, and revenge on those that brought her down.

A child of the correct age and visage has been acquired and Emmanuelle is to present this infant as the son of Ar-Ulric, removing him as an elector and allowing the child to

take the hereditary seat. The cult of Sigmar's commitment to this power shift is causing even more friction between the cults.

Religious War

Araby, Tilea, and Estalia are still at war, one inspired and fanned by Chaos cult activity. The conflict is chaotic and random. Forces run amok on the lands of their foe while they also fight at sea and try to invade or defend. Effective leadership and control is crumbling. The Chaos cults are active and ensuring that talks never occur. Rumours and terrorist acts fuel further aggression and retaliation.

The Flesh Rot

The Skaven have introduced a new pathogen to the lands of Bretonnia. After incubating for some time and spreading unnoticed, it has crippled the country and left the population hopelessly vulnerable to every minor ailment and illness. With depleted immune systems, there is no defence from any viral or bacterial agent.

The Children of the Horned Rat are now rising from the Under-Empire to take advantage of the breakdown in civilisation and defence.

The Ulthuan Sanctions

Because of theft and treachery between Ulthuan and the Empire, all Imperial citizens have been expelled from Lothorn and any merchant found trading with the Empire is to be forever banned from ever setting foot in the prosperous and vital seaport ever again.

The embargo has left the Empire with a shortage of material and goods to wage its defence. However, shortly after the adventure begins, the Phoenix King supposedly sees reason and lifts the sanctions but only so that the Empire will lower its guard and allow a High Elf force to enter the Old World and retrieve what was stolen.

Chaos Cometh

An Incursion is imminent. Huge armies lay in the Wastes and as instability grows less and less frequent, Daemonic hordes are on the march. Chaos storms are brewing, and when instability ends and the world and the Warp are at their closest, the hordes will sweep down and destroy everything. The signs are everywhere – the end is coming.

The Dwarves

As the southern Waaagh was gathering, a call to arms went up and many Dwarves flooded back to defend the strongholds. As the Waaagh unexpectedly rampaged through the Border Princes and into the Empire, the Dwarves seized the opportunity to reclaim lost lands. With the Greenskin forces depleted, they are easily overcoming them. They are also focusing undivided attention on the Skaven who are also greatly lacking in strength due to the commitment of their primary arsenal of machines, materials, and magic in Bretonnia.

With only Clanrats and Skavenslaves left to guard the tunnels, the Dwarves are acquiring huge victories.

Karak Azul: Gold, jewels, silver, and raw materials flood in while armour, weapons, and Runic items flow out to aid the Dwarves in their quest.

Karak Azgal: Skalf Dragonslayer is finally able to go about reclaiming much of the stronghold. The treasures that have remained sealed in locations known only to the Dwarves are liberated. Skalf is buying up arms, equipment, supplies, and also paying warriors to further the expulsion of the enemy and to raise new defences that will prevent their return.

Zhufbar: One by one, the mines are being reclaimed as the lack of threat from above allows the Dwarves to concentrate on the Ratmen. Without the power of Clan Skryre, Pestilens, Eshin, and the Grey Seers, this is proving much easier than expected, so Skaven blood soaks the stone and on the surface, great pyres of their bodies fill the sky with acrid smoke.

Karaz A Karak: High King Thorgrim Grudgebearer is intent on erasing the loss of Karak Drazh. This is one of the biggest entries in the Book of Grudges and he has gathered a massive army that is preparing to assault the now greatly undermanned fort of Black Crag.

Karak Eight Peaks: Reinforcements have fought their way in and massive portions of the city have been reclaimed, fortified, and repopulated. The Dwarf Lord Belegar, descendent of the King Lunn, reclaims his birthright from the remaining Goblins.

Salvation?

A band of adventurers made sterling achievements in ending the Imperial civil war. Regarded highly by the Emperor and the Electors, they have undertaken the quest to reclaim the lost crystal keys that will release the Law Goddess Arianka. A High Elf Mage Lord travels with them as they try to decide whether this awesome force should be used to stop the Incursion or to thwart Xakishia.

The resting place of the final crystal key has been discovered and now, the Chaos Foundry awaits.

The Winds Of Magic

The Winds blow strong from the greatly expanded Warp gates. There are now 4d10+6 power points available in any 48-yard area, and any creature subject to *instability* may ignore their first two failed rolls due to the proximity of the Warp to the material world.

In addition, Daemonic entities are readying to charge the material world, thus, no roll for manifestation is made for any Battle Magic Rune because even if the hole is noticed, they are saving their appetites for longer and more effective intervention.

PART 1: THE VOYAGE HOME

The Waaagh

The Greenskins have poured up Black Fire Pass and on the 1st of Jahrdrung, they begin their assault. Almost simultaneously, Forest Goblins sweep down from the Great Forest and Night Goblins from Red Eye Mountain swell the Waaagh. The Waaagh rampages in a spearhead and accesses the following landmarks on the listed dates. The Imperial forces are holding off as they seek to let them pour faster than their supply lines and become disorganised from haste before mounting a significant retaliation that should shatter their lines and counter their momentum.

Jahrdrung

1: The assault begins.

4: Hochsleben, Sigmaringen.

5: Schramleben.

6: Agbetten.

10: Loningbruck, Pfungzig.

16: The Moot, Averheim, Wuppertal.

20: Pfeildorf.

21: Wissenburg.

26: Nuln is besieged and the southern villages are sacked. Sudenland, Averland, the Moot, and Ostland are now in enemy hands.

1/ Refugees: Throughout the journey, especially in the mountains, the party will encounter refugees. These are people whose lands have been overrun or who are fleeing the Waaagh before it reaches them. The Bretonnian provinces are riddled with plague. Tilea and Estalia are at war, and so they have to take shelter in the mountains.

Some of the people will be desperate for food, blankets, and clothing. Most will be fairly well equipped and can provide first hand and recent accounts of what has been occurring in the Empire.

2/ Scouts: Small units of boar and wolf riders are preceding the foot soldiers. They are acting as scouts and skirmishers. These encounters will occur within 30 miles of enemy lines and there will either be 2d6+3 Boar Boyz, or 3d6+6 Wolf Riderz. Both types of force will have a Boss with them and will viciously attack anything they see.

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel	Social
GOBLIN	4	29	29	3	3	5	20	1	19	19	19	19	19	19	-1
GOBLIN BOSS	4	39	39	4	3	6	30	1	19	19	19	19	19	19	0
ORC	4	39	29	3	4	7	20	1	19	29	19	29	29	14	+1
WOLF	9	41	0	3	3	5	30	1	-	10	14	14	14	-	-
BOAR	7	33	0	3	3	11	30	1	-	10	14	14	14	-	-

SPECIAL RULES

GOBLIN : Animosity other Goblinoids, *hate* Dwarves, *fear* Elves that they do not outnumber at least 2 to 1.

ORC : Animosity other Goblinoids.

SKILLS

Animal care, Dodge Blow, Nightvision, Ride.

Boss : + Strike Mighty Blow.

EQUIPMENT

Hand weapon, Dagger, Shield, Pot helm, Mail shirt or Breastplate.

Boss : + Plate or mail sleeves, Spare hand weapon.

3/ The Dead Walk: A number of zombies are encountered heading east. They are in Bretonnian clothing and have clearly perished from a variety of diseases. The Undead do not fight back, they just keep trying to head onwards.

Raised by eddies and confluences of the Dark Wind, through kinship to that vile power they are being drawn to Cripple Peak where Nagash is beginning to rally his power after sensing the weakness and great loss of life that will follow in the wake of coming events.

NEWS AND RUMOURS

The Empire

1/ The Ulthuan Sanctions have been lifted. The merchants are overjoyed that trade is flowing once more.

a) The reasons for them being lifted...

- Are unknown. Who knows how a High Elf mind works.

- Are because they want as much trade with us as possible. They are being threatened by Chaos hordes.

- Was because the Emperor gave them back what was stolen.

b) They are making fortunes from food and arms trading. They never cared about anything else other than their pockets. Damn merchants.

c) But many of them are fleeing to Lustria, Ulthuan, and the New World. Damn merchant cowards.

The High Elf retrieval force has informed the Phoenix King as to what has happened and they have decided to lift the embargo for the sake of all.

2/ The Waaaghs have attacked in the north and the south. Even more are massing in the Barren hills.

The person delivering this rumour will also know the current location of the enemy lines.

3/ Graf Alberich Haupt-Anderssen of Stirland has sided with the enemy. He and a large portion of his own guards are now standing against the Empire. Many of his force have remained loyal but it just goes to show that you can never trust a damn Stirlander.

4/ The Electors have passed that scumbag traitor Alberich's seat to Hochland. Count Aldebrand Ludenhof is now in Altdorf to take the role...

a) He has an unquenchable thirst for hunting and especially hawking.

b) He is a fair ruler and a great warrior. He may look a little lanky and thin but he is immensely strong and superHumanly fit.

c) A loyal Imperial servitor grabbed that cad Alberich's Runefang and ran off with it. It has been passed to its rightful bearer.

All true.

5/ *The recent Imperial Edict (Handout 1)...*

a) *Has upset a lot of Nobles who intended to use their...*

- *riches so they could run away and desert us. Damn nobles.*

- *forces to defend their own castles and homes and leave us to the Waaagh.*

- *forces to cover a flight from the Empire.*

b) *Has merely been a formality. Most of the taxes have already been collected. The militia stood up weeks ago and the troops have been massing for some time now. The Edict merely made it law to force a few holdouts, misers, and cowards to comply.*

6/ *The armies are massing at Altdorf. Every troop from the surrounding area plus the militia is being called in...*

a) *They are there to protect the capital.*

b) *They are going to split up and hit the north and south.*

c) *They are going to attack the north/south Waaagh. However, what happens about the other one then? It'll rampage all over the place before they get to it.*

7/ *Night Goblins from the mountains are abroad during the hours of darkness. They are moving ahead of the Waaagh and can see perfectly in the night. Stay in doors with a weapon and your doors bolted and barricaded after the sun goes down.*

8/ *The strange omens and portents have stopped...*

a) *The Incursion has begun.*

b) *The Incursion was thwarted by the Gods.*

c) *The Incursion is now inevitable. We are all doomed. Damn Chaos.*

Brettonia

1/ *The Wood Elves of Athel Loren have sealed themselves off and made it well known that anyone attempting to enter their lands will be killed.*

2/ *The plagues still rage and they say that each city receives no sun as the sky is choked with buzzards, flies, carrion birds, and smoke from the burning buildings and plague pits.*

3/ *They say that armies of Ratmen have been seen late at night...*

a) *But it is probably feverish delusions. I mean...Ratmen? Come on.*

b) *They say that they feed on the souls of the dying and diseased.*

c) *Strange wheels that blaze with dark power have been seen rolling across the plains. These unholy machines are always followed by hordes of Ratmen.*

Tilea/Estalia/Araby

1/ *The conflict has become completely confused. No one knows where their own forces are, let alone the enemy. Pockets of armies wander the lands seeking an enemy to engage. Damn fools. What a pointless war anyway.*

2/ The city of Luccani...

a) Has fallen.

b) Has repelled the Arabians and the siege force is heading back to Araby with what's left of its tail between its legs.

c) The city is still under siege despite the grotesque use of Undead to help with their defence. Damn Tileans. Never did trust them.

3/ The Sultan of All Araby is dead. He was assassinated by...

a) His own nobles. They never wanted this war but the Sultan refused to let it lie.

b) Chaos Cultists who rode into his bedchambers on Daemons before they could be stopped.

c) The nobles of Tilea who were finishing what they started.

Actually, it was Prince Anton Martie or agents thereof, completing what the Chaos Cults masquerading as Tilean lords started. He handled the job personally this time (if he was still alive after part 3).

4/ Since the murder of the Sultan, Araby has found new vigour for the war. Its people are rising up and begging for the chance to fight.

False. Many nobles are disheartened by the war that was started by the Sultans fury over his attempted assassination by Tileans. Now that he is dead, they are hoping to let the war burn itself out and then negotiate a peace.

5/ All three countries have sent envoys to the Empire and Bretonnia asking for aid. Seems they have been so caught up in their pointless conflict that they haven't seen what's been happening all around them.

6/ Mercenaries are returning from the war down south...

a) Many have said how they were sick of the war, in not getting paid, and being marched around without any real purpose.

b) At last. Now we'll have extra forces to beat back the Waaagh. Loyal Imperial mercenaries, straight from a fight, and experienced in war. That'll do the trick.

PART 2: ALTDORF

Outside of the city, there is a massive Imperial army that is clearly prepared for war. Regiments of Knights check their equipment and armour as squires rush around, saddling steeds, and handling minor tasks for their masters. The proud banners for the Orders of the Reiksguard, Knights Panther, White Wolves, Blazing Sun, and Fiery Heart are readily visible. The Grandmasters of these Orders are equally blatant and are keeping a ferociously intense eye on all that transpires.

Pistoliers clean their weapons as these young noblemen prepare to prove their worth and become full Knights. Grim faced Outriders check the workings of their repeating firearms.

The weapons of the regiments are raised like fields of crops. There is a rolling plain of halberds that reside next to another field of spears. There are also great ranges of greatswords, swords, bows, and crossbows.

A number of Halflings are present, but their usual merry disposition is dulled. They are loading up supplies while chefs prepare their most vicious recipes for the Halfling Hot Pot, the catapults for which can be seen being checked over and strengthened.

Wagons of supplies and equipment are being connected to teams of horses, as are rows of Great Cannon and Volley Gun. Mortars lie on heavy carts and divisions of Steam Tanks chug noisily as they are constantly checked and rechecked by haggard engineers before being loaded up onto great wheeled palates that are hauled by twelve draught horses.

War Wagons stand in solid ranks, their crews peering down on the legions around them with their man catchers, rifles, repeating weapons, blunderbusses, pole arms, and massive flails at hand.

Martial strength, brute might, and technological marvels are not the only force present. Every priestly order is represented, as are all the colours from the Colleges of Magic. The High Patriarch and the Grand Theogonist are also amongst their forces.

Volkmar stands upon his War Altar and whips the wailing hordes of flagellants into a frenzy of pious self-destructive rapture.

The sky has some Pegasi, Griffon, Hippogriff, and the odd Dragon flying through it, each with a heavily armoured rider upon their back. The creatures are stretching their wings and familiarising themselves with loops, barrel rolls, and swift dives to shed the cobwebs from their flying skills after their long and idle confinement.

The amassed might of the Empire is awe-inspiring.

The army is due to leave on the morning of the 32nd. It will divide into three units. Two large forces will head north and south where they will intercept the Waaaghs and push them back. A smaller third force is heading east to strike the Forest Goblins and prevent them moving on Altdorf or bolstering the lines of the Waaaghs with their numbers.

Gaining entrance: 10 GC per person, plus 5 GC per mount. This is waved for characters of obvious high standing. All saddlebags and any obviously full baggage will be given a quick search.

The Imperial Palace

The palace is a hive of activity. Knights and squires prepare for travel and soldiers ready themselves for a long march. There are no merchants outside the gates, only guards.

The guards will recognise any high-ranking adventurers and allow entry. If Valthor is with them, the guards will want to ensure he is kept under guard by a unit of six Knights at all times. They will state that because of the recent events between Ulthuan and the Empire, it is best that he be protected. The real reason is that they do not trust him and while it appears that he is given the VIP treatment, it is mainly to keep him at the other end of the Palace and away from anything important.

Stable boys and servants are summoned to take the party to rooms and see to their needs and that of any mounts.

Seeing the Emperor

The servants will see to it that the Emperor is informed of their return. They have the chance to bathe, eat something other than iron rations, preen, get new clothes, have armour polished etc. All is provided for them.

A short time later, a squire comes to inform them that...

His Imperial Majesty regrets that he is unable to grant an audience at the present time. The army leaves on the 32nd and there are many matters that require his undivided attention. Emperor Heinrich X asks that you prepare your report for delivery to the Imperial court of war and that you start to make any preparations you need in order to facilitate the furthering of your quest. He will summon you as soon as he can.

The squire departs and the party can rest, recuperate, shop, learn skills, and change careers as necessary.

Shopping in Altdorf

The drain on resources negates the usual +10% modifier to all availability and some goods are even harder to get than others due to the various wars having soaked up much.

Item	Availability	Cost Modifier
Armour	3 levels rarer	+50%
Weapons, firearms	not available	
Weapons, melee	3 levels rarer	+50%
Weapons, specialist melee	2 levels rarer	+25%
Weapons, missile	3 levels rarer	+50%
Weapons, specialist missile	2 levels rarer	+25%
Livestock	4 levels rarer	+50%
Provisions	5 levels rarer	+75%
Riding animals	3 levels rarer	+40%
Illumination	1 levels rarer	+25%
Travel costs	3 levels rarer	+25%
Wages	2 levels rarer	+40%

Each level beyond *very rare* decreases the availability by 10%. All goods still become one level more available for double the final modified cost.

32nd Pflugzeit

The Emperor and most of the Electors go to the city walls to send off the troops. Citizens flood the area and effectively prevent the party gaining access. Heinrich gives the following speech...

The armoured forms of the Electors gather before a wall of shining Knights. The Emperor steps forth and cheers from warrior, wizard, priest, nobleman, and citizen make the ground vibrate due to their enthusiasm. He hushes the crowds and then a moment later his voice booms out and addresses the Imperial armies.

'Brave defenders of the Empire. Today, you leave to battle a foe that threatens our lands, our loved ones, our lives, and our very way of life.'

'When you face the enemy, show no fear, and show no mercy. The Gods stand with us and shall watch over those who remain true and brave of heart.'

'Meet the foe with blade and bolt, arrow and shot, meet them with Human courage and fight for your freedom, fight for your Emperor...'

He draws his Runefang and hoists it in salute. A moment later comes the dull unified shriek of the Electors hauling the lethal badge of their office from the scabbard. All blades rise high and catch the brilliant sunlight.

'...fight for your Empire!' he bellows.

Fist and weapon launch into the sky as roars of frenzied fealty go up. Applause, whistles, and howls of praise and commitment create a deafening cacophony. Chants of loyalty form a steady background to the ebullience.

In the revelry, the Electors and Heinrich withdraw into the Knights and vanish from view.

There is a unified holler of trumpets, then drums pound and the armies start to march in the direction of their allotted foe.

The Summons (33rd Pflugzeit)

At around noon the next day, Emperor sends a messenger to bring them to the war room. The messenger escorts them to the antechamber and after a ten-minute wait.

An Imperial herald opens the doors and reveals a very busy war room. The progress of the three Imperial armies is shown on many maps as they head towards the Greenskin lines. The Emperor and the Champion (who is his ever present shadow) stand by the gathered Electors, most of whom have lands that have fallen to the advance of the Waaagh. You can see Grand Prince Hals Von Tasseninck of Ostland. Grand Baroness Etelka Toppenheimer of Wissenland. Grand Countess Ludmilla Von Alptraum of Averland, and Elder Hisme Stoutheart of the Moot. Reiksmarshall Helborg is also here along with a very tall and thin man in hunting style robes that are regal and sturdy. They all wear their Runefangs at their sides.

The herald will now announce them and the party can salute or bow as appropriate.

The Audience

The Emperor is the first to address them...

'Welcome back, I believe you are already acquainted with most of those present, but you probably do not know Count Aldebrand Ludenhof of the now Electoral province of Hochland. Count, allow me to introduce (PC's names and titles). Now, let us delay no longer, proceed to your report. I pray that is a favourable one.'

The party may now go through what happened at Castle Drachenfels.

Questions

The following will be asked the following if it was not covered in what they declared.

1/ How do they intend to go about gaining the last crystal?

The Reiksmarshall will ask them to gather all the information they can as they pass through the enemy lines. Obviously, a small group has the best chance of slipping

through and he is particularly interested on news of what is going on in Praag. Captives are constantly being shipped there but they have no intelligence on the city.

2/ Who is Valthoris? Why is he on Imperial soil? Did he come alone? What happened to the rest of his force? How did it get through Bretonnia without being noticed? Who is he loyal to? Is he trustworthy? Didn't you say that about Charlotte? Will he be joining you on this mission?

The Emperor can reveal that the Ulthuan sanctions were lifted without reason, but through the PC's report it seems that they now know why. The High Elves are not going to offer excuse or apology but seem to have come round.

3/ What of Drachenfels? Does he live? What are his intentions? What does he want? Did you find a means to destroy his Castle? Did the Oracle give you any other information about the future?

4/ What is happening in Bretonnia at present?

The Electors know of the plagues but little else. Reports are scattered, exaggerated, distorted, and confused.

PART 3: DRAGONS OF MORNING TWILIGHT

1st Sigmarzeit

The next morning Xakishia moves her Warpgate and its castle into the Empire. The party will gain a first hand experience of the event.

Spell casters

Anyone with *cast spells* skill will feel the arrival of the Watchstones. Their awesome power is easily picked up and it is the fuel to feed the spell that will transport the castle. The characters awake with a start, their head throbbing, and their skin tingling. They can feel the presence of truly stupendous power nearby.

1 turn later...

Alarm

The guards on the walls see the Dragons and raise the alarm at 7:00 am. Bells ring out, shouts go up, and the sounds of mobilising troops fills the air. The source of the concern is visible from most palace walls or windows.

Surrounding a hill some five miles from the city there rise huge slabs of stone that crackle and blaze with multi-coloured energy and light.

Initiative test (+10 excellent vision): Flying away in the distance and semi-concealed in the rays of the rising sun is a flock of winged creatures that are heading northwards.

The Guards: The lookouts saw a flock of black Dragons that were clad in armour carrying the stones. They raised the alarm but the beasts merely set them down and then left.

The Stones: They appear as huge stone menhirs covered in strange and complex runes that are almost completely hidden because they crackle with rainbow arcs of lightning. There are sixteen of the stones and they surround a hill to the south west. They devour any magic cast on them and any material object coming into contact with their surface is annihilated.

Rune Lore: The runes upon the great stones are infinity more complex and powerful than anything seen before. Even the simplest runes are far beyond even vague comprehension. The creators of the stones had to have been near god like in their power and knowledge.

Magic Sense: No spellcaster can come within 2 yards of a menhir without being swamped by intense power. If they do, *magic sense* and *magic awareness* will be overwhelmed for 4d6 days. A *toughness* test is required or they will pass out for d3 hours. 10 points of *initiative*, *dexterity*, *intelligence*, *leadership*, *willpower*, and *fellowship* are lost and are only regained at the rate of 1 point per day, or 4 per day of complete rest.

The Build Up

Over the next three hours, the stones start to glow brighter and brighter. A rainbow-coloured mist slowly begins to drool from them and spill across the surrounding area. Valthoris has no idea what is happening but suggests they be back in Altdorf if it occurs.

Preparation

The gates are closed and the defences are manned. Steam Tanks stand ready near the stones and numerous cannon and catapult are trained on the hill. The Emperor and the Electors gather on one of the lofty plazas to watch what is happening. The party is called up as well to see if they have any clue as to what might be happening. Valthoris and his Swordmasters are also summoned. The Mage Lord is groggy and disoriented, he states that the power of the stones is greatly affecting him because of his Elven heritage and sorcerous ability. (Actually, Xakishia is focusing so much of her power on the transition that she is having difficulty in operating the vacant shell that is Valthoris).

The Queen Arrives (10 a.m.)

The stones explode with colour and light. Sparks fly in all directions and lightning spits out to lash the soil and scorch it with jagged lines. The stones are swallowed by insane spectrums of light and a deep rhythmic thrumming starts to rise in power. The sound makes the ground quake beneath your feet. The hill quivers with heat haze and a fluctuating pressure begins to push in on your eardrums

The Emperor will want to leave, just in case. He orders that the Celestial wizards from the guest wing be brought to him immediately. He also orders for his personal guard to be gathered and to have his emergency baggage brought up.

Five turns later...

The power starts to launch over the hill, criss-crossing from stone to stone, and creating a blinding swell of energy far greater even than the sun itself.

Five turns later...

A shape starts to form within the dazzling aura. It seems to be some sort of fortress of vaguely Elven design. It is ancient and weathered looking and much of it is still wet from sea spray.

Anyone who saw Maultark in the Chamber of Portals will recognise the shape. The Emperor and his guards, clerics, and wizards gather.

1 round later...

There is a sudden clap of deafening thunder and a blast of hot air washes out across the land as the ground gives a violent throw. There is a pulse and the dark ancient fortress becomes solid. The power coursing around the stones instantly ebbs.

From the gates of the fortress pour forth Dark Elves on armoured mounts. There are Humans visible within their ranks as well.

From the highest tower rises a column of black smoke that starts to gather into the shape of a pale Elven woman before suddenly changing and becoming a black Dragon of impossible size. Covered in ornate and eldritch platemail the beast screeches and dozens of Dragons break from its skin and start to cruise out over the area. Each is larger than any normal Dragon and they are utterly terrible to behold.

Terror and fear tests for all living creatures. If they are with the Emperor, Rally spells are prepared to remove the effects.

Magical awareness: It is immediately obvious that this is the manifestation of a deity.

The Emperor orders the evacuation just as the Celestial wizards arrive. They are elderly men in blue robes that are covered in stars and crescent moon symbols with comets winding over the material. Each wears blue and white rings on every finger.

1 round later...

The huge manifestation of the Dragon opens its jaws wide and a bolt of incendiary power launches out and strikes the gatehouse of the city. The whole building vanishes amidst broiling flame and smoke. Chunks of scorched rock rain down as a dark fireball rolls up into the sky to reveal a huge breach in the defences of the city.

Escaping From the Palace

The Electors and a number of elite Knights with backpacks, provisions, and equipment have gathered on the lofty plaza. Several Colour Wizards and Clerics are also present.

- 1 – A celestial wizard draws a scroll. The other tells everyone to stand three abreast and as close together as possible, if they want to live.
- 2 – The wizard begins casting *Sapphire arch*. As it manifests the other wizard hollers ‘Everyone into the arch!’ and rushes in.
- 3 – A five-yard high and five-yard wide arch of glowing sapphire energy appears. Everyone charges in and at the end of the round, it vanishes. They will find themselves in a limbo state where time does not pass.
- 4 – The wizard uses his own power points and a number of energy rings to fuel *Swiftwing* for two turns. He appears and recasts *sapphire arch*, thereby letting everyone out.
- 5 – The other wizard casts the same rota of spells and takes the group another 2000 yards northwards.

From the City

If they are not with the Emperor, the timeline of events in the city and surrounding area is as follows.

Turn

- 1 – The terrified populous clamber onto boats to escape, some become so heavily laden that they sink or capsize. Others leap into the water to try to swim beyond the walls. The other gates are opened and the people flood forth, screaming.
- 2 – The Great Dragon lands upon the steam tanks and starts to rip them apart with massive talons as it breathes a vast plume of fire into the sky.
- 3 – The Great Dragon takes to the air and circles over the city, striking absolute terror into the hearts of the people. Some throw themselves from their windows to escape the sight, others collapse and gibber, or rip out their hair and just wail.
- 6 – The Dragons land 1600 yards from the city and use sheets of flame and their nightmare visage to drive the fleeing populous back. The rout is stopped dead. Due to their proximity to the Warpgate, they are not subject to *instability*.
- 35 – The cavalry reach the city and pour in through the breach. The Human and Dark Elf wizards use sorcery to punch through the resistance and to take out the war machines.
- 120 – The resistance is crushed and the great Dragon becomes smoke before forming into the face of a radiantly beautiful Elven female. A voice that is seductive and charming echoes across the land for miles.

‘People of the Empire. I am the all-powerful Goddess Xakishia. I have come to offer you a choice. Join with me and my cause, or perish. The rewards I offer you are great. Only I can defend you from the hordes of Chaos that are poised to sweep down and consume us all. You have seen the signs. The time of our destruction is at hand. Unite with me. My Dragon hordes stand ready to protect you. Forsake your rulers, they despise you, and their petty squabbles threaten you all. Unite under me and Chaos will be defeated, and as one we shall rebuild the Empire and conquer the globe. The Empire will encompass the world and persevere for a thousand millennia in a golden age that will

make the times of Dwarf and Elf seem but a fleeting flicker of paltry wealth. The choice is yours...’

The Emperors Camp

The Emperor, Electors, and Knights move swiftly to the north west and when night falls they make camp under heavy guard. A discussion is held over the campfire.

Talk of the Castle and its appearance is surrounded by much speculation. How did it get here? Where is it from? Was the Dragon actually Xakishia herself or some sort of conjuration? If it is the Goddess, surely they need some sort of portal or something to be able to just charge out into our world from whatever hellish domain they come from?

Other questions are as follows and are presented with the Emperor’s response after them.

‘Where do we go now?’ Much as I am loath to retreat, it seems we have no option. With forces to the north, south, east, and at the capital, we have to head west. Marienburg seems as good a destination as any.

‘What about our armies?’ There may be no chance to warn them of the threat approaching from their rear. They will have to face the danger as best that they can.

‘I saw our wizards there.’ Traitors. There were reports from the guilds of missing wizards as well as the dead ones. It seems they were recruited and if they did not comply, they were murdered to hide this treachery.

‘Buy why?’ Who knows what they were promised? You heard the speech of our foe. She seeks to take the Empire, not destroy it. No doubt, the wizards have been offered positions in the ruling caste of this new evil regime.

‘What of the city?’ Taken. No doubt many will submit rather than fight such a force. They cannot be blamed for that.

‘So what hope is there now?’ I am sure that you are all familiar with our plans to release the law goddess – Arianka. We have all the keys save one. If my agents here can acquire it, perhaps we can dispose of this Goddess and stand a fighting chance in the recovery of our lands.

‘What of our own Gods? Where is Sigmar? Where is Ulric?’ We have had reports of Chaos storms in the north, perhaps they bide their time to thwart Chaos.

PART 4: TO KISLEV AND BEYOND

Obviously, the passage of a group of adventurers through Middenland, Ostland, and into Kislev is going to be resisted by the enemy forces they encounter. Again, if you are running the battles, careful track should be kept of all losses they inflict, as these will be missing from later battles to retake the Empire.

Enemy Lines

The Waaagh is laying siege to both Middenheim and Talabheim and is gathered along the river Talabec.

27th Jahrdrung: the forces move into Nordland and the Drakwald forest there to battle the troops and Wood Elves.

21st Pfulgzeit: A large force that is 175 miles from Marienburg pacifies the local area and lays in wait. Another large force gathers 100 miles south south west of Middenheim to meet the Imperial army. Small units dot the Middenheim and Talabheim road. A force of Forest Goblins gathers 100 miles south of Talabheim seeking to attack the east bound Imperial force while they are in their favoured terrain.

8th Sigmarzeit: The Imperial army attacks the forces at Nuln. The city aids in repulsing the invaders. The Waaagh gathers again a short distance away.

9th Sigmarzeit: The Waaagh and Imperials clash again near Nuln. The reinforcements from Maultark appear and attack the Imperial flank. The army crumbles and flees into the west. The Grand Countess and many troops and nobles manage to get out of the city during the distraction.

11th Sigmarzeit: The Imperial forces and the Waaagh clash on the road to Middenheim. Once more, the Maultark forces attack swiftly from the rear during the conflict. The Imperials flee into the forest.

12th Sigmarzeit: The Imperials and the Forest Goblins clash. The Imperial forces are victorious and shatter the Forest Goblin line. They pursue into the forests and hunt down the survivors. When they receive word of what has occurred, they regroup and head deeper into the eastern forest.

31st Sigmarzeit: Ships from Erengrad attack Marienburg. The ground forces move in as Wood Elf and High Elf forces assist in the defence. The city is besieged and continual naval battles rage in the waters outside the city.

The Empire

Whilst within 100 miles of enemy lines there exists a chance of running into a scouting party. These small units are more frequent along roads. They will attack those they think they can defeat but will flee if they are outnumbered, outclassed, or take more than 50% in casualties. At night, they simply camp and will only be encountered if the party are on the move.

Road: 10% per day.

Rural: 5% per day.

<i>D100</i>	<i>Type</i>	<i>Numbers</i>	<i>Leaders</i>
-------------	-------------	----------------	----------------

01- 29	Boarboyz	d6+4	1 Orc Boss
30 - 79	Wolf Riderz	d6+8	1 Goblin Boss
80 - 94	Human Cavalry	d6+5	1 Human Sgt
95 - 00	Dark Elf Cavalry	6	1 Dark Elf Sgt

Beyond Enemy Lines

Along any enemy frontier, there are units of troops. Every 20 miles there will be a camp that patrols the 10-mile area around itself. A camp will be a clearing that contains tents and has sentries wandering the perimeter. A typical camp will have...

2d6 Orcs

4d6 Goblins

2d6 Lesser Goblin servants

2d6 Snotlings

<i>Roll d6</i>	<i>Race</i>		
<i>Leaders</i>	<i>Goblin</i>	<i>Orc</i>	<i>Black Orc</i>
1 Big Boss	1 – 2	3 – 5	6
2 Boss	1 – 3	4 – 5	6
1 Shaman	1 – 4	5 – 6	-

	<i>Roll d6</i>	
<i>Shaman Level</i>	<i>Goblin</i>	<i>Orc</i>
Level 1	1 – 3	1 – 2
Level 2	4	3 – 4
Level 3	5	5
Level 4	6	6

Disguise

The party may attempt to disguise themselves as enemy troops and thereby allow free movement in occupied territory.

Gaining uniforms: This can only be achieved by theft or by stripping slain troops. Critical hits, including those that slay the foe damage armour on a location. Their size is as follows.

<i>Race</i>	<i>Height</i>	<i>Weight</i>	<i>Build (d6)</i>		
Dark Elf	5' 6" + d10"	110 + 2d10 lbs	1 – 3: light	4 – 6: average	
Human	5' 4" + d10"	140 + 2d8 lbs	1 – 2: light	3 – 4: average	5 – 6: heavy
Orc	5' 6" + d10"	150 + 2d8 lbs	1: light	3 – 4: average	5 – 6: heavy
Goblin	4' 3" + d10"	100 + d10 lbs	1 – 2: light	3 – 4: average	5 – 6: heavy

The party may hide as the following races...

Human: Human, or Dark Elf (light build only and +20 on *intelligence* tests to see through it)

Dwarf: Goblin, full plate required, +25 on *intelligence* tests.

Elf: Dark Elf.

Halfling: Goblin, full plate required, +20 on *intelligence* tests.

Ogre: Ogre only.

The Fit: +/- 10 lbs and +/- 1" will still fit, but each lb and inch will add 10% to the enc. A different build cannot be worn.

Int tests: When placed in a situation that requires the convincing of their bogus identify, the person dealing with them receives an *intelligence* test to notice that something is amiss. If they succeed, they will seek to press for details and confirm their suspicions before acting. If the suspicious character is impersonating a leadership caste, they may take this information to their own superiors so that they may seek out the character and confirm their identity.

Sight

+30 *Disguise* skill

+10 each different race in the party after two (groups of different races rarely travel together).

+0 to 50 Out of the ordinary weapons, equipment, transport, and armour.

Minus half of the disguised persons *intelligence* (some people are just smarter at fitting the roll and acting and behaving as the race they are dressed as).

-25 impersonating a Dark Elf officer, Mage, or Cleric with regard to non-Dark Elf troops only.

-10 impersonating a Dark Elf with regard to non-Dark Elf troops only.

-5 impersonating a sergeant or boss.

+10 impersonating a captain or big boss (the faces and identities of such high ranking leaders are much more widely known).

-20 they are the same race as that being impersonated.

Verbal encounters

+/- 30 for their cover story and the role-playing of it.

+15 do not speak the correct dialect (most Human traitors are Norse or Kislevite), +20 if impersonating a sergeant/boss, +30 if captain/big boss because an officer not speaking correctly is much more suspicious than a mere trooper with a dodgy accent.

+50 do not speak the correct language.

Obviously, Tzeentch's Rings of Transmogrification may help a great deal in disguising Dwarves and Halflings.

PART 5: ENCOUNTERS

The journey through Kislev presents a problem in that it is now enemy territory and that many fell beasts are heading south to follow their food source as it retreats from the expanding taint of chaos that creeps across the land.

River Encounters

Use of the encounters in 'Death on the Reik' works fine. Just replace all military traffic with Goblinoids and the odd Dark Elf force aboard them. They will frequently be carrying slaves, pillage, taxes, troops etc.

Land Encounters

Encounters are in two categories – *animals* and *Humanoids*. The various regions and the penalty for off road travel along with an encounter guide are as follows.

The roll to determine category is modified as follows due to the increased chance of a Humanoid encounter near a settlement.

- +5 within 5 miles of a town.
- +10 within 10 miles of a city
- +5 on a road
- 5 at night.

THE FOOTHILLS

Rugged and forested, the hills are dotted with isolated farmsteads. Travel is reduced by 50%. Every 4 hours there is a 10% chance of an encounter.

D100	Encounter Type
01 – 40	Animal
41 – 00	Humanoid

THE GREAT FOREST

The continuation of the mixed forests of the Empire. There are many bogs and marshes. Travel is reduced by 75%. Every 4 hours there is a 10% chance of an encounter.

D100	Encounter Type
01 – 90	Animal
91 – 00	Humanoid

THE DOBRYRION

This region holds most of the Kislevite population. Travel is not penalised. Every 3 hours there is a 20% chance of an encounter.

D100	Encounter Type
01 – 20	Animal
61 – 00	Humanoid

THE GOROMADNY

The northern extension of the Worlds Edge Mountains. Travel is reduced by 50% and animals can only acquire 10% of their required food through grazing, the rest must be provided. Every 4 hours there is a 5% chance of an encounter.

D100	Encounter Type
01 – 94	Animal
95 – 00	Humanoid

THE BELYEVOROTA PASS (aka the High Pass)

A track running through a less hostile part of the mountains. Travel is reduced by 50%. Animals can only acquire 10% of their required food through grazing. Every 4 hours there is an 8% chance of an encounter.

D100	Encounter Type
01 – 60	Animal
61 – 00	Humanoid

TRANSLYNSK

Mixed forest. Travel is reduced by 75%. Every 4 hours there is a 10% chance of an encounter.

D100	Encounter Type
01 – 80	Animal
81 – 00	Humanoid

TAIGA

Coniferous forest. Travel is reduced by 50%. Animals can only acquire 50% of their required food through grazing. Every 4 hours there is a 5% chance of an encounter.

D100	Encounter Type
01 – 90	Animal
91 – 00	Humanoid

TUNDRA

Frozen barren plains. Travel is reduced by 10%. Animals can only acquire 10% of their required food through grazing. Every 4 hours there is a 3% chance of an encounter.

D100	Encounter Type
01 – 99	Animal
00	Humanoid

Encounter Table

<i>Animal</i>	<i>Foothills</i>	<i>Great Forest</i>	<i>Dobryrion</i>	<i>Goromadny</i>	<i>High-Pass</i>	<i>Translynsk</i>	<i>Taiga</i>	<i>Tundra</i>
Bats	01-04	01-02	01-06	01-05	01-04	01-03	-	-
Bear	05-08	03-06	07-08	06	05	04-06	01	-
Bloodsedge	09-11	07-09	09-10	07-08	06-07	07-08	02-03	01
Boar	12-16	10-13	11-15	09	08	09-11	04	-
Bog Octopus	-	14-16	-	-	-	-	-	-

Carrion	17	17	16	10-15	09-14	12-14	05-11	02-10
Chimera	18	-	18	17	16-18	15-17	15-17	12-19
Dog	19-21	19	18-27	19-20	18-19	18-22	20-22	-
Dragon	22	20	21-27	20-26	23-27	23-29	20-19	-
Eagle	23-24	21	28	27	28-29	30	-	-
Fen Worm	-	22-24	-	-	-	-	-	-
Ghoul	25-27	25	28-30	29-30	28-29	30-31	31-35	28-34
Griffon	28	26	31	31-33	30-32	32-34	36-42	35-43
Harpy	29-30	27	32	34-38	33-37	35-39	43-50	44-52
Herd	31-40	28-32	33	39	38-39	40-44	51-56	-
Hippogriff	41-42	33	34	40-42	40-42	45-47	57-61	53-62
Horse	43-45	34-35	35	43	43	48-50	62	-
Hydra	46	36-39	36	44-49	44-49	51-53	63-68	63-69
Jabberwock	47	40-41	37	50-52	50-52	54-55	69-73	70-76
Lashworm	48-49	42-43	38	53-56	53-56	56-57	74-75	-
Leech	44-53	-	-	-	-	-	-	-
Marshlight	-	54-56	-	-	-	-	-	-
Manticore	50	57	39	57-59	57-59	58-59	76-79	77-83
Owl, giant	51	58-59	-	60	-	-	-	-
Rat, giant	52-53	60-61	40-42	60-61	60-61	61-62	80	-
Normal	54-55	62-64	43-49	62	62	63-64	-	-
Rock	-	-	-	63-67	63-67	65-66	-	-
Skeleton	56-57	65-66	50-51	68-70	68-70	67-69	81-86	84-88
Small animal	58-68	67-76	52-66	71-72	71-72	70-72	87	-
Snake	69-74	77-80	67-68	73-76	73-76	73-74	88-89	-
Spider, giant	75-76	81-83	69	77-79	77-79	75-76	90	-
Swarm	77-84	84-87	70-73	80-82	80-82	77-80	91-92	-
Wolf	85-89	88-90	74-83	83-86	83-86	81-86	93-94	-
Wyvern	90	91	84-85	87-92	87-92	87-91	95-99	89-91
Zoat	92-93	-	92	-	-	-	-	-
Zombie	91-92	94	86-87	93-94	93-94	93-94	92-93	-
Carcass	93-00	95-00	88-00	95-00	95-00	95-00	00	94-00

<i>Humanoid</i>	<i>Foothills</i>	<i>Great-Forest</i>	<i>Dobryrion</i>	<i>Goromadny</i>	<i>High-Pass</i>	<i>Translynsk</i>	<i>Taiga</i>	<i>Tundra</i>
Bandits	01	01-25	01-05	01-26	01-25	01-30	01-36	01-20
Bounty Hunter	02	26-35	06-09	27-32	26-33	31-38	37-40	21-25
Civilian	03-24	36-40	10-19	-	-	-	-	-
Corpse	25-27	41-45	20-24	33-40	34-38	39-43	41-45	26-30
Domestic herd	28-49	46-55	25-34	41	39-45	44-48	-	-
Escaped slave	50	56-60	35	42-56	46-53	49	46-59	31-40
Farmer	51-83	61-70	36-55	57-60	54-55	59	-	-
Merchant	84-89	71-72	56-75	56-60	-	-	-	-
Outlaw	90	73-93	76	61-95	61-95	60-99	60-00	41-00
Patrol	91-00	94-00	77-00	96-00	96-00	00	-	-

Flying Encounters: The party has a 70% chance of receiving an *initiative* test (+10 *excellent vision*) to spot flying encounters. Otherwise, the beasts are coming in from the direct rear and cannot be noticed in advance. If spotted in advance the party can try to hide from them if they wish.

ANIMAL ENCOUNTERS

BATS: Encountered flying at night, or disturbed during the day in their tree or cave. There will be 5d10 of them. They will swarm around for d3 rounds and have a 50% chance of causing 1 wound per round via various nips before they settle or move on. Giant bats will attack until driven off or slain.

BEAR: d8-6 (min 1) bears are encountered. Alone or with mate, they may attack those on their territory and will definitely attack if threatened or with cubs (35% chance of having d6 cubs with them). Bears may be seeking a local carcass that they can smell up to 28 km away.

BLOODSEGE: A character with *Identify Plant* skill that makes an *initiative* test spots this hazard before the party walk into it. If they fail to see it, this allows the plant *surprise*.

BOAR: d4-1 (min 1) are encountered. These highly aggressive creatures require little provocation to commence an attack. They will make an excellent, if little tough, meal.

BOG OCTOPUS: The party is passing through an area of bog or marsh whose primary occupant is a vicious Bog Octopus. If reduced to less than 5 wounds it sinks into deep watery mud and hides.

CARRION: d6-1 (min 1) are seen flying overhead. They receive an *initiative* test (-15 in forest/woods) to spot the party and then attack. Otherwise, they continue unless the party draws attention to themselves.

CHIMERA: Encountered flying south looking for better and more plentiful prey. It will flee if reduced to less than 10 wounds. 75% have 3 heads (snake, lion, goat), 25% have d6 heads.

D6	Head type
1	Lion/tiger
2	Snake
3	Goat
4	Bird of prey
5	Dog/wolf
6	Lizard

DOG: There are many packs of wild dog packs that have either been born wild or are escaped hunting/domestic creatures. 3d4 are encountered and they will attack until killed or driven off when half their number is slain.

DRAGON: d10-2 (min 1) are spotted on the wing. Revitalised by the Winds of Magic they either attack the party for fun or food, or just pass by.

EAGLE: It will attack any Halflings in the party as though they were standard prey, and may provide a meal if they can shoot it down, but otherwise is harmless.

FEN WORM: They are passing through some muddy, boggy ground when a Fen worm explodes from the mud and seeks to devour them. The wet ground causes *-5 weapon skill* and *ballistic skill*. It will submerge if reduced to 6 wounds or less.

GHOUL: d8-1 (min 1) Ghouls are found feasting on newly opened graves or animal carcasses, or encountered seeking fresh prey. At night, they will close in on a camp and attack.

GRIFFON: It will attack and flee to seek easier prey if reduced to 9 wounds or less.

HARPY: d12 harpies are encountered migrating south for easier prey. They will flee if they lose half their number.

HERD ANIMALS: Roll d6. 1-2: Bison, 3-4: Elk, 5-6: Deer. There will be 2d6 Cows, 2d6 Calves, and 1 bull. They will stampede if approached or attacked.

HIPPOGRIFF: A migrating beast attacks and will flee if reduced to less than 9 wounds.

HORSE: A herd of 2d6 wild horses that will flee if approached, threatened, or if any loud noise is made.

HYDRA: Generally moving from one cave or area of marsh to another such location due to lack of prey. The Hydra will attack anyone it encounters. For the body type roll d6. 1-2: Mammalian. 3-4: Reptilian (30% gaping maw). 5-6: Serpent.

JABBERWOCK: Heading down from the north and it will attack if it can muster the brainpower.

LASHWORM: An area where there are d20 Lashworms in residence.

LEECH: An area of swamp or marsh, or a pool or puddle is infested with leeches. The characters will lose 1 wound every 3 hours. Noticing them requires an *initiative* minus (*toughness* x 5), + 10 (cumulative) per wound sustained, and test each hour. They drop away if flame or salt is applied. There is a 15% chance that there will also be d3 Giant Leeches present in the waters.

MARSHLIGHT: They attempt to draw the party into a patch of quicksand d6 x d100 yards away. *Identify Undead* or previous experience will be invaluable here.

MANTICORE: It will flee if reduced to twelve wounds or less and then seek easier prey further south.

OWL, GIANT: d4-2 (min 1). If the party is in disguise, they attack until reduced to 10 wounds or less whereupon they retreat. Otherwise, they will converse with the party.

They speak their own language that will require *gift of tongues* to decipher. 20% of them can speak *Eltharin*.

The owls will be inquisitive about what is going on as they are angered by the presence of evil on the land, especially Dark Elves and Goblinoids. They know little save that the Wood Elf settlements they previously visited have been found deserted or destroyed by hateful Dark Elves and Daemons.

RAT, GIANT: d8 rats attack from the undergrowth.

RAT, NORMAL: 2d6 rats attack from the undergrowth or if they are camped, they rummage in their belongings and gnaw on food and possessions until driven away.

RAT, ROCK: 2d4 rock rats leap from the stone and attack.

SKELETON: 2d10 skeletons, spontaneously raised from their shallow graves by pools of Dark Magic are encountered wandering towards the adventurers. They attack if they can muster the brainpower. 50% of the time they will be wandering towards Cripple Peak, ignoring all outside intervention.

SMALL ANIMAL: They generally flee before they are seen. This time they are spotted before they escape and offer the chance for some quick meat.

<i>Roll d10</i>	<i>Animal</i>
1-2	1d20 Rabbits
3-4	d4 Squirrels
5	d3 Foxes
6-10	d20 Birds

SNAKE: They disturb or are attacked by a snake.

<i>Roll d10</i>	<i>Snake</i>
1-2	Giant rattler
3-4	Rock serpent
5-6	Viper
7-8	Giant snake
9-10	Spitting snake

SWARM: The imminent incursion is greatly affecting the natural world. Swarms are becoming more frequent

<i>Roll d10</i>	<i>Type</i>
1	One hundred thousand Ants
2	One thousand bats
3	One hundred thousand beetles
4	One thousand frogs/toads
5	One thousand lizards
6	One thousand rats
7	One thousand snakes
8	One hundred thousand spiders

9	One hundred thousand scorpions
10	One hundred thousand ticks

WOLF: The pack is encountered as they search for food. They will break and flee if half their number is killed.

<i>Roll d6</i>	<i>Type</i>	<i>Number</i>
1	Dire	D3
2-3	Great	2d3
4-6	Pack	3d6

WYVERN: d4-1 (min 1) are encountered. They will flee if reduced to 7 wounds or less.

ZOAT: If the party is in disguise they attack, otherwise they remain in hiding. The Zoats have a total *hide* of 179 so it is unlikely they will be spotted. There will be d4 Zoats, and d2 Zoats who are Druidic Priests.

<i>Roll d10</i>	<i>Level</i>
1-4	1 st level
5-7	2 nd level
8-9	3 rd level
10	4 th level

ZOMBIE: 2d10 zombies, raised by pools of Dark Magic, are encountered shambling mindlessly around or heading diligently towards Cripple Peak.

CARCASS: Roll again to determine what the body/s are and they will be d20 days old. The stink may alert the party if it is not directly on their path.

HUMANOID ENCOUNTERS

BANDITS: Gangs of bandits still operate from their camps in the mountains or deep forest. Ambushing travellers or charging into camps at night, their own lairs will be protected by snares, trip wires, and other booby traps as well as the usual lookouts and sentries. These ward not only against the authorities but also against fellow bandits seeking to steal their acquired loot.

There will be 5d6 of them plus a leader. Their mode of attack may vary from missile fire, to charging, or setting a trap of some kind – trip wire, hoisted rope, pit, felled tree etc. They will generally flee if 50% of their number are killed. 25% if that includes their leader. Typical stats are...

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Bandit	3	38	35	3	3	6	30	1	30	30	28	29	29	29
Leader	3	45	40	4	5	9	40	2	40	50	38	39	39	39

Skills: Concealment: rural, Disarm, Dodge blow, Scale sheer surface, Set trap, Silent move: rural, Spot trap, Strike mighty blow, Strike to stun.

Possessions: Hand weapon, Leather jack, Shield, Bow, Quiver, 5d6 arrows, Dagger, Bag, Oilskin, Torch, Tinderbox, 2 days food.

Their camp will have tents, food, cold weather clothing, d100 GC, 2d100/-, 3d100d, and 4d100 GC's worth of assorted jewellery.

BOUNTY HUNTER: They still operate, and their quarry has largely remained the same but now it also covers those who are fleeing the punishment or wrath of the occupation, those running from crippling taxes, and people who have escaped their slavery.

When encountered they will ask the party about their current target, if they have seen someone meeting a given description, anything suspicious etc. If the party is wanted, the bounty hunter will be on their trail and seeking a suitable moment to mount his attack. A typical bounty hunter profile is...

Bounty Hunter

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
3	43	50	4	3	8	38	1	29	31	30	34	35	30

Skills: Follow trail, Marksmanship (included), Shadowing, Silent move: rural and urban, Specialist weapon: lasso, net, Strike mighty blow.

Possessions: Crossbow and quiver of 8d4 bolts, Hand weapon, Mail shirt, Lasso, Net, d4 pairs of manacles, Pot helm, Dagger, Backpack, Oilskin, 2 weeks iron rations, Waterskin, Tinderbox, Skillet, Tankard, 2d6+3 GC.

CIVILIANS: These are normal people encountered by the party. They are very tight lipped about the occupation for fear that the party are spies of some sort. If the party is disguised, they will be suitably humble and try to keep out of their way. Some examples are...

D12 Woodsman, returning, going to, or at work, generally with a cart and draft horse.

D3 Herdsmen, taking their herd to market.

D20 Villagers heading to a local settlement or city, probably seeking tools, seed, etc.

D10 Strollers, out wandering from the local settlement.

1 Coach with d6 paying passengers. It will not stop.

CORPSE: You should re-roll to determine the type of cadaver located. It will be d100/2 hours old. Roll d10 to find out what the cause of death was.

1-4: *Animal Attack.* They will be partially or near wholly eaten and covered in scavengers.

5-9: *Murder.* Bandits, Goblinoids, etc. Their valuables and equipment will be gone.

10: *Accident.* A fall, heart attack, stepped in a trap etc.

DOMESTIC HERD: 6d6+5 cows or sheep with d2 Herdsmen watching over them as they graze.

ESCAPED SLAVE: A slave who has slipped out of his convoy or from Praag. They will be very paranoid of contact and may well be hiding. They are generally those who have spoken out, resisted, disobeyed, or caused other minor problems for the occupation. They will be starving, wretched, and exhausted. They are most likely Kislevites and are not heading anywhere in particular, they are just fleeing to escape their slavery and inevitable death. They can give minor information on the secured district of Praag.

Escaped Slave

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
3	29	25	2	3	6	30	1	29	29	25	25	25	25

Skills: A typical basic artisan skill that was their trade. Carpenters, farmers, metal workers, miners etc.

Possessions: None.

FARMER: A small hut or log cabin with crops growing around it. The farmer has a 75% chance of having a wife, and 60% chance of d3 children. They will all be working to try to meet the tax demands and have enough left over to survive on. If they are near a river, they will be fishing, if in the forests they will be trappers, furriers, or charcoal burners, otherwise they will be typical crop growers.

MERCHANT: Always encountered on their way somewhere. If the party is near enemy lines, the merchant is trying to get out of the way. Behind enemy lines, they are continuing with the only profession that they know. Few people can afford to trade because of the occupation and its drain on resources. Dealing with the occupation gets poor prices, but there is little option. After all, if they do not continue trading, they may actually have to consider working for a living.

Road

D6	Purpose of Travel
1-3	Heading to a settlement to purchase a cargo on horseback with d2 Bodyguards and 2d6 x 100 GC on them
4-6	Escorting their cargo of d3 carts, each with a driver and d4 guards accompanying them

Wilderness

D6	Purpose of Travel
1-3	<i>Lost.</i> Roll on the above to see what they were doing before they lost their way
4-6	<i>Attacked.</i> Their cargo and valuables have been stolen, their money taken and almost all their guards killed

Cargo: Roll d8. 1: Grain. 2: Ore. 3: Luxuries. 4: Metals. 5: Timber. 6: Wine or Ale. 7: Wool. 8: Valuables worth 2d6 x 100 GC (+d2+1 guards).

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Merchant	3	31	25	3	4	8	40	1	43	49	52	39	49	51
Bodyguard	4	43	27	4	3	8	32	2	29	29	28	31	30	29
Driver	3	29	31	3	3	7	30	1	29	29	25	28	28	28

Skills

Merchant: Evaluate, Haggle, Numismatics, Read/write, Ride, Super Numerate.

Bodyguard: Disarm, Dodge blow, Specialist weapon: fist, Street fighting, Strike mighty blow, Strike to stun.

Driver: Drive cart.

Possessions

Merchant: Wealthy clothing, d6 x 20 GC, d6 x 40 GC in jewellery, Handweapon, Dagger.

Bodyguard: Pot helm, Shield, Leather jack, Handweapon, Crossbow, Quiver, 20+d10 arrows, Dagger, Knuckle-dusters.

Driver: Handweapon.

OUTLAWS: Some will be real criminals, others will be those who have fled the occupying forces for some crime.

If the party is in disguise, they will assume that they have been found and flee. Alternatively, the outlaws may be some Kislevite soldiers fighting a guerrilla war and now try to mount an ambush. Otherwise, they will be cautious until it is clear that they are not in league with the enemy. If they can be conversed with, they know about the situation in the settlements, the curfew, the taxes, the exit tokens, and the fate of wizards, clerics, and warriors who enter settlements. Some may be trying to find the forces of the Tsarina so they can join her rebel army.

There will be 2d6 of them camped in rough tents with few possessions. They are often relying on local friends or sympathisers to feed them. Actual criminals will be acting as occasional bandits or pilferers to sustain them.

Their profiles will be the same as those of bandits, Kislevite soldiers, or citizens.

PATROL: Enemy troop movements.

<i>D100</i>	<i>Type</i>	<i>Number</i>	<i>Leaders</i>
01-12	Boar Boyz	d6+1	50% Boss, 10% Big Boss
13-32	Wolf Riderz	d6+3	50% Boss, 10% Big Boss
33-37	Human cavalry	d6+2	1 Sergeant, 10% Captain
38	Dark Elf cavalry	6	1 Sergeant, 10% Captain
39-54	Orcs	d6+2	1 Orc Boss
55-66	Goblins	d6+6	1 Goblin Boss
65-72	Night Goblins	d6+6	1 Night Goblin Boss
73-74	Forest Goblins	d6+6	1 Forest Goblin Boss
75-79	Humans	d6+3	1 Sergeant
80	Dark Elves	6	1 Sergeant

<i>D100</i>	<i>Convoy/transport</i>	<i>Boarboyz</i>	<i>Boss</i>	<i>Big Boss</i>	<i>Dark Elf Sgt</i>
81-84	Escort, d3 carts of produce (d6 x 100 enc each)	6	1	50%	0
85-88	Escort, d3 carts of slaves (2d6 in each)	6	1	50%	0
89-92	Escort, d3 carts of valuables (d6 x 200 GC each)	10	1	0	1
93-96	Escort, d3 empty carts heading back	12	2	1	
96-00	Escort, 1 cart full of 2d6+20 dead bodies	3	1	0	1

MAJOR EVENTS IN KISLEV

1/ *Ambush Site*: The party comes across a recent site of some of the Ice Queen's ambushes. Ideally, they should be near a path or road.

Strewn around the area are the bodies of Orcs, Goblins, and a few Humans. They have been stripped of most of their equipment and are slightly decomposed. A flock of carrion birds peck at the remains.

Heal wounds/Surgery: As well as the usual arrow and weapon wounds, some of them were slain by intense cold and advanced frostbite.

Follow Trail: Around four heavily laden carts were heading south and were ambushed by a number of troops some of whom were armoured. The numbers are hard to discern as they have obliterated the tracks that leave the area. *Intelligence* test: The wagons were taken to the east.

If they follow the trail, they will find the carts around 400 yards away. They have been stripped and the tracks that leave that site have been totally obliterated by skilled Woodsman.

2/ *Treemen*: Three Treants are encountered. If the party is in disguise the Treemen are allowed an *intelligence* test to discern something wrong about their appearance. If they do not, they attack. If they choose to converse, two will remain indistinguishable from normal trees as the third (that can speak Old Worlder) parleys with them. This allows the others to attack with *surprise* and from behind should things go wrong. They know the following information...

1/ There are still Kislevite forces in the wilds, fighting the despoilers.

2/ The defilers of the forest have been rampaging through their lands doing much damage. They are fighting them as best they can.

3/ The Queen of Ice was seen north of here by Leaf limb Barkskin, who informed them that her wizards and Knights are targeting the caravans of the despoilers.

4/ The Dark kin of Ulthuan have been attacking the Wood Elf settlements. The Treemen will not give these locations under any circumstances.

Treemen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
6	79	25	6	7	36	20	4	24	89	66	89	89	24

Special Rules: Flammable. Subject to *frenzy* if damaged by fire. *Hate* Goblinoids and people who they think are in league with them. Cause *fear* in 10 ft or less. Throw rocks *strength*: 6, up to 24 yards. Speak Treeant, Eltharin, and one of them speaks Old Worlder.

3/ *Necromantic Recruitment*: The party comes across a graveyard where every grave has been dug up and the bodies removed. The coffins have been deserted and *follow trail* will find that a number of carts left with the bodies.

4/ *The Ice Queen Cometh*: The party is ambushed by some of the Tsarina's guerrilla forces. The assault occurs in an area of open wetland terrain. The attackers are not detectable due to their mode of concealment and as the party continue they are permitted a *listen* test at 40% to hear the sounds of distant chanting from up ahead. They have the rest of the round to act as they wish.

There is a shout from nearby and the water around you freezes in an instant, trapping your feet in a shallow but very solid layer of ice. Concealed hatches fly up to expose foxholes whose interior glistens with a layer of frost that stops them filling with fluid.

Armoured men in furs rise up with bows drawn and aimed at you. They wear pointed fur rimmed helmets and have long moustaches and beards characteristic of Kislevite military.

A Knight of the Kislevite Order of the White Wolf is also present with two women in white and blue robes. They wear a thick layer of furs and have many crystals and snowflake designs set on them.

Heraldry or veteran of ‘Something Rotten In Kislev’: The leader is a Knight Commander.

The actions of the guerrillas will depend on the appearance of the party. The Knight Commander speaks Slavic at first and if no response is given, he tries Reikspiel.

Disguise: They are called on to surrender or they will be killed. They want to take them captive and interrogate them. The party are clearly not a normal patrol and may have valuable information.

Normal: They seek to parley once the party have put their weapons down. The Knight will want to know who they are, where they are from, where are they going, and why they are here. Satisfying him requires a *fellowship* test (+30 Silver Star shown. +10 if they do not have it with them. +30 Knight of the White Wolf. +20 Knight Panther medallion, +5 if they do not have it with them). If they fail, they will be restrained, stripped, blindfolded, and taken to the camp. If they succeed, they will be chipped free and escorted there, but will be blindfolded after the first hour to preserve the security of the camp.

The Ice: Each round requires a *strength* test to break a foot free. Two successes are required to escape. While trapped, *move* is at zero, and all missile and weapon rolls are at -20%. If they take damage, an *initiative* test (-10 per wound) is required to avoid falling over. *Dodge* and *parry* is at half normal.

The Camp of the Ice Queen

After a journey of four hours to the north westward...

You hear voices from up ahead and the sound of work and toil. You are taken indoors and you feel warmth against your front as the sounds from outside become more muffled. The blindfolds are then removed.

You stand in a large tent made of dense canvas and leather. The floor is covered in furs and a campfire roars in the centre. Knights of the White Wolf stand behind you and the Commander is at your side. Beyond the fire sits a slender but majestic woman with deathly pale skin that is contrasted by her long sable black hair. Her paleness is accentuated by icy blue cosmetic shades.

She wears fine blue clothes trimmed with white fur and a jewelled crown. She holds an ice-like sceptre with a crystal Dragon’s head in her gauntleted hands. Across her lap lies a sword of blue and white that glistens with frost even against the heat of the fire. More robed female forms in blue and white stand behind her along with more Knights

and armoured forms with tall pointed helms and extensive decorations across their platemail and furs.

Identify magical Artefact: An *intelligence* test reveals that ‘the blade she holds is Fearfrost. It is an ancient weapon dating back to the time of the Khan Queen, Miska of the Gospodars. Only a Tsarina may wield the weapon and any male who attempts to do so would be instantly frozen to death. The blade will almost certainly slay anything it hits by pouring the most unnatural and impossibly intense cold into the wound.

Heraldry: The other armoured forms are Kislevite Winged Lancers. They are high ranking soldiers or nobles, identified by their exotically decorated armour and distinctive back banners which are adorned with rows of feathers.

They are announced and the Tsarina starts to question them in accented Reikspiel. She speaks without any hint of emotion or reaction to their answers. She asks questions much as above and then enquires about what has been happening in the Empire, what the Waaagh is doing, and what has been occurring in the rest of the Old World. They are then permitted the opportunity to ask her questions.

Her Ascension: With the death of her father, she technically became Tsarina even though pomp and circumstance have not officially confirmed it. She and a small force escaped the attack on the capital and she has been waging a secret war against the invaders.

The Condition of Kislev

Kislev and Erengard: Both have fallen along with every settlement in the land.

Conditions: All settlements are placed under the rule of the invaders. Crippling taxes are demanded and anyone that cannot pay is enslaved, as are those who show any sign of disloyalty or subversion to the new order. Captives are taken to Praag in chains. If they are too weak or dangerous, they are sacrificed to their evil Goddess.

The Goddess: All shrines and temples have been converted into places of evil to worship a deity called Zokeeshia or something akin to that name. Attendance is compulsory and no other form of worship is tolerated. The cult is led by seven immensely powerful clerics called Black Bishops. It is believed that there is one resident in Praag. Her forces have been making token plans to assassinate him. The cult is also drawing in Human recruits, traitors who are seduced by power or goaded by fear.

Beyond the Mountains: The towns on the other side as far as is known, are all untouched. They are small colonies of little strategic or monetary value. If the party are veterans of ‘Something Rotten In Kislev’: ‘I believe you are familiar with one of them are you not? Chernozavatra? You ran an errand there for my father some years ago.’

She does not know the details.

The North: Largely deserted. There have been tales of huge armies of Chaos massing in the wastes, and every trader and settler has fled southwards. Crops have become unnatural, stunted, twisted. Animals are becoming similarly affected and have been found mutated. This effect is slowly creeping southward and growing stronger by the day.

The Chaos Foundry: She asks her Mages but none know the name.

The Dark Elf Military: It is hard to say at present. Many troops are flooding south and seven Dark Elf Generals called Black Knights lead them. One is present in Praag in King Zoltan's palace. One each oversees the siege of Middenheim and Talabheim. The location of the others is not known. These Generals answer to their King who in turn answers only to their twisted deity. Many people have joined them, fearing to be under their rule, and instead opting to help be a ruler.

The Battle of Erengard: The dead and those slain in the invasion are being amassed. Graveyards and cemeteries are being dug up and the cadavers removed. Everything is being sent south by the cartful and they have learned that they are all going to Wolfenburg. Clearly, they are to be used as Undead, but the reason behind this choice of mustering site remains a mystery.

Norsca: Many Norscan warriors are heading south to avoid the taint of Chaos that is poisoning their lands, livestock, and bodies. It seems they are signing up with the foe rather than fighting them. Those who were captured at Erengard and were not executed have assured the other tribes that they can take a powerful place in the rule of Kislev and Empire.

Who Rules Kislev?: An Ogre Warlord called Korbash is now the token ruler of the country. A great many of the Waaagh's Ogres are staying here and few have gone into the Empire.

Praag: Every slave, captive, and prisoner has been sent there to toil. Every weaponsmith, armourer, macer, bowyer, fletcher, pole armourer, and gunsmith have been rounded up and sent to Praag to produce weapons and armour for the enemy. Cartfuls leave every day. The city has a large garrison present in it and the walls are still being repaired after its capture. Trade is being permitted to continue within and is overseen by Goblinoids, traitors, and Dark Elves. A general is resident in the royal palace and controls the affairs of the city while one of their seven most powerful clergy called Black Bishops oversees the spiritual indoctrination of the populace. He is stationed at the converted temple of Morr. Their most potent mages are called Black Rooks, but there have been no indications that one is present anywhere in Kislev.

End Result: The party may pitch their tents here tonight and take a share of the food but the Kislevites are moving on at sunrise. They cannot afford to remain in the same place for long because the Dark Elves are constantly seeking them. They want to capture her and extinguish the last hope of the Kislevite people.

An Offer: If the party are heading past Praag and onwards into the wastes, the Tsarina asks if they could investigate the possibility of assassinating either or both the Black Bishop and Black Knight. Anyone else she sends would have to head south for safety and easily be captured, if the party are heading north into the lethal Wastes, they will probably not be followed. If they agree, she will give them a healing potion and a vial of 5 doses of exceedingly potent Elfbane blade venom to assist them (-10 on *poison* tests). She can also advise them on disguise and get people to tutor them briefly in acting the part. Disguises can be provided from their looted cache and from other reserves that include officer equipment and armour. The tuition deducts another 20% from any *intelligence* test to notice something wrong.

There is also one other piece of information she can bequeath that could ease nerves.

'It seems that the strictures of this Xakishia are feudal in nature, although highly militaristic, the struggle to acquire position is met with the burden of constantly defending it. Strength and ruthlessness are prized and cultivated, therefore, no officer under her banner, no wizard, or cleric, may wear or employ items that warn of danger. For example, we know for certain that no ruler or person in authority can wear an Amulet of Watchfulness. It is to keep them alert, on their toes, defensive, and wary at all times, but it also makes assassination by hostile agencies easier.'

The Camp

There are many tents wedged amidst the dense woodland and they are all dotted with leaves and branches to help conceal them. You can see regular Kislevite civilians in addition to military and Knights. There are also some Horse Archers and Winged Lancers. There are several Wizards, some Clerics of various faiths, and a number of Ice Mages. A short ways into the forest are a number of men digging holes and burying sacks.

Wizards: There are 6 x 1st, 2 x 2nd, 2 x 3rd, 1 x 4th, all from the University of Kislev. They will be willing to trade spells and ingredients for food. One has a potion of healing that he will trade for at least 2 weeks iron rations.

The Sacks: They contain armour of all sizes for Goblin, Orc, Black Orc, Human, and Ogre. Generally, they are sleeved mail coats, pot helms, breastplates and shields, swords, axes, two-handed weapons and daggers. Everything has the rune of Xakishia on it and is of high quality. They were part of a recently captured shipment and are being buried to keep them safe and out of enemy hands. The party can help themselves to anything they want and should have no trouble finding correct sizes.

The shipments pour from Praag and all captured settlements pay their taxes in gold or goods. The gold pays the traitors and amuses the Waaagh, the goods go to the invaders.

6/ And The Dead Keep On Coming: A large number of Human, Orc, and Goblin zombies and skeletons are seen marching in the direction of Cripple Peak. They were all killed in a minor battle and have been raised by a pool of Dark Magic. They will not even try to defend themselves.

PART 6: OCCUPIED KISLEV

Large occupied settlements have guards at all entrances and exits and more of them patrol the defences. The guards are nearly always Orcs who are most commonly led by a Black Orc to keep them in line through fear.

Not A Place For A High Elf: Valthoris is here to gather the crystals, not conduct risky reconnoitres for displaced Kislevite rulers. Entering the settlements is a grievous mistake in his eyes, because it risks much, and gains nothing, because after all, what do they expect to find out? Do they want to see if it is held by a force of Dark Elves and Goblinoids, aided by Human traitors? Well, they can see that from a hilltop.

If the party want to go in, that is their affair. He will hold the crystals safe and hide at a preordained location where he will wait for them for a certain time before committing to the quest alone should they be captured or killed. If they take the crystals in and get caught, what fate then of the world?

He will swear to this on his honour, as a High Elf, and on the sacred name of Hoeth himself.

Of course, the real reason is that Xakishia has no wish to abuse her own forces or needlessly risk her puppet. However, in the event of capture, Valthoris will enter alone in Dark Elf disguise and the power of the Goddess will ensure a suitably valiant rescue. If they lost the crystals after refusing to leave them with him, he will of course have retrieved them all before springing the party.

Entry

Disguised: Those who fail to fool them are attacked. Reinforcements quickly arrive and if they are captured, they will be treated as though they acted against the enemy forces.

Normal: All traffic is stopped and thoroughly searched be it mounted, foot, or on a vehicle. Nothing larger than a dagger is allowed in the settlement, everything is confiscated and not returned. The guards and escort of merchant, noble, and trader are often encamped outside to avoid this while waiting for their employer to emerge. The rules are simple. Very simple.

1/ No not doin' wot da ladz says or ya git ripped. Ya sees someone wiv dis (points to Xakishian symbol on armour) ya does wot they says, and does it quick. Or ya git ripped.

2/ Yuz worships no ones uvver dan oo dis is (points to Xakishia symbol) or ya git ripped.

3/ Keep ya gob shut, give da ladz no bover, and ya won't git ripped.

4/ Ya stays in doors affer da sun goes dahn. If its dark and yoo iz outsides, ya git ripped.

5/ Oh yeah. Ya keeps dis fing. If ya lose it. Ya ain't leavin'. Ya try. Ya git ripped. (hands over a small brass coin engraved with many delicate runes and shoves them towards another Orc) Tax 'em right good and propah!

50% of all money and gems are extracted and they are allowed in. There are however some exceptions.

Warriors and Wizards: If they have a *strength* and *toughness* that when combined is more than 8, if they have lots of armour, specialist weapons, clearly magical artefacts, or spell ingredients, or if they are non-Xakishian goblinoid or Ogre, then the Orc will take them aside and send a Goblin to rush off and get a wizard while the Orc removes the items. A turn or so later...

A tall and slender figure walks over. He is clad in ornate and dark platemail that has a Dragon style to it and many symbols of Xakishia worked amidst the flowing scale designs and jagged spines. He wears a long black cloak and bears two curved swords.

'If you would follow me, I have a proposition that may be of interest to someone of your profession.'

The Orcs will drag them along if they refuse and they are taken to a gatehouse or other secure room where a table and several chairs await. The figure sits opposite and Orcs line the walls.

The Dark Elf Mage then begins the interview. A typical interview runs as follows...

My name is Karasskahn. I am a representative of Xakishia and her presence in the Old World and it is my duty to recruit those who may be an asset to our cause. You could become such a valuable asset. Now, no pressure will be put on you to enter our ranks - all of our followers are willing followers. True fealty must be earned, not coerced, and true fealty is highly prized by Xakishia, and faultlessly rewarded.

Warrior: As a fine warrior, you can benefit greatly from our patronage. A courageous and loyal person with strength and skill can gain rank the likes of which are not afforded to those not of the most royal blood. You can gain power, wealth, land, standing, magical artefacts, command. Those with talent will find those talents greatly appreciated and just as opulently rewarded. The Old World will soon fall to us, it is inevitable. Would you not rather be a ruler than a subject?

Goblinoid: The Waaaghs have broken the Empire, Kislev, and the Border Princes, and now, for the first time, they are not simply dissipating and retreating back to the barren lands with their spoils, rather they are staying and enjoying their victory. These fertile lands with their many subjects are now theirs, and it can also be yours. All around you is evidence of what the members of your races can now enjoy, so what say you quit the adventuring life and settle down to rule these pink skins under the banner of Xakishia.

Wizard: As a user of magic, you can find many rewards in our hierarchy of sorcery. We have recruits from all the colours of magic and every branch of sorcery. We prize sorcerers above all else, as they are our greatest assets. We offer knowledge, learning, and power beyond comprehension, unreserved access to anything and everything you need to progress to higher realms of ability. We offer facilities to conduct research, protection from the ignorant and small minded who would otherwise try to stop the natural learning process of those like you. Necromancy, Daemonology, Illusionism, Dark magic, Colour magic, any path you desire is yours for the taking. We have the knowledge

to stop any harmful side effects resulting from venturing into these previously forbidden branches of magic, and we can shield you from their other dangers. We will also provide artefacts to protect your person, items such as I wear right now. Dragon armour. Resistant to magic, incredibly light, stops the fiercest of blows and does not impede spellcasting in any way. So much power has only ever been available through allegiance to Chaos, but now the Goddess Xakishia gives us more, and without the threat of mutation or being turned into spawn on some trivial whim. No mage need ever fear the taint of Chaos in our ranks. Join us, be a master of your art, a mage of Xakishia, and follow your path to true greatness.

After the speech, a few questions such as name, where they hail from, past references, attained levels of power, and any notable achievements. If they accept, they are given quarters with other new recruits and are kept under constant covert watch until such time as an Amethyst mage can be brought in to verify their allegiance with Telepathy. This will take a few weeks.

If they refuse the offer, the Mage will hope that they will reconsider and leaves them to be taxed.

Clerics

Anyone bearing the symbols of other faiths will be taken aside and searched. If ingredients are found, the Mage Lord is summoned to verify their ability with *magic sense*. They will be taken away for torture to make them confess their allegiance and then tortured to make them recant and swear allegiance to Xakishia. Whereupon they will be called upon to betray their faith. Typical betrayals are...

Morr: Dig up a body and desecrate it.

Shallya: Kill a local peasant in cold blood as he begs for his life.

Taal: Don armour and kill an animal.

Verena: Burn books and lie.

They will make them repeat this activity until it will take the most astounding acts of pious dedication to recover their status with their God. The patronage of Xakishia is now the only thing that can shield them from the Wrath of the Gods.

If they truly adopt her as their new deity, they will be subjected to the wrath of the Gods from Xakishia if they do not comply with her strictures. If they fail to properly realign to Xakishia, they are tortured to death and their bodies hung from the temple with the symbol of their faith cut into the chest.

Elves

Those not in disguise are attacked, captured, and sacrificed to Xakishia as soon as possible. The renegade Elves may hate Naggaroth and Ulthuan Elves, but they do not like Wood Elves that much either.

Dwarves

The occupation has not really encountered them as they have mostly all returned to the strongholds. The Orcs and Goblins will give any Dwarf increasing amounts of strife until a Dark Elf comes along and tells them to desist or feel the wrath of the Goddess. They will then take them aside and address the Dwarf with a prepared and universally distributed speech.

Xakishia knows that the Dwarves are busy, and her forces need to take hold of the Old World before settling her score with the Wood Elves, then the High Elves, and then the Dark Elves. Only after this extensive and probably centuries long crusade can she risk tackling the Dwarven Empire. Until that time, she firmly intends to keep hostilities at bay.

‘The forces of Xakishia have no quarrel with the Dwarven peoples. Our alliance with the Goblinoid tribes has brought them away from your strongholds and even now, your people are reclaiming their lands. Those tribes that did not side with us are being butchered and are well rid off. In addition, we share a similar grievance with both Wood and High Elf, one that we will settle once we have fortified our position in the Old World. We ask that you not act against our forces, and should you encounter problems, simply seek any officer to assist you and defend yourself only if absolutely necessary. The forces of Xakishia would very much like to remain neutral to the Dwarven race, and would ask the same of you.’

A Black Orc Boss is then assigned to accompany them everywhere and prevent trouble. At night, a pair of Black Orcs accept sentry duty, one outside their door, another beneath their window. The Boss is stationed in the room next door and they serve to dissuade Greenskin abuse. For example...

‘Da Bosses sez ta leave da stunt be. Ya gives ‘em any lip, I rips ‘em off and stuffs ‘em in ya catflap. Goddit?’

‘Goddit Boss.’

Exit

Unless they can produce an exit token, they are refused egress. There are no exceptions. If they are in disguise, they will be told to go and get a replacement from the nearest military base before leaving.

Inside the Settlements

Goods: Weapons, armour, and riding animals are no longer available.

Services: The mass sacking of the settlements has been kept to a minimum, but that has been little blessing since now the people live under the rule of Goblinoids who extract a hefty tax and do whatever they want with impunity anyway. Many businesses are obsolete, many others have been sent to Praag. The remaining people are desperate and afraid, many have little or no income and cannot leave the settlement. If they fail to meet their taxes they will be Praag bound. As savings dwindle and citizens sell off their belongings and personal effects to try to appease the tax, terror wells by the day.

Temples: All have had their symbols removed and replaced with those of the cult of Xakishia. Dragon statues and her rune adorn all surfaces along with skulls of their foes

and the fallen. Clerics of her faith perform services and induct new recruits. Those sworn to her service receive a Dragon pendant that they openly wear. Many people are joining and placing their faith in the Goddess. Their own faith is in ruins and they want someone who will protect them. Being conspicuously faithful to Xakishia may also avert their fate if they fail to meet their taxes.

Military: All military areas will be guarded. They are mostly Orcs and Black Orcs but there are separate barracks for the increasingly large number of Human turncoats. The most defended area will be for the few Dark Elves that will be present.

Watch: The watch patrols are frequent and are made up of 7 Orcs or 14 Goblins with a Boss. Others are made up of 2 Ogres, or 7 Humans with a sergeant. They are all highly arrogant and take great delight in bullying, publicly humiliating, and generally being obnoxious to those too scared to resist them.

Curfew: At night the patrols are made up of 12 Orcs with 2 Bosses and a Big Boss, or 24 Night Goblins with 2 Bosses, and a Big Boss. They attack and kill anyone not allied to Xakishia who is abroad.

Daily Life

There are many troops in the settlements and a number of these are off duty and relaxing. The bars will hold numerous enemy troops and their females in the process of drinking, fighting, singing, and gambling. They pick on locals and any resistance results in immediate slaying or arrest. With free reign and no retaliation, they are having a great time.

The bars provide free drink and the owners are compensated by the Dark Elves to ensure they keep the troops happy.

PC's will have their tolerances pushed to the limits by groups of inebriated Orcs, or worse still Goblins.

The populace is utterly helpless and obeys without question. None speak out, even in private, for fear that they are being tricked or spied upon.

Rulers

The Dark Elves and their Human and Goblinoid commanders rule the cities and large towns. They will be in the palace or residence of the previous rulers and always under heavy guard. Many of the lesser rulers in towns and villages have become collaborators to assist the new regime rather than risk being sent to Praag as many of the higher nobility have been. Villages are under the command of a local Human. Generally, the previous steward has changed sides and still has absolute authority, but they must meet the monthly taxes. If they fail, they will be killed or sent to Praag so that someone who can handle the task can be assigned the position. This makes the stewards fanatical and very worried. They will have a few Orcs and Goblins to help them maintain order.

Arrested

Those who speak out, defy, question, retaliate against, or otherwise cross the occupying forces will be taken to the settlements prison, jail, or other secure area. The fate of the prisoner varies.

<i>D6 Roll</i>	<i>Fate</i>
1 or less	Sent to Praag: The slave caravans leave every week, deliver slaves, and collect manufactured weapons and armour from the occupied city.
2-3	Slavery: allocated to doing chain gang work on repair and development of defences, mining, farming, assisting.
4-5	Sacrifice: Ritually killed in the nearest temple of the Xakishia.
6 or more	Immediate public execution.

-5: *Strength* and *toughness* 8+

+2: *Strength* and *toughness* 4-

+3: Spellcaster.

+5: Killed a Dark Elf.

Typical Events

Spy: An agent for the occupation poses as a member of the resistance and tries to convince them to join up. They will get them to come to a meeting after curfew where a force of Orcs and Humans are waiting to ambush them.

Public Execution: A person who crossed the regime is tied to a stake. A Dark Elf announces their crime and slits their throat.

Watch: A patrol seeks to goad the party. ‘Yuz nuffink but a race o’ weedy boyz. Ain’t dat so. Chickin right ta da middle. Go on den. Giz a cluck, like da good clucker ya is’. Those who fail to do the required fowl impersonation will be punched and kicked until they are on 3 wounds.

Drunkards: Inebriated Goblins start trouble. ‘Cor. Di rulin’ da weedy oomanz is knackerin work like. Gets dahn on ya ‘ands ‘n knees. I needs me a seat to rest me greenness.’ Unless they suffer the indignity of being used as a seat, the Goblins will punch and kick as above.

Non Combatants: Ogre, Orc, and Goblin females and children are a constant nuisance. The females are constantly vying with one another to land those who are bound for Warboss or Warlord status, latching onto someone and then ditching them the moment someone more likely to advance turns the corner. Waaagh’s breed bosses and heroes and the average goblinoid female wants to make sure that her sprogs are from that elevated bloodline and that her future and prosperity are linked to someone who will provide handsomely. Also, nothing causes a surge in birth rate like success, and with the occupation firmly entrenched and revelling in its dominion, Greenskin sprogs rush around in great gangs and are constantly underfoot. They are kept in line by surly adults and more often than not are practising with makeshift and improvised weapons on each other. These bouts are very vicious because they are all eager for the day when the

Waaagh continues into Bretonnia and the other lands and they gain the chance to acquire provinces and power like the Warlords of this day have.

PART 7: PRAAG, THE CITY OF CHAOS AND EVIL

The party may decide to take an initial look around on their way up north. The city is now the main production site for armour and weapons for the Waaagh. Since its capture, its defences have been gradually restored in case the Chaos Incursion arrives. The artisans from the captured lands and the slaves are all sent here. The city is heavily guarded as a result, not so much to keep people out, rather to keep them in.

At present there is a large military force here, but when the party return from the Chaos Foundry it will have departed, giving them a chance to free the captives and raise an army under their personal leadership.

Approach

At a fork in the river Lynsk rises the high walled city of Praag. The sturdy defences bear the scars of recent assault and also hold numerous heavily armed troops. Atop a hill in the heart of the city stands the majestic and heavily fortified royal palace. The flag of Xakishia flutters from every pole.

Thin columns of thick black smoke curl upward from many places, feeding an ugly bank of smog that looms over the city, thinning the light that passes through it. The din of metalwork and bustling activity echoes from within the walls.

The docks hold many vessels. Most are ready to sail, but others are being repaired or refitted for war. A short distance south from the city is a huge encampment of many Goblinoids. A sea of tents and makeshift huts offer residence to Orc, Goblin, Troll, and Ogre. The force appears to be in the process of loading everything up onto steeds and huge rickety wagons. The vigour with which they work is less than frenzied, and rather is done with lethargic enthusiasm.

The Mark of Arianka: When the character with the mark is near Praag or the mountains adjacent to it, they will begin to feel a faint and occasional twitch from the emblem. This sensation is strongest when pointing towards the location of the Chaos Foundry, and if they are heading towards Praag, this will make it appear as though they are being steered to the entrance of the High Pass.

The Cursed City

The city is constantly being corrupted by the Chaos that still saturates its soil. The taint warps all surfaces and manifests in a variety of ways.

The streets and stones are twisted and malformed. The walls of every building are buckled. They have pits and lumps, jagged edges, and bulbous corners. Strange textures coat their corrupted surfaces in some places along with eerie patterns and leering faces that are visible almost everywhere. In the corner of your eye, you constantly see hints of movement where there is none, or a hint of something that lurks just out of mortal sight but never once shows itself. The air itself seems to curl in your lungs when you breathe it,

as though it is somehow alive, or animate, and each time you inhale, you catch strange unnatural cocktails of various scents, and never the same combination twice.

The dull minds of the Greenskins pay little heed to this phenomenon, the locals are used to it, and the slaves have matters a little more pressing on their mind.

At Night

Screams echo across the city along with sibilant whispers and bestial sounds. Tortured hideous wails and bursts of malevolent laughter tear through the night air. There are shrill barks, resonant hisses, long croaks, and manic giggles, all of which contribute to a deafening and terrible cacophony.

Sometimes the sounds seem to issue from right beside them, under a bed, from the fireplace, even from their own baggage. There are also physical effects, a backpack will move slightly, a sword will fall over, a candle will suddenly go out or burn a strange colour. They will see bed sheets move as though something is creeping beneath them but there will be nothing there.

Listen tests are at -75% due to this din.

Hide tests are at $+25\%$ in the warped landscape.

The amount of sleep required to be fully rested is now 6 hours + $(200 - cool)$ minutes.

This is also the time required to fully regain all magic points.

The Secured District

This area has all the smiths and the slaves who are assisting them night and day, and it is under heavy guard.

Gates: A patrol is always on guard at the gates, but they are only really paying attention inwards. Xakishian forces are allowed freely to pass inside, but *intelligence* tests are required when leaving. Non-Xakishian forces are not allowed in and will be stopped and possibly attacked.

Roads: Spiked wooden fences that are three yards high and have a gate span all road entrances and five Orcs man each of them. Five more are resident in an adjacent building. They allow fellow troops through without question.

Alleys: A five-yard high brick wall has been erected to seal every alleyway. They are all unmanned.

Patrols: Every 2 turns a patrol will pass any given point. They run twenty-four hours a day and will investigate any sign of penetration into or out of this area. If they are attacked or engaged in combat, one of them runs to get reinforcements and to raise the alarm. The din of work during the day and screams at night cover the sound of conflict.

A patrol will consist of 9 Orcs and 1 Orc Boss (30% chance that they are a Black Orc).

The air: The air is thick with smoke that irritates Human lungs and throats. The density adds $+10$ to *hide* tests, but only if they can make a *toughness* test to stop themselves wheezing and coughing while trying to do so.

Locations

Buildings: They have mostly been converted into smithies, metal workshops, forges, and other establishments to mass-produce arms and armour. Those that are unused are boarded up until they are needed and make ideal places to hide disguises.

#: Store. These have been converted into storage dens where the creations of this district are stored while awaiting shipment. There will be two Orcs on the door and three more inside.

X: Barracks. These barracks have bunks for twenty troops. Ten will be here sleeping or relaxing. The other ten will be out on street patrol or at the perimeter. When they return they exchange places with the troops here.

Slaves

The slaves are stationed where they work, sleeping and working at the forge. Each forge will have one or more skilled artisans working there with the 2d4 slaves acting as assistants. They rarely risk escape because there is nowhere for them to flee to. Even if they escape the secured district, they cannot get out of the city. The penalties for an attempt are too grave to tolerate and continued servility is their preferred option.

THE CITY OF PRAAG – MAJOR LOCATIONS

1. THE ROYAL PALACE

The palace of King Zoltan is now the primary command centre for the occupying forces and the Black Knight who rules them.

An oval shaped hill is somewhat overgrown and has many fine statues, columns, fountains, and other regal trappings dotted across it. The summit bears a four-storey palace. It has the elegant towers and architecture of the Kislevite Tsars but as well as being magnificent to look at, it is clearly a fortress that has also been designed so it can be readily defended. A more sinister aspect are the areas of warped influence that corrupt its glorious image with ugly scars of mutated stone.

The palace has an entrance in the north and south face. Stone stairs have are cut into the hillside to access both of these and they are lined with long ranks of statues.

A ten-yard high wall of dense stone encircles the hill as well as a large courtyard to the south. The wall is lined with battlements and several towers that are three storeys high and have static guards stationed on them. The walls are patrolled by groups of six Orcs.

There are two large gatehouses to the north and south, each being three storeys high with a portcullis and dense doors of wood and spike encrusted iron.

A: PALACE GATEHOUSE

12 Orcs plus a Black Orc Boss man the gates and allow the occupying forces to pass freely through. They are not particularly attentive so their *intelligence* test is reduced by 25 with regard to spotting disguises.

The gates are closed at night and open only for fellow troops. In case of trouble, they will call for aid and receive total commitment from the towers, wall, and courtyard.

Gates, *Toughness*: 8, *Damage* 30, +15 if barred.

B: COURTYARD

Several groups of Goblinoids lounge idly upon the cobblestones. There will generally be 5d6 Orcs and 8d6 goblins relaxing here at any time and they will pay little or no attention to those passing by. There will also be some 4d4 Lesser Goblins fetching, carrying, polishing, and preening as ordered, 5d6 Sprogs fighting, yelling, and listening to the stories of the adults, and 3d6 females pandering to various males.

C: STABLES

The city requires very little cavalry and consequently there are only 25 wolves, 10 Warboars, and 20 warhorses within. Their riders act as foot soldiers until needed and as such, they are dotted amongst the other infantry of the palace. Several stable boys warily tend the beasts.

D: TOWER

Each of the eight towers always has 2 Orc lookouts atop it and will also hold 10 Orcs and 15 Goblins, plus a Black Orc warrior and an Orc Boss. These troops act as static guards and change shifts with those on watch and those who patrol the walls. The towers all have a cellar where upward sloping tunnels allow access to the dungeons of the palace.

E: WALL

The many lanterns that are fixed along the wall are not lit at night because the Greenskins have decent Nightvision. It is constantly patrolled and a squad of 6 Orcs will pass by every 2 turns. If the alarm is raised, the troops of the two towers adjacent to the site of the incident will attack and the troops from all the other towers will spill out to man the walls.

F: THE HILL

It is somewhat overgrown at present and the many fine statues and other items of marvel and opulence are damaged or scarred from the battle to take the Palace. The grass provides +20 to all *hide* tests but not to *sneak* because the tips of the tall grass will move and expose them. The hill is not patrolled but near the base and by the stables there are three fifteen-foot tall Giants who have had items specially made in order to recruit them to the cause of Xakishia. They are generally kept plied with alcohol to keep them inebriated and out of trouble until needed.

Giant

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
6	33	25	10	10	40	20	9	14	24	14	24	24	14

Special Rules: Cause *fear* in ten-foot or less. Subject to *stupidity* and *alcoholism*.

Possessions: Plate sleeves and leggings, Breastplate, Shield, Giant hammer. In their hands it has -10 *initiative*, +5 *damage*, -10 *parry*. For any other character, it is -40 *initiative*, -30 *weapon skill*, +5 *damage*, and cannot be used to parry with.

2. CITY GATEHOUSE

Entry into Praag is conducted in the same way as at every other settlement. During curfew, exit and entrance are only permitted to the forces of Xakishia, merchants and new arrivals must wait outside until sunrise.

3. MARKET PLACE

A large square with a tall monument dedicated to the memory of those who died defending the city during the last Chaos Incursion.

There is a large wooden platform with several flagpoles that hold the banners of Xakishia. Upon this are seven gallows that are carved to resemble dark Dragons rising up and releasing a noose from their snarling maw. There are also seven blocks with a carved pit before them that is shaped like a Dragon with its jaws spread wide to catch sundered heads. These blocks have much dried blood soaking them and axe marks sliced into their upper surface.

The sides of the large platform are adorned with numerous vicious spikes, and heads in various states of decomposition have been rammed onto a great many.

Before this platform are seven metal stakes with manacles affixed to their summit. A small wall surrounds the stakes and contains a great pile of ash with bones jutting from it.

During the day, the market place bustles with stalls, vendors, and other mobile salesmen. At night, because of the curfew, only patrols are moving through it. Obviously, iron rations are the order of the day because weapons and raw materials are being stolen by rebels or confiscated by the occupation. Many merchants are finding a decent income trafficking in food, and preserved food is especially profitable. A weeks iron rations cost 6 GC and are always available in the early morning when the gates open and the new shipments arrive. They are *common* by midday, *average* in the early afternoon, *scarce* by late afternoon, *rare* in the early evening, and *very rare* by mid evening. As the sun starts to set, they are sold out and leave the streets because of the curfew.

4. ASYLUM

Praag has a tendency to cripple the sanity of many people and consequently a state run asylum for the mentally bewildered was always fairly full. Treatment was crude and harsh, if at all. The uncaring attitude towards the inmates made slavery, experimentation, and torture an all too common occurrence. The forces of Xakishia had no tolerance for such a consideration and every inmate was dragged to the temple and sacrificed soon after the city fell. It now serves as a barracks, training ground, and base for the Human turncoats. It keeps them separate from the Greenskins, they can be isolated, trained to a better degree, and a close watch on can be kept on them.

5. THE NECROPOLIS

The great necropolis of Praag is sealed behind high walls that are covered in runes and sigils to ward against evil, and they are constantly patrolled. The only access is through the temple of Morr.

The defences are not so much to keep people out but to ensure that the dead stay in. The soil of Praag frequently causes the dead to arise and the mausoleums and tombs are made exceptionally sturdy to prevent reanimated relatives coming out for a stroll. The only alternative is burial beyond the city walls where Chaos beasts, depraved Slaaneshi worships, and Nurgle bands will make swift use of the flesh.

The graveyard constantly echoes with the faint dampened moans of the trapped, the scratch of the entombed, and the rattle of lively bones. The bodies and the Undead are both charged with the raw energy of Chaos and thus they cannot be controlled by normal necromantic means, therefore they are being left alone by the forces of Xakishia.

6. THE COLLEGE OF PRAAG

The college is now the exclusive preserve of the wizards, mages, and clergy of Xakishia. Here they can study, work, research, and experiment in relative peace. Orcs guard every entrance and only robed figures and other academic types are given unmolested entry. King Zoltan encouraged magic at his college and the laboratories and workshops for sorcery were well funded and extensively stocked. Many of them are now being used to create magical artefacts and Battle Magic Rune items for the elite of Xakishia.

To the mortal chagrin of any Dwarf, there are always lectures and courses on learning Battle Magic Rune craft occurring in the college.

The Temples

All the temples have been converted to that of Xakishia and no other form of worship is tolerated. The priests have all been sacrificed and only a few managed to escape. The temples have been painted dark colours, and Dragon symbols and statues are placed everywhere. Altars to Xakishia have been installed and the loyal priesthood have moved in to take residence. The priesthood preaches and conducts sermon, sacrifice, and trump the horrors of Chaos while lording the value of Xakishia's opposition to them. The number of priests and their levels are as follows.

		<i>Human</i>			<i>Dark Elf</i>					
<i>Location</i>	<i>Deity</i>	<i>Initiate</i>	<i>1</i>	<i>2</i>	<i>Initiate</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>Black Bishop</i>
7	Taal	2	1	0	0	3	1	0	0	0
8	Rhya	2	1	0	0	3	1	0	0	0
9	Ulric	1	0	0	0	2	1	0	0	0
10	Morr	3	1	1	3	6	3	1	0	1
11	Solkan	1	0	0	0	2	1	0	0	0

Profiles for Praag Hostiles

Race	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel	Social
ORC	4	39	29	3	4	7	20	1	19	29	19	29	29	14	0
Big un	4	49	29	4	4	7	30	1	19	29	19	29	29	14	+1

Boss	4	49	39	4	4	8	30	1	19	29	19	29	29	14	+2
Big Boss	4	49	39	4	5	10	40	2	29	39	29	39	39	24	+3
BLACK ORC	4	39	25	4	4	7	30	1	19	29	19	29	29	14	+1
Boss	4	49	35	5	4	8	40	1	19	29	19	29	29	14	+2
Big boss	4	49	35	5	5	10	50	2	29	39	29	39	39	24	+3
HUMAN sgt	4	49	35	4	4	8	40	2	29	29	29	29	29	29	0
Orc Female	4	33	25	3	3	6	30	1	19	19	19	19	19	25	-1
Sprog	4	25	25	2	2	4	20	1	15	10	10	10	10	10	-1

Skills: Dodge Blow, Strike mighty blow.

Boss/Sgt : + Strike to stun.

Big Boss : + Strike to injure, Specialist weapon: 2 handed.

Equipment: Hand weapon, Dagger, Shield, Sleeved mail coat, Breastplate, Backplate, Mail coif.

Boss/Sgt : + Shield with a Battle Magic Rune of *Stone* (+1 armour point on all locations with undamaged metal armour), Plate sleeves, Plate leggings, Knights helm.

Big Boss : + Two handed weapon with Battle Magic Runes of *Swiftness* (+10 initiative) and *Cutting and smashing* (+1 damage).

Degridd Skullbasha

Orc Warboss

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel	Social
4	54	42	4	5	11	43	3	34	41	29	36	42	22	+3

Skills: Ambidextrous, Disarm, Dodge blow, Drive cart, Excellent vision, Nightvision: 10 yds, Ride, Specialist weapon: fist, two handed, Street fighting, Strike to injure, Strike mighty blow, Strike to stun.

Possessions: Sleeved mail coat +1, Mail coif, Plate sleeves, Plate leggings, Breastplate, Backplate, Knights helm, Shield with a Battle Magic Master Rune of *Adamant* (+2 armour points), Axe +2 damage (all items are heavily defaced with Orc symbols and crude Xakishia imitations), Potion of healing, Ring of warding vs. fireball.

Renegade Dark Elf of Xakishia

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Torturer	5	49	35	4	3	9	60	2	66	43	49	66	53	20
Soldier	5	49	35	4	3	9	60	2	66	43	49	66	53	20

Special Rules: Hate High Elves and Naggaroth Dark Elves.

Skills: Disarm, Dodge blow, Ride, Specialist weapon: net, Strike mighty blow, Strike to stun.

Torturer: + Heal wounds, Surgery, Torture.

Equipment: Full plate and chain, Handweapon with a Rune of *swiftness* (+10 initiative),

Minor Death Rune: Orcs, Dagger.

Soldier: Shield with a Rune of *stone* (+1 AP).

Myrrgrim

Dark Elf General, Black Knight.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
5	68	65	4	5	17	95	4	99	99	95	99	90	88

Special Rules: Subject to *Hatred* and *frenzy* against High Elves and Naggaroth Dark Elves.

Skills: Arcane language: Elf, Ambidextrous, Charm, Disarm, Dodge blow, Drive cart, Etiquette, Excellent vision, Heraldry, Marksmanship, Nightvision, Read/write, Ride, Specialist weapon: flail, lance, parrying, pistol, two handed, Speak additional language: Reikspeil, Slavic, Breton, Tilean, Estalian, Arabic, Strike mighty blow, Strike to injure, Strike to stun, Super numerate.

Possessions: Dragon armour, +4 armour points, +10 *magic* tests. Sleeved mail shirt, coif, leggings. Daemon bastard sword, +20 to hit, sated at 28 strength points. Ring of protection vs. Humans. Buckler with a Battle Magic Spell Rune of *Hammerhand*, a Rune of *Renewal*, and a Rune of *Stone* (+1 armour point).

PART 8: THE ROYAL PALACE

Gaining Entrance: The two doors gaining access to the Palace itself each have four Humans and one Dark Elf guard on them at all times. These guards will require the correct password before permitting entry. The password is changed weekly because a daily change would be beyond the mental faculties of the Goblinoids. All officers and Bosses will know it, as will anyone whose duties require access to the palace.

Guards: The cross on the map indicates static guards. They do not go far from their assigned post and they will permit passage if a disguise fools them. They are all Orc Big 'Uns.

Noise: The noises that affect the city are not heard in the palace. The replacing of corrupted material on a regular basis constantly diminishes the process and only faint murmurs and whispers are heard on occasion. All *listen* tests are normal and no-one has to block their ears to sleep.

Dungeon locations

Appearance: The walls are uneven and contorted. The surfaces are smooth in places and jagged in others. Some places have what appears to be skin, fur, feathers, or scales growing on them. Sometimes an eye or face can be seen, or a small wriggling tendril. The air is warm and spiced with odd scents that create bizarre tastes upon the palate. There are malformed iron sconces with lanterns hanging on them spaced fifteen yards apart. The light that they create makes the mutated stone look even more grotesque and foreboding.

Doors: they are heavy wooden affairs, banded with iron and covered in pyramid shaped studs. They have a small metal hatch set at eye level with closely spaced bars to prevent anything being pushed through (a knife into an eyeball for instance). *Toughness:* 6, *damage:* 20, 2 armour points, *complexity rating:* 40.

1: Underground Entrance

The tunnels lead to the underground chambers beneath the four corner towers of the walls surrounding the palace. Those areas are not guarded or attended.

This square chamber has a heap of large round stones and piles of earthenware flasks in one corner near to a winch whose chain reaches up into the ceiling. The other corner has a large iron pen that fills half the room. The pen is filled with docile Cave Squigs and there are several large and ugly tridents lying against the wall next to it.

The downward sloping tunnel has a portcullis installed over the entrance. The dense metal rides into the wall and a groove in the floor will allow it to sink deep and make it even harder to lift.

The winch operates the portcullis that has *toughness: 8, damage: 30, 5 armour points*, and takes 16 points of combined *strength* to lift.

Previously, the rocks and oil were used to roll and pour down the slope and hamper invaders. The occupying forces have had pens created where the gate swings open and this creates a path to funnel them directly into the tunnel. The Squigs are then goaded down and onto anyone in the tunnel. There are currently thirty Squigs in each pen.

Squig

M	WS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4d6 yds	41	5	3	7	50	2	0	10	10	10	10	0

Special Rules: 2 x bites. Immune to psychology.

2. Guard Room (8 Orcs)

This chamber has a large table by the far wall with chairs around it. The table has a number of plates and many animal bones across it. There are also coins, food scraps, some dice, and a dagger stabbed into the surface. Upon the walls are several racks with weapons, crossbows, quivers of bolts, and shields on them as well as three lanterns.

The doors in this area are kept locked. The door to area 4 is *barred* on this side. The Orcs that are stationed here will be gambling, stabbing the dagger between their fingers, or eating. One of them has the key to each set of doors as well as the gate in area 4 on a thong around his neck, and all of them have a master key to the shackles.

Only an officer or Boss can order them to unlock the doors.

There are ten swords, ten axes, ten spears, ten shields, ten crossbows, and ten quivers of twenty bolts.

3. Torture Chamber

Screams generally abound around this area as people or prisoners are tortured for information or just for fun. The chamber was extensive even before the coming of the Waaagh as King Zoltan used any means to unearth Chaos Cult activity and networks, or to gain any information that might help defend the city against its foes.

The Black Orc Boss standing outside has a key to the door. There will be d3 Dark Elves and d4+2 captives.

This large chamber reeks of sweat and blood. There are many engines of suffering placed within it. Racks, stocks, cauldrons, pans, gallows, tables, and chairs, all of heavy construction with many dense leather or metal restraints. Chains drool from the ceiling and swing from shackle to shackle along the walls where a number of skeletons still

hang. Cupboards and shelves hold an arsenal of fell implements to maim and cause suffering.

4. Secondary Guard Room (1 Orc with spear)

The door to the cellblock passage is locked from the outside. The guard here will warn the others if any prisoner escapes. Behind the guard are many hooks on the wall that have around eighty sets of open shackles hanging on them. There is also a heavy bar that he can use on the on the inside of the door if he hears conflict in area 2. The Orc has the key to the interior gate on a thong around his neck.

	<i>T</i>	<i>D</i>	<i>AP</i>	<i>CR</i>	<i>Notes</i>
Manacles	7	5	1	30	<i>Weapon skill</i> roll for anything bigger than a dagger and a miss will hit the arm
Lock	7	5	1	50	
Bar	7	15	3		

To get through a Human needs 2 bars removed, a Dwarf/Halfling 1, an Orc needs 3, an Ogre needs a gap of 4.

5. Cells

The cells hold those awaiting interrogation or execution. There will be 3d6 people in each cell at any one time and they all have shackles that connect ankles, wrists, and neck. They are not fed, as they will be dead before starvation can claim them. A one-foot in diameter hole in the far corner provides a sewage outlet.

Cellar Locations

Appearance: The surfaces of the walls, floor, and ceiling are lumpy and uneven. There are strange eerie patterns and in places, the stone is slick, as though it is perspiring. Some parts look as though they are becoming living tissue and others seem to hold hollering faces that appear clear in the corner of the eye, but when examined are no longer present.

Doors: They are heavy wooden affairs. *Toughness:* 4, *damage:* 10, *complexity rating:* 40.

6. Guard Room (6 Orcs)

This large hall has several chairs around a table that is covered in plates and food scraps. Against the opposite wall is a stuffed scarecrow figure hanging from the ceiling on a chain. A crude beard of orange straw has been sewn to it and crude Dwarven runes and blue swirls are painted all over it. Numerous crossbow bolts are sunk into this representation of a Dwarf Slayer.

A heavy wooden bar lies near to each door and the walls each have a lantern hanging on them to provide light.

Near the table is a large barrel and a shelf above it holds a dozen or so more lanterns, a pile of torches, and several tinderboxes.

There are generally two Orc females and a lesser Goblin who fetches them food and does whatever else they tell it. The Orc warriors in here will be eating, relaxing, or shooting the stuffed target. The doors can be barred in time of emergency but none of

them have locks. There are 11 lanterns, 20 torches, 3 tinderboxes, and the barrel holds about forty pints of fuel oil.

7. Hall

This large hall has heavy drapes hanging over the walls. The black banners have the silver symbol of Xakishia on them with an embroidered Dragon rising over it. On a stone beside the stairs are several lanterns.

8. Treasury

A successful *search* –20 will locate the exceptionally well-constructed secret door that accesses the treasury door. The vault like portal has *toughness*: 10, *damage*: 10, *armour points*: 4, 3 x locks *complexity rating*: 80 each. It is also *warded* against non-magical weapons and *dispel magic*.

This chamber holds numerous large iron chests, each reinforced with bands and covered in heavy pyramidal studs. They are also fixed to the ground.

Treasure chests. *Toughness*: 8, *damage*: 8, *armour points*: 4, *complexity rating*: 80. 10 x 30,000 GC, 3 x 30,000/-, 6 x 100,000 GC in gems.

9. Servants Hall

This large hall has been decorated with several large banners with the symbol of Xakishia upon them. There are a couple of long tables and each wall has two lanterns hanging from them.

10. Servants Dining Hall (2 Orcs)

This large chamber has numerous tables spaced throughout it that are surrounded by chairs and have oil lamps on them. Some small trays hold arrays of simple cutlery and some piles of bowls, dishes, and lines of tankards.

The servants dine here under the watchful eye of two Orcs who often devour the scraps with gusto when no one is looking. There is a 70% chance that d3 Human servants will be in here.

11. Kitchen

This huge hall has a massive roaring fireplace and a number of iron stoves. There are many large tables and a well. The walls are filled with shelves and cupboards, and ranks of pots and pans hang from hooks in the ceiling.

This area will always be a hive of activity as the cooks and their assistants try to appease the Orcs and Dark Elves with dishes. It has been made clear that if they do not do their job well, they will be heading down into the cells. When they have a moment, they make food for the servants.

There are three chefs and ten assistants, all from the original staff. The head chef committed suicide rather than serve the occupying forces. Lesser Goblins occasionally enter to collect dishes for those they serve and take great delight in ordering Humans around.

12. Food Store

This large chamber is filled to capacity with shelves that hold jars, barrels, casks, sacks, and bags of various foods. Sides of meat hang on hooks and large fish lay in sizeable crates.

13. Wine Cellar

There are several unlit lanterns just past the entrance and this long hall has one solid wall of wines and spirits, while the other is piled high with casks and barrels.

14. Bath Chamber

This chamber has four large bathtubs and a curtain separates each. A stove in the corner has firewood piled beside it and several large pots rest atop it. A long table has numerous towels and collections of brushes arranged along it.

15. Lower Servant Quarters

The room holds two bunk beds and a large wardrobe. There is a long table that has five chairs around it and it also bears several candles. A lantern hangs on the wall and there are some chests and shelves laden with personal effects.

They are all pretty much identical and house the lower castes of servants such as cleaners and so on. There will generally be two people in the room relaxing, exhausted, and morose. Faced with working in the forges, execution, or serving the new regime, many of the original staff still work here.

16. Privy

Four privies separated by curtains. Each has a shelf that bears cloths and a bucket of water.

17. Laundry

This chamber holds wringers and large basins. There is a long stove with large pots on it and several irons. A pile of firewood lies nearby along with shelves of brushes, wash boards, pegs, and spare irons. Ropes are strung across the ceiling and hold a variety of robes and uniforms. There are also some ironing boards leant up against the walls.

There will be three servants in here cleaning clothes. They will not allow any of them to be taken without good reason lest they risk forfeiting their post and life for aiding insurgents.

Ground Floor Locations

Appearance: The walls, ceiling, and floor are formed from individual tiles of pale rock. Most seem normal, but some of them fluctuate and are riddled with imperfections that give the vague impression of faces. Lanterns are hung on elaborate brass fittings at regular intervals and rugs are randomly placed along the floor.

The rugs help hide the more vivid areas of chaotic saturation until the stone can be reworked. The tiles are replaced when they start to become too warped.

Doors: Each has *toughness: 3, damage: 10, complexity rating: 40.*

18. Guard Room

There are two tables here with chairs around them. The tables have some tankards and plates with food scraps on them and two Human skulls. Several racks hold weapons, crossbows, lanterns, and shields. Two overhead chandeliers of iron illuminate the room that has thick furred rugs across the floor and a large stone boulder in the corner that has been daubed with strange symbols.

There will be eight Black Orcs and a Black Orc boss in here gambling, bragging, or wrestling/lifting the rock that is their form of muscle development. They only take orders from a Big Boss, Captain, or higher.

19. Servants Quarters

This room has a large bed, wardrobe, dressing table, a chest, some shelves laden with personal effects and two lanterns hanging on the wall.

These rooms are for the elevated servants, the butlers, the seamstresses, the painters, personal servants, and so on. There is a 20% chance that an exhausted and despairing member of the staff is presently here.

20. Bathroom

This chamber has two large bathtubs each separated by a curtain. A stove in the corner has firewood piled beside it and several large pots situated atop it. A simple small table has a large selection of towels and brushes arranged upon it and several plain robes hang on hooks along the wall.

21. Privy

Curtains separate two privies and each has a shelf that bears cloths and a bucket of water.

22. and 23. Main Entrance Hall

This high vaulted chamber has black banners hanging down from the overhead balcony. They all depict in detailed silver - the symbol of Xakishia, a Dragon in flight, or a radiant Elven woman in platemail with a serrated two-handed blade.

The floor has thick sumptuous rugs laid across it and large crystal chandeliers hang from the ceiling.

There are two oval mahogany tables that have been carved with exquisitely detailed patterns and elaborate gold candlesticks are placed across them. They also have gold trays with crystal goblets and decanters.

There are some soft antique armchairs residing by the walls. They are extensively carved and their fabric bears incredibly detailed depictions of Kislevite history.

Initiative test: Areas on the walls are less faded or stained than others and show that a great many paintings were removed from them.

These were masterpieces that showed the line of King Zoltan and were the work of some of Kislev's greatest talents. These irreplaceable treasures were destroyed.

Doors, *Toughness:* 6, *Damage* 15, (+10 if bared), 2 armour points.

First Floor Locations

Appearance: The floor is covered with thick carpet that feels a little uneven in places. The walls and ceiling are comprised of large stone slabs, some of which are a little rough of appearance. Fine brass oil burners line the walls and small elaborate chandeliers are set along the ceiling. There are works of art in golden frames that show gorgeous landscapes of the Kislevite realm. There are also rows of display stands that have sculptures and other treasures mounted on them.

Again, the rugs and slabs are replaced and used to help hide deformity. The crosses represent elite Human troops that have profiles akin to a sergeant. Like many, they were warriors who despite skill and strength had been passed over, cheated, forced to accept dishonour for another, or were humiliated by the old regime. The chance to be elite guards in the new order with advancement and reward once more open to them makes these soldiers fanatically loyal to the new regime.

If attacked they fight to the death, if they see others being attacked and they can do so, they flee upstairs to try to raise the alarm.

Doors: They have ornate golden handles and locks, and the surfaces are carved with detailed scenes of Kislevite noble life. *Toughness:* 3, *damage:* 10, *complexity rating:* 40.

24. Throne Room

This massive hall has a brief set of steps leading up to a massive throne that is comprised of intricately worked gold with red velvet cushions. The steps are lined with Human skulls that part to allow a red carpet to spill down and to the door. Flanking the throne are two huge banners with the symbol of Xakishia presented upon them in silver and via depictions of intricately woven flying dragons.

Two huge chandeliers of gold and crystal hang from the ceiling and the walls have similarly impressive oil burners along them. Winding across the ceiling is a massive depiction of a black Dragon in ornate sections of armour. There is a large roaring fireplace with marble statues of Dragons on either side of it.

During the day, General Myrrgrim will be in here with overseers and advisors, going over production reports and other city details. The Humans are all turncoats that are facilitating the occupation so as to preserve some shred of their former status and standard of living. They will not fight and will grovel and beg for their lives while seeking a chance to flee when the chance presents itself.

25. Main Dining Hall

This massive hall has a huge table dominating the centre. It is elaborately carved and bears golden candlesticks set with many precious gems. There are large detailed chairs with high backs arranged around it, and the seats and plush backs have embroidered depictions of Kislevite history.

Three large chandeliers of gold and crystal hang overhead and there is a large unlit fireplace with a massive symbol of Xakishia set over it. A set of glass cabinets bear silver cutlery, plates, goblets and trays.

26. Main Lounge

This long chamber has its own fireplace and there are a number of large soft armchairs situated throughout. They surround low tables and there are taller versions on

either side of the chairs upon which rest golden lamps and boxes, each with detailed workmanship and of exceptional quality.

The walls have many gold-framed masterpieces depicting various epic Kislevite landscapes.

The boxes hold cigars, snuff, and tobacco.

27. Drawing Room

This chamber has long couches, some small tables, and golden oil burners spaced along the walls. There are several cabinets all containing a variety of quality musical instruments or sets of shelves laden with books.

The floor is covered in furred rugs and a small bar resides in the corner. The walls have gold-framed paintings, each of which is clearly a masterpiece.

28. Bathroom

This room holds several cubicles with fine porcelain privies set in them. There is a wash basin with gold fittings and several mirrors. Shelves hold perfumes, cosmetics, pearl handled brushes, and golden grooming, manicure, and pedicure paraphernalia. There are embroidered towels on hangers and a number of matching washcloths, all of exceptional standard and quality.

Chambers of General Myrrgrim

29. Private Lounge

The door to this chamber is locked.

This room has several large armchairs. The dark wood has been inlaid with silver and the cushions and seats are black velvet. They are extensively embroidered with flying Dragon designs.

The fireplace is unlit and has a number of Human skulls set along the mantel. The walls have several banners of Kislevite noble families and some ornate Kislevite helms, all of which have sustained obvious battle damage.

These are people that the General has killed in personal combat and other war trophies from the taking of Kislev.

30. Private Bedroom

A huge four-posted double bed dominates this room. There is a wardrobe and dressing table that are all detailed with incredible carvings and inlaid with precious gems and metals.

Chandeliers of gold and crystal hang from the ceiling and drapes with the symbol of Xakishia adorn the walls. Large fur rugs cover the carpeted floor and there is a statue of a rearing Dragon. The statue holds its clawed front legs apart and bears a weapon.

At night, the general will be in here sleeping. The statue is his shrine and he prays to it regularly. It is near the bed and will hold his Daemon sword.

His Daemon will hiss, growl, and thus warn him when a foe comes within 4 yards of his bed. Combat in the corridor outside has a 50% chance per round of waking him. In this case he grabs his sword, and then his buckler (he wears his ring at all times) and then heads towards the fray.

31. Private Study

This room has a large wooden desk set in the centre with a huge high-backed chair behind it and several smaller ones in front of it. They are made of dark wood with silver inlay and have black velvet seats. The velvet has the symbol of Xakishia embroidered across it or depictions of dragons in flight.

A chandelier of gold and crystal hangs above the desk and ornate oil burners adorn the walls with several masterpieces in golden frames.

Tall sets of bookshelves fill other areas of wall and each one is filled with many thick leather bound tomes.

The desk drawers contain quills, ink, blotting sand, and spare paper. The books are all unremarkable works of fiction, history, music, law, heraldry, and the like.

32. Private Bathroom

A huge porcelain bath and a similarly extravagant privy have gold fittings and shelves beside them with an array of fine towels, clothes, bath salts, and herbs. A dressing table with large mirrors has brushes and other grooming items made of gold and pearl.

33. Balcony

This area has dark carpeting with Dragons entwining around the endlessly repeated symbol of Xakishia.

Second Floor Locations

Appearance: The walls of this area bear many banners of Xakishia and drapes that show Dragons in flight, breathing fire, or rearing to strike. Golden chandeliers hang from the ceiling and ornate gold oil burners line the walls between banners of Xakishia and pedestals with sculptures on them. The floors are covered with thick carpet.

Doors: They have ornate golden handles and locks, and the surfaces are carved with detailed scenes of Kislevite noble life, historical events, and landscapes. *Toughness:* 3, *damage:* 10, *complexity rating:* 40.

34. Guest Dining Hall

This large hall has banners with the rune of Xakishia on the walls and the statue of a huge rearing Dragon occupies each corner. Golden chandeliers and oil burners provide light, as does a roaring fireplace. An oval table that has many high backed chairs surrounding it dominates the room. At the head, in front of the fireplace is a large throne of dark wood that has gems and gold set upon it. A vacant area in its back was obviously filled with some sort of heraldic device that has since been removed.

The coat of arms for King Zoltan has been extracted and a replacement with a design of the Black Knight's conceiving has yet to be installed.

35. Guest Drawing Room

This room has a roaring fireplace and many sets of bookcases filled with leather bound tomes. A few glass cabinets have musical instruments and other games and entertainment arrayed meticulously within them. There are several ornate ivory chess sets and a number of long couches and large armchairs, all extensively decorated with carvings and fanciful embroidery. Gold-framed paintings of festivals and cheer adorn the walls between golden oil burners.

Two chandeliers of crystal and gold hang overhead.

36. Guest Lounge

This large room has many sofas and armchairs situated throughout it. They are elaborately carved and have seats and backs embroidered with detailed scenes of landscapes and Kislevite noble life. Small ornate tables hold decanters and crystal goblets, golden boxes, and vases with flowers in them. Soothing masterpieces surrounded by golden frames cover the walls and a large symbol of Xakishia resides over a roaring fireplace.

Again, cigars, snuff, tobacco, and brandy. There will generally be a few of the quislings in here, chatting and relaxing. They all tend to heartily praise the occupation and lord the skill and ingenuity of the Dark Elves even to each other through fear of seeming less than zealously loyal.

37. Hall of Heroes

This large hall is wall to wall with ranks of floor to ceiling shelves. They are all filled with files and folders, books, and boxes.

This was once the place where the portraits and busts of famous Kislevites were placed on honorary display. Now this room holds the vast quantity of paperwork that details the arms production and distribution that occurs in Praag. If the party make a serious investigation of this data, they will find that several very large shipments were sent east. There are no other details.

This is Xakishia's contingency plan. She has sent representatives with several large weapons shipments into the lands of the east, there to try to recruit a new race, the Lizardmen perhaps, or anyone else she can try to sway to her cause if her plan in the Old World fails.

38. Guest Bedrooms

A large and opulently furnished chamber with detailed paintings across the ceiling along with a large ornate chandelier. Gold oil burners line the wall along with several masterpieces. The huge four-posted bed has a chest at the foot with golden lock, hinges, and banding. There is a large desk with drawers and a high-backed throne behind it. Shelves bear an assortment of books and there is a dressing table with several mirrors.

These are the quarters for the advisors and clerks. They are all Humans and at night, they will be here sleeping and enjoying the luxury that their treachery has brought to them. During the day, they will be out in the city organising, or talking with the general.

Third Floor Locations

Appearance: The walls of stone have many carvings of historical events on them and are each presented on a large tile.

These are replaced when they start to warp.

Doors: They are heavy wooden affairs that are banded with iron and covered in pyramid shaped studs. They have a small metal hatch set at eye level with closely spaced bars to prevent anything being pushed through. *Toughness:* 6, *damage:* 20, 2 armour points, *complexity rating:* 40.

39. Barracks (20 Orcs and Black Orcs)

Sixty bunks are situated throughout this room, each with a small chest at the foot and a slender wardrobe beside them. The floor is littered with weapons, plates, food scraps, pieces of armour, and bits of clothing. The walls are daubed with graffiti in Orrakh.

There will be roughly twenty Orcs and Black Orcs in here wrestling, bashing heads, gambling, singing (really badly), sharpening their weapons, tattooing each other, adding fresh body piercings, and defacing the place. Typical slogans are 'Grint Thunderbelch does it with Snotlings.' 'Gorfang rules.' 'Stunties suck.' 'Eat my dung.' 'Skarsnik humps Gobblah.' 'Moolig 4 Migritt' Etc.

There will also be roughly seven females to amuse the warriors, and ten Lesser Goblins to fetch things for them and perform other minor tasks.

40. Officers Barracks (6 officers)

This room holds six beds that were once opulent but are now slashed, grimy and stained. Bits of food and weaponry are tangled amongst the once fine sheets. The wardrobes lay open and there are piles of handweapons and sections of armour, along with plates, bowls, and tankards. Bottles have been smashed into the fireplace.

Three Orc females in shreds of Kislevite regal finery lounge upon large chairs in a similar state of defacement and damage.

There are 4 Orc Bosses, 1 Black Orc Boss and the Orc Warboss - Degridd Skullbasha, dwelling in here. They occasionally head out to look over their troops but they have little else to do. The Orc females are above average concubines and have profiles equal to an ordinary Orc without any combat skills and the addition of *seduction*.

41. Armoury

This large room has many racks all filled with weapons and armour.

50 Swords, 50 Axes, 100 Shields, 100 Daggers, 20 Orc sized sleeved mail coats, 20 Orc sized pot helmets, 100 Crossbows, 100 quivers of 30 bolts.

42. Mess/Meeting Hall (8 Orcs)

This long hall has many tables and benches spaced throughout it. Lamps are placed amongst the many used plates and scraps of food. The sound of eating comes from several heaps and you can see Snotlings gnawing on leftovers.

The eight Orcs who are generally in here will be eating nosily. The Snotlings will ignore everything unless attacked in which case they flee and try to warn the Orcs, unfortunately they are completely ignored as always. There will also be around three

Lesser Goblins in here serving the needs of the diners and grabbing leftovers before the Snotlings get to them.

43. Guard Room (6 Orcs)

This room has a table that is filled with food scraps, plates, some tankards, and a variety of trinkets. There are several chairs, some of which have been smashed. Racks on the walls hold spare weapons, some shields, and several crossbows.

10 Shields, 10 Spears, 10 Swords, 10 Daggers, 5 Crossbows, 5 Quivers of 30 bolts. The six Orcs in here are ready to aid in the defence of the palace. They will have two Lesser Goblins with them to fetch food and drink, and perform mundane minor tasks.

44. Kitchen

This room is a horrendous mess. There are stoves and counters that are smeared with grease and food stains. Bits of food cover the floor and the smell of burning is strong in here. The cupboards are all open and pots and pans are heaped precariously inside.

Three Orc chefs prepare their own inimitable dishes in this area. They have weapons and are armoured as usual. They have nine Lesser Goblins to ineptly serve them.

45. Store

This chamber is piled with untidy heaps of animal carcasses. Sacks, and bags have been ripped or cut open, bottles and jars are smashed, and food contents are strewn about the place.

46. Siege Engines (10 Orcs)

Two large stone catapults with a pile of rocks beside them and a crew of five Orcs on each. The rocks are decorated with crude patterns, bogus runes, and slogans in Orrakh...

‘Kop dis.’

‘This un’ll smart.’

‘Deff from abuv.’

‘Allo from da Boyz.’

‘If’n yez kan read dis, ya is ded.’

‘Name sumfink wot goes splat?... Yoo.’

‘Mind ya noggin.’

And so on.

47. Store

This room has heaps of crates, several cauldrons, and many flasks. There is a pile of firewood in the corner and several wide iron pans.

40 crates filled with lead ingots, 100 flasks of ten pints of fuel oil, 10 crates of 10 bombs, 200 crates filled with large rocks. These are all used in the defence of the palace.

48. Battlements (4 Orcs)

A ladder and trapdoor access the top of each tower. There are four Orcs in each, armed with crossbows.

49. Tower Battlements (20 Orcs)

There is a large stone catapult at each end of this area, manned by 5 Orcs with a pile of decorated rocks beside them. There are also 10 Orcs with crossbows looking out through the battlements.

PART 9: THE TEMPLE OF MORR

This temple has become the main central location for the cult of Xakishia. A Black Bishop, one of the Goddesses seven most powerful Clerics is in residence, and he controls the cult directly.

Gaining Entrance: During the day, the main chapel is open to all who come as supplicants to Xakishia. No restrictions are applied. Access to the rest of the temple is only permitted to Dark Elves or priests of Xakishia. The hooded cloaks of the priesthood will permit Humans and Elves to disguise themselves and gain entry but no other races.

Timetable:

6 a.m: Rise, prayers to Xakishia, and a Human sacrifice in the Chapel of Rest.

7 a.m: The doors are opened to the public. The priests tend the visitors or walk about the city preaching. They eat in small groups in the kitchen.

9 p.m: The exterior doors are closed, locked, and barred.

10 p.m: Prayers and a Human sacrifice in the Chapel of Rest. The two heads from the day's murders are put in the pot to boil away the flesh, and the previous ones are put on display.

11 p.m: Dinner.

Midnight: The priests retire and stuff cloth in their ears so that they can sleep through the screams and insane noises of the city.

Terminology: Clerics of Xakishia have titles that they are referred to as follows rather than by level.

<i>Career</i>	<i>Title</i>
Initiate	Neophyte
Level 1	Acolyte
Level 2	Prelate
Level 3	Bishop
Level 4	Arch Bishop
-	Black Bishop

Spell Use: The clergy have magic points. This is power given by Xakishia and is used to cast their Battle Magic spells and the single Daemonic and Necromantic spell they have access to. These spells still require the listed ingredients and are cast as normal. However, through their allegiance to Xakishia, they also have the ability to tap the Dark Wind, which they weave into Dark Magic spells. These magics rely on the fickle potency of the Winds of Magic (see Realms of Sorcery).

Magic points cannot be used to power Dark Magic spells unless drawn from an item. From an energy item, they are expended on a one for one basis.

Khaornikk

Dark Elf, Level 4 Cleric, Black Bishop of Xakishia

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel	Social
5	61	44	5	5	11	90	2	96	83	100	100	93	83	+6

Skills: Arcane language: Elf, Old Slaan, Daemonic, Necromantic, Magick, Astronomy, Cast spells: Clerical level 1 – 4, Charm, Dodge blow, Heal wounds, Identify Undead, Magical awareness, Magic sense, Manufacture potions, Manufacture scrolls, Mediation, Public speaking, Read/write, Ride, Rune lore, Secret language: Classical, Scroll lore, Specialist weapon: two handed, parrying, repeating crossbow, fist, Strike mighty blow, Strike to injure, Super numerate, Torture, Wit.

Magic Points: 98

Battle

Level 1: Cure light injury, Hammerhand, Steal mind, Strength of combat.

Level 2: Aura of protection, Mental duel, Mystic mist, Smash.

Level 3: Animate sword, Dispel magic.

Level 4: Aura of invulnerability, Cure Severe wound.

Necromantic

Level 4: Summon skeletal horde

Daemonic

Level 4: Summon Dread Lord

Dark Magic

Level 1: Dark Hand of Destruction, Witch flight.

Level 2: Blade wind, Bless of Darkness.

Level 3: Dark blade, Doombolt, Raise the Dead, Transformation of Kadon.

Level 4: Arnizipal's Black horror, Malediction of Nagash, Death spasm, Touch of Death.

Possessions: Dragon armour (as Chaos armour but Evil in alignment) +5 armour points and bonded to skin, +10 magic tests. Energy ring: 8 points, Wand of jet, Daemonic two handed sword (+20 to hit, sated at 28 points of strength).

The Clergy

Rank	Number	Magic Points	Social Level
Dark Elf initiate	3	0	+1
Dark Elf Cleric level 1	6	14	+2
Dark Elf Cleric level 2	3	27	+3
Dark Elf Cleric level 3	1	41	+4
Human initiate	3	0	0
Human Cleric level 1	1	9	+1
Human Cleric level 2	1	18	+2

Dark Elf Clerics

Level	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Initiate	5	41	34	3	3	8	60	1	66	43	66	66	53	53
1	5	41	34	3	3	9	70	1	66	43	76	76	53	53
2	5	51	44	4	4	10	80	1	76	53	76	76	63	53
3	5	51	44	4	4	11	80	1	86	63	86	86	73	63

Human Clerics

Level	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Initiate	3	33	29	3	3	5	30	1	29	29	32	33	33	29
1	3	33	29	3	3	9	40	1	29	29	42	43	43	29
2	3	43	39	4	4	10	50	1	39	39	42	43	43	39

Skills

Initiate: Read/write, Scroll lore, Secret language: Classical, Theology.

Level 1: + Arcane language: Magick, Cast spells: Clerical level 1, Mediate, Public speaking.

Level 2: + Cast spells: Clerical level 2, Identify Undead, Magic sense.

Level 3: + Cast spells: Clerical level 3, Magical Awareness, Manufacture Scrolls.

Dark Elves also have...

Initiate: + Arcane language: Elf, Dodge blow, Speak additional language: Reikspiel, Slavic, Breton.

Level 1: + Arcane language: Daemonic, Heal wounds, Strike mighty blow, Specialist weapon: repeating crossbow.

Level 2: + Arcane language: Necromantic, Specialist weapon: two handed, Torture.

Level 3: + Specialist weapon: parrying, Strike to injure.

Spells

Battle

Level 1: Cure light injury, Hammerhand, Steal mind, Strength of combat.

Level 2: + Aura of protection, Mystic mist, Smash.

Level 3: + Animate sword.

Dark Magic

Level 1: Darkness, Witch flight.

Level 2: + Blade wind, Bless of Darkness, Dispel magic

Level 3: + Doombolt, Raise the Dead.

Possessions

Initiate: Robe of toughness +1, Handweapon, Dagger.

Level 1: Dragon armour 1 armour point (+10 on *magic* tests, does not impede spellcasting), Handweapon, Dagger.

Level 2: Dragon armour 2 armour points, + Energy ring: 7 points.

Level 3: Dragon armour 3 armour points, + Wand of jet.

Cellar Locations

Appearance: The walls are ragged and uneven. Contorted faces seem to push out against the surface and sometimes they seem to move a little. The occasional wriggling tendril emerges and the air, which is itself filled with a variety of strange scents that leave assorted odd tastes upon the palate.

Doors: they are heavy wooden affairs, banded with iron and covered in pyramid studs. They have a small metal hatch set at eye level with closely spaced bars to prevent

anything being pushed through. *Toughness: 6, damage: 20, 2 armour points, complexity rating: 40.*

1. Guards

There will be four Dark Elf guards here at all times. They will only permit other Dark Elves access to the areas. One of them has the key to the doors down here.

2. Torture Chamber

The doors are locked.

This large chamber reeks of sweat, urine, and blood. There are many engines of suffering placed within it - racks, stocks, cauldrons, pans, gallows, tables, and chairs, all of heavy construction with many dense leather or metal restraints. Chains drool from the ceiling and swing from shackle to shackle along the walls where a number of skeletons still hang. Cupboards and shelves hold an arsenal of fell implements for maiming and causing suffering.

The Palace handles most of the interrogation so the room is empty and has been unused for some time as *torture* skill or *heal wounds* when examining the blood splashes will testify.

3. Cells

The doors to this area are locked. The cells each contain 3d4 Humans awaiting sacrifice.

4. Catacombs

The doors are locked.

The walls of this area are lined with heavy stone hatches with Kislevite family crests set upon them. The walls weep a thick translucent slime and seem to shiver and move in places.

Soft noise: From many of the hatches can be heard the sounds of struggling. These are the animate dead of those wealthy enough to be interred here. Every so often, a priest of Morr comes down to cast *Annihilate Undead*, but the bodies always reanimate again. The catacombs are not opened because the bodies have been greatly mutated and they may be extremely dangerous.

5. Bathroom

There are four large metal bathtubs here with a stove in the corner. Firewood lies against it and several large pots stand atop it. Towels hang on the walls beside a shelf with brushes and soaps.

6. Well

A brick well with a winch and several buckets.

Ground Floor Locations

Appearance: The surfaces are tiled with black marble slabs. These are replaced when they begin to warp. Iron lanterns light the corridors.

Doors: They are heavy wooden affairs. *Toughness: 4, damage: 10, complexity rating: 40.*

7. Hall

This huge high vaulted cathedral has banners of Xakishia hanging from the roof amidst massive crystal chandeliers. Statues of Dragons line the walls and at one end, there is a huge marble depiction of a radiant Elven woman in platemail with a serrated two-handed sword. A lectern in the shape of a Dragon bears a large book upon its parted wings. Pews line the main area and face the statue.

There will be two Dark Elf guards on each interior door and roughly thirty people praying in the pews during the day. At night there are no guards here.

8. Chapel of Rest

This room has the statue of a radiant yet malevolent Elven woman in armour that is laden with spikes and Dragon motifs. At either side of her rise two black Dragons in eldritch platemail and from their wide maws pours a haze of incense that fails to completely hide the scent of boiling meat.

An altar in front of these depictions is covered in strange runes and sigils and it is caked in dry blood. The walls have many shelves with many Human skulls upon them and in one corner is a stove with a boiling pot atop it. The fires of the stove give the room a flickering and unsettling radiance.

The pot holds heads that are having the flesh boiled off. It is this smell that the incense partially cloaks. The chapel of rest is now the area where sacrifice to Xakishia is made. The altar is covered in *Arcane Language: Elf, Daemoniac, and Necromantic* and details various religious scriptures and devotions to the dark Goddess.

9. Vestry

The walls bear many sets of dark hooded robes of exceptional quality with silver embroidery that depicts Dragons and the rune of Xakishia. There are also pendants with the Dragon emblem on them. Two iron lanterns are fixed to the wall and provide light.

10. Crematorium

A huge iron furnace takes up most of this room. There are sacks of coal and wood piled against the wall along with two large barrels and a pair of spades.

An iron door in the wall accesses the furnace that fills most of this room. The barrels are filled with ash and are regularly emptied into the river. The crematorium is primarily used to dispose of headless sacrificed remains.

11. Black Bishop Bedroom

This room has a simple bed. The table beside it has an oil lamp on it and there is a small shrine in the corner of a radiant Elven woman riding a huge black Dragon.

There is nothing else here.

12. Guard Room

This room holds twenty simple beds, each with a chest at the foot of them. The wall beside each has a spare shield with the emblem of Xakishia on it. There is also an ornately carved repeating crossbow, a quiver of 30 bolts, and a dagger.

There are iron lanterns hanging on the wall and the emblem of Xakishia has been meticulously painted across the ceiling and is formed from small Dragons all intertwined upon one another.

The chests hold spare uniforms and items to polish and sharpen arms and armour. There will be seven Dark Elves in here sleeping, with three more awake and on duty. In the event of intruders they attack and fight to the death to protect the clerics or avenge those already slain. Each round of combat, there is a 20% chance of those who are asleep being awoken, +5% per combatant. Once awake, they grab sword and attack. At night, the screaming from the city will not alert those guards in the other room.

13. Privy

There are three cubicles with a privy in each of them.

14. Priest Quarters

The room has a simple bed, a wardrobe, and a table with an oil lamp on it, a chair, and a small shrine of a Dragon with the symbol of Xakishia on its brow.

The rooms hold no personal effects. From midnight to 6 a.m, they will most likely be occupied by a sleeping priest who will not be roused by any noise because of the screams and the cloth in their ears, allowing easy assassination of every occupant.

a) to c) Human Initiate.

d) Human Cleric 1st Level.

e) Human Cleric 2nd Level.

f) to h) Dark Elf Initiates.

i) to n) Dark Elf Priest 1st Level.

o) to q) Dark Elf Priest 2nd Level.

r) Dark Elf Priest 3rd Level.

First Floor Locations

Appearance: Coated with black tiles with many oil burners shaped like Dragon's heads that extend from the wall and release a flame from their wide fanged maws.

Doors: They are heavy wooden affairs. *Toughness:* 4, *damage:* 10, *complexity rating:* 40.

15. Library

This chamber has many bookshelves, all of which are empty. An oval table with four plain chairs lies in the centre.

The extensive lore that was held here has either been sent elsewhere or burned.

16. Guest Rooms

The room has a plain bed, a wardrobe, dressing table, and a couple of chairs.

The guest chambers are used by visiting clergy.

17. Scriptorium

This long hall has many large writing tables and shelves with numerous books. Other shelves have inks, quills, and other equipment for writing and illustrating adorning them. Several large chests are filled with blank books and stacks of paper. Two large chandeliers lie overhead and there are many oil lamps dotted throughout.

Around half the clergy will be here during the day, diligently putting the scriptures, legends, and history of Xakishia into print. If they grab one of the finished books, a very distorted, and in parts, blatantly false version of her history can be gathered in a couple of hours. A summary of what they will discover is presented on **Handout 2**.

18. Communication Room

There are two Dark Elves standing outside of this room with shields on their backs and loaded repeating crossbows in their hands. Only Dark Elves are permitted access to this area. The room is locked and one of them has the key.

The room is empty save for the one-foot tall statue of a snarling black Dragon. It appears to be made of obsidian and the eyes glow a deep crimson.

There will always be a Dark Elf initiate in here watching the statue, which is magical, and forms a vital part of Xakishia's network. They are a means of instant communication between her generals and primary areas of interest and have been instrumental in her victories.

Three *wounds* of blood from a sacrifice to Xakishia are poured onto the statue. The blood is absorbed and the statue becomes clear as the eyes glow brighter. A *willpower* test then forces the statue to connect to the desired location. There are statues in Maultark, Nuln, Kislev, Marienburg, and in each General's tent outside of Middenheim and Talabheim. What stands before the other statue's eyes appears in the chest of the other beast and what it hears comes from its mouth. They allow full communication between the two locations for 7 minutes before the ritual must be repeated.

When a statue is contacted, it flickers with radiance to draw attention and then the image through the eyes of the other statue appears within it.

They are very fragile and easily destroyed. *Toughness: 1, damage: 2.*

19. Food Store

This room holds shelves with jars, pots, bags, sacks, and several crates and barrels.

20. Kitchen

This room has several stoves with a pile of firewood beside them. Pots and pans hang from shelves laden with spices, cutlery, and dishes.

The initiates prepare the food.

21. Dining Hall

This room has several long tables with chairs around them.

22. Entry Chamber

This room has long black drapes covering the walls, each of which bears the symbol of Xakishia. There are several armchairs around a table that bears some crystal goblets and two decanters.

This is the reception area for the Black Bishop. The decanters contain expensive brandy and superbly quadruple distilled Kvas. The guards outside have repeating crossbows at the ready.

23. Study

A large desk with a soft chair behind it. There are two oil lamps atop it and several leather bound books. There is an ink well and a number of quill pens.

The books are products of the scriptorium and he is checking for errors.

24. Storage

This room holds spare pews, chairs, tables, piles of cloth, lanterns, some barrels of fuel oil, boxes of paper, quills, and jars of various inks.

25. Empty

26. Belfry

This tower rises up through several stories to a trio of large bells, the ropes of which descend to this location.

27. Battlements

There are four Dark Elf guards who wander this area and keep an eye on the city below. The battlements extend out to form the shield wall around the necropolis. There are a number of piles of rocks along the walls to be dropped on attackers. The walls are not patrolled and the door is not locked.

Fifth Floor Location

28. Bell tower

Four large bells hang here. The doors are not locked.

29. Battlements

The two Dark Elf guards that stand here keep an eye on all that lies below.

PART 10: THE CHAOS FOUNDRY

The foundry is a shrine to the Chaos Powers and serves several other purposes. It acts as a holy place for the forces of change and entropy. It provides a stable location for a would-be Chaos Champion to attend and seek a patron. It also allows the followers of a power to be come here and be judged, whether that be to continue in their current capacity, be elevated to Daemonhood, or reduced to Spawn.

The crystal of Arianka acts as a focus for their energy and its own powers of order and stability keep each Chaos power confined to their own location and prevents them warring on each other or interacting in any way. The crystal can only be removed by the use of eight keys, each of which is held by an avatar of each deity. Because no deity will ever agree to assist all the others, the crystal is forever kept secure and safe by the powers. Their own feuding and disharmony create a strange unity.

There are seven chapels in the foundry and the seven most powerful Chaos Powers each hold one. The eighth place in the star of Chaos is symbolically that of the attendee, the devotee of Chaos from whom the Gods draw their greatest power and who has come to enlist with their cause.

Until recently, Zuvassin (Something Rotten in Kislev) was the seventh power. However, the sadistic occupation of the Border Princes and Kislev, the brutality applied to each side in the Tile/Estalia/Araby war, the actions of people like Volkmar, all have fed a deity of pain and cruelty, and given it the might to push Zuvassin out and claim a chapel. Another factor in this change was the destruction of the cult of the ancient allies in Bolgasgrad that created a significant loss of power for the deity. Nechocho was not represented here because although he had power, he did want a chapel, and certainly did not want a way for his followers or other supplicants to find him.

Hashut is growing more powerful and could soon vie for a place, possibly by expelling Malal when people turn to Chaos rather than fight it.

Locating the Foundry: Chaos normally guides its relevant followers to the temple, creating a pilgrimage in order to prepare them for what they will encounter. Other events, dreams, and encounters are often herded into them en route to further create trial and challenge. The Foundry itself moves across the globe at will and it has been in many countries, many locations, and never the same one twice.

The party member who bears the Mark of Arianka or whoever holds the most crystals will begin to feel a pull more distinctly towards the location. The sensation gets stronger the closer they get and they can use this draw to reach the Chaos Foundry.

Travel: From Praag, the party can travel on rough road and enter the High Pass after about 250 miles, whereupon they will feel the pull of the mark directly south, which results in 50 miles of crossing fierce mountain terrain that reduces movement by 75%.

Alternatively, they can follow the mark with absolute accuracy and take a non-deviating path that will carry them along the river and to the location. This is a trip of 200 miles on terrain that reduces travel by 10%.

The Chaos Foundry: Once they are within 25 miles of the location, they will gain their first glimpse of the temple.

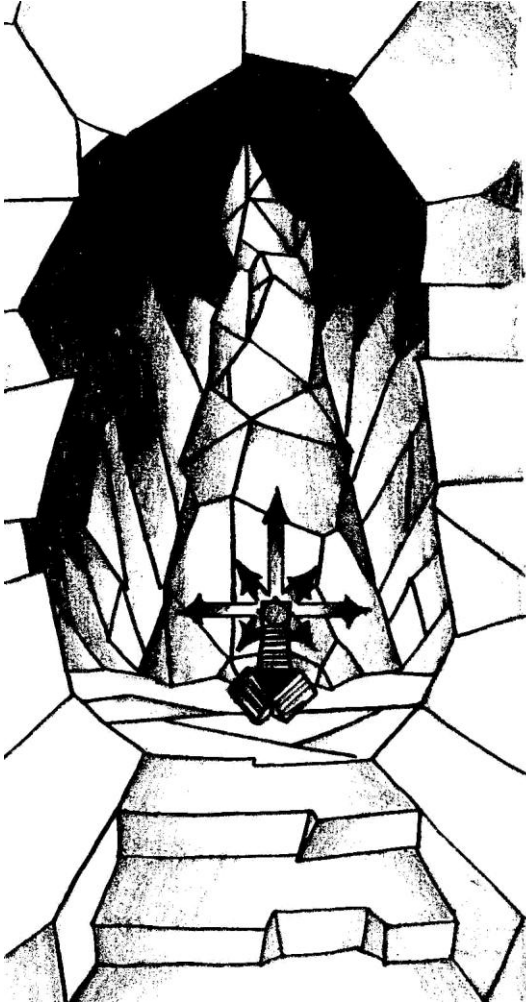
Around twenty to thirty miles away is a strange structure. It is hidden around the base of several tall peaks and seems to be comprised of many pinnacles of crystal that jab up at crazy angles and glow internally with rainbow light.

Approaching it is quite safe. To enter, the party must follow the winding path through the crystal outcrops, for no other way exists to reach and enter the temple doors. The route is some 200 yards and the crystal causes some strange effects.

As you traverse the winding path, the jagged outcrops tower over you and the reflections within the multi faceted stone start to twist and distort. Everywhere you look, you can see your altered visage, and it becomes corrupted, mutated, and deformed. Fleshy growths and multitudes of appendages and limbs emerge from your body. You see yourself decomposed, a withered desiccated husk, dotted with arrows and cuts. You see yourself mutilated, slashes and rips, broken bones, exposed viscera, sundered eyes, torn

out nails and teeth. You see yourself wracked by disease, bloated, putrid, laden with pestilent growths, rotten flesh, boils, sores, blisters, and swollen buboes. Every piece of crystal seems to show a new horror and it seems like hours have passed before you finally enter a large cavern.

Handout 3



The cavern is intensely magical but no specific powers can be discerned. The crystals regenerate all damage a few seconds later. The feeling of being pulled fades.

If they enter, they will walk down a long smooth corridor, then...

You enter a large octagonal hall. In the middle of the room is an octagonal plinth from which a beam of multi hued light lances into the ceiling. Hanging in the middle of this swirling maelstrom of colour is a shard of crystal.

In each face of the plinth save the side that faces the entrance is a small slot with a rune set above it. Flickering arrows of light within the floor extend from each side of the plinth and flow out to touch the wall. In each face of the wall is a portal of shimmering colour and light. Cut into the wall above each portal is a rune that matches the one on the side of the plinth facing it.

Handout 4.



Theology: The runes are all symbols of Chaos. There is the rune of Slaanesh, Chaos Lord of pleasure and depravity. Tzeentch, the Lord of mutation and magic. Khorne, the blood god, Chaos Lord of carnage. Nurgle, the pestilent lord of plague and disease. The Horned Rat, patron of the Skaven, deity of corruption and decay.

Theology: An *intelligence* test recognises the rune of Malal, a renegade Chaos God dedicated to the destruction of the other Chaos Lords. Its number is 1.

Theology: An *intelligence* test at -20 recognises the rune of Oirach, a Chaos Power of cruelty and torture. Its number is 4.

The Plinth: The marks are all about an inch deep and face the relevant portal. The plinth is intensely magical and *magic sense* will reveal that is a conduit for immense raw energy.

The Beam: Will shock anyone attempting to touch it with a dissuading bolt of crackling energy that causes 1 wound. *Anything* actually entering the beam is instantly destroyed (not the entire object, just the portion entering the beam). The only way to shut off the beam is to insert all seven keys into the relevant slots.

Valthoris: He draws on the Winds of Magic, and unlike a Human or Wood Elf he draws on all colours, and so, he is unwilling to enter the portals of this highly chaotic place because he has no idea what side effects using his magic might have on him. Besides, it would be wise to have him stay with his Swordmasters and keep the crystals safe while the party explore.

Again, this is actually because Xakishia does not want the avatars detecting her manipulating her puppet. If the party insist, he will indeed concede and Xakishia will have to bolster her lines of influence and render them undetectable. She would rather not waste the energy, but if the party is going to turn on her puppet or resent his lack of action to a point that it jeopardises his position with them, she will capitulate and have him accompany them.

The Chapels of Chaos

Each portal leads to a region of the deity. The region prevents *instability* and the following spells can be cast but have no effect.

Zone of sanctuary, Daemonic protection, Nullification, Magical Immunity.

Dispel magic, Lesser Daemon, Daemon, Daemon horde, Pack, Greater Daemon, Cause instability, Banishment, Drain magic.

For the Daemonic entities that exist within each chapel, the area counts as a Daemonic battlefield so they may freely use their Daemonic power points to protect them from sorcery.

	<i>No Magic test</i>	<i>Magic test</i>
Bloodthirster	DPP	Auto
Bloodletter	Unit	Auto
Juggernaut	Unit	Auto
Fleshhound	Unit	Auto
Greater Daemon	DPP	WP+DPP
Lesser Daemon	DPP	WP+DPP
Beast/steed	DPP	WP+DPP

Auto: The Daemon automatically passes the test. For enhanced spells, the Daemon has an effective *willpower* of 189.

DPP: The Daemon may use Daemonic Power Points to create a *magic* test to resist all effects of the spell. Each point gives a 10% chance of success.

Unit: The unit of Daemons roll 2d6. If it is below their current number, the spell is resisted.

WP+DPP: The Daemon may enhance their *magic* test with Daemonic Power Points, each point gives an extra 10%.

Each Daemon bestows d6 DPP to a pool that all the Daemons may call upon until they are slain. A Greater Daemon receives the number of its patron in d6 of DPP.

Tormented Souls

In each chapel, there are many harvested souls. They are given physical form so they may be tormented by the Daemons of the deity. As well as witch hunters, goodly knights, and other anti-Chaos types, there are those who have transgressed against the deity, been killed by its Daemon weapons, or broken the strictures of their servitude to them. The souls all have a standard profile and no possessions. Slaying one merely hurls it back into the area of the Warp where dwells the entity. The soul is then reformed and sent back here.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	33	27	3	3	5	30	1	25	25	25	25	25	25

The Avatar

Each chapel has an avatar of the deity that will appear once the mortals have seen some of the sights and had time to wonder and contemplate. Just appearing, sitting down, and refusing to go anywhere while waiting for the avatar to arrive will not work. Until the characters have tasted, travelled, fought, or seen to its satisfaction, it will deny them.

The avatar is here to provide aid to visiting mortals in several aspects.

Champions: They may receive the ‘Eye of God’ (see Realms of Chaos: Slaves to darkness page 45) simply by asking to be assessed for Daemonhood. There are no gifts or

benefits bestowed for those with less than six rewards or attributes. Only Daemonhood (six rewards plus) or being reduced to spawn (six attributes plus) is possible.

Mortals: May beseech Champion status. The powers are fickle and the chance is determined by rolling d100 and then using this as the score to acquire. However, actions will assist and they gain +/- 30 depending on how pious the applicant has been in the service of that power.

Seduction: The avatar may try to seduce others into applying or taking up the worship of the deity. The avatar may show them possible rewards, benefits, and the strictures of the cult that they will have to abide by should they accept.

The Key: The avatar will surrender the key providing the party fulfils a small request. If the avatar is slain, the key remains, the realm will fade, and the portal out appears. After this, the portal that leads into the realm becomes solid crystal and impassable.

The Chapel of Slaanesh

You appear on a huge open plain that has occasional hills and outcrops of pastel tinted and crystal flecked rock. A faint pink mist hangs upon the pale green grass and it has a heady and intoxicating scent to it. A soft perfumed breeze pushes it along and makes it swirl whereupon it briefly forms half seen suggestions of debauched figures and other depraved images or the symbol of Slaanesh.

The sky is filled with clouds that are made up of rolling pastel shades and they tardily drift upon a languid wind. Faint groans, giggles, and gasps can be heard from every direction and the portal is no longer present behind you.

The realm is populated by the creations of Slaanesh and those who have transgressed against the deity- prudes, killjoys, those that impose morals on others, decide what others should do, say, read, know, or see. They are condemned to an eternity of witnessing and partaking in what they have tried to deny or destroy.

The Daemons will be stalking or chasing a victim, or are tormenting them with pleasure and pain. They will know a little about their target, having dragged their crime from them earlier. The victim will beg for the party to end their torment.

Some typical encounters are as follows...

- A small pool that is located at the side of a hill. The waters are viscous pink ooze in which reside six Daemonettes. The creatures are frolicking and tormenting a number of victims whom they tease with mock drowning or violate in savage and brutal ways. The doomed playmates try to escape but are no match for the stronger and faster creations of Slaanesh.

If a Daemonette takes a fancy to a party member, they will be asked in, and informed that the water is quite temperate. Some of the souls screech for aid against these vile harlots, who proceed to laugh and silence them with a dunking.

- A number of Humanoids running in abject terror from a pursuing force of Daemonettes upon Mounts. When they catch up to stragglers, the snaking tongue of the Mount

ensnares the shrieking form before the Daemonette hollers praise to Slaanesh, dismounts, and begins to indulge their wanton passions with the screeching and overtly disgusted prisoner. The sounds of prolific obscenity make the others run all the more fervently.

One of the hunters may decide to try their luck on catching a party member. They may even offer them the chance to play willingly. The longer they can stay away from it before it catches them, the more pleasures it will offer to show them when it catches them.

- A phallic shaped rock with a sphincter shaped portal in the side. The opening reveals a set of pastel crystal stairs leading down. Faint sounds of gibbering waft from below.

Entry into a Carnal Cavern results in an assault on both mind and body. Daemonic forms materialise and exploit matter and reality to offer the visitor an experience beyond comprehension. They are ejected one turn later, but the event seems to last decades, if not more. It is often fatal to mortals, but the chance to undergo such a powerful and unequalled chance for a zenith of pure fulfilment is often too tempting to resist.

- A large breast shaped hill has a number of Daemonettes lounging upon it with a pair of Keepers of Secrets at the summit. They are served by weeping Humanoids who tremble and are obviously riven with internal disgust and dismay. However, the Daemonettes talk freely of what they will do to them if they fail to continue to appease them. Sometimes they demand action from their servants, who comply with clear utter revulsion but do so out of fear of the greater depravities promised them.

The party may be offered sexual favours from the doomed wretches who will hesitantly but effectively comply.

- A small hill is covered in miserable forms. Staked out across the grassy slopes, a number of Daemonettes are busily exploiting their acute vulnerability. They beg and screech for them to stop, appalled at the lewd acts being introduced to them. Those not being attended mutter their sobbing prayers for clemency or aid from their deities.

- A squat tree with a pale blue trunk and wriggling pink fingers instead of leaves is spotted. Several Daemonettes dance around, bearing slender cord that has been affixed to the upper reaches. Several figures are being crushed to the trunk by their insane maypole dance, while other Daemonettes commit intense barbarous acts of libidinous frenzy on some bound forms before them. The captives all wail at the sight of such offensive indulgence and shriek for freedom or salvation.

Party members may be invited to a coupling with captive or Daemonette to offend the eye of these most vigorous of ultra-conservative prudes.

- Daemonettes watch and chuckle as they goad Fiends amongst a number of captives. They watch them succumb to the heady musk of the creatures, then move in to abuse and amuse the flesh of the intoxicated. The captives try to crawl or escape, but the Fiends always rush over and use their tongues to saturate them with potent poison that renders them helpless to the attentions of the Daemonettes. Utter misery and revulsion is apparent on their faces before the visage becomes slack from the drugs.

The Daemonettes may present enticing areas of a drugged captive for party members to amuse themselves with and will offer suggestions as to what they could do with it.

- *A Keeper of Secrets dwells in a throne of glowing jade. It sits sternly and to attention while Daemonettes prowl around, monitoring the humbled forms before it. Each captive has a large book from which they read. Tears roll down their cheeks and they quiver with utter repugnance from what they are being forced to read. Those who dawdle or break down are instantly punished by the Daemonettes who choose to enact the very same passage they refused to read on the hapless physique of the repelled reader.*

The text is lewd, pornographic, and incredibly depraved erotica.

- *Daemonettes ride Mounts and each has a series of leashes upon which strain bound Humanoid forms. Lost within cruel hooked harnesses that haul and constrict, they have been devolved to resemble hounds. The prisoners are goaded forward in pursuit of fleeing forms and when a straggler is encountered and snared by the Mounts tongue, they instantly fall upon them to avail themselves of the captive. They clearly revile what they are being forced to do, but the Daemonettes steady strings of text concerning what will be done to them unless they debase themselves ensures their continued compliance to this perverse hunt.*

- *A series of phallic tubes rise from the ground and around them is a pack of Daemonettes who vigorously play a variety of strange unearthly musical instruments that are connected to the tubes by organic veins. The air throbs with the pound of the beat and the maniac power of the music is highly alluring. A crowd of Daemonettes and several Keepers are dancing with frenzied ebullience and they ensure that the crowd of Humanoids accompany them. Those who fail to show the necessary devotion to the dance are dragged to the side and subjected to a libidinous assault by the aroused dancers.*

Daemonettes may invite them in, and characters with *dance* will be greatly flattered for their participation and invited for a mild coupling as a reward. Those without dance and low *initiatives* are also offered the reward because of their lack of skill but enthusiasm regardless of that fact.

- *Daemonettes lay beside a small stream of faintly glowing silver water. They demand captives to go and draw upon the water with their bodies or extremities and return to deliver it to them.*

They will offer the party a sip of the divine nectar, which causes an intense euphoric effect. Tactile response is massively heightened and libido is inflamed to massive levels, resulting in 18 – *toughness* (minus an extra 5 if have *immunity to poison*) turns of carnal indulgence with Daemonettes.

The souls are revolted by their own stimulated response and fight a terrified battle against the desires it inflames. When it becomes too much and they beg a Daemonette for attention, or give in to temptation, when the effect wears off, they are left all the more torn and psychologically savaged.

- *A Keeper of Secrets is being borne on a litter by struggling captives while Daemonettes dance around them groping, licking, fondling, and making vivid suggestions about what*

they will do with them if they fail to bear the Greater Daemon smoothly and carefully. They also inform them as to the catalogue of atrocious things the Daemon they bear has orchestrated and performed, and at how privileged they are to carry such a creature of unbridled sensual excess.

It may amuse the Keeper to offer party members a palanquin of their own in exchange for a mild coupling upon its own litter. The added stress on the bearers who will be horrified by the sound and motions is the primary reward for the Greater Daemon. It will honour the deal and summon palanquins for them as well as a small crowd of Daemonettes to tease the souls as they travel. They now travel at *standard* rate, *move*: 3

- Daemonettes stand before captives who are forced to perform offensive sexual acts upon each other. The creatures remind them that non-compliance will result in a trip to a Carnal Cavern. This gains their instant horrified obedience as they glance to a phallic shaped rock with a sphincter shaped portal in the side. The opening reveals a set of pastel crystal stairs leading down.

Party members may be offered a trip into the Cavern because while these repressed bigots and puritans find it offensive beyond measure, it is an experience without equal, a taste of absolute fulfilment that no mortal should ever deny themselves the chance to acquire.

The Daemonettes will continue to try to convince them to descend, offering them an experience beyond pain and pleasure, in fact, something *wonderful*.

- Daemonettes dance around Fiends, taking in the scent of their musk and occasionally availing themselves of their long tongues for personal pleasures.

They ask if the party members can entertain them. Of course, this may just mean a song, a dance, a tall tale, or a dirty joke. They revel in a good performance (success on the relevant test), or in amusingly terrible performances (failed by 30+).

Effects of Indulgence

A session with the following of Slaanesh results in *cool* tests for each of the listed number of insanity points with the relevant alignment modifier applied to them.

Mild: Willing participation without drugs or other coercing incentives. 1 insanity point. -1 *strength*, -10 *initiative*, *dexterity* for 12 - *toughness* hours or until they rest for a quarter of that time.

Typical insanities: Claustrophobia, Hypochondria, Depression.

Normal: Entranced indulgence, compliance gained by intoxicants. 3 insanity points. -1 *move*, *strength*, *wounds*, -10 *weapon skill*, *ballistic skill*, -20 *initiative*, *dexterity* for 18 - *toughness* hours or until rest for a quarter of that time.

Typical insanities: Anxiety, Psychopathic disorder, Manic depression, Drug dependence, Paranoid disorder.

Intense: Unwilling participation, captured and used without consent. 6 insanity points. -2 *move*, *strength*, -20 *weapon skill*, *ballistic skill*, -30 *initiative*, *dexterity* for 24 - *toughness* hours or until rest for a quarter of that time. Also they will left on 2 *wounds*.

Typical insanities: Amnesia, Schizophrenia, Hysteria, Epilepsy.

Extreme: Entering a Carnal Cavern. 12 insanity points. *Toughness* or die. Left in coma for 12 – *toughness* hours. All characteristics reduced to 2/20, recovered at the rate of 1/10 per hour of rest or through the use of healing sorcery (each wound recovered raises all stats by 1/10). However, the character is no longer affected by any pain related penalties or effects and gains a +20 bonus on *fear*, and +10 on *terror* tests. The things they saw and experienced have hardened their mind and made physical trauma seem pale compared to what happened to them in the cave. They have been beyond mortal experience and have been changed as a consequence.

Other effects must be decided upon by player and/or GM. Nightmares? An eternal quest to once again attain such divine lethal rapture? They have encountered something impossibly vivid, and the effect on them should be correspondingly mind warping. In addition, if amnesia has robbed them of the memory, what was it they forgot? Do they remember vague flashes but nothing of substance and do these flashes torment them with intrigue or revulsion?

Typical Insanities: Amnesia, Hysteria, Epilepsy, Catatonia.

<i>Alignment</i>	<i>Cool</i>	<i>Number of Insanity Points</i>
Law	-50	+50%
Good	-20	+25%
Neutral	-	-
Evil	+10	-25%
Chaotic	+20	-50%

Daemonettes

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	42	4	3	5	60	3	10	89	89	89	89	89

Special Rules: Cause *fear* in living creatures under 10 foot tall. Subject to *hatred* of creatures and followers of Khorne. Immune to *fear* and *terror* unless caused by a Greater Daemon or God. 1 armour point all locations. 2 x claw attacks, 1 x tail lash.

Spell Pool (can cast without ingredients or power points)

Acquiescence, Beam of Slaanesh, Succour of Slaanesh, Bondage of Slaanesh, Slicing Shards of Slaanesh, Pavane of Slaanesh.

Mounts

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
12	33	-	4	3	10	60	0	-	-	-	-	-	-

Special Rules: Tongue attack: up to 6 yards, *toughness:* 4 *wounds:* 4. If hit, dragged to mount and rendered *prone*. *Dexterity* to escape.

Fiends

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	-	3	3	7	30	2	-	43	14	43	43	-

Special Rules: Immune to *fear* and *terror* unless caused by a Greater Daemon or God, 1 x tail lash (front and sides only), 1 x lick (front only), *Poisonous* attacks: *Willpower* or subject to *stupidity* for 24 hours. *Perfume:* each round, the closest creature within 8 yards must make a *willpower* test or move to the creature and remain *prone*.

Keeper of Secrets

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	93	7	7	39	100	6	89	89	89	89	89	89

Special Rules: Immune to *fear* and *terror* unless caused by Slaanesh, Causes *terror* in 10 ft-, *fear* in all living things, Subject to *frenzy* and *hatred* of creatures and followers of Slaanesh. 4 x weapon or claw attacks, 1 x bite or gore, 1 x stomp.

Spell Pool: Beam of Slaanesh, Cursed Caress, Bondage of Slaanesh, Pavane of Slaanesh, Slicing Shards of Slaanesh, Hammerhand.

The Avatar

There is a flash of pink light and from a cloud of pastel coloured mist coalesces a towering form. Male on the left side, female on the right, it has an unearthly and disturbing pulchritude to it and two pairs of horns rise from its mane of golden flowing hair.

The form is clad in a mail shirt with velvet fringes that exposes its single female breast. A nipple piercing holds a small inch long symbol of Slaanesh.

In its right hand lies an elaborate jade sceptre that is carved with entwining naked forms that ripple and shift slightly as though semi-animate. It speaks in a seductive tone of both male and female pitches.

'What do you seek in the chapel of Slaanesh, beloved mortals?'

Terror and *fear* tests. The avatar will give them the key and summon the portal back to the Foundry if they entertain it. If everyone is in *terror*, it will remove the effects from the person most likely to be the party leader and let them speak on everyone's behalf. Otherwise, the avatar will take the majority decision of those not in *terror* as a decision for all. If it is agreed that the party accept the offer, everyone appears in a separate sumptuous bedroom styled to the tastes of their race. A radiant manifestation of the person they find most desirable and attractive is present and seeks to pleasure them. This manifestation will work on every secret desire and lust, every hidden vice, secret obsession, and hidden deviance. Objects, other persons, and anything required to fulfil this fantasy appear or enter as required.

Quite simply, their most pressing and deeply sought after ultimate experience is brought to them so that the avatar may relish their feeling of absolute contentment.

The consequences of this act are left to you and your players. Were they horrified by the hidden latent desires that the experience found and then bathed them in? Were they given an experience that now leaves them hollow inside because they tasted absolute fulfilment and know that they can never acquire it again?

Once they are finished, the avatar gives them the key and conjures the portal. The only other option is to fight the avatar and kill it. The portal will appear in this event.

If anyone refused to indulge when they appeared, once events have run their course for all the others, the party reappear together before the Avatar, whereupon it informs them that due to the vile prudish attitude of the fellows, it must now kill them all. It will deliberately target those who disappointed it.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
20	100	100	10	10	60	100	10	99	99	99	99	99	100

Special Rules: Causes *fear* and *terror* in living creatures. Immune to psychology.

Regenerate 1 wound per round except from death. 9 x weapon, 1 x gore attack. Tough hide: 2 armour points. 36 Daemonic Power Points.

Possessions: Mail shirt +4 armour points, Jade sceptre (bastard weapon, no *initiative* penalty): Protection: 5 armour points, Damage x 2, Spell absorption (1 spell per round and then spell level as a damage bonus with the next successful strike.)

The Chapel of Tzeentch

You tumble into a realm without stable form and float amongst an endless shrieking sea of power and colour. Shades that cannot exist torment your mind as a psychotic assault of impossible sound rages through your mind. Thought is distorted and confused, and the unbridled savage Chaos of this realm is sanity sapping because of its sheer relentless instability. Not one portion is ever the same and it warps by the second. Humanoids, monsters, and myriad other formations coalesce and then break down just as swiftly. The portal is no longer present behind you.

Terror tests are made immediately, and those who fail will stay in this state and must be dragged. In some ways, they will be the fortunate ones.

Movement is acquired by thought and a *willpower* test allows movement at a rate equal to this characteristic divided by 10 (rounded up). This realm is utterly insane and a *cool* test must be made every hour with the listed alignment penalty or it will start to overwhelm them and they will acquire the listed insanity points. Closing their eyes or restricting input will not defend them from the effects.

Because spellcasters tap this source and are a little more familiar with raw magic, they may add +10 per power level gained to the roll. This bonus is also applied to the initial *terror* test.

<i>Alignment</i>	<i>Cool</i>	<i>Insanity Points</i>
Law	-50	8
Good	-20	6
Neutral	-	3
Evil	-	2
Chaotic	+20	1

Every d100 turns, the build up of warping energy in their bodies causes a random mutation to be acquired and after a time they may no longer resemble themselves. The mutation appears over the course of a few rounds, giving them time to shed armour, clothing and such.

Tzeentch's creations and those who have transgressed against the deity populate the realm. Conservative elements, those that stand against change, persecute spellcasters, and so on.

Daemons will often hurl mutating magic such as Bless of Tzeentch at the party as they float passed. They may spontaneously attack for no reason, or just pass by without seemingly noticing them. This is a realm of whimsical action, unhinged choice, utter fancy, and instability. Some typical stable encounters are as follows...

- A Changer of the Ways stands on a glowing platform with a force of Pink Horrors and watches as a group of Humanoids continually move a series of large ever-shifting rocks and when able (because of their mutating dimensions) pile them in different configurations. It then scolds them for this, sets the Pink Horrors on them, and once the beasts have clawed, beaten, and pummelled the captives, they are told to set the rocks in a new configuration in a different place.

- A shoal of Discs with Pink Horrors riding upon them encircle and weave amongst screaming captives. They struggle to move in a direction but are cut off by the arrival of a Disc and roaring Horror or by the eruption of a column of pink fire. Distraught, they try to find a route to escape but the Horrors always thwart them.

- A Changer of the Ways skips and dances in circles around a sobbing quivering form. The beast pauses to ask a question - a simple bit of addition, the capital of a country, and when the sobbing form tries to answer, it scolds them for their error, despite them being correct. The beast then pours rainbow energy into their form. The victim wails as a new eye appears, a new limb, or there is a change of skin colour or texture. The mutations are clearly utterly repugnant to the form and despite erroneous or truthful answer, the Daemon continues to whimsically mutilate them.

- Pink Horrors dance and skip, twirling and gibbering as they herd a group of mutated forms across the realm. The victims have extra limbs that abuse and torment them, and extra heads that holler abuse and nonsensical gibberish at them. The deafening maligning is clearly more than they can bear.

Pink Horrors

Persona: They are continually making noise by laughing, gibbering, squealing, squeaking, and are regarded like mere automatons by the Changers who order them around. When they become highly agitated, as in a fight, their sounds become almost deafening and pink strands of energy appear in the air while the ground develops a rosy glow.

Blue Horror Persona: Grumpy, sullen, and malicious, they are vicious and ill tempered

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
Pink	4	50	45	4	3	5	60	2	90	90	90	90	90	20
Blue	4	35	25	3	3	5	70	1	90	20	20	20	20	01

Special Rules: Cause *fear* in living creatures under 10 foot tall. Subject to *hatred* of creatures and followers of Nurgle. Immune to *fear* and *terror* unless caused by a Greater Daemon or God. Two claw attacks. Becomes two blue horrors at zero wounds.

Spell Pool

Blue fire of Tzeentch, Claws of Tzeentch, Pink fire of Tzeentch, Bless of Tzeentch, Mutator's gaze, Shield of fire, Boon of Tzeentch, Touch of Tzeentch, Incandescent assassin.

Flamers

Persona: A puppet under the control of any nearby Changer of the Ways, they have no mind of their own.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	35	45	5	4	11	40	2	0	90	0	90	90	0

Special Rules: Movement: leaps up to 18 yards, causes *fear*. Shoot flame up to 12 yds d6 Strength 3 hits. Immune to psychology.

Discs

Persona: They have potent intellects, but ones so alien to mortals that it seems as though they have none. Because they are in tune with the insane tides of the Warp (even more than other Daemons of Tzeentch), this intelligence can only reach those with the ability to wield magic or who are formed from magic such as wizards and Daemons.

A disc can read the thoughts and desires of a rider, then steer itself accordingly, and attack as directed. As with Flamers and Horrors, the demands of a Changer of the Ways overrule all other commands and riders are helpless to counter them should the Greater Daemon choose to sent the Disc into the fray, another location, or even the Warp itself.

When directed at a foe rather than a rider, this ability allows the disc to predict and react to the thoughts of a Daemonic or magic using opponent and it can read more data the more magical they are. This creates a penalty to *dodge* and parry its attacks as it siphons intent a moment before action and works around that effort. It also creates a bonus to hit for the Disc as it unearths weak spot and vulnerable area.

The following penalties and bonuses are halved for the creations and followers of Khorne as there is little to read other than the brutal aggressive desire for hacking and the monotonous internal mantra of 'Blood for the Blood God.'

Opponent	Dodge/Parry penalty	Bonus to hit
Greater Daemon	-30	+5
Lesser Daemon	-20	+2
Steed/beast	-10	-
Magic User	-5 per level	+1 per level

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
12	35	-	3	3	11	30	1	0	90	90	90	90	0

Flies at 24 yards per round, 1 bite attack, causes *fear*. Discs streak by opponents to deliver their bite before flying onward. Only attacks within +/- 10 of the *effective initiative* of the disc may be employed on it or its rider, and a rider can only deliver attacks that exist during this window of opportunity.

Lord Of Change

Persona: A playful and wreckful intelligence as deep and powerful as it is uncaring of consequence. Hates stability and familiarity, revels in change, anarchy, and disorder. A well-worn rut is a tomb that imprisons, so endless reconfiguration, destruction, and

renewal is the only path, and it drives and dominates the actions of these beasts. They prefer magic to brute force, and to direct lesser forces in a fight, but they will become violent without warning. Each Changer of the Ways works to a carefully planned and impossibly vast plot that is incomprehensible to mortals. Through their agents, Daemons, and mortal pawns they unfurl this grand scheme. This can often make them and their actions seem completely deranged.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	95	7	7	40	100	10	90	90	90	90	90	30

Special Rules: Special Rules: Subject to *frenzy* and *hatred* of creatures and followers of Nurgle. Attacks with two bites, and four claws plus either four more claws or weapon attacks. Alternatively, it may employ its withering stare on a single target up to 24 yards away. This glower not only exposes their flesh, blood, and the secrets of their anatomy to the Daemon, but also all of their hopes and dreams as well as the ultimate failure or realisation of these fantasies and desires. Such a nightmarish experience causes *terror*.

They have two points of armour on all locations from dense hide and thick feathers and a pool of nine randomly determined Tzeentchian spells that they can cast without the need for power.

Spell Pool: Blue fire of Tzeentch, Claws of Tzeentch, Pink fire of Tzeentch, Bless of Tzeentch, Mutator's gaze, Shield of fire, Tzeentch's firestorm, Touch of Tzeentch, Incandescent assassin.

The Avatar

There is a burst of rainbow-coloured energy and a towering form arises from sheets of vividly coloured flame. It is Humanoid and floats upon the air. Its skin crawls with constantly changing faces that leer and mock. It has no head and so its puckered face hangs low and constantly warps and distorts. Curving horns appear to spring from its shoulder and two huge tubular tentacles emerge from its back and bear disfigured faces that constantly change. Around its neck, it wears a slender necklace with a 1-inch symbol of Tzeentch upon it. It speaks in a dreadful cacophony of squawks, bellows, roars, whispers and screeches and as it does so, the many faces over its body chatter and comment softly on each word.

'What do mortal pawns seek in the chapel of Tzeentch?'

Terror and *fear* tests. To gain the key and the portal out, they will have to submit to the judgement of Tzeentch. Otherwise, they must kill it and take the key, whereupon the portal out appears and all mutations not related to the Avatar vanish. Everyone must accept the judgment, and if the result is not unanimous, it will attack. If they agree...

Beams of multi-hued energy issue from its eyes and engulf you. The crackling power courses around you and begins to seep into your flesh, causing it to warp and buck. Your skin writhes, your flesh wriggles, and the power of unbridled change runs rampant through you.

<i>D10</i>	<i>Result</i>
1 – 2	Mind alteration

3 – 4	Mutation
5 – 6	Physical chaos
7 – 8	Memory flux
9 – 10	Chaos Insanity

Mind Alteration: There comes a moist rustling from inside your skull as your brain is attacked by the power. You feel your very psyche being remoulded, toyed with, and reconfigured by the insidious power.

Their new alignment is determined by rolling a d6, if the result brings them to their current alignment, Tzeentch is satisfied and leaves them as they are.

Roll d6

1 – 2 Chaos, 3 – Evil, 4 – Neutral, 5 – Good, 6 – Law.

Mutation: Your body begins to alter as the warping touch of raw Chaos rages through your anatomy.

1 random Chaos Attribute is acquired. The effects are unfortunately permanent.

Physical chaos: Your physique starts to alter. Muscle, bone, and sinew contort and start to reform. Nerves wither or strengthen, your mind groans as the meat within your skull is attacked by the unpredictable energies.

D3 characteristics are afflicted. Roll a d6 1-3: 1/10 higher, 4-6: 1/10 lower.

Roll 2d8	Characteristic
2	movement
3	weapon skill
4	ballistic skill
5	strength
6	toughness
7	wounds
8	initiative
9	attacks
10	dexterity
11	leadership
12	intelligence
13	cool
14	willpower
15	fellowship
16	reroll

Memory flux: Your mind is torn apart and rebuilt with memories altered and changed, an entirely new past is crafted in an instant and exists along with your true self.

The character may take their entire reserve of experience points and re-spend them as they wish, pursuing any career they wish to pay to enter, learn any spell etc. Reality is not affected, this is a warping of the character's memories, and they will be able to differentiate from what happened and what is fictitious recall.

Chaos Insanity: At midnight of each day the character rolls d100. This is the percent chance that they will acquire one random insanity and if they do, they roll immediately. The insanity vanishes at midnight 24 hours later whereupon the process repeats.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
20	100	100	10	10	90	100	10	99	99	99	99	99	100

Special Rules: Causes *fear* and *terror* in living creatures. Immune to psychology. Regenerate 1 wound per round except from death. 9 x claw, 1 x bite attack. Tough hide: 2 armour points. 81 Daemonic Power Points. Can ignore one magical effect per round, either a spell by nullifying it, or the enchanted bonus or effect of a weapon or item.

The Chapel of Khorne

You appear in a huge open plain of gore drenched skeletal remains. Small streams of blood wind amongst the piles of bones and they fill the air with a fell stench of slaughter. The sky is deep red and churns with a violent storm that causes sanguine lightning strikes to gouge at the bone-encrusted landscape. The portal is no longer present behind you.

There are two visions of this Chapel. The first, is that it represents the true final goal of Khorne, a vision of what the Blood God truly seeks.

Khorne hates all, despises all, and wants to eradicate all life and animation. He screams and wails in absolute frenzy, battered by sound, by the hated tune of life. Once all has been cast down, even his own Daemons and followers, Khorne may finally rest upon his throne, surrounded by absolute silence. With no heartbeat, no breath, no twitch of a limb or rustle of organic tissue growth to offend him, he will be content. His loathed enemy - Slaanesh seeks fulfilment, noise, sensation, delight, a multitude of beings, creatures, and things to amuse in an impossible quest for total experience, whereas Khorne wants the exact opposite - absolute quiet, nothing but contented, safe, serene solitude and blessed loneliness.

The characters will walk upon the blasted landscape of death and then the avatar will arrive, enraged at how they have disturbed its final peace, and polluted its domain with life. It will holler and rave about the noise they make, the creep of hair growing, the deafening thump of a pulse, the grotesque squeak of tissue regeneration and raging thunder of blood down veins. It will wail about how it can never find peace, that there is always one more life to offend it with these vile tunes.

Those seeking Champion status or the Eye of God are now aware of what the Blood God wants, and now have the chance to beseech an opportunity to help bring about this omni-cidal nirvana for their deity.

The alternative is to offer the party what they are probably expecting, a battleground and a hard fight against powerful Daemons. In this case, the realm is populated by the creations of Khorne and those who have transgressed against the deity. Pacifists, peacemakers, and those who have sought to prevent war and bloodshed.

Typical encounters are simple and singular affairs. The Daemons will be forcing captives into killing defenceless people or they will fighting to the death amongst themselves for the amusement of observing Daemons. Alternatively, they may be hunting

them and will see the party as prey. Some may force doomed souls into attacking the party, demanding that these peaceful men and women take up arms and commit violence against strangers.

Bloodletters

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	42	4	3	5	60	2	89	89	89	89	89	01

Special Rules: Subject to *frenzy* and *hatred* of creatures and followers of Slaanesh, Immune to *fear* and *terror* unless caused by a Greater Daemon or God. All tests at +10 *cool*. 1 armour point all locations. 1 weapon and 1 claw attack, or 1 claw and 1 bite attack. Hellblade: +10 *weapon skill*, +3d6 wounds. Claws: 25% infected wounds. Bite: *Poisonous*, 1 dose of relevant toxin. Can spit poison up to 10 yards. *Regenerate* in the same way as a Troll.

Fleshhounds

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
10	49	-	5	4	11	60	1	-	10	14	89	89	-

Special Rules: Immune to *fear* and *terror* unless caused by Khorne, All psychological tests made at the handlers characteristic if they are within 12 yards. Leap 4 yards up and 8 yards along, +10 *weapon skill*. If the bite is successful, two auto hit free claw attacks gained. Bite: *poisonous*, 1 dose of relevant toxin. If not within 12 yards of a follower or Lesser or Greater Daemon of Khorne, they will attack the nearest creature. Collar of Khorne: Automatic success on any *magic* test.

Juggernauts

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
7	33	0	5	5	17	20	2	-	89	6	89	89	-

Special Rules: Immune to all psychology, Cause *fear* in 10 ft – whom they charge, Subject to *stupidity* without a rider, 2 armour points head and body, 1 x Gore attack: x2 damage, 1 x Crush (front or sides only): Ignores *toughness* and non magic armour.

Bloodthirster

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	93	7	7	39	100	10	89	89	89	89	89	01

Special Rules: Immune to *fear* and *terror* unless caused by Khorne, Causes *terror* in 10 ft -, *fear* in all living things. Subject to *frenzy* and *hatred* of creatures and followers of Slaanesh. Chaos Armour: 2 armour points all locations, +10 *Magic* tests. *Regenerate* in the same way as a Troll. While carrying an Axe of Khorne it regains 1 wound every 3 rounds. Fly as a *swooper*. Daemon Axe of Khorne: +100 *weapon skill*. 1 wound instantly slays the target, the Bloodthirster and the axe each gain 1/3 of the victims strength. The axe is sated after devouring 32 points of strength. The Axe can fly as a *swooper*.

The Avatar

The bones erupt upward when a geyser of blood shoots into the air. The gore rains down over the whole area as fine drizzle and the font congeals and hardens to form a huge Humanoid figure. It sits on a vast and ornately carved throne of brass and wears plate armour of a strange and alien design that is endlessly carved with skull motifs. The centre of its breastplate is a small 1-inch symbol of Khorne set amidst riveted brazen spikes.

Terror and fear tests. To gain the key and the portal out, the party must all participate in the helpless slaughter of forty men, women, and children that the Avatar will teleport in. They will be in town clothes and enter *terror* when they see the Avatar.

Again, the ramifications of this are left to your discretion and that of your players. Do they truly believe that these are conjurations and can thus kill them with relative ease? On the other hand, are they just trying to tell themselves that, and will now suffer nightmares about the event for years. What happens if they come across a family with a distinct resemblance to one of the children they killed, who still mourn the loss of an infant that vanished without reason or trace on the exact same day that this grisly slaughter was wrought?

Otherwise, they must kill the Avatar whereupon the portal appears.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
20	100	100	10	10	80	100	10	99	99	99	99	99	10

Special Rules: +20 *weapon skill* to hit the avatar because of its immense size. Causes *fear* and *terror* in living creatures. Immune to psychology. Regenerate 2 wounds per round except from death. 10 x stomps. Tough hide: 2 armour points. Magic platemail 5 armour points. 64 Daemonic Power Points.

The Chapel of Nurgle

You appear in a putrid and rank swamp. Bloated maggots and fly blown carcasses float on the foetid waters. Fat leeches lurk beneath the stagnant, effluent choked waters. Worms and insects crawl upon the sparse clumps of mildewed and rotten moist ground. The sky is heavy with sickly clouds of green and brown that weep sporadic globules of pus. The air is filled with mosquitoes, flies, and carrion birds.

The terrible stench in the air almost robs you of conscious because it is so unbearably noisome. The portal is no longer present behind you.

The realm is populated by the creations of Nurgle and those who have transgressed against the deity - doctors, herbalists, medicine men, healers, those who have alleviated pestilence. It also holds those who refuse to accept their lot, the ever hopeful, those who fight to find a way to overcome, no matter what the odds. There are the restless, the dreamers, the schemers - those who never saw the simple pleasures around them because they were too busy wishing for great things.

Being Evil: If the above sums up a fallen party member, or slain character that the adventurers knew, there is always the possibility of having them encountered here as a doomed soul.

Due to the risk of friendly visitors, Nurgle's Rot cannot be contracted here by any means save by doomed souls. In fact, this Chapel has served a unique purpose in the facet of

being the only place where the Rot can be cured. Those who have contracted it have probably sought and fought for a cure and found none. However, those who resigned themselves to this fate and accepted their death have sometimes been sent a vision to guide them here. If they had the fortitude to trust in the vision and come here, they would then be offered Champion status. Should they feel that it is too late, that they do not want to continue, and just want an end, Nurgle often removes the Rot and lets them head back into the world as a sterling example of its most pressing strictures. The freed person then commits to enjoying every moment, every small blessing, as they have been granted the most wonderful new lease on life, and freedom from the doom of Nurgle's Rot. However, should this appreciation lapse, the Rot returns and by then, the Chapel has often moved on.

Some typical encounters are as follows...

- Humanoids are bound to trees by strings of rank intestine. Their eyes water, they are covered in ulcers, and they twitch on occasion as the agony of their plight continues. Several Plaguebearers slowly count their ulcers while Nurglings frolic and prod the swollen lesions.

They are in the final stages of a potent syphilitic strain that has left them completely paralysed.

- Humanoids are bound and fastened by strings of stinking ligament atop a small hillock. They exhibit rampant eruptions of pustules as well as thick yellow crusts that have formed on their skin. A Great Unclean One sits amongst them and comments on the appreciation of simple things to a horde of enraptured Nurglings - the caress of a warm breeze, a soft pillow, sun in the early spring, rain on a hot day. The captives whimper in anguish both physical and mental.

A super enhanced strain of impetigo is causing such epidermal damage that skin suffocation is resulting in a prolonged and agonising end.

- A rancid column of fused twisted bone, rotten flesh, and unevenly pulsating veins rises up and locked to it by rusty nails that pierce skin and pin them to it are a number of Humanoids. Excrement laced with blood, sections of intestine, and maggots lay piled at their feet. They shake and gibber as fever and intense pain consumes their mind. A number of Plaguebearers are here counting the maggots.

They will be very irritated if the party distract them or make them lose count. The doomed souls are in the final stages of a potent strain of dysentery.

- A Great Unclean One lurks within a fetid pool of excrement and a number of Nurglings swim around it while Beasts flounder and lap at helpless forms. Their necks and jaws spasm constantly, and the ferocity of these convulsions has shattered teeth, bitten through lips, gums, and tongue, and it has torn the muscles. Lost in a fever, they whimper and mewl while the Greater Daemon listens to the amusing sounds.

It will attack anyone trying to prematurely end the ordeal of death by tetanus.

- A cluster of rusty metal cylinders emerge from the water beneath a great rotten tree. Nurglings hover at the lips and mock the screams and hollers for mercy emerging from

within. The sounds are corrupted to chokes and retching along with frenzied gulping and hollers of repulsion. The overhanging branches have a great net that is festooned with slime. In this cradle is a Great Unclean One who giggles and chuckles as pus, excrement, and other assorted vile emanations drip steadily and gradually fill the cylinders.

The beast mocks their efforts and tells them to just give in and accept their doom.

- A small mound of rotten mildew encrusted earth rises out of the swamp and Nurglings dance in the waters edge. Beasts amble across the hill and slobber on the captives there, paralysing them. Muted wails and muffled screams emerge from their lips and they spasm and struggle insanely while silently shrieking because all across them are large dome-shaped pale papules. As they recover animation, they start to claw and scratch at their skin. The efforts grow more fervid but before significant damage is done, they are paralysed once more.

They have been afflicted with a strain of Prurigo. The itching of the papules is excruciatingly intense and should they be freed of paralysis, they will insanely start to rip into their own flesh, tearing themselves apart in an insane suicidal frenzy of scratching.

- Spongy ribs of a size that has them stretch up out of the muck to create a brief corridor serve to hold bound forms. Hanging from collections of festering rope, they are being slain by enhanced blood parasites. Massively swollen, these centimetre long flukes are devouring them alive from the inside and their skin ripples as the sound of internal destruction filters out from their quaking bodies. Some of them emerge through holes and wriggle like fingers before they seek to gain re-admittance. Plaguebearers are present and when a blood fluke falls out, they sigh, and verbally berate the worm before offering it back to the host so it can bore back in.

They will attack anyone seeking to end the process.

- Plaguebearers are jumping around and using sections of intestine and other organs as pipes and drums to create a raucous tune. Nurglings mimic their actions and are sometimes crushed underfoot, only to be replaced as others crawl from the exposed viscera of a nearby Great Unclean One who watches with glee.

They will only fight in self-defence.

- Three Great Unclean Ones are cheerfully creating grotesque art on tree trunks. Using various fluids, secretions, and bits of rotten flesh they are doing self-portraits and embellishing them with their favourite pathogens.

One will offer to try to do the strongest looking party member and will portray them riven with numerous delicious afflictions to make them look more appealing and also to ensure they appreciate what they have at the moment. 'Live well, and live hard, little mortal. Never give up, but savour the small things, because this could be you ... any second.'

- A massive pile of slaughtered pestilent remains. The mouldering pile is soaked in blood and Nurglings can be seen creeping around amongst them playing hide and seek. Several people are still vaguely alive and offer continuous prayers to their gods to save them

while faint noises and movement emerge from their bellies. Their skin is a pale yellow-brown with green and purple blotches.

Proximity or a *listen* test will find that the chirpy voices turn from maligning the Humans and their prayers to actively insulting and mocking the relevant party member. These are Nurglings who are growing to maturity. The victims have Nurgle's Rot and know that they will become Plaguebearers when it runs its course.

Plaguebearers are here counting the Nurglings. The small creatures turn from insult to running off random tallies of numbers to confuse them and cause them to lose count whereupon they sigh and then cheerfully start over again.

- Bound forms hang from their feet from the branches of a contorted tree. They weave and hack with moribund effort and beneath each is a great pool of blood and mucus as well as chunks of lung and throat. A number of Nurglings are playing in the grotesque issue.

This has been brought up by enhanced Tuberculosis

- Several weeping sobbing forms stand rigid and trembling. From the ground rise sharpened stakes that have flecks of pus on the tips. The shards press to their skin but do not penetrate. A Great Unclean One teases them and constantly informs them that with one prick, Nurgle's Rot will have them. After all their efforts, all their desires to change and overcome, to defeat Nurgle's machinations, they will become Plaguebearers and happily serve that great deity. Of course, it is inevitable that they will be infected, and they are just delaying the inevitable, so surely they should just give in and get it over with, not continually struggle but accept it, and so on.

Nurglings play about their feet, and prod and pinch them, confirming the Greater Daemons words.

- A small hillock rises up and the bulk of a Great Unclean One occupies much of the surface. Emerging from beneath it in a starburst pattern are Humanoids who wail and struggle to get out from under the weight of the beast. Plaguebearers squat before each of them and count off the duration and number of dunkings they sustain. Pushing their faces into the stinking waters, they watch the figures burble and convulse, struggling to rise and laugh as they retch and scream when they are permitted a reprieve.

The Greater Daemon mocks their efforts to stay alive, and informs them that they are just prolonging the inevitable.

Plaguebearers

Persona: Formed from the soul of a victim of Nurgle's Rot they are great organisers and are full of energy and enthusiasm for their work. They herd lesser forces, catalogue and arrange diseases, and allocate appropriate fates on their victims. Their driving motivation is to sort everything out, find a place and use for everything, and just like in life, this is an impossible quest, and it is this futility against inevitably, countered with cheerful zeal, that is the core of Nurgle's power. Plaguebearer's have a deep bass monotone voice and are often found counting whatever it is their master has assigned them to catalogue. They refer to Great Unclean One's as *Father*, or *Nurgle*.

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

5	46	30	4	4	6	50	2	54	54	54	52	57	6
---	----	----	---	---	---	----	---	----	----	----	----	----	---

Special Rules: Subject to *frenzy* and *hatred* of creatures and followers of Tzeentch.

Attacks with one weapon and one gore attack that has a 50% chance of causing infected wounds. One armour point from their leathery necrotic skin on all locations. Their body slime is also poisonous and will act as a dose of manbane, elfbane, blackroot, or beastbane as appropriate. In the diluted form of the host, it is resisted at +40. them. Each Plaguebearer contributes one random Nurgle spell to a pool that all of the group may draw upon without the need for power points.

Spell Pool

Stench of Nurgle, Rancid visitation, Bubonic vigour, Miasma of pestilence, Rancid claws of Nurgle, Stream of corruption, Fly swarm.

Nurplings (mass entities)

Creatures of Nurgle

Persona: They are generated within the fetid bowels of a Great Unclean One or a mortal with Nurgle's Rot. Naturally malicious but highly sociable they enjoy stealing small but precious items, turning milk sour, water stagnant, rations rotten, and general mischief and minor mayhem. They are highly energetic, always fidgeting, on the move, and up to something. They adore attention and if they do not get it, they bestow it.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	30	30	3	3	15	40	3	70	30	25	30	30	45

Special Rules: 3 bite, claw, scratches.

Beasts of Nurgle

Persona: A disgusting over-friendly puppy in intellect. It craves attention and slobbers and fawns on all newcomers with its suckers, often working itself up to a point where it starts to excrete acrid slime in its wake. It does not register the effect of this on mortals and simply heads off when they become still and therefore boring.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	30	0	3	5	15	30	D6	6	24	10	89	89	00

Special Rules: Cause *fear* in living creatures under 10 foot tall. Immune to psychology but *fears* fire. D6 sucker attacks that if they strike require a *poison* test be made or the target is paralysed for 12 minus the target's *toughness* in turns.

Great Unclean One

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	90	93	7	7	39	100	10	89	89	89	89	89	01

Special Rules: Immune to *fear* and *terror* unless caused by a God of Greater Daemon.

Causes *terror* in 10 ft -, *fear* in all living things. Subject to *frenzy* and *hatred* of creatures and followers of Tzeentch. 2 armour points all locations. 8 x claw (100% cause infected wounds), 1 x bite (100% cause infected wounds and if it hits a second bite by its snake-like tongue causes a *strength*: 4 hit) or gore, 1 x stomp. 35% chance that any non-magical item coming into contact with it is rusts away to nothing.

Spell Pool

Stench of Nurgle, Miasma of pestilence, Stream of corruption, Plague wind, Pillar of putrefaction, Rancid Claws of Nurgle, Bubonic Vigour.

The Avatar

The swamp heaves and a huge bloated form arises. It is corpulent and ravaged by every form of corruption and pestilence imaginable. It is a compiled mass of boils, sores, and other blights. Viscera peeks through slits in chest and belly, and its tattered hide drapes from wet rotten meat and twisted bones.

Horns curl from its head, its mouth is stretched wide into a broad, cracked smile, and from this grotesque maw emerges a voice that has a liquid rattle and is uneven and distorted from the pathogens devouring its throat. Phlegm, pus, blood, and bits of lung dribble over its lips as it speaks.

'And what do these happy souls seek in the Chapel of Nurgle?'

Terror and fear tests. To gain the key and the portal out, there are two options available for you to employ.

1/ The Avatar Intrigued

'But why? Your quest is a futile one. You may thwart Chaos, you may thwart Xakishia, but it will all happen again, just as it has happened before. There is always another villain, another quest, another goal, another person in need, to be saved, to be defended, another war to end, another Cult to expose. Why do you lay down your lives, your pleasures, everything to simply repeat that which has already happened and will happen again. Chaos will win, the gates cannot be closed, we will assault again and again, and finally, by sheer tenacity we will hit upon the right moment of weakness and everything will fall. Why not just stop and enjoy the moment?'

Should they profess a commitment to trying, that they have to at least *try*. The avatar roars with laughter and approval, wishes them the best of luck, and hands them the key. The portal appears.

If they profess anything about him being false, that there is always an answer, that there is always a way to defeat what is considered inevitable by others, it screeches in hatred and attacks without mercy.

A more savage retaliation to foolishly professing Tzeentch's creed to an avatar of Nurgle is that it snarls.

'Not very smart. But then again, were you seeking to goad me with these words of my most hated nemesis? You forget. I am Nurgle the ever-patient. All come to me eventually. I am inevitable. My microscopic legions are around you always. They can strike at any time, in your most weakest of moments - while you sleep, while you walk, when you eat, touch a door handle, shake a hand, kiss a loved one. Now you will know the truth. Strive for my enemy, but be aware that I am your destiny. And when you are Plaguebearers, Daemons in my domain, we shall reminisce about this affair, and you will know the truth of Nurgle.'

They are now afflicted with Nurgle's Rot, save that Nurgle wants to extend their suffering, to watch them run around seeking a futile cure in the manner of a Tzeentchian puppet. Each stage takes exactly seven months, seven days, and seven hours to manifest.

They are doomed, but before they die, can they save the world and the Empire? Or do they just give up and resign themselves to the inevitable? Nurgle is not bothered, they will become Plaguebearers to its cause soon enough.

2/ The Gift

The party must drink of the foetid waters and taste the churning power of Nurgle. Each character that does so gains 1 random disease that will manifest instantly. It cannot be cured except by magic and so they must continue the quest with this burden, not giving up despite the handicap.

<i>D6</i>	<i>Disease</i>	<i>Effects</i>	<i>Penalties</i>
1	Death dance	Shakes, twitches, fits	-1 attack, -10 weapon skill
2	Bulging Eye	Eyes bulge open, weep pus	-10 ballistic skill
3	Creeping buboes	Migrant boils on limbs and face	-1 movement
4	Crook bone	Limbs twist	-1 strength and toughness
5	Grey augue	Mind rots	-10 leadership, intelligence, cool, willpower, fellowship
6	Green pox	Waste away	-5 wounds

Once they have all been ‘blessed’ the Avatar coughs up the key...literally.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
20	100	100	10	10	70	100	10	99	99	99	99	99	100

Special Rules: Causes *fear* and *terror* in living creatures. Immune to psychology.

Regenerate 1 wound per round except from death. 7 x claw, 1 x stomp, 1 x bite attack (if it hits, an extra *strength*: 6 hit from its tongue), Tough hide: 2 armour points. 49

Daemonic Power Points.

The Chapel of the Horned Rat

You appear in a dark dank sewer that stretches off into darkness with many side tunnels branching off in all directions. Water drips steadily through the meandering cracks that run across the crumbling stonework. The floor is covered in a foot deep layer of effluent that drifts tardily along. Rats crawl around in the small outlets that feed the flow or swim to and fro in the foetid waters. The air has a single steady noise coursing through it, the sound of something huge, gnawing slowly at something. The portal is no longer present behind you.

The sewers are 6 yards wide. The realm is populated by the creations of the Horned Rat and those who have transgressed against the deity. Those who have crusaded against the Skaven, who have upgraded sewers, worked against or rooted out corruption and decay.

Some typical encounters are as follows...

- A *Verminlord* stands in the core of a small hall in which flounder a number of *Humanoids*. They try to stay above the fetid waters but their bodies are slowly rotting upon their bones. Flesh withers, muscles atrophy, and slowly they start to sink beneath the waters. The *Greater Daemon* just laughs malevolently.

- *Humanoids have been bound to the walls by long nails that pierce their bodies and pin them to the bricks. They sob and whimper.*

They are awaiting the next flood of rats that will sweep over them, devour them alive, and at the point of death, the swarm moves on and they are healed of all harm.

- *Rat Ogres pin down humanoids as a Verminlord observes Skaven who put a rat on the wailing victim's belly and then trap it there with a cracked, rusty bell that has kindling and oily rags bound around the summit. They light these and listen as the rat fights to claw and bite a route away from the smoke and heat. The victim's shriek endlessly as the Greater Daemon mocks their plight and the Skaven titter with amused glee.*

- *A group of Humanoids are stumbling down the tunnels, sobbing and riven with utter despair. Each is starting to develop rodent traits and the corrupting metamorphosis is occurring at a slow, steady, rate.*

They are not becoming Skaven, they are becoming giant rats.

- *A Verminlord stands with a group of Skaven. At their feet are bound struggling forms that they interrogate with brutal intensity. The people sob and holler as their most intimate and vital secrets are extracted, and those who fail suffer a terrible fate that makes all the others screech with utter horror. The Verminlord hauls them into the air and roars with glee as corrupting power flows into the victim, causing flesh to warp, bones to change, fur to rise, and finally turn them into a Skaven who then joins the horde in the torture.*

- *Skaven warriors apply brutality and vicious abuse to a large group of Humanoid victims. The captives are despairing and terrified as they are forced to try to repair the crumbling brickwork of the tunnels. Stinking freezing water trickles through as the beams and supports they use visibly rot even as they apply them. Other captives, all of whom suffer under the lash, constantly bring more in. They all desperately try to defeat the decay and rot afflicting the tunnel. Falling debris pummels, breaks limbs, and concusses, causing more abuse from the Skaven in order to get them to continue work. The exhausted and crippled collapse and are trampled underfoot, drowning by degrees as they try to survive.*

Skaven

The blessed of the Horned Rat who through service and loyalty to that cause have been bestowed new flesh much like the souls who dwell here. They hunt and hound them for the amusement of their lord.

Clanrat

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	25	3	3	7	40	1	24	24	24	18	29	14

Skills: Disarm, Dodge blow, Nightvision 30 yards, Strike mighty blow, 35% Cause infected wounds.

Possessions: Sleeved mail coat, Breastplate, Pot helm, Shield, Handweapon, Dagger.

Stormvermin

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	25	4	3	7	50	1	24	24	24	18	29	14

Skills: Disarm, Dodge blow, Nightvision 30 yards, Specialist weapon: two handed, Street fighting, Strike to injure, Strike mighty blow, 35% Cause infected wounds.

Possessions: Sleeved mail coat, Mail legs, Mail sleeves, Pot helm, Breastplate, Shield, Bastard sword, Dagger.

Rat Ogres

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	0	5	5	17	50	2	18	18	18	18	18	10

Special Rules: 2 x claw attacks, Cause fear in 10 ft-, they are not subject to *stupidity* in the chapel.

Vermin Lord

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
8	75	72	8	7	41	100	8	89	89	89	89	89	01

Special Rules: Immune to *fear* and *terror* unless caused by a God, Causes *terror* in 10 ft - , *fear* in all living things, 3 armour points all locations, Doom Glaive (+d6 damage).

Spell Pool: Favour of the Horned Rat, Plaguebite, Putrefy, Scorch, Skitterleap, Death frenzy, Dispel magic, Pestilent breath, Poison wind, Warp lightning, Madness, Plague, Curse of the Horned One.

The Avatar

A great crack rends the stone apart and then spreads across the very air, tearing it open to reveal a realm of inky blackness so absolute that it consumes the light. Vapour pours out and the sound of gnawing grows to deafening levels. The mist gathers into the vague silhouette of a rodent head with curling horns and eyes that glow a piercing crimson colour. It speaks in the voice of millions of rats, scratching and gnawing, squeaking and chittering.

'What seek in Chapel of Horned One?'

Terror and *fear* tests. The avatar will give them the key and the portal out if they each commit an act of betrayal. Be it the command words to the Middenheim viaducts, where the Emperor is heading, what Drachenfels made them swear to do etc. If they do, a clawed hand emerges and presents them with the key. It will appear along with the portal out if the avatar is killed. Everyone must give up a secret, failure to do so results in immediate attack.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
20	100	100	10	10	90	100	10	99	99	99	99	99	100

Special Rules: Causes *fear* and *terror* in living creatures. Immune to psychology, Regenerate 1 wound per round except from death, 8 x claw, 1 x gore, 1 x bite attack (100% cause infected wounds), 169 Daemonic Power Points.

The Chapel of Malal

You appear on a blasted landscape of barren black rock. The sky is heavy with dark clouds and a thin mist hangs on the floor. The portal is no longer present behind you.

The realm is populated by those who have transgressed against the deity or those who worship Chaos and have fallen to Malal. Followers of Khorne are weak, barely able to walk, and consumed by numbing fear. The followers of Slaanesh have no sense of feeling or touch. The followers of Nurgle are overwhelmed with a sense of hopelessness, despair at their diseases, or they are consumed by ever burning cleansing fires. The followers of Tzeentch are locked into one banal form. Nothing changes for them, and there is no way for them to affect it.

The Avatar

The mist suddenly gathers together and thickens to form a creature with a reptilian fanged snout. It has glowing yellow eyes and its head bears tall curling horns. It has extra clawed fingers and walks upon cloven hooves. It speaks in a voice that rumbles like thunder and is filled with malevolence.

‘What do you seek in the chapel of Malal, fellow enemies of Chaos?’

To gain the key and the portal out, the avatar will demand that they destroy the Chaos within themselves. The Avatar will not elaborate. Whether they accept or not, smoke pours from their bodies and forms into a warped and chaotic version of themselves. Determining the allegiance of the entity is based on which Chaos Power they are closest to.

Khorne: Warriors, those who distrust/hate magic, those who show no mercy.

Slaanesh: Those who love pleasure, drinking, feasting, and fighting.

Tzeentch: Those who seek to change things, always find a way out, always seek to overcome, no matter what the odds.

Nurgle: Those who strive against the impossible, the ‘grin and bear it’ types.

The entity will be an exact duplicate of them, right down to all skills and spells (it will have d6 ingredients per spell). It will have Chaos armour (2 armour points all locations, +10 on *magic* tests), d3 mutations, the same mode of primary weapon as the character but it will be magical with no abilities. They will also have...

Khorne: +1 AP, armour is bonded to skin for +1 *toughness*. Will not parry or dodge and seeks only to kill as quickly as possible. Will not use spells.

Slaanesh: +10 *willpower*. Seeks to draw out the fight for as long as possible and therefore fights only to *stun* and will wait for them to come round before letting them rise and renew the fight. Only death by additional damage is possible here.

Tzeentch: +d3 extra mutations and 1 random magic item, will seek to fight from a distance with spells and missile weapons at first.

Nurgle: +1 *toughness*. -20 *initiative*.

Characters cannot help each other out, and they must overcome their own manifestation of Chaos. Afterwards, the Avatar will give them the key and open the portal. It will also give them a piece of advice.

‘To defeat the powers is your goal. If you do not, your world ends. They have permitted your quest to gain this last crystal key for they hope you will use them against Xakishia and ensure their victory. They will send you dreams to sway you. Ignore them.’

It is unlikely that any petition for Champion status be awarded because Malal knows they fight Chaos at every turn and to give them allegiance may actually cause them problems and damage the potency with which they can continue to thwart its enemies.

The Chapel of Oirach

You appear in a series of long arched corridors that extend out in all directions. The stones are black and laden with moisture. The air is warm and a deep blue haze floats upon it. Screams and cries of misery and agony echo faintly down the halls. The portal is no longer present behind you.

The realm is populated by the creations of Oirach and those who have transgressed against the deity. Oirach is a deity of pain and torture, in sadism, in delighting in the power over another as they suffer. The souls here are those who have sought to bring such people to justice, to end brutality, to overthrow sadistic rulers and despots.

The corridors are six yards wide and small alcoves allow access to diminutive torture chambers. These chambers each have a primary engine of suffering in which a doomed soul is being tortured by a Daemon. There will be several cages with spike encrusted bars in which others are bound in excruciatingly painful positions and awaiting their fate.

Sometimes, a victim is called upon to perform the torture in order to escape their turn, and it is the most grievous torment for these people to have to do what they despise, but their fear after having seen the Daemons at work is often enough to compel them.

Typical chambers have...

- A rack that slowly dislocates limbs and then brings slow asphyxiation when the victim's ability to breath is slowly stolen away in tiny measures. The Daemon applies a whip to their body to increase their horror.

- A solid metal chair in which the victim is fastened by dense straps. They shriek in inhuman tones as they are slowly dissected by the Daemon who employs a variety of wicked scalpels and other surgical implements.

- A stern box of riveted iron. The victim's head emerges through a hole and they are slowly being scalped and then their face peeled by the resident Daemon. Afterwards, pincers are employed to haul their teeth from lacerated gums.

- A spit holds a victim who is bound to it by slender cable that digs into their skin. The Daemon gloats and turns them over a small pit of glowing coals. They shriek as their flesh slowly chars and they splutter and wheeze as smoke stings their lungs and steals their breath.

- Victims hang from gallows with their arms bound behind them and a noose surrounds their neck. They struggle to breath and fight to stay upright but the ground beneath them is covered in wicked spines that cut and pierce their feet.

- A wooden frame that inverts the victim and splays their limbs. Cords emerge from the wood and are drawn over their extremities. These are tightened to slowly cut into the flesh. A funnel is also forced into their maw and they are force fed jugs of water that steal their breath and make them gurgle and wail.

- A table where they are fastened down so that their limbs extend from the edges. Cords reach from rings on the perimeter and grab fingers. The cords are tightened and bend the digits backwards until they are broken. The limbs are then subjected to the same process, bending legs upward until the knees shatter, and arms bent back until elbows break.

- A solid sheet of metal upon which are slowly piled leaden weights to crush flesh, fracture ribs and bones, and slowly drive the life from the doomed wretch beneath.

- A pulley in the ceiling allows rope to capture the victim's hands behind them. They are hauled up into the air by this ghastly anchor and then dropped. The snap of the landing and the grievous wrench to their shoulders makes them shriek and beg for mercy, but the words merely cause the Daemon to add weights to their bound ankles and increase the savagery of the ordeal.

- Victims bound in the most agonising awkward positions are left to beg and scream in agony to the unaffected Daemonic resident who occasionally flogs them with barbed whips to improve their cries and enhance their ordeal.

- Cord and rope bind a victim's body and cut off circulation. They flounder and holler as pincers are used to twist and finally pull free nuggets of flesh.

- A large brazen pan with a locked down lid, from which screams emerge. The pan resides over a low fire that is tended by a cackling Daemon.

- A large cauldron occupies the centre of the room and a Daemon beats on the occupant with cudgels, slowly breaking bones and leaving them floundering in the pit. It then lights

a fire beneath the cauldron and studies the victim as they scream and fight to escape - their efforts defeated by their own shattered limbs.

- A room-spanning beam has the victim bound to it by cord and a cloth over their face is continually saturated with water from various jugs before a reprieve is given, offering prolonged encounters with near fatal drowning that torment but do not permit death.

- A victim is splayed in the air by dense shackles and fetters and a Daemon slowly flays them alive with wicked curved blades.

Lord of Agony

Greater Daemon of Oirach

Appearance: They appear as twelve-foot tall bipedal felines with the features of a sabre toothed cat. A row of horns stretches across their head and down their back. They have a prehensile tail and bear a large black bullwhip that crackles with black energy.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
6	90	93	7	7	59	100	10	89	89	89	89	89	10

Special Rules: Causes *fear* and *terror* in living creatures. Immune to *fear* and *terror* unless caused by a God. 7 x claw or whip attacks, 1 x bite, 1 x stomp, 1 x tail lash. 1 point of armour on all locations from tough hide. Whip of Oirach. ES: 3, each successful strike also causes a *strength*: 4 hit of electrical damage that ignores armour. This hit is also automatically inflicted every round that a target is *entangled*. If the hit causes damage, the victim must make a *toughness* test or lose their next attack because of the pain.

Spell Pool

Cure light wound, Hammerhand, Hand of Dust, Cure severe wound.

Painmonger

Lesser Daemon of Oirach

Appearance: They appear as five-foot bipedal felines in black hooded robes. Each wears a riveted iron mask that conceals their features. A dim red glow can be seen in the eye sockets.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4	57	42	4	3	5	60	3	10	89	89	89	89	18

Special Rules: Cause *fear* in 10 ft-. Immune to *fear* and *terror* unless caused by a Greater Daemon or God. 2 x claw attacks, 1 x bite. 2 points of magical armour on the head.

Spell Pool

Hand of death, Cure light injury, Dark hand of destruction, Leg breaking.

Paingiver

Beasts of Oirach

Appearance: They appear as huge sabre toothed tigers with two heads and dark blue fur.

Persona: Hunting beasts that revel in shredding flesh beneath their claws and teeth, devouring alive, and ensuring that the process is as slow and terrible as possible. They instantly obey any Painmonger or Master of Agony that issues a command.

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

6	49	-	4	4	11	60	1/2	-	10	14	89	89	-
---	----	---	---	---	----	----	-----	---	----	----	----	----	---

Special Rules: Causes *fear* in 10 ft-. Immune to psychology. 1 x bite at +2 damage or 2 claw attacks. May leap up to 8 yards and enter combat and should their two claws hit they may *rip* with their hind legs to inflict another automatic hit at +2 damage.

Painmare

Steed of Oirach

Appearance: They appear as massive heavily built felines with huge fang filled maws.

Persona: Savage riding steeds that relish crushing and crippling living beings beneath them and then slowly devouring them alive.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
8	33	-	4	5	11	60	2	10	89	18	89	89	-

Special Rules: Causes *fear* in 10 ft-. Immune to psychology, 1 armour point of tough hide, 1 x bite at +1 damage, 1 x stomp.

The Avatar

There is a pulse of blue light and a dark cloud with crackling arcs of electricity surging within it gathers inward and forms into a huge bipedal feline that is clad in dark spine encrusted platemail. The figure bears a two handed blade of black metal with blue forks of energy etched along it. Upon its brow is a white symbol (same as on the door and plinth). Its voice is comprised of a thousand final squeals of excruciating anguish.

'What do you mortals seek in the Chapel of Oirach?'

Terror and *fear* tests. The avatar will provide the key and the portal if they torture someone they hate and then asks what they wish the victim served on (they have seen a decent array of possibilities during their time walking in this chapel). Each character vanishes into a private featureless chamber where the avatar summons an encyclopaedic array of torture implements. Upon an engine of suffering, as specified by the character, will be each characters most hated adversary. Those in *terror* will have their minds read and will appear in a chamber with the person and the tools before a disembodied voice informs them of the deal.

Depending on what is more likely to satisfy the player, they will hurl insults, or beg for mercy, be it Grom, Drachenfels, Volkmar, Wasmier, Durgul, Mankir, the Phoenix King etc.

Lesser Daemons stand with them to offer advice and help goad the character into performing the most atrocious acts of agony and to make flattering comments on how well they are doing. They remind them how much they must hate this being, and how wonderful it must be to listen to them wail, unable to retaliate, escape, or do anything to them.

Once they have been tormented to the satisfaction of the avatar, it fulfils its agreement. The key and portal appear if the avatar is slain.

The fact that they are mere conjurations will permit all characters to acquiesce, but those Neutral or Good characters that try to perform this deed must make a *cool* test (modified by how much they do actually utterly hate the character) for each point of

toughness of their victim or gain 1 insanity point. Good characters have a –40 penalty to this roll because it is utterly alien to their very nature.

Toughness is the determining factor in how long they can survive the anguish as apposed to wounds, which measure physical trauma. System shock and coronary are the more likely end result of the torture because the devices on offer are far from crude and cause maximum distress with minimal harm.

Unless everyone tortured the victim to death, the Avatar will attack when the party are returned before it.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
20	100	100	10	10	30	100	10	99	99	99	99	99	100

Special Rules: Causes *fear* and *terror* in living creatures. Immune to psychology, Regenerate 1 wound per round except from death, 9 x weapon or claw, 1 x bite attack, 5 armour points, 9 Daemonic Power Points. Two handed sword, +10 *initiative*, +2 damage, x 2 damage.

The Crystal

When all keys are inserted...

The beam suddenly vanishes. The crystal hangs motionless for a moment and then bounces off the plinth before clattering on the floor. There is a sudden tremor through the structure of the chamber. Cracks lance out from the plinth and spread across the wall, floor, and ceiling. Particles of dust dribble through and rainbow energy starts to dance within the splits. The portals groan and buckle as the crystalline material around them starts to fracture and crumble away.

The crystal was channelling the power that kept the foundry stable, without that power the Chaos Lords are breaking out of their chapels to do battle with their enemies or run amok.

The outcrops of crystal start to shatter and split. Debris rains down as the towering pillars topple and break. Screams and laughter echo as Daemonic entities start to pour from the Chapels. Exploding upward into the sky on a fountain of raw Chaos energy they fall upon each other with supernatural hatred and fury.

The path is 280 yards. If they are running they must make an *initiative* test at –10 each round or take a *strength*: 2 hit and have their declared run rate halved for that round when they collide into an outcrop.

Falling debris causes d4 x *strength*: d4 hits each d6 rounds to a random location with armour protecting as normal. After 10 turns...

The crystal towers explode upward amidst multi coloured flames and bolts of raging energy. Burning fragments are thrown high into the sky and rain down over a wide area, punching deep craters in the ground that throb with unleashed power and gushing rainbow columns of light.

The foundry begins to collapse inward on itself as explosions tear through the ground and release belching columns of incendiary doom and palls of crackling power-charged smoke.

Amongst the carnage can be seen countless Daemonic entities ripping each other apart, swooping and screeching as they seek to escape or destroy their enemies. Occasionally glimpses are acquired of an avatar, the great monstrous forms are fighting to escape the destruction of the Chaos Foundry.

Them with a final earth shattering detonation and a blinding pulse of light, the last of the structure is scattered across the land in the form of small charred particles.

The smoke starts to drift away on the wind, revealing a huge raw wound in the mountain range and not one trace of the Foundry.

Give the party a moment to talk and then read the following (read it earlier if they start to try to assemble the keys right now).

A voice of infinite cold, soothing monotone majesty, and ferocious power issues directly into your mind. The volume rises and falls as though carried on a wind from far away.

'Take the keys to the Warpgate. Go north. Release me. Assemble the keys when you see the great gates. Make haste. There is not much time left.'

The words 'Make haste' continually repeat and slowly fade into silence. The party now have a choice, push on immediately and undertake the 2500 mile trek as they are, or return to Praag to stock up, or try to acquire what they need in the other side of the mountains.

PART 11: A FINAL BRUSH WITH CIVILISATION

This could be one of the most important parts of the adventure, because the precautions they take now will save time, and offset starvation as well as offset encounters with powerful hostile forces.

News and Rumours

The Waaagh: Most people know that it moved into the Empire a while ago, but there's plenty of the greenskins, and especially Ogres hopping around in Kislev. A lot of work is occurring at Praag and massive weapons and armour shipments leave it regularly.

The Occupation: The odd escaped slave has managed to flee down the Pass and seek refuge in the Wheatlands. They will have imparted all the knowledge about curfews, and such. People are glad to be in this desolate area and thus be ignored.

The Wastes: They're a right state now. It used to be a sinister and nightmarish land, but now its borders have come down hundreds of miles. Nothing grows there, and the place is crawling with Daemons. Many people fear that an Incursion is about to begin. Fortunately, isolated locations like the Coaching Inns may well be overlooked and people are even more glad to be up here rather than in civilisation.

Recent Activity: Several huge arms shipments travelled the High Pass under the command of Dark Elves. Everyone stayed out of their way.

The Fall of the Empire: These people are not surprised, they all knew the risks, the ups and downs, the threats and dangers of living in the Empire and it was just a matter of time. People mocked them for coming into this hazardous land, but now whose laughing?

Locations: The people of this area know all about the primary Coaching Inns and the geography of the area.

Geography

The High Pass: This passage into the east has seen its traffic massively reduce because of the Waaagh and because of the encroachment of raw Chaos power across the land.

However, at either end are two heavily fortified Coaching Inns. Those coming from the lands of the east or heading there often make small fortunes for survival, and where there is money, no matter how irregular, a business will normally appear to cater to it.

The Willkommen Inn: The business is perched atop a large hill that has several rings of spike-riddled fences and stake filled ditches surrounding it. The Inn has spiked wooden walls and several guard towers. A meandering route through the lethal kill zone brings travellers to large gates and visual confirmation of their non-chaotic or Greenskin status is made with telescopes during the voyage.

There are two large catapults located in the courtyard and the people who man them and act as spotters have trained regularly to ensure they have a *ballistic skill* of 62.

Entrance to the Inn costs 5 GC, non-refundable and the doormen usually joke to complainers that it is for wear and tear on the gate.

Food

Breakfast: 15/-

Lunch: 30/- 5d

Dinner: 2 GC

Drink

Ale: 1/- 3d

Mead: 1/-

Bottle of wine: 12/-

Bottle of brandy: 3 GC

Bottle of Kvas: 1 GC

Accommodation

Single Room: 2 GC

Double Room: 3 GC

Suite (sleeps four): 4 GC

Services

Stable: 1 GC per horse plus fodder and water

Bath: 6/-

Laundry: 1 GC

Armour Polishing, weapon sharpening: 5/- per piece

A single, armour plated and spike encrusted coach with a sealed and similarly armoured driver's box makes swift runs down the High Pass to the next Inn. Arrow slits at the sides have metal hatches to seal them, as does the driver's box. Two spare wheels are fastened underneath along with an emergency repair kit. The monstrous vehicle makes it look like someone took the Battle-Wagon from 'Power Behind The Throne' and hardened its defences considerably before offering it as a means of travel.

This swift and secure jaunt is provided by Boris the Bold. He can be seen heatedly telling tales of his best runs to other travellers, and of his most notorious close calls in his other professions. Boris gestures emphatically, and has a wide beaming smile upon his bearded face. He has four fine pistols around his belt, a blunderbuss on his back, and a buckler with an image of his coach with wheels trailing fire embossed on it in silver. An ugly looking and clearly well used two handed flail lies on the table next to him.

Boris is a danger junkie. He has followed many high-risk professions to try to acquire his 'fix' but the dangers involved and the dreary end many of them offer soon caused his fickle tastes to draw him elsewhere. He runs this business to acquire a decent wage, and to feel the adrenalin on those occasions when arrows and bolts assail his coach, when he has to make hairpin manoeuvres to escape, or kill a monster that's clambering on his coach, threatening his life and soul.

He knows no greater high than barrelling down the pass, his heart racing, and then the exhilaration of foiling the foe, of defeating Chaos and greenskin to reach the his destination intact.

He charges 150 GC per person. Whooping and hollering defiance all the way, he travels night and day, getting them to their destination in 50 hours.

Boris

Bodyguard, Pit fighter, Bounty hunter, Outlaw, Outlaw chief, Coachman, Highwayman, Coachman.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	54	73	5	7	12	77	3	65	54	33	59	58	58

Skills: Animal care, Concealment: rural, Disarm, Dodge blow, Drive cart, Follow trail, Identity plants, Marksmanship (included), Musicianship (horn), Ride, Scale sheer surface, Set trap, Shadowing, Silent move: rural and urban, Spot trap, Specialist weapon: firearms, fist, flail, lasso, net, parrying, pistol, two handed, Street fighting, Strike mighty blow, Strike to injure, Strike to stun, Trick riding, Very strong.

Possessions: Sleeved mail coat, Breast and backplate, Gauntlets, Pot helm, Buckler, Net, 4 loaded pistols, Blunderbuss, Two-handed flail.

Fireball (coach)

Toughness: 7, *Damage:* 40, *Armour points:* 3.

Six horses, each with plate and chain barding for 2 armour points on head and body.

Inn Gefahr: The place is owned by a small group of pragmatic mercenaries under the command of Captain Hartschuft. Hartschuft founded Damage Incorporated, the vicious and highly skilled mercenary force whose banner was rumoured to have headed into the south during Part 2: The Ulthuan Keys. Rather than retire to the Border Princes with his forces and wealth, he appointed a successor to take charge of the younger recruits who still wanted to fight, and retired here. They now provide one of the last secure nights sleep before the wilds of the east are entered. (Note: Captain Hartschuft will be coming out of retirement for the adventure ‘the Golgotha Labyrinth’).

Their Inn lurks atop a blunt peak and has stern stone defences. Banners bearing a skull that has crossed spiked cudgels crashing through it flutter from numerous flagpoles. Watchtowers keep an eternal lookout, and several catapults and bolt throwers are visible, jutting from the defences. The veterans manning these weapons have an effective *ballistic* skill of 75.

Access costs 10 GC, 20 for a cart or coach, and this enters a fortified killing zone where armed and armoured warriors transfer all weapons and spell ingredients into sacks that are signed by the owner and put into storage until they leave. They are then informed as to the requirements of their stay before being let inside.

Rule 1: Obey the rules.

Rule 2: Any trouble, you die.

Rule 3: Don’t ever forget rule number one.

Food

Breakfast: 1 GC

Lunch: 1/10

Dinner: 3 GC

Drink

Ale: 2/-

Mead: 2/-

Bottle of wine: 16/-

Bottle of brandy: 4 GC

Bottle of Kvas: 2 GC

Accommodation

Single Room: 3 GC

Double Room: 4 GC

Suite (sleeps four): 5 GC

Services

Bath: 10/-

Laundry: 1/10

Armour Polishing, weapon sharpening: 8/- per piece

The Body Shop

Tattooist/doctor. *Int*: 39, *Dex*: 37. Ivan Petrov was a physician who rode with the force, healing wounds and saving their lives for a generous share of the rewards and above average pay, he also taught a number of the more skilled mercenaries *heal wounds*. During his idle times, when not stitching skin together, he started decorating it and became a fair artist.

Tattoo

- Small, simple (rose, ships anchor etc): 1 GC
- Partial limb coverage (heraldry, banner, face depiction): 5 GC
- Significant limb coverage (monster, torso depiction, large image): 10 GC
- Major limb coverage, partial torso (large view and image): 20 GC
- Full torso – 1 side (extensive pattern and multiple scenes) : 50 GC

Treatment

- Fracture: 10 GC
- Amputation: 15 GC
- Terminal bleeding: 10 GC
- First aid: 1 GC
- Infection: 3 GC
- Disease: 5 GC

Stables

- Stable: 2 GC per horse plus fodder and water
- Broken Axle : 18 GC
- Broken Wheel: 10 GC
- Broken Traces: 12 GC
- Thrown wheel: 3 GC
- Combat damage: 8/- per wound
- Collision/impact damage: 6/- per wound

War Inc: When paid to work, they work twelve hours a day on the items because commissions take priority over simple manufacture and sale.

	Dexterity	Create	Cost	Repair	Cost
Armourer	66	Enc	+30%	Enc/3	25%
Bowyer	58	Enc/2	+20%	Enc/2	20%
Weaponsmith	69	Enc/2	+25%	Enc/2	25%

Commissions: Items take their encumbrance in hours as affected by the *Create* modifier to construct. After the create time has elapsed, a *dexterity* test is made. If failed, the work was flawed and must begin again. An item costs the listed WFRP rulebook price affected by the first *Cost* modifier.

Repair: Each attempt takes their encumbrance in hours as affected by the *Repair* modifier to attempt. A *dexterity* test at +20 is made to see if the repair was successful. Any repair roll failing by 40% or more ruins the item. A repair attempt costs the second *Cost* modifier of the listed WFRP rulebook price. They can handle magical armour but cannot repair broken magical weapons.

Bowstrings can be replaced for a standard fee of 25% of the items worth.

The Inn has a huge courtyard where much trade is occurring between wagons, carts, and peddlers. Silk, spices, raw materials, food, wheat, provisions, even weapons are being haggled over and swapped with gusto.

The location provides haven for travellers who pay well for the chance of a decent rest before entering Kislev or commencing their route east. It also serves as a valued trading ground where swindling, robbery, and betrayal are negated by the mercenaries. It may cost to enter, but guaranteed safety is worth it to many.

Provisions and fodder are always available at double normal price. The party may also be able to acquire a cart or horses, but the owners will want to be handsomely recompensed - treble cost at least, perhaps double with some good role-play and a successful *bargain*.

Another alternative is that when a robed figure notices them buying up provisions, he enquires as to what they are intending. If this involves a long trip, especially north, he can help them out.

Bellor Antoine is an adventuring wizard who has faced the terrors of the wilds and the north once too often. He suffers from acute nightmares and dare not push his luck by continuing in his profession. His adventuring partners are dead from their last trip into the east and now he wants to retire. However, he has gotten used to the isolation and now has a tremendous phobia of cities and even towns. Dense settlements make him shiver, sweat, and enter an anxiety attack and so he lives at the Inn. His skills at manufacturing magic items keep his room and board, and when he needs a little extra he constructs other items that he sells freelance.

Currently, he has a Horn of Plenty available for purchase. It is a sellers market, and so 1000 GC (that is not negotiable) buys a horn (enc: 30) that produces what appears to be boiled hay. The hay tastes delicious and is sufficient for the water and nourishment needs of 8 man sized beings every 24 hours. Ogres count as four people, goblins as half, a horse or Halfling as two.

Captain Hartschuft and his mercenaries

Founders of Damage Incorporated.

They live here, guard it, are paid well, and can enjoy safety, respect, power, and freebies from satisfied merchants and travellers. They occasionally provide training for other eager mercenary troupes just starting out, supplying them with arms, equipment, tuition, and the benefit of experience.

They also make weapons that they take into Kislev or sell on this side of the mountains to Dolgans and Hobgoblins who pay well for such things. The fact that payment is offered in looted and stolen booty does not trouble the merchants and traders here because it is generally only those who do not pay for the privilege of trading in the confines of the Inn who are assaulted.

Traders who bear the banner of Damage Incorporated have sometimes been spared an attack if the raiders are also customers of the mercenaries. The captain would not care whether they stole from his visitors or not, but many Dolgans and Hobgoblins who enjoy the arms of the Inn fear that complaints by loyal patrons of the place might cause a

cessation of trade to the guilty parties. Groundless fears they may be, but fears they remain.

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
Mercenary	4	42	42	4	4	8	43	2	33	36	28	45	30	30
Sgt	4	52	41	4	4	10	53	3	41	46	40	46	36	37
Cpt	4	68	60	6	6	12	66	3	47	79	44	66	43	41

Skills

Mercenary: Disarm, Dodge blow, Drive cart, Secret language: Battle tongue, Strike mighty blow, Strike to stun.

Sgt: + Consume alcohol, Street fighter.

Captain: + Gamble, Lightning reflexes, Ride, Strike to injure, Specialist weapon: fencing, fist, flail, parrying, lasso, net, Very resilient, Very strong.

Possessions

Mercenary: Sleeved mail shirt, Mail leggings, Breastplate, Pot helm, Hand weapon, Shield, Dagger, Crossbow, Quiver, 30 bolts.

Sgt: + Knights helm, Mail coif, Backplate, Weapon +2 damage, potion of healing.

Captain: + Full plate and chain (helm is +1 AP, breastplate is +2 AP, gauntlets have x 2 damage), buckler +2 AP, Bastard sword +20 *initiative*, +2 *damage*, amulet of watchfulness, amulet of righteous silver, amulet of thrice blessed copper.

Road of Skulls: 700 miles of hard terrain that is covered at -20% move. Mounts can only acquire 40% of their normal fodder. Surface water is abundant as it flows down out of the mountains.

Far to the east can be seen a distant plume of black smog that curls and spreads into the sky. Flashes of red can be seen coming from within it, and sometimes it appears to take on the rough image of a huge bull that rears into the heavens before fading.

This is Zharr Naggrund, the vile city of the Chaos Dwarves. They are building to a frenzy of living sacrifices and berserk toil, readying to storm out with the Chaos Incursion and crush all before them in the name of their deity Hashut. Few people will know what this location is because even those Humans who travel this dangerous route just avoid the place at all costs because none ever return who venture close to it. As for Dwarves, in the way that humanity conceals the Skaven from its people lest it inspire widespread terror and panic, the fact that Dwarves fell to the lure of Chaos is a terrible dishonour for the entire race, and only the Kings and Loremasters of the Strongholds are privy to the details and dread existence of the Chaos Dwarves. Chaos is also a seductive and crafty force, and offering the knowledge that there exists a Mecca for Dwarves to seek the patronage of the dark lords of misrule is most unwise, for who knows how many could be seduced.

Inn Arger: The very last outpost before the Wastes. It is a five storey stone tower with battlements and a pair of small catapult at the summit. Arrow slits appear only after the third floor and it resides on a tall cliff that drops from a steep and treacherous peak.

Created and sponsored by the captain, it is little more than a small secure fort. Initially created as an early warning device, it bears a great signal fire atop it to warn the captain of large-scale invaders coming his way. The fort started to kindle some minor business and so it sells fodder, iron rations, and water to those who come to the bottom of

the cliff and ring the bell located there. Gold is placed in lowered baskets, which are hoisted up, and then the items are lowered back down.

Iron rations: 8 GC/week.

Waterskin: 1 GC, 5/- for a refill.

Fodder: 1 GC for 100 enc. A mule eats 20 a day, a horse 30, a warhorse eats 40 enc a day.

Wheatlands: directly to the south are fertile regions that have suffered drought and withering of crops. Dolgan (human bandits) and Hobgoblin raiding has increased in savagery but dwindled in frequency because many have travelled the High Pass to join the Waaagh. The population have also headed much deeper south. They are unlikely to part with food or mounts as they are far more valuable than gold.

Village: 10% chance of finding one every five miles.

Farmstead: 2% every ten miles.

PART 12: THE CHAOS WASTES

Travel: Once the Road of Skulls is left behind, the treacherous ground reduces all rates by 25%. The crops and plant life are withered, twisted, warped, and only become more disfigured as they progress northwards. Mounts can only acquire 10% of their normal fodder. Surface water is abundant and the proximity of the crystals will remove the taint of Chaos from it.

It is roughly 1700 miles to the Realm of Chaos.

<i>Miles</i>	<i>Effects</i>
0 - 700	The temperature slowly starts to drop. Nights are bitterly cold.
700-1000	The cold begins to fade before it reaches freezing, and there are moments of warmth. The weather is chaotic, with rain, some snow, then sun or fog. At night, rainbow coloured aurora borealis starts to appear.
1000- 1500	The night is torn by occasional lightning storms of rainbow energy. The days are humid, as though the air is sweaty. Occasional rolling clouds stream south, charged with crackling arcs of multi-hued lightning.
1500-1700	The sky is alive with wriggling streams of power. Bolts hurtle between the clouds and at night great storms rage. The air is always hot, yet patches of ice are often encountered.
1700+	The Realm of Chaos

Encounters: The journey will have random encounters and several major ones. If the random encounter requires Chaos Attributes, use the dominant attribute table in Realms of Chaos: Slaves to Darkness. There are some example encounters given but you may want to generate a few extra ones as well.

Returning Home: When the party are returning to the Empire, the encounters still occur but with the following changes.

Daemons: Ignore these encounters.

Undead: They are no longer animate and lay where they fell. Ethereal Undead encounters are ignored.

Magic Points: The weakening of their patrons will have all Chaotic magic users stripped of half their magic points. Non-Chaos aligned spell casters are not affected.

The Winds of Magic: The Winds are now blowing at a quarter strength. D6+2 power are available in a 48 yard area.

Random Encounters

Every 4 hours there is a 5% chance of an encounter occurring. When an encounter occurs, the character on point in both parties gains an *initiative* test to spot the other group who will be d100+10 yards away (close encounters indicate rough terrain, small valley, or hill, while distant encounters are on open plains). If the party spot the foe, and the foe fail to spot them, they may try to *hide* and evade them. Most encounters are migrant and travelling in search of combat, food, spoils, or one of their patron's armies to join. If both sides fail to spot each other, the encounter fails to occur.

<i>Roll d100</i>	<i>Encounter Type</i>
	<i>CHAOS</i>
01 – 02	Beastmaster
03 – 08	Beastman
09 – 11	Centaur
12 – 14	Champion
15 – 16	Chariot
17 – 19	Daemon
20 – 21	Diseased Flagellant
22 – 23	Dwarf
24 – 27	Goblin
28 – 29	Hounds
30 – 34	Marauder
35 – 37	Minotaur
38 – 39	Plague cart
40 – 41	Plague skeletons
42 – 43	Plague zombies
44 – 45	Skaven
46 – 47	Sorcerer
48 – 51	Spawn
52 – 54	Thrall wizard band
55 – 59	Thug
60 – 61	Troll
62	War Altar
63 – 66	Warband
67 – 68	Warrior

	<i>MONSTER</i>	<i>Number</i>
--	----------------	---------------

69	Amphisbaena	1
70	Basilisk	1
71 – 72	Chimera	1
73	Dragon	1d10 – 6 (minimum of 1)
74 – 75	Griffon	1d6 – 4 (minimum of 1)
76 – 78	Harpy	3d4
79 – 80	Hippogriff	d6 – 2 (minimum of 1)
81 – 82	Hydra	1
83	Jabberwock	1
84 – 85	Manticore	1
86 – 88	Giant scorpion	1d6
89 – 91	Wyvern	2d4 – 1
	<i>UNDEAD</i>	
92	Carrion	2d6
93	Ghoul	
94	Mummy	1d3
95 – 96	Skeleton	1d100
97 – 98	Zombie	1d100
99	Wight	1d10
00	Wraith	1d10

CHAOS ENCOUNTERS

BEASTMASTER: Mortal huntsmen in the service of a Chaos Power they travel in pairs and each will have 2d4 creatures of one type per pack.

D6	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
1-5: Chaos hound	6	41	0	4	4	11	40	2	0	24	24	29	24	0
6: Chaos Spawn	4	33	25	3	3	7	30	1	29	29	29	29	29	29
Beastmaster	4	41	25	3	4	11	30	1	29	29	24	29	24	24

Chaos Attributes: Hound d6-4, Spawn d6+6, Beastmaster d6-3

Skills: Dodge blow, Strike mighty blow, Specialist weapon: whip

Possessions: Whip, Handweapon, 50% Shield, 50% Mail shirt, Pot helm.

BEASTMAN: vary tremendously in size, appearance, power, and allegiance. There will be 2d6 Beastmen and they have a 15% chance of having d3 Turnskins and 3% chance of a Gave. (Turnskins are Human exiles with d6 mutations that are poorly regarded by the group, Gaves are Human babies with d6 mutants who have been raised by the group and are treated highly). The Beastmen will have d6 – 3 Attributes and for every four Beastmen there is a 50% chance that there is an additional leader figure with the group.

Leader

<i>D100</i>	<i>Leader</i>
01 – 40	Banebeast
41 – 55	Despoiler
56 – 65	Feralfoe

66 – 70	Hewrender
71	Slayer
72 – 83	Sprinter
84 – 93	Mutander
94 – 98	Feralflux
99	Malevolus
00	Arcan

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Beastman	4	41	25	3	4	11	30	1	29	29	24	29	24	10
Human	4	33	25	3	3	7	30	1	29	29	29	29	29	29
Banebeast	4	49	34	4	4	11	40	2	30	29	24	29	24	10
Despoiler	4	57	34	4	5	17	40	3	45	44	24	29	24	15
Feralfoe	4	57	34	4	6	17	50	3	69	68	24	44	30	20
Hewrender	4	65	34	4	7	17	60	4	93	92	24	44	30	26
Slayer	4	65	34	4	7	17	60	4	93	92	24	68	45	26
Sprinter	4	47	25	4	4	11	30	1	30	29	30	44	30	10
Mutander	4	47	25	4	4	17	40	1	45	44	45	44	45	15
Feralflux	4	57	25	4	5	17	40	1	69	68	45	68	45	20
Malevolus	4	57	34	4	6	17	50	1	69	68	69	68	69	20
Arcan	4	65	43	4	7	17	60	1	93	92	69	92	69	26

Skills: Dodge blow, Speak additional language: Dark Tongue, Street fighting, Strike mighty blow, Specialist weapon: fist, flail, two handed.

Possessions: Handweapon, Shield, 50% Two-handed weapon, 25% Mail shirt, 20% Pot helm.

Number of Spells

<i>Shaman Title</i>	<i>Power Level</i>	<i>1st</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>	<i>Magic points</i>
Sprinter	1	2	0	0	0	10 or 3d6
Mutander	1	4	0	0	0	10 or 3d6
Feralflux	2	5	2	0	0	20 or 6d6
Malevolus	3	6	4	2	0	30 or 9d6
Arcan	4	7	5	4	2	40 or 12d6

Shamans will know Battle, Necromantic, or Daemonologist spells, alternatively they will know Dark Magic. If they are aligned to a Chaos Power, they may also access the spells of that power, either by drawing in the Winds, or by calling on their magic points to fuel them.

Khornate spellcasters can only cast Nullify. This spell has a range of 48 yards and allows the Shaman to destroy any other spell simply by expending the same amount of magic points (including enhancements). The spell can be used against any number of enemy magics so long as they are within range and the Shaman has sufficient magic points.

Allegiance

D8	Power	Psychology
----	-------	------------

1 – 2	Khorne	Khorngor <i>hate</i> followers of Slaanesh and spellcasters
3 – 4	Slaanesh	Slaangor <i>hate</i> followers of Khorne
5 – 6	Tzeentch	Tzaangor <i>hate</i> followers of Nurgle
7 – 8	Nurgle	Pestigor <i>hate</i> followers of Tzeentch. 50% carry Nurgle's Rot
9 – 10	Not aligned	Normal

CENTAUR: Hostile and unintelligent beasts that are found in packs of 2d6. If they are aligned to a Chaos Power, they will be worshipping it in a very base form. For every full 5 centaurs in a herd, there is a 50% chance of there being an additional leader.

<i>D100</i>	<i>Leader</i>
01 – 40	Hoarhoof
41 – 55	Tairgirth
56 – 65	Warmain
66 – 70	Steedmaster
71	Stallion Lord
72 – 83	Fetlock
84 – 93	Witherstock
94 – 98	Grimlock
99	Skylock
00	Skylord

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Centaur	8	33	34	4	3	11	30	2	14	29	29	29	29	14
Hoarhoof	8	41	43	5	4	11	40	3	14	29	29	29	29	14
Tairgirth	8	49	43	5	4	17	40	4	14	44	29	29	29	14
Warmain	8	49	43	5	4	23	50	4	18	68	29	44	44	18
Steedmaster	8	57	43	5	4	29	60	5	18	92	29	44	44	18
Stallion Lord	8	57	52	5	4	29	60	5	24	92	68	68	68	24
Fetlock	8	41	34	5	3	11	30	2	14	29	44	44	44	44
Witherstock	8	41	34	5	3	17	40	2	14	44	68	44	68	14
Grimlock	8	49	34	5	4	23	40	2	18	68	68	68	68	18
Skylock	8	49	43	5	5	29	50	2	18	68	92	68	92	18
Skylord	8	57	52	5	5	29	60	2	24	92	92	92	92	24

Skills: Dodge blow, Speak additional language: Dark Tongue, Street fighting, Strike mighty blow, Specialist weapon: two handed.

Possessions: Handweapon, shield, 50% two-handed weapon, 25% mail shirt, 20% pot helm.

	Number of Chaos Attributes
Centaur	50% d3
Hoarhoof	d4
Tairgirth	d3 + 1
Warmain	d4 + 1
Steedmaster	d6 + 2

Stallion Lord	d6 + 2
Fetlock	d4
Witherstock	d3 + 1
Grimlock	d4 + 1
Skylock	d6 + 1
Skylord	d6 + 2
Centaur	50% d3

Number of Spells

<i>Shaman Title</i>	<i>Power Level</i>	<i>1st</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>	<i>Magic points</i>
Fetlock	1	2	0	0	0	10 or 3d6
Witherstock	1	4	0	0	0	10 or 3d6
Grimlock	2	5	2	0	0	20 or 6d6
Skylock	3	6	4	2	0	30 or 9d6
Skylord	4	7	5	4	2	40 or 12d6

1/ Centaurs attack with *stomps* in any direction or weapon attacks to the front only.

2/ Shamans know Dark magic and the spells of their patron if they have one.

3/ Centaur blood is highly poisonous and corrosive. Any wounding hit has its damage multiplied by ten and used as percentile to see if a random hand-to-hand combatant is splashed by blood. The same percentile is used to see if it damages an item. If it hits bare skin, they must make a *poison* test or suffer 1 dose of the relevant toxin.

CHAMPION: A Champion of Chaos is encountered. There is a 50% chance that they will be a hero. If they are, roll on the relevant race table to see what rank they are. The Champion will have d6 Chaos rewards, and d6 Attributes. Ignore any result that turns them into a Spawn or a Daemon.

D100	Race
01 – 30	Human
31 – 40	Beastmen
41 – 50	Minotaur
51 – 60	Dwarf
61 – 70	Elf
71 – 80	Centaur
81 – 85	Dragon Ogre
86 – 00	Undead (re-roll to determine race)

Champion of Khorne

Margar Doomsythe

Persona: There isn't one.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4	51	45	5	6	8	40	2	30	31	29	30	50	29

Rewards: Skin of Khorne, Aggression bonus, Chaos armour x 2, bonded to skin, Eyes of God.

Attributes: Additional eye, Magic resistant (+20 *magic* tests), Rearranged face.

Possessions: Chaos armour (3 armour points, +10 on *magic* tests), Robes, Chaos scythe: chill blast, range 4d6 yards, D3 *strength*: 4 hits that ignore armour.

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
5 x Chaos Goblins	4	25	25	4	3	7	20	1	19	19	19	19	19	19
8 x Cultists	4	33	27	4	3	8	30	1	29	29	29	30	33	28

Attributes: 1 Goblin has a goat face, 1 cultist has a skull face, another has goat legs.

Skills: Dodge blow

Possessions: Handweapon, Shield, Dagger, Mail shirt, Pot helm.

Champion of Tzeentch

Marvellous Multi-hued Marie

Persona: Former bodyguard to Lady Isolde von Strudendorf, her ability to tolerate her snobbish headstrong charge was finally eclipsed and so Marie smashed the Lady's lute over her head. After this, she tried to improve her lot by starting various businesses, all of which failed. With her name utterly ruined, her savings depleted, and unable to return to her old profession, Marie slowly sank into destitution whereupon she was approached by a cult of Tzeentch who had been watching her ever since she threw off the shackles of her caste and tried to overcome her lot. Eager to rise high over the heads of those who looked down on her and regarded her as a mere sword arm, she pledged utter devotion to Tzeentch. When her skin changed, she marched into the north, and now yearns for the Incursion so she can rush back into the Empire and mete out vengeance on all nobles and their servants. If the party are veterans of Enemy Within, she may recall them, or she may not.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4	55	32	8	4	8	45	2	43	42	30	28	33	28

Rewards: Chaos armour, Strength.

Attributes: Brightly patterned skin: multiple colour lozenges.

Skills: Disarm, Strike mighty blow, Very strong.

Possessions: Chaos Armour (1 AP, +10 *magic* tests), Chaos sword of Deflection (may deflect up to six material missiles each round, declared after the roll to hit has been made) and Immunity (+2 toughness), Shield, Hand axe, Backpack, 6 yards of rope, 2 weeks iron rations, Knife, Tinderbox.

Champion of Nurgle

Mouldering Max

Persona: A former Watch Sergeant, he started to become obsessed with the sewers after conducting several purges of that environment. There was something so safe, secure, and alluring about the dank dark tunnels with their eerie denizens, and the fact that most people were horrified by such an location. This fetish continued to spiral and he started to conduct regular patrols so he could covertly embrace his fascination. The followers of Nurgle started to grow ever more infuriated at this persecution and thought him an agent of Tzeentch, however, when their poised ambush saw the glee in his eyes as he regarded their domain, they retreated into the shadows and then tried to recruit him. Exceedingly receptive to the doctrine of Nurgle, his continuing and utterly futile attempt to bring law to a city and stalwart perseverance in the face of impossibility made him an ideal recruit.

He has since excelled in Nurgle's eyes and longs to flow with the Incursion and once more tread within the sewers of the Old World.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4	53	35	3	5	9	44	4	29	39	29	29	29	29

Special rules: 2 weapon attacks, 1 bite, 1 tail lash

Rewards: Face of a Beast: a bite attack that results in d6 sucker attacks that ignore armour. Each hit requires a *poison* test or be paralysed 12 minus the target's *toughness* in turns.

Attributes: Snake tail, non poisonous.

Skills: Immunity to disease, Dodge blow, Strike mighty blow.

Possessions: Sleeved mail coat, Breastplate, Pot helm, Shield, Mace, Slingbag of rotten food, Waterskin.

CHARIOT: Units of Chaos Chariots rumble around the wastes and one such unit is encountered. They will be aligned to a Chaos power and the crew, chariots, and draft animals will reflect that allegiance in style, appearance, and action. They will be travelling in a force of the Gods number in chariots, with 2 Chaos Steeds, and 2 Chaos Warriors riding it. There is a 20% chance that a chariot will have d2 extra Warriors on board, and 40% chance that they will have an extra d2 steeds pulling it. The chariot requires 2 steeds for full move, one steed moves it at 4. Without a crew, the chariot moves 4d6 yards per round in a random direction.

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Chaos Warrior	4	57	52	5	3	11	60	2	68	68	68	68	68	14
Chaos Steed	8	41	0	4	4	11	40	2	-	18	18	18	29	-
Chariot	-	-	-	7	7	17	10	-	-	-	-	-	-	-

Skills: Dodge blow, Ride, Strike mighty blow.

Possessions: Full plate and chain, Handweapon, Dagger.

Warrior Attributes: d6-3

Steed Attributes: d6-4

DAEMON: A Daemon is encountered. It may ignore its first three failed *instability* rolls.

If it is unaligned, it will be an independent Daemon with a profile as in WFRP.

Roll d10	Type	Number
1	Greater	1
2 – 7	Lesser	Patrons number or 2d6
8 – 9	Creature	Patrons number or 2d4, 25% chance that each will have a Lesser Daemon rider
10	Beast	Patrons number or 2d6, 25% chance that each will have a Lesser Daemon handler

DISEASED FLAGELLANT: Victims of one of Nurgle's 'gifts' wander the wastes inflicting punishments on themselves and fighting in the name of the Plague Lord to try to gain its attention and hopefully have their suffering alleviated.

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

4	33	25	4	4	7	30	1	29	29	29	29	29	29
---	----	----	---	---	---	----	---	----	----	----	----	----	----

Skills: Subject to *hatred* and *frenzy* against all opponents, Specialist weapon: flail. D4 Chaos Attributes.

Possessions: Flail, Handweapon.

DWARF: Slayers, seeking death in the Wastes as the final part to end their career and achieve greatness after many sterling deeds.

Borrad

Appearance: A short, burly young Dwarf who is covered in scars and old tattoos. His left eye is missing and he has several tufts of orange hair that emerge through serious burns that cover his head.

Persona: Quiet, morose, desperate to fulfil his vows, but pragmatic enough to be sensible in a fight, something that has greatly extended his time as a Slayer.

Crime: A former tunnel fighter in training, he was considered quiet promising and was deployed rashly against a superior Skaven force and lost his nerve. Having been seen as a coward, he fled and took up Slayer vows to redeem his honour.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4	82	10	7	7	14	52	3	18	52	31	82	55	16

Age: 61 *Fate:* 2 *Alignment:* Neutral

Psychology: *Hatred* for Goblins and Hobgoblins, *Frenzy* versus Skaven, 8 insanity points.

Skills: Ambidextrous, Disarm, Dodge blow, Metallurgy, Mining, Nightvision: 30 yards, Scale sheer surface, Specialist weapon: two handed, Street fighter, Strike mighty blow, Strike to injure, Strike to stun, Sixth sense

Possessions: Bastard sword: +10 *weapon skill*, Bastard sword: *Bane versus Chaos*.

GOBLIN: Followers of Khorne, Chaos goblins are mean spirited, dangerous, and petty. A group of 3d6 of them are encountered. For every 5 Goblins, there is a 50% chance that there will be a leader with them.

		<i>Attributes</i>
D100	Goblin	d6-4
01 – 74	Boss	d6-3
75 – 98	Big Boss	d6-2
99 – 00	Warboss	d6-1

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Goblin	4	25	25	4	3	7	20	1	18	18	17	18	20	18
Boss	4	33	34	5	3	7	30	2	18	20	18	19	20	19
Big Boss	4	41	43	5	4	11	40	3	24	25	24	22	26	25
Warboss	4	49	52	5	6	15	50	4	29	30	29	27	32	28

Skills: Dodge blow, Nightvision, Strike mighty blow.

Possessions: Handweapon, 50% Spear, 50% Shield, 25% Mail Shirt, 25% Pot helm.

HOUNDS: Chaos hounds are savage and tremendously powerful creatures. They run in wild packs of 3d6 creatures.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
6	41	0	4	4	11	40	2	0	24	14	24	24	0

D6-4 Chaos Attributes

MARAUDER: Less powerful than Chaos Warriors, they are aligned to a Chaos Power and are savage in their quest to acquire Warrior status. There will be 3d6 of them, and there is a 35% chance that they will be mounted.

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Human	4	49	43	4	3	11	50	2	48	48	48	48	48	14
Warhorse	8	33	0	4	3	11	30	1	0	18	18	18	18	0

Skills: Dodge blow, Ride, Specialist weapon: two handed, lance, Strike mighty blow. D6-4 Chaos Attributes.

Possessions: Handweapon, Full plate and chain, 50% two-handed weapon. If they are mounted 25% lance.

MINOTAUR: A Minotaur is encountered. They are aligned to a Chaos Power and if it is a hero, it has a 50% chance of having d3 normal Minotaurs following it.

D100	Level	Att
01 – 40	Minotaur	10% of 1
41 – 60	Bloodkine	15% of 1
61 – 79	Goremaster	20% of 1
80 – 97	Deathsteer	25% of d3
98 – 99	Doombull	30% of d4
00	Minotaur Lord	35% of d3+1

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Minotaur	6	41	25	4	4	17	30	2	18	66	18	29	24	14
Bloodkine	6	49	34	5	4	17	40	3	18	66	18	29	24	14
Goremaster	6	57	34	5	5	23	40	4	18	90	18	29	24	14
Deathsteer	6	57	34	5	5	29	50	4	18	91	18	44	30	14
Doombull	6	65	34	5	5	35	60	5	18	92	18	44	30	14
Minotaur Lord	6	65	34	5	5	35	60	5	31	92	31	68	46	24

Skills: Dodge blow, Specialist weapon: two handed, Strike mighty blow.

Special Rules: Cause fear in 10 ft or less, their attacks ignore 1 point of armour.

Possessions: Handweapon, 20% 2 handed weapon.

PLAGUE CART: These foetid vehicles wander the wastes and are accompanied by a number of delirious mourners, chanting monks, and pallbearers. They often lead plague skeletons of plague zombies.

There will be 1 plague cart with d100 followers who do not fight and are completely oblivious to outside stimuli and psychology. The cart has 25% chance of having 3d6 Plague Skeletons, and 20% of having 5d6 Plague Zombies.

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp
Undead Driver	0	25	25	3	3	7	20	1	18	18	18	18	18
Undead Ox	5	25	25	3	3	7	20	0	0	18	18	18	18
Cart	-	-	-	-	7	17	10	-	-	-	-	-	-

Special Rules: The driver is armed with a scythe. Friendly Undead within 24 yards may add 1 to any instability result. The cart is only semi corporeal and ignores terrain modifiers. Large solid objects may be moved through at half rate.

PLAGUE SKELETONS: The victims of one of Nurgle's many diseases are obliged to serve the Lord of Pestilence for a year and a day as Undead. These roving bands of animate remains are always led by an Undead hero and there will be 4d6 of them.

D100	
01 – 75	Minor Hero
76 – 00	Major hero

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp
Skeleton	4	25	17	3	3	5	20	1	18	18	18	18	18
Minor Hero	4	35	27	4	3	5	30	1	18	18	18	18	18
Major Hero	4	45	37	4	4	9	40	2	29	29	29	29	29

Special Rules: Cause *fear* in living creatures, 70% cause infected wounds.

Possessions: Handweapon, 60% mail shirt and pot helm, 50% shield.

PLAGUE ZOMBIES: There will be 5d6 Plague Zombies and their leader.

D100	
01 – 75	Minor Hero
76 – 00	Major hero

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp
Zombie	4	25	25	3	3	5	10	1	10	43	14	14	14
Minor Hero	4	35	35	4	3	5	20	1	10	43	14	14	14
Major Hero	4	45	45	4	4	11	30	3	20	53	24	24	24

Special Rules: Cause *fear* in living creatures, 100% cause infected wounds, 50% cause Tomb Rot, 5% cause Black Plague.

Possessions: Handweapon.

SKAVEN: The Skaven stronghold of Hellpit lies to the north of Kislev and Skaven often emerge from the many subterranean tunnels for one of several reasons.

D6	Reason
1	Warpstone Quest: 4d4 Clanrats, 2d4 Stormvermin, 1 Jezzail team, 1 Hero, 1 Sorcerer.

2-3	Monster Quest: 5d4 Clan Moulder Packmasters, 1 Packchief, 5d6 Clanrats, 2d6 Stormvermin with cages and large nets on the trail of a monster they intend to capture.
4-6	Scouts: 2d4 Gutter Runners and d4 Assassins from Clan Eshin.

Chieftain

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	61	45	5	4	11	70	2	34	34	34	30	39	14

Skills: Disarm, Dodge blow, Nightvision: 30 yards, Street fighting, Specialist weapon: two handed, parrying, Strike mighty blow, Strike to injure, 35% cause infected wounds.

Possessions: Sleeved mail coat, Breastplate, Backplate, Pot helm, Bastard sword, Shield, Hand weapon, Dagger.

Stormvermin

Larger than Clanrats, these black furred Skaven warriors are stronger, faster, and far more vicious than their lesser brethren.

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	25	4	3	8	50	1	24	24	24	18	29	14

Skills: Disarm, Dodge blow, Nightvision: 30 yards, Street fighting, Specialist weapon: two handed, Strike mighty blow, 35% cause infected wounds.

Possessions: Sleeved mail shirt, Breastplate, Pot helm, Bastard sword, Shield, Hand weapon, Dagger.

Clanrat

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	25	3	3	7	40	1	24	24	24	18	29	14

Skills: Disarm, Dodge blow, Nightvision: 30 yards, Strike mighty blow, 35% cause infected wounds.

Possessions: Mail shirt, Pot helm, Hand weapon, Shield, Dagger, Bow, Quiver, 30 arrows.

Warplock Jezzail team

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	39*	3	3	7	40	1	24	24	24	18	29	14

Skills: Disarm, Dodge blow, Marksmanship (*included, an extra +10 with Jezzail), Nightvision: 30 yards, Specialist weapon: Warplock Jezzail, Strike mighty blow, 35% cause infected wounds.

Possessions: Mail shirt, Pot helm, Hand weapon, Dagger, Jezzail or Weapon rest, powder and bullets for twenty shots.

	<i>Point Blank</i>	<i>Short</i>	<i>Long</i>	<i>Extreme</i>	<i>Load/fire</i>
Warplock Jezzail	3/6	36/5	72/5	400/4	2 load/1 fire

The Warpstone enhanced bullets cause 2d6 wounds and ignore 3 points of armour, even if it is magical.

Clan Moulder

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
Master	5	41	34	3	3	7	40	1	29	29	29	24	43	18
Chief	5	51	44	4	3	8	50	2	29	39	29	24	43	18

Skills: Animal care, Animal training, Dodge blow, Heal wounds, Nightvision: 30 yards, Specialist weapon: whip, net, Strike mighty blow, Strike to stun, 35% cause infected wounds.

Chief: + Chemistry, Manufacture drugs: herbal and chemical, Prepare poisons, Surgery.

Possessions: Whip, Net, Hand weapon, Breastplate, Pot helm.

Clan Eshin

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Gutter Runner	4	41	34	4	3	7	50	1	29	29	29	24	29	18
Assassin	6	49	44*	4	4	7	50	2	29	29	29	24	29	18

Skills: Disarm, Dodge blow, Concealment: rural and urban, Nightvision: 40 yards, Scale sheer surface, Silent move: rural and urban, Specialist weapon: throwing, parrying, Strike mighty blow, 35% cause infected wounds

Assassin: + Ambidextrous, Disguise, Flee! Marksmanship (*: +10 included, extra +10 with specialist weapons), Pick lock, Pick pocket, Prepare poison, Shadowing, Specialist weapon: blowpipe, garrotte, two handed.

Possessions: Handweapon, 2 x Daggers, 8 x Throwing stars, Sling, 10+d5 projectiles, Net, Mail shirt, Pot helm.

Assassin: + 2 x Weeping blades (*poison* test or +d6 wounds, ignores 1 armour point, auto damages non-magic armour), Blowpipe, 10 x Darts, Pot of 10+d6 doses scorpion or snake blade venom, Garrotte, Lock picks.

Spellcaster

D8	<i>Sorcerer type</i>
1 – 3	Warlock Engineer
4 – 5	Warlock Champion
6 – 7	Warlock Master
8	Grey Seer

Warlock Engineer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	43	25	3	4	9	50	1	34	24	34	28	39	14

Level 1: Putrefy, Scorch.

Skills: Cast spells: Skaven magic level 1, Dodge blow, Identify plant, Magic sense, Mining, Nightvision: 30 yards, Orientation, Rune lore, Scroll lore, Smithing, Street fighting, 35% cause infected wounds.

Possessions: Robe of toughness +1, Handweapon, Bow, Quiver of arrows, Dagger, d3-1 pieces of refined Warpstone.

Warlock Champion

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

5	43	35	4	4	10	50	1	44	34	44	38	49	14
---	----	----	---	---	----	----	---	----	----	----	----	----	----

Level 1: Putrefy, Scorch, Skitterleap

Level 2: Bless of the Horned Rat, Dispel magic, Warp lightning.

Skills: Astronomy, Cast spells: Skaven magic level 1, 2, Dodge blow, Evaluate, Chemistry, Identify plant, Magic sense, Mining, Magical awareness, Meditation, Metallurgy, Nightvision: 30 yards, Orientation, Prepare poisons, Rune lore, Scroll lore, Smithing, Strike mighty blow, Street fighting, 35% cause infected wounds.

Possessions: Robe of toughness +2, Handweapon +1 damage, Bow, Quiver of arrows, Dagger, 2d3-1 pieces of refined Warpstone.

Warlock Master

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	53	35	4	5	11	60	2	54	44	54	48	59	14

Level 1: Putrefy, Scorch, Skitterleap.

Level 2: Bless of the Horned Rat, Dispel magic, Pestilent breath, Warp lightning.

Level 3: Delusion, Madness, Wither.

Skills: Astronomy, Cast spells: Skaven magic level 1, 2, 3, Daemon lore, Dodge blow, Engineer, Evaluate, Chemistry, Identify plant, Identify magical artefacts, Identify Undead, Magic sense, Mining, Magical awareness, Meditation, Metallurgy, Nightvision: 30 yards, Orientation, Prepare poisons, Rune lore, Scroll lore, Smithing, Specialist weapon: two handed, Street fighting, Strike mighty blow, 35% cause infected wounds.

Possessions: Handweapon +2 damage, Warpstone Armour, Bow, Quiver of arrows, Dagger, 3d3-2 pieces of refined Warpstone (2d6 power, d3 wounds each).

Grey Seer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	63	55	4	6	12	70	3	58	60	58	60	56	18

Level 1: Favour of the Horned Rat, Putrefy, Scorch, Skitterleap.

Level 2: Bless of the Horned Rat, Death frenzy, Dispel magic, Pestilent breath, Vermintide, Warp lightning.

Level 3: Delusion, Madness, Plague, Reverse spell.

Level 4: Curse of the Horned One, Summon Greater Daemon: Verminlord, Summon power.

Skills: Arcane language: necromancy, Magick, daemonic, Astronomy, Cast spells: Skaven magic level 1 – 4 and Grey Seer Magic, Daemon lore, Evaluate, History, Heal wounds, Herb lore, Identify plants, Identify magical artefact, Identify Undead, Magical awareness, Magic sense, Manufacture magical items, potions, and scrolls, Mediation, Nightvision: 30 yards, Prepare poison, Public speaking, Read/write, Rune lore, Secret language: Grey Seer, Secret signs: Grey Seer, Speak additional language: Arabian, Dark tongue, Eltharin, Khazalid, Breton, Reikspeil, Scroll lore, Theology, Torture, 35% cause infected wounds

Possessions: Warpstone armour, Quarterstaff +2 damage, +30 *willpower*, Energy jewel: 10 magic points, Ring of protection versus Skaven, Pot of Skalm: 8 doses. 5 x pieces of Warpstone.

Warpstone Armour: Breastplate, backplate, plate sleeves, plate legs, helm. The armour gives 3 armour points on all locations that cannot be ignored by any means. It does not affect spell casting and any hit that fails to wound causes the energies to be redirected back at the attacker as a *strength* 3 hit.

Skalm: A pot of black tar-like goo that seals wounds via controlled mutation. When smeared on a wound it causes terrible pain as the flesh warps, seals, and leaves a hideous black lumpy scar. D4 wounds are healed, but a *cool* test must be made or an insanity point gained. Each *wound* point that is healed by Skalm contributes to a disfiguring image that equates to a penalty of 5 *fellowship* per *wound* point of scar tissue visible to another creature.

SORCERER: Chaos wizards wander the wastes, sometimes with a small retinue. Granted power by their patron they are extremely tough and very dangerous. Roll d6 for their patronage. 1 – 2: Nurgle, +1 *toughness*, 3 – 4: Slaanesh, +10 *willpower*, 5 – 6: Tzeentch, random magic item, d3 attributes.

D100	Level
01 – 50	Sorcerer
51 – 75	Champion
76 – 95	Master
96 – 00	Lord

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Sorcerer	4	57	52	4	5	7	60	2	60	66	65	65	65	14
Champion	4	57	52	5	5	10	70	2	70	66	65	69	69	14
Master	4	57	52	5	5	15	80	3	76	66	68	75	75	14
Lord	4	57	52	5	6	16	90	4	90	89	80	85	89	14

	Title	1 st	2 nd	3 rd	4 th	Magic points	Chaos attributes
1	Sorcerer	3	0	0	0	10 or 4d4	35% chance of d6-4
2	Sorcerer Champion	6	3	0	0	15 or 6d4	35% chance of d6-3
3	Master Sorcerer	6	6	3	0	20 or 8d4	35% chance of d6-2
4	Sorcerer Lord	6	6	6	3	25 or 10d4	35% chance of d6-1

Spells will be from Dark or Battle, and those of their patron either fuelled by magic points or the Winds of Magic.

Possessions: Level x 20% chance of Chaos Armour. D3+1 armour points, +10 *magic* tests. 50% bonded +1 *toughness*.

Level x 10% chance of Chaos weapon.

Level x 5% chance of a Familiar

Level x 3 in Human cultist followers.

SPAWN: The fallen followers of Chaos or creatures warped by the whim of the Lords of Chaos. Some pre-generated examples follow and all of them are subject to *stupidity*.

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

Giant bat	10	40	0	8	7	28	10	2	-	24	10	24	24	-
-----------	----	----	---	---	---	----	----	---	---	----	----	----	----	---

Attributes: Agility, Bestial face: goat, Growth x 4 (4 x 10 ft), Weapon master, Walking head.

Special Rules: Causes *fear* in 10 ft -, flies as a *hoverer*, 2 x bites.

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Rat	4	33	0	3	3	1	30	1	-	14	10	14	14	-

Attributes: Blood substitution: acid (*Strength:* 3 hit on anyone wounding it), Crown of flesh: tongues, Warty skin (0/1 all locations), Burning body (-20 to hit it, proximity causes a *strength:* 4 hit/round), Suckers (if it hits it attaches causing -20 weapon skill to hit it for the person it is attached to.)

Special Rules: 1 x unarmed.

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Wolf	9	41	0	3	4	7	30	5	-	10	10	10	10	-

Attributes: Beaked, Birds feet, Bulging eyes, Eyestalks, Crown of flesh: eyes, Iron hard skin, Scorpion tail.

Special Rules: 2 x claws, 2 x bites, 1 x tail lash, Poisonous, 5 armour points all locations.

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Horse	9	33	0	3	4	7	30	6	-	10	10	10	10	-

Attributes: Black skin (+20 *hide*), Bestial face: goat, Fangs, Long legs, Multiple arms: 2, Razor sharp claws, Mace tail.

Special Rules: Causes *fear* in 10 ft or less, 1 x gore, 1 x bite, 3 x claws (+1 damage), 1 x tail lash (+1 damage)

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Bear	4	33	0	4	6	11	30	4	0	24	10	24	24	

Attributes: Bulging eyes, Cloud of flies (-10 to hit it), Flaming skull face, Horns, Multiple heads: +1, One eye, Resilient, Tail.

Special Rules: Causes *fear* in 10 ft or less, subject to *frenzy* if wounded, 2 x claw, 2 x gore (if successfully hit, an extra *strength:* 1 hit is caused by the flames).

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Skaven	5	33	13	4	6	12	25	7	12	34	13	21	18	7

Attributes: Multiple arms: +4, Multiple heads: +2, Bestial face: goat, Mace tail, Limb transference (arm to head, head to hand), Additional eye, Regenerate: 50% each wound at the end of the round, Crossbreed: spider, Razor sharp claws, Tentacles

Special Rules: 3 x claw, 2 x bite, 1 x tail lash (+1 damage), 1 x gore.

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Orc	4	41	25	7	5	11	10	3	29	29	18	29	29	18

Attributes: Rearranged face, Multiple arms: +1, Walking head, Overgrown body part: arms x 2, Wings: small, Scorpion tail, Beaked, Strong, Crest, Enormous noise: Shriek, 35% each round, all within 12 yards lose 1/10 of all stats for the next round. Quadraped, Cloven hooves.

Special Rules: 1 x tail lash, 2 x unarmed.

THRALL WIZARD BAND: The worship of Tzeentch holds a great attraction for many wizards and so the deity does not automatically accept the multitudes of wizards who adopt its patronage. Instead, they must first compete with fellow would-be Champions to prove their worth. These competing bands of wizards are called Thrall Wizard Bands and they have a unique gestalt property. There will be 8 Thrall Wizards plus a leader whom the others constantly strive to replace.

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Thrall Wizard	4	33	25	3	3	7	30	1	29	29	31	29	31	29
Thrall Champion	4	41	25	4	3	7	30	1	29	29	35	35	35	29

Wizard: They cannot cast spells themselves but contribute to the power of the leader. Each wizard gives them d6 magic points and 1 first level Battle spell. If they are slain, the spell and the points are lost. Secondly, the number of times the Champion can cast a spell in a round cannot exceed the number of remaining wizards.

Champion: They have one random magic item and d3 attributes. They may freely use the magic points and spells of the wizards and they can release the spell d6 times in a round. They have 3d6 magic points of their own and know three first level Battle Magic spells.

There is a 35% chance that a Champion will have d6 rewards and d6 attributes, ignoring any that turn them into Spawn or elevate them to Daemonhood.

Possessions: Wizard: Handweapon, 50% full plate and chain, if not, they will have a sleeved mail coat and pot helm, 35% shield.

Champion: Handweapon, Tzeentchian robes.

THUG: Chaos thugs are below marauders and are totally ruthless in their pursuit of being elevated to a higher status. There will be 4d6 Chaos Thugs aligned to a Chaos Power, and there is a 35% chance that they will be mounted.

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Thug	4	41	34	4	3	7	40	1	29	29	29	29	29	14
Horse	8	33	-	3	3	7	30	-	-	18	18	18	18	-

Skills: Dodge blow, Ride, Strike mighty blow, D6-5 Chaos Attributes.

Possessions: Handweapon, Sleeved mail shirt, Mail coif, 25% Backplate, 25% Breastplate, 25% Helm, 25% Mail legs.

TROLL: Trolls are easily seduced into the worship of a Chaos Power and they follow with mindless savagery. There will be d6 – 2 (minimum of 1) Trolls of the same type.

d10	Troll Species
1 – 7	Normal
8	River: -10 to hit them in hand to hand combat
9 – 10	Stone: Half effect magic (damage, penalties, effect), x 2 willpower on magic tests.

WAR ALTAR: Small portable shrines that are guarded by fanatical cultists. The altar will be the embodiment of the ideals of the Chaos Power and usually incorporate relics of greatly revered Champions. In battle, it bolsters the morale and confidence of a Chaos army.

The altar always has two cultists serving as guards and it has a 50% chance of having d4 extra guards. There is a 35% chance that the altar is atop a cart or wagon and is pulled/pushed by the guards. It also has a 25% chance of having d3 of the following travelling with it.

D8	<i>Patrons number of Followers in...</i>
1	Chaos Warriors
2 – 3	Marauders
4 – 6	Thugs
7	Spawn
8	Lesser Daemons

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Cultist	4	33	25	4	3	7	30	1	29	29	29	36	36	-
Altar	-	-	-	-	10	29	-	-	-	-	-	-	-	-

Skills: Dodge blow, Strike mighty blow, d6-4 Chaos Attributes.

Special Rules: The altar guards are immune to psychology while within 12 yards of the altar. Their move is halved while bearing the altar unless it is mounted atop a vehicle. All friendly troops receive +20 *leadership* while within 24 yards of the altar. Any non-follower who touches it once the guards are all dead is deemed to have desecrated the altar. All followers of the God will innately discern the actions of the desecration and will *hate* them.

WARBAND: Led by a Champion of Chaos, they wander and follow the strictures of their lord until cast down as Spawn or elevated to Daemonhood. You can either generate a Warband with a Champion who has d8 rewards and d8 attributes, or use the pre-generated one below.

Viktor Silkenthigrope

Champion of Slaanesh

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
3	69	54	7	6	17	50	4	63	74	32	56	79	45

Rewards: Chaos armour x 3, (bonded to skin, +10 on *magic* tests), Strength, Chaos spawn, Eye of God (level 1 wizardry and Chaos weapon).

Attributes: Bestial face: goat, Cloven hooves, Magic resilient (+20 *magic* tests).

Skills: Dodge blow, Specialist weapon: two handed, Strike mighty blow.

Magic Points: 12

Spells

Battle level 1: Acquiescence, Hammerhand, Strength of combat.

Possessions: Chaos armour (3 ap's), Chaos bastard sword: resilience +1 *toughness*, Shield, 10 silver hammers on a necklace, 4 giant scalps in a pouch.

Chaos Sorcerer

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4	57	52	5	5	15	80	3	78	66	68	75	75	14

Attributes: Skull face.

Magic Points: 23

Spells

Battle

Level 1: Acquiescence, Cure light injury, Flight, Hammerhand, Immunity to poison, Leg breaking.

Level 2: Aura of protection, Break weapon, Lightning bolt, Mystic mist, Pavane of Slaanesh, Raze.

Level 3: Beam of Slaanesh, Dispel magic, Subvert weapon.

Possessions: Robes, handaxe, pouch with d4+2 castings of each spell. Must make a *magic* test to cast without invocations because he has no throat.

Chaos Warrior

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4	57	43	5	3	12	60	2	68	68	68	68	68	14

Skills: Dodge blow, Specialist weapon: two handed, Strike mighty blow.

Possessions: Full plate and chain, Two handed axe, Hand axe.

6 x Cultists

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4	33	25	3	3	7	30	1	29	29	29	29	29	29

Skills: Dodge blow, Strike mighty blow.

Possessions: Handweapon, Mail shirt, Pot helm, Shield.

Spawn

They all use the Champions *intelligence* of 32 when he is alive and leading them.

Spawn – 1

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4	33	25	3	4	7	30	3	0	29	29	29	29	0

Attributes: Rearranged face, Walking head, Tentacles, Bestial face: ant, Multiple arms:

+1, Multiple arms: +1, Iron hard skin, Bulging eyes, Beweaponed extremities: Maces.

Special Rules: 5 armour points all locations, 1 x bite, 2 x mace (these ignore 1 armour point).

Spawn – 2

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4	33	25	6	6	8	30	6	29	29	21	29	29	0

Attributes: Bestial face: bull, Mace tail, Fangs, Multiple arms: +2, Razor sharp claws, Strong, Mechanoid: body.

Special Rules: 1 x bite, 1 x gore, 3 x claw (+1 damage), 1 x tail lash (+1 damage), 2 armour points body.

Spawn – 3

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
8	33	21	4	5	12	30	3	24	24	14	24	29	0

Attributes: Crossbreed: Troll, Fast, Limb transference: head to loin, Multiple arms: +1, Flaming skull face, Crown of flesh: eyestalks.

Special Rules: 3 x unarmed attacks.

Spawn – 4

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
5	63	25	6	3	7	30	3	29	29	29	29	29	0

Attributes: Walking head, Mechnoid: head, Rotting flesh, Scorpion tail, Weapon master, Strong, Long legs, Zoological mutation: insect eye.

Special Rules: 1 x bite, 1 x unarmed, 1 x poisonous tail lash. 2 armour points body, no head location.

Spawn – 5

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
5	41	13	5	8	36	20	10	15	27	22	27	27	15

Attributes: Overgrown body part: arms x2, Atrophy: head, Crossbreed: hydra, Albino, Acid excretions (non-magic armour and weapons gain 1 use and are then destroyed), Cloud of flies (-10 to hit it), Mace tail, Multiple arms: +2.

Special Rules: 6 x bite, 3 x claw, 1 x tail lash (+1 damage).

WARRIOR OF CHAOS: The favoured of a deity are encountered in groups of 2d4. They have a 45% chance of being mounted and those mounts have a 35% chance of having Chaos steeds.

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
Human	4	57	43	5	3	12	60	2	68	68	68	68	68	14
Warhorse	8	41	-	4	4	11	40	2	-	18	18	18	18	-
Chaos Steed	8	33	-	4	3	11	30	1	-	18	18	18	18	-

Attributes: d6-3 Warrior, d4 Chaos Steed.

Skills: Dodge blow, Ride, Specialist weapon: two handed, Strike mighty blow.

Possessions: Full plate and chain, Handweapon, and either a Shield or a Two handed weapon.

MAJOR ENCOUNTERS

1/ Daemon Prince of Nurgle: Mortals who have been elevated to Daemonhood are occasionally seen outside of the Warp. One such individual is encountered. You can either generate a Daemon Prince or use this pre-generated one. It will be encountered flying about with *hammerhand* pre-cast, searching for someone to attack.

Thlss'ccopfuuss

Daemon Prince of Nurgle

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
4	47	27	10	9	22	40	6	29	33	30	36	39	29

Rewards: Nurgling infestation, Immensity, Strength, Chaos armour x 2, Eye of God x2.

Attributes: Bestial face: Plaguebearer, Blood substitution: maggots (*initiative* test or 50% chance of a *strength*: 1 hit when it is wounded), Hunchback, Multiple arms: + 2, Razor sharp claws.

Special Rules: 1 x gore, 4 x claw (+1 damage), 1 x weapon, 1 x Nurgling *strength*: 3 hit.

Magic Points: Not required, neither are ingredients.

Level 1 Spells: Stench of Nurgle, Hammerhand, Flight.

Possessions: Chaos armour, +10 *magic* tests, 3 armour points, Chaos sword of *wounding* (+d6 damage)

2/ *Skaven*: The party spies a dust cloud up ahead. It will be heading towards Hell pit and the adventurers may have to detour several miles to investigate. Providing that they do so covertly, the Skaven, who are not accustomed to daylight, will not see them.

A force of Skaven are escorting a large rickety wagon that is laden with a chain bound and apparently unconscious Dragon-like beast. Eight large Skaven that have black fur act as pallbearers to a large metal casket that is inscribed with Skaven symbols.

A successful *initiative* test estimates their numbers as...

There are around twelve large and black-furred Skaven in heavy armour with around twenty normal Skaven. There is also a group of eight Skaven with whips and nets and three pairs of Skaven with massive firearms between them. The wagon is drawn by four Rat Ogres that are each tethered into a yoke and a whip wielding Skaven drives the cart and holds the reins.

The Skaven are a Clan Moulder unit that were sent to capture a Wyvern from its nest. They also captured its clutch of eggs. The Skaven receive no tests to see anyone who is hidden unless they are within 60 yards.

Once placed under threat, the Skaven defend the wagon and eggs. The Stormvermin attack, and the Rat Ogres are cut free and herded towards the party by the Packmasters. If they can, the Jezzails fire at any obvious targets, otherwise they climb atop the wagon to gain a better fire arc and will definitely aim for any spellcasters.

Kraxik

Skaven Chieftain of Clan Moulder

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	Wp	Fel
5	49	43	4	4	11	62	4	24	24	24	18	29	1

Attributes: Prehensile tail.

Skills: Ambidextrous, Disarm, Dodge blow, Nightvision: 30 yards, Specialist weapon: parrying, two handed, Street fighting, Strike mighty blow, Strike to injure.

Possessions: Breastplate, Backplate, Helm, Plate sleeves, Plate legs, Sleeved mail coat +1 armour point, Buckler, bastard sword +10 *weapon skill*, 1 pot of Skalm: 6 doses, Key to casket, Dagger.

11 x Stormvermin

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	41	25	4	3	8	50	1	24	24	24	18	29	14

Skills: Disarm, Dodge blow, Nightvision: 30 yards, Street fighting, Specialist weapon: two handed, Strike mighty blow, 35% cause infected wounds.

Possessions: Sleeved mail shirt, Breastplate, Pot helm, Bastard sword, Shield, Hand weapon, Dagger.

20 x Clanrats

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	25	3	3	7	40	1	24	24	24	18	29	14

Skills: Disarm, Dodge blow, Nightvision: 30 yards, Strike mighty blow, 35% cause infected wounds.

Possessions: Mail shirt, Pot helm, Hand weapon, Shield, Dagger, Bow, Quiver, 30 arrows.

Clan Moulder

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9 x Master	5	41	34	3	3	7	40	1	29	29	29	24	43	18
1 x Chief	5	51	44	4	3	8	50	2	29	39	29	24	43	18

Skills: Animal care, Animal training, Dodge blow, Heal wounds, Nightvision: 30 yards, Specialist weapon: whip, net, Strike mighty blow, Strike to stun, 35% cause infected wounds.

Chief: + Chemistry, Manufacture drugs: herbal and chemical, Prepare poisons, Specialist weapon: mancatcher, shock-prod, Surgery

Possessions: Whip, Net, Mail shirt, Pot helm, Phial d4 doses of Lizardbane, Dagger.

3 x Warplock Jezzail team

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	39*	3	3	7	40	1	24	24	24	18	29	14

Skills: Disarm, Dodge blow, Marksmanship (*included, an extra +10 with Jezzail), Nightvision: 30 yards, Specialist weapon: Warplock Jezzail, Strike mighty blow, 35% cause infected wounds.

Possessions: Mail shirt, Pot helm, Hand weapon, Dagger, Jezzail or Weapon rest, powder and bullets for twenty shots.

	Point Blank	Short	Long	Extreme	Load/fire
Warplock Jezzail	3/6	36/5	72/5	400/4	2 load/1 fire

The Warpstone enhanced bullets cause 2d6 wounds and ignore 3 points of armour, even if it is magical.

4 x Rat Ogres

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	41	0	5	5	17	50	2	18	18	18	18	18	10

Special Rules: 2 x claw attacks, Cause fear in 10 ft-, subject to stupidity.

The Wyvern

The beast is unconscious and under the effects of lizardbane. It is injected every time it begins to come round. Currently it will remain unconscious for 25 more minutes. If it can, it will flee.

The Casket

Toughness: 8, *damage*: 20, *armour points*: 2, *complexity rating*: 80, *Enc*: 400. Each hit on the box has 10% chance per damage point caused by the hit that it will break d3 eggs. On zero wounds, any excess damage will destroy 1 egg per point. The interior is enchanted and keeps a steady warm temperature. There are 10 eggs that will hatch in 4 weeks and have *enc*: 20 each.

3/ Monoliths: Chaos monoliths are often erected to commemorate a Champion's passage into Daemonhood or descent into Spawn, often with the fallen warrior imprisoned beneath it in the later case. They are protected by the patron deity and the Daemon Prince if they have become one. They are intensely magical and a spellcaster will regain d6 magic points per turn while within 24 yards of one. Monoliths of Khorne do not permit spellcasting within 12 yards of them.

Every monolith is inscribed with the story of the Champion in Dark Tongue.

This encounter should be no more than an interesting landmark, unless of course they do something like deface or desecrate it, whereupon each hit has its total damage multiplied by five to create a percentile that Daemons are sent to defend the monolith. A success causes the appearance of Daemons as generated in the encounter of the same name.

4/ The Armies of Chaos: Several times on their journey the party will see the assembled Chaos Hordes. Huge legions of many hundreds of thousands of Beastmen, Champions, Minotaurs, Trolls, Goblinoids, and monsters. They are seen in the distance and are easily avoided, each is waiting for the Incursion to commence before they head south. The party will spy around two legions of each power on the way and when they return these legions will be greatly diminished, lacking Daemons, and probably in the process of breaking up due to internal animosity.

5/ Another Dream: Xakishia tries to sway the party to her cause one more time.

You stand at the edge of a forest. Before you lies the Empire. It is weak, crippled, and plumes of smoke rise from demolished castles and scorched towns. All across it, the forces of Xakishia are standing in the piles of slain Imperial citizens and soldiers. With weapons soaked in fresh gore, they are ready to defend against the hordes of Chaos that are pouring out of the trees and storming towards them. The Greenskins and Dark Elves do not budge as Daemon and monstrous abomination screech and wave claw and weapon in anticipation of murder.

Suddenly the dark armoured forms vanish and the legions of Chaos charge forth, engulfing the whole Empire. Cities and towns dissolve amidst rainbow fire as the land shatters and crumbles inward.

6/ And The Dead Just Keep On Walking: A number of Human skeletons and zombies are encountered stumbling slowly south for Cripple Peak. Again, they do not defend themselves because they are answering the call of Nagash.

PART 13: THE REALM OF CHAOS

Beyond the vastly expanded Chaos Wastes is the Realm of Chaos itself. The region surrounds the Warpgate and is heavily saturated with the raw energy of the Warp.

Entering the Realm: The scenery gradually transforms, warps, and twists more with every step northwards you take. The rock is laden with strange features and patterns. Shapes become evident in the soil and in the very air. Images of animal, plant, Humanoid, all of varied colour and texture seem to be contorted into the very fabric of reality. The land turns into a sea of flux and rainbow colours, the air grows thick with raw magic, and each breath you take churns with potent Chaos stuff.

Food and Water: The few plants that exist here are partially animate and grotesquely distorted. They are not edible. There is nothing for animals to graze in and water will bubble, move, be random colours and so on. Only when a crystal is with 1 yard of it will it become normal. When returned to normal, all manner of strange vegetation, foods, minerals, and flesh will appear, each from a different time period and region. Raw meat, donuts, wheat, grass, potatoes, animal limbs, rock, dirt, leaves, metals, crystals, pasta, wax, plastic, silk, paper, lace, old boots, and so on.

Mutation: Anyone within 25 yards of a crystal will be safe from the mutating effects of the region. They will be able to feel this protection and outside of the area, they will start to detect the effects. If they do not return, they will gain a mutation in d20 + 4 hours of exposure. The effect is permanent.

Movement: The ground is very animate and never the same substance twice. It is *difficult* ground and all movement rates are halved. Those who try to *run* must make an *initiative* test at -20 or fall.

Morrslieb: The moon hangs lower in the sky each night. The blazing colourful corona becomes a raging aura that is gradually more visible throughout the day and creates a brilliant twilight all night long.

Time: As with the Region of Raw Magic in part 2, the area exists outside of normal space/time. The lords of law influence the crystals and because of the greatly thinned walls of reality, they manage to create a minor bubble of stalled time. Although it seems that time is passing, time is in effect, halted until they reach the gates themselves.

The Warpgate: The polar gate lies 600 miles from the current border of the Realm.

50 miles from the gate: The air gradually fills with a rhythmic pulsating purr that resonates the land and air. In the distance can be seen a dazzling glow of rainbow colours

25 miles from the gate: The groaning purr fills your ears. A tremendous pressure is applied from all directions, making it feel as though you are walking through water. Electrical arcs of bright light flicker over your body and equipment and in the distance can be seen a raging inferno of impossible colour and dazzling intense light.

10 miles from the gate: The pressure is almost unbearable as you see huge stone boulders littering the ground in the distance. They are the only things that remain static and the shattered fragments are covered in incredibly complex runes that are obscured behind crackling flashes of light.

There is a huge rent in the sky, a wound that lashes the area with energy, making the land and the air buck and turn over, bend and warp through numerous dimensions that hurt your eyes and make your brain ache to try and behold and fathom. You hear a dim, faint voice echo in your mind.

‘Now. Hurry.’

Assembling the keys: Each attempt to assemble the keys correctly requires a test based on the average of *intelligence* and *dexterity*. A penalty of 20 is incurred if they do not state that they are trying to make a pyramid out of them. Each test takes 1 turn whether successful or not, during which time, the powers start to emerge.

Round 1

There is a pulse of light and a nervous ripple runs through the fabric of the universe. Morrslieb erupts with multi coloured fire that streaks across the heavens. Jagged arcs of rainbow energy rip down through the sky and rip at the tear, expanding it in an instant. The whirling vortex swirls faster and more violently, sending curling hurricane-like storms of power across the heavens. The huge storms of brilliant light flow southwards and swell with every passing second, becoming impossibly ferocious and unstoppable in their might and destructive capabilities. Within them can be seen thousands of hollering Daemonic forms.

Round 2

The ground vibrates and the hole in the sky splits wider. Streams of energy emerge and lance outward in all directions, parting reality and destroying the material world. Shrieking wisps of ethereal light sweep overhead, creating vast shoals of eerie forms. Molten Chaos drools from the hole, an infinite combination of colour, shape, and dimension that is sanity draining to witness. Daemons start to form and rush forth as the shoals start to condense and acquire Daemonic shape.

While they attempt to assemble the crystals, more Daemons emerge. A few may attack the other party members to keep them busy and increase the tension.

The Crystals Combined

The pyramid explodes with a pure white light. Brilliant streaks of pale power emerge and start to coalesce into a huge orb of absolute purity. The orb streaks for the tear and lances into the rift.

The party may do as they wish for a few rounds. Then...

A stream of white pours from the rent in the sky. The Chaos stuff bucks and thrashes as a featureless pure white Humanoid form arises. The female shape is several miles high and causes the raw Chaos to start to divide and rise up to equal heights. A huge pillar of surging insanity condenses and the colours of red and of brass emerge. The armoured form of the Blood God, Khorne, steps from the migrant energies and roars at the other form with hatred beyond comprehension.

The two Gods fight with sanguinary force, their blows shaking the earth. Khorne's wounds release burning blood that falls to earth in the form of hundreds of Daemons, each droplet forming dozens of Bloodthirsters, and countless Bloodletters, Hounds, and Juggernauts.

The pale form leaps back and Khorne pauses in its offensive. Its face ripples with loathing and repugnance as the hermaphrodite form of Slaanesh explodes from the tear.

The pastel armoured form smashes the Blood God with its jade sceptre. Khorne fails to even flinch, turns, and assaults the deity with unbridled rancour. The two titanic forms rip and gouge, seeking only to destroy their mortal foe as their blood spills forth to craft endless hordes of their Daemons, who immediately follow the lead of their sires and commence bloody slaughter against one another.

With a screech, the puckered face of Tzeentch emerges from the hole and its body swiftly forms behind it. It gathers a swell of magical energy that is as blinding and huge as the sun and then the rainbow bolt streaks out and slams into the two combatants, knocking them back and fazing them. As Tzeentch readies to send another destructive bolt of unimaginably potent magic, a putrescent boil riddled claw rips down Tzeentch's back, opening wounds half a mile long. Pink Horrors gush from the ferocious cut and the gathered nova of energy between its claws vanishes immediately.

The bloated putrid form of Nurgle lurches out and engulfs the Lord of Change in its moment of weakness.

Khorne and Slaanesh fight with renewed vigour while Tzeentch and Nurgle claw, bite, hack, and kick. Lesser deities appear and form swift alliances as the thousands of Greater Daemons and Daemon Princes battle around the ankles of their lords. The carnage being wrought is on an near infinite scale.

As two more immense forms of pale white light form to one side, the Chaos Gods start to draw in their Daemons, sucking in their power to try to defeat their adversary.

Nurgle and Tzeentch collapse, exhausted, drained, and grievously torn. Their forms start to dissolve and they melt back into the stream of raw power.

Khorne and Slaanesh suddenly waver as the trio of Law Gods suddenly charge into the fray. The fight intensifies and the forms of the combatants starts to waver and grow weak. The Chaos Gods call upon every morsel of energy they can to try to defeat their enemies but both sides are starting to devolve into primordial Chaos stuff.

The vast tear in the sky is shrivelling and growing dim. Khorne collapses, dragging one of the glowing white figures down with it. The deities become fluid and weave back into the rift.

With a final desperate effort, another of the Law Gods strikes Slaanesh, felling the hermaphrodite deity before collapsing and melting away into nothingness.

Arianka becomes a bolt of light that arcs high into the sky. There is a sudden blinding flash that causes the mutating realm to shudder violently, and then the light pours back into the crystal pyramid.

The moon fades from view and the corona ebbs and disappears. The face that has been evident on it for so long contorts with infuriated disappointment as it gives a final knowing wink and vanishes.

The land settles, the skies grow quiet, the rift is little more than a large slit in the sky that crackles with colourful swirls of power and light. But already it is clearly starting to grow again, albeit at an almost infinitesimal pace.

Those who did not hide their eyes and witnessed this battle gain 6 insanity points. Six more are also gained but a *cool* roll is required to resist each of these. A typical insanity will be phobia: temples, or phobia: symbols of law or Chaos.

The party has a few moments to talk before Xakishia uses Valthoris to try to defeat her opponent. If he is not with them, Valthoris was possessed as usual and after waiting for them to emerge at Castle Drachenfels, started to head north. He is teleported in at the critical moment to orchestrate this deed.

Valthoris roars with hatred and a large two-handed sword with Dragon carvings smashes the pyramid. It explodes into a thousand pieces. The Law Goddess screams as her power is broken into thousands of parts and her very consciousness is annihilated. Valthoris then collapses back to the ground, twitching as black smoke starts to drift up from his eyes, nose, ears, and mouth.

He is easily slain in this *prone* condition but any surviving Swordmasters will seek to prevent this even at the cost of their lives.

The black smoke pours upwards and forms into a ten-foot tall Elven woman of great beauty. Her eyes glow with dark power and she raises the sword high before hollering in jubilation.

'I am victorious! The only deity of this world stands before you. All others are trapped behind the gates. The world is mine! Mine!'

She is immune to all damage and spells will not work. She will simply stare at them, her eyes wink with extra power, and that are flung back, their weapons torn from their hands, and then a tremendous telepathic force pins them down.

The figure of Xakishia gives a slight bow and sheaths her greatsword.

'Arianka is dead. Chaos is gone. The other Gods stayed their hand so they might save their power and funnel it their mortal pawns and clergy during the Incursion rather than vie for access to this world at the poles. The fools!'

'No deity may set foot upon this world save I, and it is all thanks to you, my precious, beloved, little mortal puppets. Chaos was the sole force that could have stopped me, and together we have defeated them. The globe is mine to conquer at my leisure. But do not weep my tiny trinkets, if you had released my arch enemy at the private Warpgate I have at Maultark, then yes, I would be destroyed, and Chaos would have devoured the world.

So, return, my trivial toys, your conquered lands await you. I advise you to hide and enjoy what time remains, for should we meet again, I will take your souls to decorate my throne.'

With a gloating laugh and a triumphant bellow, the form becomes a shard of black light that lances out towards the southern horizon.

If Valthoris was not hacked apart, Arianka reconnects his soul to his body and he awakes and wonders where in the name of Hoeth he is. The last thing he recalls is agreeing to go to Castle Drachenfels, making camp, going to sleep, having a horrible dream about being attacked by a huge black Dragon that became smoke and poured into his body, and then he wakes up...here.

He will be desperate to know what happened. You should role-play this a while and let the party make plans and preparations, discuss with the Mage Lord what to do next etc, and then...

A faint voice of tremendous power and cold monotone grace echoes through your minds.

'Listen to me carefully, mortals. I live still. Many thousands of years ago, Xakishia tricked me. Her demise was assured but she fled into a crystal of power to seek shelter. I pursued her and found a Dread Lord waiting for me. The beast was despatched with ease, but that fraction of a delay allowed Xakishia to slip free of the crystal and shatter it. My power was divided and the portions were insufficient to let me keep full consciousness. You reunited my power and gave the forces of Law the strength needed to topple undivided Chaos.'

'As the Warp gates were shrinking and balance was restored, I placed a portion of my power in the crystal and returned to my domain. Xakishia has been deceived by the same ruse she used to thwart me before.'

'The gates that access your world are too small to allow me, or any deity to intervene or manifest their power directly, but Xakishia is exploiting a small gate that was accidentally reactivated by her Elven followers. It lies in the depths of Maultark, outside Altdorf. She alone can access this world and as a consequence, you are all in the most dire peril. Only you can save this world from falling to her.'

'I can challenge her in the realms beyond this one, but am too weak to defeat her alone. You must slay her material form and smash the Warpgate. She will be weakened by my assault when you face her, but she will still be terribly powerful. You will need a weapon of incredible power if you are to stand even the remotest hope of success. The chance for your victory is slim, but it is the only one that exists.'

The Goddess will then apply her aura of lawful stability and it will remove mutation, disease, heal breaks and other physical impediments, cure insanities, and remove insanity points.

What next?: If Valthoris still lives and the party have not hit upon the notion of liberating Praag, he questions just how they will reach Altdorf. They would need an army to get there. The Ice Queen is still at large, perhaps there is a way to contact her, or an underground movement in Praag, to try to organise some sort of revolt that may at least

distract the occupation for a time and allow action. The enemy seem to have concentrated on the Empire and left Kislev behind, perhaps this oversight may allow Kislev to throw off its oppressors and rise up. Alternatively, they could head to Erengard, and get passage to Ulthuan to research what to do next.

He dismisses any talk of seeking the sword of Khaine, as it will not only kill Xakishia but all life on this world. He will ponder that perhaps Saphery know of a weapon capable of this feat, or Caledor, for she was worshipped there for a long time.

The Return: The ground that was the Realm of Chaos becomes smooth and plain, and although completely barren, it offers no movement penalty, hastening movement for the trip until they once more cross into the Wastes, whereupon there are three options...

1/ Encounters occur as normal. The followers of Chaos still fight with fervour, seeking now to try to rekindle the impetus of the Incursion and restart it. Alternatively, they are just incredibly angry that they have been deprived of this event and seek to take their frustration out on anything they can find.

2/ Encounters occur as normal but each one is stumbled upon either fighting amongst themselves, lost to misery, deep in prayer, conducting sacrifices, dug in and waiting to see what is happening, or they are a pile of corpses.

3/ There is only a 1, 2, or 4% chance of an encounter because almost every roving force flees to their armies to try to rekindle the Incursion or fight the enemies of their patron. The tracks of these migrating forces are encountered at the normal frequency and are fresh, indicating that they were just missed.

Instability: Every turn, any creature subject to *instability* will succumb on a 1 – 3 on a d6 and will suffer –2 on any roll on the instability table.

PART 14: THE LIBERATION OF PRAAG

Praag: The first thing that is clear is that the military force encamped outside of the city and at the docks is gone. This makes the city more vulnerable, and if they do not realise it, Valthoris can point out that it means all those forces are now standing between them and their goal.

Leaving Praag Alone: If the party pass Praag with no intention of freeing the city, they come across an escaped slave with a crossbow bolt in his leg. He is on zero wounds and the wound is infected. He begs them to help him, and if they are in disguise and fool him (*intelligence* 32), he begs for mercy.

The slave is Klaus Jannick, an ex-Nuln Watchmen sent to Praag as a possible threat after refusing recruitment. He has fled to try to find some Imperial troops to join. He knows that there is a resistance movement in the city but not any of its members or leaders. He was too busy planning his escape to risk enquiries.

He will be in awe of any characters with standing or reputations. His genuine idolatry of them can be used to stroke egos and have them do the heroic thing.

Freeing Praag

The captive population of the city could really do with some aid in taking the city back. The main targets are the temple of Morr, the city gates, and the royal palace, as each is a hard and defensible target that will cost many lives to defeat.

Previous Visits: If they have killed the Bishop or Knight beforehand, a replacement has been sent. Dark Elf clergy are also replaced but not Human. These pre-emptive losses should be deducted from the force at Altdorf and will make the final battle just a little easier.

Recruiting the Populous

1/ The City

Your average person will immediately deny all knowledge of rebel activity, refuse aid to such a person, and not speak against the occupation. Many will quickly report them to the Dark Elves, either from treachery and the desire to further their selves at the expense of the party, or from fear of not acting properly if this turns out to be some sort of test. The more wealthy the person, the more they have to lose, and the more likely they are to inform.

2/ The Secured District

Discreet enquiries after establishing themselves will yield better results. At first, the responses will be little different to the above, but the questions will alert the underground movement and a contact will be sent to talk with them.

3/ I Know That Face

Characters of renown may well be recognised by Imperial or Kislevite forces that are either working in the secured district as slaves, or who are about town as underground operatives. Once recognised, they will take the information to their superiors and the knowledge will be spread throughout the underground cells until it reaches the leaders. They will then seek to have the person contacted and a meeting arranged. The underground has been waiting for an event that could ignite an uprising, and the arrival of a known Imperial hero may just be the spark they need. Indeed, an uprising was being planned just to hamper the invaders and cause problems, with a hero at its head, they might be able to actually take the city.

The contact: At night, he covertly makes his way to their dwelling place and knocks on window or door as appropriate. Should there be Black Orc guards, the one outside the window is hit with several darts bearing Blackroot. With the Orc paralysed or dead, they then climb up to make contact.

His name is 'oh, let's just call me...Geheim.'. He will not reveal anything of himself or the organisation. His questions are as follows...

Their names, where they are from, who they are, what they are doing here, what they want, and what proof do they have that they are who they say they are and not vile traitors.

Option 1

The PC who handled most of the talking should make a *fellowship* test to convince him. Social levels do not apply. +/- 30 for role-play, +0 to 30 for positions of power/authority (if proven with medals, armour, staff etc). +10 each Knighthood (Panther must be proven, Kislevite White Wolf is automatically known), +20 he is shown the Silver Star of Kislev.

+10 distinct race such as Dwarf, Elf, or Ogre, and +1 to 10 for signature items such as Barrakul.

An agent will accompany them outside the city to visit the place where these items are hidden if they are located nearby and were left behind so as not to expose their true identities at the gates. The agent can verify the existence and genuine nature of these items and bring back the confirmation to a second meeting. If Valthoris is there with the items, the presence of a High Elf and any Swordmasters lends even greater weight to their story (+25 Valthoris, +10 per Swordmaster).

The roll succeeds by 75+: The contact is completely convinced of their credentials and authenticity and will arrange for them to meet the leaders of the underground. He returns that day to escort them there.

The roll fails: The contact promises to check them out, but does not believe a word they said. The party will have to act alone and when they move against the enemy in any public setting then another interview is arranged but this time they get a bonus of +0 to +50 for the extent of their actions.

The roll succeeds: As option 2.

Option 2

'I am willing to give you an opportunity to prove yourselves. I give you forty-eight hours to kill the Black Knight. He is resident in the Royal Palace. Kill him, and bring me that foul dastard's head to this place, whereupon you will be taken to the leaders of the underground to make your case in person.'

He can see to having a primary weapon or bag (for ingredients, potions, and such) smuggled in for each of the characters but no more.

Killing the General

The defences are all covered previously and nothing will have changed. If they succeed, the contact is waiting for them and quickly shows them into an alley and into the sewers.

The contact tells them that they do not have much time, the enemy have declared that unless the culprits surrender or are given up within thirty six hours, two hundred and fifty

people will be publicly tortured to death. They have a day and a half to retake the city. Their one advantage is that it seems that the occupation believe this to be a single spite-motivated assassination, not a prelude to a major uprising.

Going Underground

The party is shown to a secret door in the sewers that access the cellar of a house adjacent to the asylum. They are seated in a row and lanterns are turned up to have light shine in their eyes and leave those sitting behind them obscured and anonymous.

The three leaders then proceed to question the party. They have six guards with them. The questions are basically those asked previously, and the leaders are cross checking to make sure the story does not waver and expose inconsistencies. Afterwards...

'We have been planning an uprising ever since the main military force left for the Empire. We have the manpower, we have the equipment, we have the motivation. What we do not have is a way to access the Royal Palace without sustaining terrible losses. The palace is a fortress. It is easily defended by very few troops. Also, in the temple of Morr is a Black Bishop, one of the most elevated of their accursed clergy. His fell magics could well shatter any uprising in its infancy. If that were not problem enough, there is some sort of scrying device in the temple that allows communication with the rest of the invaded realms. If we do not destroy it quickly, the foe will be warned and will be back before we can fortify our position here,' reports a sombre voice.

'We also lack leaders. Recognised heroes to inspire the population,' adds another person.

Reporting the death of the Bishop on the previous visit and perhaps the device as well, causes them to be informed that they have since been replaced.

The party may now ask questions and discuss with the leaders what to do. It is fairly clear what needs to be done, and if the party have killed the Black Knight, matters are even more pressing.

The resistance can attack the city walls and take them fairly easily, but the Royal Palace is another matter. If the gates to the courtyard and the palace itself are kept open or destroyed, they can pour in. With the capture of the palace, the secured district can be taken, and an uprising inspired.

The underground can supply the party with almost anything they require and can fetch all items left outside the city for them and smuggle them in.

Conclusions

Once the Bishop is dead and the scrying device disposed of, they will have to make haste for the palace. It is then made clear that the party must make for the secured district as soon as they have breached the defences and killed the major sources of opposition. It is their words that will bring the slaves of the district to life and rouse them to strike down the enemy. When the people are abroad, they *must* incite them to rise. The underground will spend the day stirring resentment and then, when the party are emerging from the palace, they will start killing the patrols and calling people to the streets.

Assault

The Temple: The underground can get them into the graveyard unnoticed via a catacomb that can be accessed by the sewers, whereupon they can scale the walls, crawl over the battlements, and kill the exterior guards of 27. whose loss will not be noticed because of the ambient screams at night.

By entering the stairwell they can descend to the ground level (*hide* tests at +40 from shadow and discreetness of location when they pass the first floor where guards are stationed opposite and might spy them) and travel passed 14a to 14i in which sleep clerics who they may choose to assassinate on the way. All the Clerics have cloth stuffed in their ears so they can sleep.

Then they can enter 12, move through to its opposite, then passed the rest of the Cleric quarters (killing as they go). This gives them a chance to take the stairs beside 14j up, whereupon the four guards can be ambushed and access to the scrying device and Black Bishop be gained. The killing of the guards will not be noticed because of the ambient wails.

The guards instantly attack any trespasser they see.

The Palace: The underground can provide maps of the palace and some rough ideas of what is where to assist them. If they do not wish to enter via disguise, there is also a secret access point from a tomb in the graveyard into the lower area of a tower where they can access the underground tunnels into the palace (coming into the bottom right area 1 on the Royal Palace map). The graveyard is rarely searched because of undead, and the lower areas of the towers are ignored by the Orcs, making it an ideal means to infiltrate the castle. It is not useful for the main attack because of the Squigs and because any large force in the graveyard will draw attention and raise the alarm.

Once the adventurer's attack is noticed and the alarm raised, the underground moves in to try to take the locations. The more damage the party have inflicted, the more of their own troops will survive to fight again another day.

Recruiting An Army

Once the party have finished and gone to the secured district, they will be confronted with a vast crowd of people, who will have all emerged to see what is going on and been stirred up by agents of the underground. If the palace was cleared, read the following, if it has yet to be taken, this event occurs on the city walls.

As the huge crowd looks about in confusion, you notice people pointing up to the Royal Palace. The banners and flags of Xakishia are coming down and in their place rise the flags of Kislev and the Empire. Cheers and great cries of jubilation echo.

The party may now make their speech. The crowd will go wild and will do whatever is asked of them. One of them will get up and bellow 'long live General (each PC's names with the rank of general)'. The crowd take up the chant.

The leaders of the underground now want to get the party into safety just in case and also to protect them from any desperate assassination attempts. The night must play out and in the morning, the result assessed.

The people of the city rush out and storm the various locations where the enemy can be found. Those in the secured district grab the weapons that they have been manufacturing and turn them on their captors. Having grown complacent over time, the greenskins are caught in disarray and are easily defeated.

Casualties

If the population have to deal with the enemy themselves, casualties will be sustained as follows per surviving enemy.

	<i>The Courtyard Gates</i>		<i>The Palace Gates</i>	
	<i>Intact</i>	<i>Destroyed</i>	<i>Intact</i>	<i>Destroyed</i>
Goblin	2	0.1	2	0.1
Orc	3	0.5	3	0.5
Boss	4	1	4	1
Big Boss	8	2	10	3
Black Orc	4	1	4	1
Boss	5	2	5	2
Big Boss	10	3	12	4
Human	3	1	3	1
Warboss	0	0	30	30
Dark Elf	8	1	8	1
Black Knight	0	0	40	40
Giant	Inebriated and non combatant			
Goblin	2	0.1	2	0.1

Aftermath

Once the city is under total control the party may go about making preparations. Naturally, the party is relocated to the Palace and is required to operate from the throne room. They are kept under guard to protect them from assassination.

The Underground Leaders

Kaptain Karpov, Gordyanoy, and Krackovich, were all Kislevite military before they started to organise resistance in the city. They come to the party and salute.

Sirs, the smiths of Praag have unanimously agreed to begin work at once, this time to make arms for your cause. We have a great deal of untrained troops who we can definitely have fully equipped within two months.

The party may give orders as they wish. If they do not order the combat training of the people, the Kaptains will ask for permission to do so.

The Enemy: Enquiries about the enemy are easily answered. The occupation is very thinly spread in Kislev and will take time to muster forces. They are nowhere near strong

enough to attack the city, and it is more likely that they will wait and try to attack them once the Kislevite army is clear of the walls.

Almost everything the Waaagh and Xakishia had was moved into the Empire. This also means that while the enemy concentrate their resident Kislevite forces for this action, the towns and settlements of Kislev will be freed of occupation and will join with Praag.

The Reports: A scribe brings the arms shipments to the east to their attention. No destination details were given and the scribe can find no other word about what it was for.

The Festival of Liberation

A huge citywide festival is prepared and the matter brought to the attention of the party.

The people would be honoured if you would attend, generals, and perhaps give a speech.

The festival lasts all night, all day, extends through the next night, and starts to ebb during the following day. It centres on the market place.

You are given a table at the very heart of the celebrations. All around you, the population are feasting, revelling, dancing, and singing. Music fills the air and drink flows freely. A constant line of people pass by pledging loyalty and giving hearty thanks for your part in their liberation. Then the throng is brought to silence as the Kaptains stand up.

'Fellow Humans, today, we rejoice in the undeniable fact that we are again free. For our liberation, and our lives, we are here to give praise and our undying fealty to those who made this possible. I present our saviours, and the generals of the people...'

PC's names and titles. Hearty applause follows and they may now make a speech to establish themselves as the leaders they now are. Whether they like it or not, the army has aligned itself to them and now holds them as its creators and those who will lead it to victory.

The Treasury

The contents of the treasury are brought to the attention of the party. The funds were looted or taxed from every settlement and person in the city and surrounding area. It is best used to aid the citizens it was taken from.

Nobles: Shortly after, a group of nobles come to them wanting the money returned. They do not care about mere peasants, the riches should go to those of noble blood who deserve it. The party is in a position where they can say and do whatever they want and get away with it.

Orders

The following will occur regardless of the actions of the PC's, but if they ask for it, work the event so that it seems that it would not have occurred without their ingenuity.

Forces: All friendly forces in the area and in hiding make for the free city of Praag now that it is safe.

City Defences: Any damage is repaired and the city defences bolstered and manned.

Enemy troops: Survivors and those who surrendered are executed.

Traitors: Execution orders are prepared for the Generals to sign. Their fate is now in the hands and decision of the party.

Giants: They can easily be recruited, they are neutral in alignment, and were just going where the Waaagh and its booze went.

Temples: They have the symbols and decorations of Xakishia dragged out and burned in the street to much celebration. The people go about restoring the trappings of the old deity in the hope of gaining their blessing and forgiveness for deserting them.

Physical Gratitude: Other than the obvious, the party will be in the position to have the skilled mage smiths that were brought here perform some private commissions. The smiths will do so willingly and for free because it will be the armour they made on the back of the great generals, and after the war, that is a matter that will greatly help restore their business and reputations.

If they do not ask for it, the Kaptains organise it and present them the suits. They want the party visible, shiny, and bigger than life, so that as a figurehead they serve their purpose with greater distinction.

All damaged magical armour is also repaired, and should a location already have superior plate armour, such as that bequeathed to the Knight Eternal, chainmail one armour point lower than listed is created instead.

Warriors: Suits of gleaming platemail of exceptional quality. +2 armour points all locations, and a shield/buckler with a depiction relevant to the character in exquisite detail, +2 armour points.

Wizards: A suit of plate +1, wizardry, and a shield/buckler of wizardry, +1 armour point, the same as above.

Rogues/Academics/Rangers: Robes of toughness +3 should they refuse armour.

These highly visible marks of rank and accomplishment afford the character a social level of +4 while acting as a general and while wearing it. The character that has been most visible i.e., the one who has been making the speeches and generally being seen as the figurehead, acquires +5.

The Final Dream

Shortly after the liberation of the city, a dream visits all the party. It is sent by the Lords of Law. They want Xakishia destroyed, and if the whole world perishes from the drawing of the sword of Khaine, then the world will at last be stable, unchanging, ordered, and lawful. Either way, they win.

You see a towering black mist that shrouds a temple-like structure. At incredible speed, you hurtle up a flight of blood soaked steps and towards the summit. Atop the pinnacle, there is a black stone. There is a weapon imbedded to the hilt. It seems to be made of pure black light with furious red runes flickering along its length and they constantly changing shape. The weapon radiates such power that it is difficult to make out. Blood condenses from the very air and trickles down its lengths in arterial torrents. An awful presence radiates from the weapon, a sentient power as malevolent and dark as it is potent.

The quest to gain the Sword of Khaine, the liberation of Kislev and the Empire, and the final confrontation with the Queen and her forces at Maultark is presented in Part 6: The Shadow Crusade.

PART 15: EXPERIENCE POINTS

Part 3

50 Escaping the city.

Part 4

30 Getting across enemy lines

Part 5

20 Gaining the information from the Treemen

20 Getting in to see the Ice Queen

0 – 50 Role-play with the Queen

Part 7

30 Taking a look around Praag

Part 10

20 Locating the Chaos Foundry

25 Entering the Chaos Foundry

0 – 30 Dealing with each Chapel

100 Gaining the crystal

+1 fate point

Part 11

20 Slaying the Daemon prince

75 Defeating the Skaven

2 Per egg recovered

Part 12

- 50 Reaching the Warpgate
- 100 Releasing Arianka
+ 1 fate point
- 20 Witnessing the battle between Law and Chaos

Part 13

The Contact

- 75 Success 75+
- 50 Success
- 25 Failure

- 25 Meeting the leaders
- 100 Killing a Black Knight
- 75 Killing a Black Bishop
- 30 Killing the Warboss
- 5 Recruiting the giants
- 10 to +30 The speech to instigate uprising
- 10 to +20 The speech at the festival

PART 16: HANDOUTS

Imperial Edict

By the order of his Imperial Majesty and the Electors of the Empire

All those families of noble birth are hereby required to provide unto the Imperial treasury or appointed agent thereof the sum of 10,000 Gold Crowns for military use.

All citizens of the Empire with independent forces at their disposal are required to give full and accurate details of all such forces to their nearest Imperial military body.

All able bodied men of sixteen years in age or more are required to report to their nearest Imperial body for armament and training.

All militia are ordered to report to their nearest base and are hereby placed on full time active military duty.

Handout 1

Akishia

The Queen of Caledor, Queen of Dragons.

At the dawn of time, the Goddess of power, wisdom, and achievement, created the purest personification of those traits she admired. After one hundred days and one hundred nights, she finally gave birth to the first of the Dragons, but the jealous forces of Chaos stole them from her and poisoned their minds, making them the enemy of all that lived, and a terror to be feared by mortals. For this felony, she turned her back on the other Gods and sought independent power over the worlds.

The Dragon Princes of Caledor worshipped her with fanaticism and she in return increased their might considerably. When the Phoenix King saw how his rule might be washed away against such incredible power he banned her worship.

Unwilling to bring Ulthuan to its knees via civil war, Hakishia moved from their midst. As her favour was forsaken, the great Dragons of that land soon fell into deep sleeps to mourn her loss.

The rise of Zhaine in Naggaroth and the endless assault to retake Ulthuan caused many to doubt the wisdom of Malekith and Morathi. Hakishia offered them a different path, one that was less mindless and bloody, one that offered great power. Again, the leader of the Elves would not accept inevitable defeat and again the worship of the Queen was forbidden. However, some were not so easily dissuaded and remained loyal. Hakishia blessed these followers and brought them to a fortress haven where they would be safe, and could spend centuries learning, training, and preparing. She taught them many things, gave them many wondrous gifts, and made them powerful indeed.

The foul Goddess of stagnation and bigotry - Arianka saw the true might of the Queen blossoming and tried to slay her, but Arianka was no match for the all-powerful Goddess of Dragons. Hakishia trapped the Goddess and removed her from this world so that never again would decent people be duped into following her xenophobic and brutal creed.

The powers of Chaos had crippled the Old World with their fell machinations. War and division threatened to sweep reality away, and so she began the long task of trying to bring the peoples together as one, so they might repel the hordes before it was too late. Hakishia could see that the powers of Chaos feared her plans to unite the world, and they swiftly readied to sweep down and destroy reality. The Queen stood firm, and rallied her powers to do combat with the enemy.

PART 17: ARE YOU MENTALLY DIVERGENT?

Expanded insanity rules for WFRP

Roll d100	Disorder
01 – 05	Agoraphobia
06 – 10	Alcohol Dependence
11 – 15	Anxiety
16 – 20	Catatonia
21 – 25	Delirium
26 – 30	Delusion
31 – 35	Depression
36 – 40	Drug Dependence
41 – 45	Eating Disorder
46 – 50	Epilepsy
51 – 55	Hypochondria
56 – 60	Hysteria
61 – 65	Mania
66 – 70	Manic Depression
71 – 75	Paranoid Disorder
76 – 80	Pathological Liar
85 – 85	Phobias
86 – 90	Psychopathic Disorder
91 – 00	Schizophrenia

Minor Disorders: These are personal quirks, or the initial symptoms and warning signs prior to the onset of a full blown disorder.

Secondary Insanities: A number of insanities can either become acute or develop into new disorders. If this is possible, the next time a disorder is gained, the six insanity points are deducted and the disorder either becomes acute or develops. If a disorder has reached its full conclusion and no more development or accentuation can occur, a new disorder is then rolled for.

Agoraphobia

The central feature of this most common phobia is actually of leaving ones home, especially alone. It also covers entering to a particular situation or more usually a number of related situations and especially where there are crowds involved.

In its initial stage, the situation/s provoke *fear* and panic. In acute cases, agoraphobia not only involves fear of heading out from a place of familiarity, safety, and security but also of being left there alone. Situations include riding, shopping, or walking in the street.

When the disorder is first gained, roll to determine type.

<i>D6</i>	<i>Cause</i>
1 – 2	Fear of going out.
3	A situation
4 – 6	D3 + 1 Situations

At first, these circumstances cause trepidation (half *cool* and *willpower*). Agoraphobia can develop and it will either become acute (*fear tests*) or instead of trepidation, the person develops *anxiety* or *depression* with regard to the situation. For typical treatments, see those for *phobias*.

Alcohol Dependence

As listed in WFRP. The person will become irritable, depressed, quarrelsome, and unpredictable. They may have trouble sleeping or concentrating. Alcohol dependence frequently develops into a *paranoid disorder*. Theft and financial difficulty often accompany the disorder as sating the need for alcohol takes precedence over all other considerations.

Amnesia

As listed in WFRP. Caused by head trauma or severe psychological distress.

Anxiety

A normal feeling that when gained as a disorder starts to occur for no reason and is excessive in view of the demands of the situation provoking it. It is unremitting and the sufferer cannot ‘escape’ it by thinking of or doing something else. They are continually tense, frightened, and apprehensive.

In its initial stages, the person reacts to a minor upset as a great catastrophe. They cannot forget past incidents and worry about whether they said or did the right thing, what the implications might be, and how events might turn out badly in the future because of it. The person suffers –10 *cool*, *willpower* and *fellowship*.

When placed in a stressful situation or when they become tense a *cool* test is required or they will suffer a panic attack. Symptoms of such an attack include a racing pulse, dry mouth, sweating, nausea, and diarrhoea. (additional -10 *Cl*, *willpower*, -10 all *Risk* tests, -1 all *toughness* tests).

Another *cool* test is permitted every turn to overcome the attack. If it continues for more than their *toughness* in turns, hyperventilation and dizziness will occur (-20 all *Risk* tests).

Anxiety can develop into psychosis unless treated, in which case the person experiences hallucinations, hears voices, or suffers from delusions that they are being plotted against. See *Paranoid Disorder*.

Hypnotherapy, and relaxation techniques are normal methods to treat anxiety. Abreaction may be used in acute cases.

Catatonia

As listed in WFRP. Catatonia can become acute and this will mean that the sufferer must make a *willpower* test every d6 hours or withdraw from reality for d6 hours. Even if they pass, they will ramble and talk nonsense most of the time. If left untreated it can develop and lead to a near permanent comatose state.

Delirium

There are three main symptoms of delirium. A person gaining this disorder will acquire d3 of them.

Disorientation: They do not know the time, are unsure of where they are, and in rare cases may not even know who they are.

Impaired consciousness: They sometimes appear awake and alert (+5 *initiative*), but at other times they are drowsy and require a shake to attract their attention (-5 *initiative*). They quickly become incoherent in this state as they ramble about several unrelated subjects. They may speak only a few words or speak only to themselves.

Impaired Perception: They mistake animate objects as being animate, such as poles for tall people. They will see things that are not there, such as people climbing in through their window or hiding behind a chair or round a corner. These are often frightening to the person who will suffer from *fear*.

Delirium can develop into a *paranoid disorder* where the hallucinations become even more threatening. Delirium often occurs most at night.

D100	Delirium duration
01 – 50	d10 Hours
51 – 80	d6 days
81 – 00	d3 weeks

Delusion

As listed in Warhammer Companion page 88 or Apocrypha Now page 102. Delusion can develop into *anxiety* and *paranoid disorder*.

Depression

The person feels isolated and lonely. The mental illness causes them to reject any attempt to comfort them. They frequently cry, and lack energy or interest (-10 *I, Int, Cl, Wp, Fel*).

This disorder leads into withdrawal when talking and moving require too much effort to even attempt. Lack of emotion, pessimism, inability to sleep, loss of appetite, and an absence of libido are other symptoms. A *willpower* test is required to perform any action.

Acute depression leads to a risk of suicide, most often when they awake in the morning. Depression can develop *alcohol dependence*, *drug dependence*, *hypochondria*, and *paranoid disorder*.

Drug Dependence

As listed in WFRP. The person will become irritable, depressed, quarrelsome, and unpredictable. They may have trouble sleeping or concentrating. Drug dependence frequently develops into a *paranoid disorder*. Theft and financial difficulty often accompany the disorder as sating the need for drugs takes precedence over all other considerations.

Eating Disorder

There are three distinct variations involved in an eating disorder. Roll d6 when the disorder is gained to determine which type is acquired.

1 – 3, Anorexia

4, Bulimia

5 – 6, Compulsive

Anorexia: They believe that they are overweight and will eat very little. They dread the accumulation of fat. Anorexics suffer the penalties as in WFRP. Anorexia can develop into *Depression*, and/or *Bulimia*. Anorexics generally will not eat in front of people.

Bulimia: The binge and vomit syndrome. In most aspects, it is the same as anorexia but every 2d10 days a *willpower* test is required to avoid bingeing and then attempting to induce vomiting. This can become increasingly difficult to do and leads to physical harm and sometimes death. A dexterity test (+10 *heal wounds*, + 30 *surgery*, minus *toughness* x 2) is required per round to succeed. Each attempt causes a *strength*: 3 hit with critical hits being rolled on the sudden death table.

Bulimia can develop into severe *depression* and very often into suicidal impulses. Those suffering from Bulimia will eat in front of people and immediately after the culmination of the meal, they will seek privacy in which to purge.

Compulsive: The frequent intake of food. Stealing may be required to provide the correct amount of food. Their insatiable craving for food results in them gain d4 pounds per week. Sweet consumables are their main diet, as well as excessively large main meals. This disorder can develop into *depression* and suicidal impulses.

Epilepsy

Damage to brain cells can cause this disorder of mental function. Lack of sleep, alcohol, or flickering lights can bring about a fit. There are two types of epilepsy. When the disorder is gained, roll a d6 to determine which.

1 – 3, Absence

4 – 6, Grandmal

Absence: When a fit occurs the person stops what they are doing and they stare blankly, blink frequently, or appear to be day dreaming. Consciousness is lost for d6 rounds but balance is maintained and they may not even be aware that they have succumbed to a fit.

Grandmal: The sufferer falls down, perhaps with a cry, and begins to jerk their limbs. The fit will last d6 turns and then consciousness will be regained.

Whenever a fit occurs there is a 40% chance that it will only be a mild episode. These partial fits include involuntary twitching, pins and needles, detecting a strange smell, déjà vu, plucking at clothing, appearing confused, or the inability to speak and formulate coherent words. These fits last d10 rounds.

Hypochondria

A conviction of being ill when there is no disease or affliction present, and despite all reassurances from physicians and other knowledgeable sources. The sufferer believes they exhibit symptoms and will seek medical advice. They are only reassured for d6 days before the fear returns. Typical imagined illnesses will always be of a highly serious nature, such as Nurgle's Rot, Black Plague etc.

Hypochondria can develop into suicidal impulses as the sufferer chooses to end their life before they succumb to the ravages and horrors of their imagined affliction.

Hysteria

Hysteria can cause the symptoms generally attributed to Amnesia and Schizophrenia (split personality). When gained as a disorder, roll to determine the type of hysteria acquired.

- 1 – 2, Dissociation
- 3 – 4, Total Dissociation
- 5 – 6, Hysteria

Dissociation: The sufferer remains conscious, but remembers nothing of their past up to the moment the disorder was acquired, thus deleting the incident that prompted the disorder. The process of treatment will slowly bring back fragments that will be expanded and clarified to try to restore as much memory as possible. Total recall may or may not be possible, depending on whether the sufferer can face the traumatic memory.

Total Dissociation: The person develops a new personality over their own to protect from the recall of the event. They may also develop more than one, each expressing a different emotional state. D6 – 2 (min of 1) are acquired.

Roll the personalities up as new characters, with supposed gender, career, age, alignment, and so on that they will believe themselves to be. These personalities have their own very distinct goals, wants, interests, and motivations. These personalities will take over in stressful situations and will remain until the cause of the tension has definitely passed and not likely to return in the near future. The new personas earn EP's

as individuals that they will then spend on learning the skills of their supposed career and interests. The original personality cannot access them and the removal of the assumed personality via treatment effectively erases the EP's, skills, and memories of that acquired persona.

Hysteria: The person becomes hysterical for no apparent reason, generally when stressed or tense.

Mania

In its mild form it is known as hypomania, over activity, and over excitement. The sufferer will speak rapidly, and often boast of achievements and plans. Though a ready wit is common and may make them good company at first, they will become irritated, and even hostile if contradicted or interrupted (+10 *fel* until this is done, then the bonus is removed, and a penalty of 15 *fel* is applied).

They will begin to sleep less, and lose inhibitions, then become increasingly reckless. Personal appearance may be neglected and they may start to spend money extravagantly, drink heavily, gamble, steal, and become sexually over active.

Mania can become acute, whereupon delusions of grandeur often set in. Speech becomes incomprehensible as they jump from one idea to the next. Visual hallucinations may then lead to a collapse through sheer exhaustion. The sufferer steadily loses touch with reality and suffers -25 *Fel*, and then -1 *S* every d3 months until they collapse and remain bed ridden at zero.

Manic Depression

A bout of *mania* or *depression*, with an equal chance of each. The bout will last for d100 days and then there will follow a period of normality, again of d100 days. If one type occurs four times in a row, they will suffer only that type from this point on, thereby becoming classed as manic depressive: depressed type, or mania type.

Manic depressives can develop *alcohol dependency*.

Paranoid Disorder

Feelings of constant persecution and mental distress. They may have hallucinations, hear voices that insult or threaten them, and think they are being followed or stalked. They will be wary of new situations, be exceedingly suspicious, and will rarely trust even those around them. Strangers are the most vehemently reacted against.

Acute paranoid disorder includes jealousy and the belief of unfaithfulness or treachery in those close to them. The hallucinations become more vivid and when they are attacked or persecuted by the image they will become aggressive and subject to *frenzy*, or there is an equal chance that they will become subject to *terror* and enter an apathetic state.

Pathological Liar

As listed in WFRP.

Phobias

The person will suffer anxiety if they see the phobic item, situation, or creature. Typical phobias are...

Claustrophobia: fear of enclosed spaces and/or being trapped, restrained. Acute symptoms may even cover the wearing of helmets or being in crowds, and this will bring on *anxiety*. If they are truly trapped, they will enter *terror*.

Social phobias: fear of being in certain circumstances, eating in public, meeting strangers and so on. Acute symptoms will lead to *terror* in these circumstances.

Scotophobia: fear of darkness and of reduced sensory input, again, acute scotophobia leads to the suffering of *terror* in darkness and *anxiety* when a light flickers, the sun is setting, or they are otherwise in jeopardy of being plunged into darkness.

Psychopathic Disorder

This is the complete lack of moral or social conscience that can be interpreted as a change of alignment towards evil or chaos. The sufferer lacks any feeling for people they know, and act only on instinct. They take what they want as they want it, make arrangements and plans, but disregard them if they want to without warning or explanation. They are typically acting like children, in that their desires must be instantly sated and pandered to or they become angry, aggressive, belligerent, insulting, and perhaps violent.

Alcohol and/or *drug dependence* are additional problems that can develop later if it is not treated.

Schizophrenia

This covers several related illnesses. It is a steady crumbling of the divisions between reality and fantasy. Thought disorder is the key element. The sufferer will develop d2 of the following symptoms, each of which can become acute if left untreated.

D8	Symptom
1 – 2	Auditory hallucinations
3 – 4	Delusion
5 – 6	Thought disorder
7 – 8	Hypochondria

Auditory hallucinations: They may believe that others know their thoughts and may hear these thoughts being spoken, even before they think of them. They may hear a voice describing what they are doing, commenting on their thoughts and actions often in a very critical or threatening manner. Acute cases will believe that an external force is inserting or withdrawing thoughts from their mind and will suspect those around them of being involved. This can lead to violence and self-mutilation.

Delusion: They will have unshakeable conviction that some external force is tampering with their mind and thoughts. The source is generally something like sorcery, Chaos, the suns rays and so on. Sometimes they follow bizarre lines of thought, for example that the red hat a person is wearing is a secret message for the sufferer, and was sent by some insidious organisation. They may also believe themselves to be extremely important, even to the extent of Godhood. They may believe they are being persecuted, and in acute cases, this will lead to violence and them being subject to *frenzy* as paranoid tendencies take over.

Thought disorder: Going from one subject to another, showing a strange association of ideas, the use of long words that have been made up, and stopping suddenly in mid sentence. A loss of emotion, interest, and enthusiasm are other symptoms. They will find it difficult to make even simple decisions, and sometimes their emotions will be confused, such as being upset when receiving good news. They may start to sleep a lot, and in acute cases, this can lead to a total lack of response to outside stimuli, even though they may be very perceptive of what is going on around them. In some acute cases, they will start to make offensive remarks to visitors and constantly talk to themselves.

Hypochondria: They will believe that the external forces are changing their body, either through mutation, development into a new being, or devolving into something hideous. Acute cases will succumb to suicidal tendencies to evade this fate.

Pre-generated Encounter Table (Road of Skulls to Warpgate and back again)

Day	Time	Encounter
2	2 am	Warband
4	8	Chimera
6	10 am	Wyvern x 4
8	1 am	Marauder x 10, Tzeentch
9	5	Spawn: Giant Bat
10	9 am	Warrior x 5, Khorne, One Eye
11	2	Major event: Another Dream
13	6 am	Champion
14	10	Harpy x 8
16	12 am	Carrion x 4
17	3	Marauder x 12, Nurgle
18	7	Spawn: Rat
21	5 am	Centaur x 8, + Hoarhoof who has magic resistance (+10 magic tests) and scaly skin (+1 AP)
23	1 am	Mummy
25	9	Chariot x 8, Khornate, the steeds have rotting flesh and are extremely fat (move: 6)
26	3 am	Daemon, 6 x Daemonettes
27	4	Wight x 3
28	7 am	Monolith
31	9	Giant Scorpion x 4
	2	ROAD OF SKULLS ENDS
32	7 am	Plague zombies x 17, with champion.
34	4 am	Diseased flagellants x 15
36	1 am	Spawn: Wolf

38	12	Minotaur x 2, + Goremaster, Tzeentchian
41	1 am	Beastmen x 5, mail shirts, + Feralfoe, Independent
42	4	Major Encounter: Daemon Prince
44	8 am	Spawn: Horse
46	11	Beastmaster, 2, with 6 hounds
50	9 am	War Altar, Tzeentch, 2 extra guards and 9 Pink Horrors
51	7	Troll, stone
52	1 am	Manticore
54	2	Major Encounter: the Armies of Chaos, Khorne
56	1 am	Thug x 20, Khorne, Breastplates and helms
58	8	Spawn: Bear
59	5	Minotaur
62	8	Hounds x 8
63	3 am	Thrall Wizard Band in full plate and chain, Champion has rearranged face and a huge head. He knows Fireball, Cure light injury, and Steal mind
64	2	Warrior x 4, Nurgle, mounted
67	7 am	Hydra
69	5 am	Goblins x 7, + Big Boss
71	9	Sorcerer, Slaanesh, Master, 3 AP Chaos Armour
73	1 am	Basilisk
75	5	Troll, normal
77	9	Jabberwock,
79	3 am	Spawn: Skaven
80	5 am	Amphisbaena
83	11	Beastmen x 7, + Banebeast, Slaanesh.
84	8 am	Major Encounter: the Armies of Chaos, Nurgle
86	3	Spawn: Orc
88	9 am	Major Encounter: The Dead Just Keep on Walking
100	4	Giant Scorpion x 3
103	8 am	Thug x 15, Tzeentch
104	1	Major Encounter: Skaven
106	2 am	Sorcerer, Nurgle, Rancid visitation, Shrivelling pox, Stench of Nurgle
108	9	Marauder x 10, Khorne, with two handed weapons
111	5 am	Major Encounter: the Armies of Chaos, Slaanesh
112	7	Wraith x 4
113	12 am	REALM OF CHAOS
157	2	THE GATES
22	6	Back in the Wastes
25	9 am	TRACKS: 15 x Hounds
27	1	Jabberwock
30	4	CADAVERS: Goblin x 16
32	6	Skeletons x 87, inanimate
34	9 am	TRACKS: Spawn, giant ant feet and tail tracks
36	5	CADAVERS: Beastmaster, Nurgle, 5 hounds
38	6 am	Plague Skeletons x 12
40	10 am	CADAVER: Manticore, killed by dark magic
41	2 am	Troll, River
44	11 am	TRACKS: War Altar, on cart, with warriors
46	5	CADAVERS: 10 x Goblin and Big Boss
48	3 am	Dragon x 3, flying overhead, sleepy, seeking place to hide and sleep
50	12 am	Ghoul, inanimate
52	5	CADAVERS: Dragon Ogre Champion of Tzeentch, 2 warriors, 8 Tzeengor, 3 spawn.
55	9 am	CADAVERS: Diseased Flagellants x 8
56	3	TRACKS: 4 x Stone Trolls

58	1	Ghoul x 6
60	4	TRACKS: Slaanesh Marauders x 15
61	9 am	Mummy, inanimate
63	11 am	CADAVERS: Khornate Marauders x 10
65	2	TRACKS: Chariot
67	10 am	CADAVERS: 8 x Beastmen Pestigor, 1 x Slayer, 1 x Mutander
69	8 am	TRACKS Warrior x 7, Slaanesh, mounted
70	3	Harpy x 5
72	4	CADAVER: Spawn, giant skull dragon head, with tentacles, claws, metal skin, maggot blood.
74	1	TRACKS: Chariot x 9, Khornate.
76	3	TRACKS: Centaur x 10
78	9 am	CADAVER, Thrall Wizard Band, 9 bodies, 8 in armour.
80	5	TRACKS Warband, 5 x Humanoids, 2 x Minotaurs, 1 x Troll, 8 Wolves
82	3	Road of Skulls
84	10 am	CADAVER: Nurgle Sorcerer
86	2	TRACKS: Champion, 1 x humanoid, 8 x Dwarves
88	3 am	Skaven, 4 Gutter Runners, 2 Assassins
89	6	Goblin x 17, with spears, Boss
101	11 am	TRACKS: Thug x 14
103	11	Manticore
105	12	CADAVERS: Skaven, 12 x Clanrats, 4 Stormvermin, 1 x Chieftain, 1 x Grey Seer
107	3	TRACKS: Beastman, 10 x Slaangor.
109	9 am	TRACKS: Warband, 16 x humanoids, 5 x Elves, 2 x Ogres
110	4	CADAVERS: Thug x 8, mounted with lances
113	7	High Pass