



The Eye of Sigmar

A Scenario for Warhammer Fantasy Roleplay

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A Foreword to Games Masters

The following scenario is meant for a one-night game in which a group of relatively experienced players will encounter an eccentric group of NPCs. Although the scenario is meant for PCs that are in or near their second career, it can easily be tailored to make it easier or more challenging.

This main idea of this scenario is for the PCs to meet and befriend the other group of travelers, learn a great secret, and overcome a moral dilemma. The leader of the group of NPCs is Herman Colburg, a Witch Hunter, but he also has a terrible secret: he is a mutant. As a child he was shot with a Skaven Jezzail and the warpstone bullet caused a mutation of his right eye. With this eye he essentially has the Witchsight ability. He can see magic and sense Chaos. This makes Herman the perfect Witch Hunter; no mutant or heretic can hide from his gaze. However, it also makes him what he hunts.

It is the PCs job to figure out Herman's secret, decide whether to kill him or not, and if they chose to, do it successfully without being killed themselves.

A Beginning and Introducing of Characters

While the PCs are journeying down a forested road, preferably in the Empire, but Lyonesse in Brettonia will do as well (near the town of Sigmarsheim), they spot another group of travelers. A Perception Test (with the normal bonuses for excellent vision) will enable a character to see four human sized individuals, three riding horses and one on foot. As the PC's get closer, one calls out in a friendly voice: "Hail

travelers!" If any of the PCs respond, the group quickly closes the gap to introduce themselves. An Easy (+20) Common Knowledge (Empire) Test allows anyone to recognize a few individuals: the man that called out is a Witch Hunter, a tall man dressed in black leather with a wide-brimmed hat and shining armor, whilst another is obviously a Warrior Priest of Sigmar, dressed in the white robes and gleaming armor of his order, and wielding a large two-handed hammer. The other two men's occupations aren't as obvious; the last man riding a horse is a huge man covered in scars and wearing sheets of metal lashed together as armor. The last man, on foot, is easily the most eccentric. He is nearly naked, with only ragged pants and scars and wounds covering his body. He has a head full of dark blonde hair and a beard to match. On his forehead is a crudely carved twin-tailed comet. He is also hugging a huge (and often used) flail.

If the PCs act friendly, this new group introduces themselves: the Witch Hunter is Herman Colburg of Nuln, the Warrior Priest introduces himself as Brother Markus, also from Nuln, the huge man says he is Jurgen, "the bodyguard," and the crazed looking fellow quickly shouts "I'm K-K-Karl!" while darting his eyes all about. Herman asks about the PCs and invites them to join him and his companions, for more swords mean more safety. If the PCs ask, he tells them they are journeying to a chapel of Sigmar not far from where they are. He believes they would reach it that evening and spend the night there. If the PC's seem hesitant, like they are in the middle of a task, Markus suggests that a note from a High Priest of Sigmar could help if the delay would get the PCs

into any trouble. If they PCs still seem hesitant, or suspicious, Herman and his group might continue on without them. There is no need to force players into a scenario they do not want to take part in.

If the PCs do decide to journey with them, Herman promises hospitality, at least one night with a roof over their heads and at least one fine meal at the chapel. During the trip, the PCs have a chance to get to know these fellow adventurers. None of these characters have any racial prejudices, although Herman and Markus will be weary of any human wizards, although they have less of a problem with elves.

In Which the Dramatis Personae are Learnt Of

This section will deal with each character individually, describing how they would act and converse during the trip. If your group is into heavy role-playing scenarios, this section is for you. On the other hand, if your group is content with a night of dice rolling fights, you might want to get the basics here and move on to the section where the action picks up.

Herman Colburg (Witch Hunter)- Herman is a younger man, in his late twenties with long black hair and a stern face. He has a black goatee and eyes that always seem to be hidden in the shadow cast by his wide brimmed hat. He is dressed in a long black leather overcoat with gleaming armor showing underneath. While he is pleasant to talk to, he is very hard to read. He talks in a very straight-forward manner, with little to no body language. He tends to not make eye contact as well, constantly looking ahead on the road.

As for conversations, he tries to keep it light, but attempts to find out what he can about the PCs. He is a Witch Hunter after all, and suspicion is his trade. If there are any wizards in the party, he will do his best to avoid talking to them, so as not to be caught in a hostile spell.

If the PCs ask, Herman and his company are on their way to the nearby chapel which is on the way to the next large city (this depends on the setting of your campaign. They could easily be heading to Nuln, Middenheim, or Altdorf, or even Sigmarsheim in the Lyonesse province of Brettonia). Herman is reluctant to talk about their reasons for journeying, but will provide the following information if pressed:

Herman and Markus set out from Nuln to Altdorf more than a year ago to look into a cult of Chaos there. After they succeeded in destroying it, a few attempts on their lives were made. Herman decided it would be a good idea to hire some extra muscle, and found Jurgen. While they left the city, they happened upon Karl, who had heard of their fame as cult destroyers and wished to align himself with them. After the group had a few more adventures, such as rooting out and killing a Warlock, stopping a mad vampire's plot to take over Sylvannia and any other such tales of heroism you desire for them to have, they decided to take a break in the nearest big city at the temple of Sigmar there, and they are on the way now.

Suspicious players, or greedy ones, can take note that Herman carries two leather bound tomes on his person. An Easy (+20%) Common Knowledge (Empire) test reveals that all warrior priests keep a copy of the *Deus Sigmar* on them at all times. It is a wonder that a person would have two books with them,

especially whilst adventuring like Herman does. This should be highly suspect.

Brother Markus (Warrior Priest) -

A burly man dressed in the white cloth of Sigmar, Markus is much older than Herman, probably in his mid 50s. Markus is heavily muscled as can be assumed from carrying his huge two-handed Warhammer for years. He wears a salt-and-pepper beard, but like all Warrior Priests of Sigmar, his head is shaven clean. Markus is especially friendly toward Humans and Dwarfs, though he is not unkind to Elves or Halflings. He treats wizards, especially Human, with the same disdain as Herman. Unlike Herman, Markus talks like a man who has seen much. Very often he finds himself speaking with his hands, and often will touch the listener by patting them on the shoulder. His voice is deep and loves to tell of stories of the groups many adventures (see Herman). The PCs should take a liking to Markus, as he is probably the most charismatic (not to mention sane) individual the PCs meet.

Jurgen (Judicial Champion)-

Jurgen is the least social of the group. He is a huge man, roughly 6'2" and 250 pounds. He is layered with muscles and scars to match. He forgoes traditional armor for large sheets of metal lashed together with leather straps. He keeps his hair cropped short and his face shaven clean. Most of the time he will talk in grunts, but a charismatic (and most likely female) member of the group could get him talking. If your party is the type to make skill tests in lieu of roleplaying this chart might help:

Charm Test:

Success: Jurgen tells the member that he works for Herman only because he pays well. He cares nothing for destroying Chaos, because if he doesn't, there are obviously people out there who will in his place. He also doesn't trust Herman all that much. He always seems to know too much about what is going on, and Herman has made hints about Jurgen's own past, even though he's never spoken to him about it.

One Degree of Success: Same as above, plus Jurgen will mention how Herman found him in Altdorf while looking for a bodyguard. Jurgen will briefly mention how Herman challenged him to a one-on-one first blood match to see if he was worth the money and how he won.

Two Degrees of Success: Same as above, plus Jurgen will go a little further into his past, how he used to be a Judicial Champion for a powerful noble up north who died in the Storm of Chaos.

Three Degrees of Success or better: Again, same as the last result, but Jurgen will go even further into his past about how he was a Pit Fighter in Middenheim for many years of his life.

Crazed Karl (Flagellant)-

He is by far the most eccentric. Most PCs warm up to Karl, as he is clearly insane, but entertaining. Any PCs of the cloth might be a bit suspicious of him, as he rants about daemons, but he is completely harmless. Karl is a tall, lean man in his late 20's, though he looks much older. He has an unkempt beard and scraggly hair starting to form dreadlocks. He wears old, tattered livery of Middenheim, although he has long discarded the armor.

Things to note about his physical appearance include: the highly defined muscles, the lack of clothing (only torn

pants and a shirt that covers little), the crazy eyes, myriad of scars, and his stomach. His stomach is of note due to the fact that he has a very prominent scar running from his right hip to nearly his left nipple. If questioned, he will rant and rave about a crazed daemon witch who stole his belly button. He is utterly convinced that the daemons are coming back to take the rest of him to the Realm of Chaos, as they were unable to finish what they started with his belly button. PCs might not believe this crazy story, but he did, in fact, gain the scar during a fight with a Daemonette of Slaanesh during the invasion of Middenheim.

Karl is quite insane; he suffers from the Numbness described on page 66 in the Tomb of Corruption. Karl should be a fun character to roleplay by shouting, talking quickly, and inserting something about daemons every few seconds. He trusts Herman with his life though, as he has probably seen the Witch Hunter banish a daemon at some point during their travels.

the road. The entrance to this path is marked with two torches, both burning brightly. Herman halts the group 50 yards from the torches and dismounts. He asks Markus, Jurgen and Karl to stay. He then looks to the PCs and picks the one that most looks like a worthy scout and asks them to join him.

Herman and the PC stalk through the underbrush towards the Temple. The great building sits in the middle of a clearing. It is an old stone Temple, most likely run by an Anointed Priest and a handful of initiates. It is not nearly as grand as a Temple of any large city, but it could easily seat 100 parishioners, though that many never attend. The front doors are closed with a torch burning on either side. Another noteworthy detail is the small group of beastmen lurking around the clearing. An average Common Knowledge (Empire) test reveals the beastmen to be Gors, the bigger of the two most common types of monsters. Herman quickly counts the beasts and heads back



In Which the Temple is Reached

After a few hours traveling, the party finally reaches the Temple of Sigmar. The Temple is set back into the woods with one path leading to it from

to the rest of the party.

Obviously this is not a good thing. Herman quickly comes up with a plan and will not listen to anything the PCs have to say. These abominations must be destroyed. Herman decides to split up, his party taking the east side of

the clearing while the PCs take the west. After Herman and his group take care of their share of the killing, they will head to the back door of the chapel and enter that way while the PCs enter the front door. Herman's group will take off quickly, leaving the horses. Herman instructs the PCs to wait five to ten minutes for them to reach their destination before commencing the attack.

In the front courtyard are 3-4 Gor. This should be a fight of slight difficulty, depending on how powerful the characters are. One Gor per PC should be alright if they are in their first to second career. If all goes to plan, the PCs should slay all of the beastmen and gain access to the front doors. Now, being PCs, they will think of something not touched upon in this scenario. Be it some crazy spell to stun all the beastmen at once and gain entry quicker, or blasting down the door before trying to open it, who knows.

Regardless, once the PCs do get to the door, something different happens. Just before they are able to open the door, Herman comes running around the corner, his greatsword drenched in black beastmen blood. "Do not go in!" He yells to the PCs. He quickly explains that there is a powerful beastmen shaman, or a Bray Shaman, inside. He believes that they are not much of a match for this powerful entity. He probably also has a small bodyguard force. If the PCs question how he knows, he brushes it off as not important, they must band together now if they can defeat such a powerful foe. Of course, Herman knows this because of his mutation: he saw the Bray Shaman work the winds of magic inside the chapel. He knows he is

powerful, for the amount of magic he is drawing is substantial.

Herman decides that the groups will go in together, but will split up as soon as they get inside. Herman and his group will head straight for the Shaman, while the PCs will take care of the bodyguard, who are probably by the front door.

This scene will probably go one of two ways. Either the PCs will agree, and fight the bodyguard, or they will argue with Herman, making everything difficult (especially for you!). If the PCs accept the plan, skip the rest of this paragraph. If they argue, or you think they'll argue, keep reading! After the PCs state their case, Herman will brush it off again. They are not Witch Hunters, this is not their job. This should be up to himself, Markus, Jurgen, and Karl. The PCs will be safer fighting the bodyguard. If the players still argue, Jurgen will get upset and tell them *he'll* fight them if they're so eager to die. If they still are arguing (for whatever reason), have the door burst open from the inside a number of Brutes that equals half the party of PCs look out at them. Herman and his group take off into the chapel leaving the PCs to *have* to fight the beastmen. This group of beastmen is tougher than before. Use the Brute stats at the end.

During this fight, every few rounds have a blast of colorful light shine back in the chapel. It's dark though, so the only time they can see what's going on is when these blasts go off. As soon as the PCs finish the Brutes and rush to the back, Herman is wiping the black blood off of Isabelle, his greatsword. The Bray Shaman, a hulking beastman covered in rags and strange totems, with a monstrous staff lying next

to him is crumpled on the ground with many wounds, all bleeding black, sticky blood. Herman and his party are all wounded, either cut, scorched, or both.

In Which Things are Discovered

Herman decides to call it a night and rest. It is during this time that the PCs can get to know Herman and his companions if they didn't try to during the trip. This scene also brings forth an interesting piece of evidence for the PCs to find.

Jurgen, or some of the PCs, build a fire in the middle of the chapel (Herman insists it's safer in here). The pews make great beds (better than the stone floor at least). Herman and his group will head to bed quickly if conversation isn't brought up.

Before Herman packs up for the night, he retreats away from the rest of the group and produces a book. This book is Herman's journal, and the greatest tool the PCs have in learning of his greatest secret. If outright questioned about it, Herman will quickly hide the book and say he is heading to sleep.

If the book was noticed earlier, Herman's odd reaction to the mention of it now should solidify its importance. The PCs should want to get a hold of it. A number of tactics will work:

While Herman is sleeping, a Challenging (-10%) Sleight of Hand test will free the book from Herman's coat. Knocking Herman unconscious while he's asleep will give access to the book, but could prove troublesome in the morning. Certain spells might "convince" Herman to give up the book, awake or asleep. This should be a last resort move, as Herman will not react kindly to this and, unknown to the PCs,

Herman has a very strong will and this tactic will not come easily. Of course, the PCs could, and probably will, think of something entirely different. But, it's your job to figure out how to handle it. If the PCs think the book is important enough, they'll probably go a bit out of their way acquiring it.

After they gain the book, they'll no doubt inspect it. Naturally, in order to glean any knowledge from it, at least one person must have the Read/Write and Speak Language (Reikspiel) Talents. While most of the entries are innocent (for a Witch Hunter) and deal only with his adventures, one entry near the beginning stands out:

April 5th 2515 I.C.-

"I must say it. I must get it out. The truth has been haunting me for years, always there, always known. To me, but no one else, as it must be, for if anyone was to know... (there is a large space here) I can see Chaos. I can see magic. I fear this scar, my curse, is much more than a scar. Those disgusting rat-men did something to me as a boy. I must tell someone somehow, this is the only way, to tell, without telling. By writing what I know to be true without anyone ever knowing. I fear that I am touched. I am what I seek. If another such as me were to know, I would help him burn me. It is my lot, my curse to be what I must destroy, for I have taken an oath to Sigmar himself to destroy Chaos. But I cannot destroy myself, can I? I cannot even ask Markus, my friend and mentor for assistance. I must remain faithful and continue with my course. If someone were to learn of my terrible crime, I do not believe they would be wrong to slay me for I am a beast. But enough of this,

tomorrow we are to invade a vampire's hold and rid the world of a greater evil."

From this the PCs obviously find that Herman is a troubled soul with a terrible secret. It is now up to them to decide to kill Herman or not.

In Which Events Come to a Climax

Here is where things get tricky. The PCs should have gained some clues to Herman's condition. First, Markus and Jurgen's distrust; second, Herman's remarkable knowledge of the Bray Shaman; and third, the journal. If these clues are not found, or not acted upon, then the PCs miss the final possible encounter and continue on none the wiser. The journal is the most obvious clue, so this should most definitely be found.

If the PCs do not attempt to kill Herman then the next morning the two groups continue together until they come to a fork in the road where they part ways, or to the city they are heading to where they will part ways. In this case, they will have a powerful ally in the church. Although, if his secret is found out, and word spreads that the PCs are known accomplices... you can fill in the rest, I'm sure.

If the PCs do plan on killing him, they're in for a rough time. First of all, it is doubtful they want to fight the whole group, for they should seem formidable. Smart or conniving PCs will realize that they can convince at least Jurgen to fight alongside them. If he is shown the book he will immediately grow angry at Herman for lying to him. But, he does not wish him dead. He pays well. The PCs must give him proof of Herman's corruption and a modest sum (at least

100 gold or the equivalent in weapons/items/attractive females). Once these conditions are met, Jurgen will assist in the slaying of Herman.

Karl, on the other hand, won't be so easy. In order to convince him, they must already have Jurgen on their side. If Jurgen can explain the situation to Karl, Karl will become confused. If there are any wizards in the party, the chances of Karl helping decrease. If there are any wizards in the party that Karl has seen use magic (doubtful) then he is very weary of helping. He has seen Herman banish daemons before. Good explanations and roleplaying can convince Karl, or this chart can be employed:

Charm test (yes, again):

Success: Karl will fight along side the PCs

-20% if there is a Wizard in the party whom Karl has seen use magic.

-10% if there is just a Wizard in the party.

+10% if a good argument is presented before the role.

Finally, there is Markus. Talking to Markus will probably initiate the battle. Once the PCs accuse Herman of anything Markus will become very defensive. It won't be long before he has heard enough and goes to tell Herman. If this happens, Herman will panic and tell Markus that it is true, but he saw that these people were tainted. He was waiting for the right time, but it seems to have slipped by, and that time is now. Markus believes him and the fight begins. Markus and Herman are very surprised that (possibly) Jurgen and Karl are fighting alongside the PCs. This is the final battle and should be climactic. Markus will use magic, and Herman will

start off with his twin pistols, switching to his greatsword. Both men will use swift attacks and charges wherever possible. They are tactical fighters, picking off the weaker PCs first. If Karl or Jurgen are not recruited, they will fight whoever is closest.

Obviously the difficulty of this battle depends on whom the PCs were able to recruit, and the starting abilities of the party. For the most part, this should be a fairly challenging battle as Markus and Herman are both powerful combat characters and are heavily armored.

After Herman and Markus are killed, for the will fight until the death, everyone should be in a somber mood. This did not end well. The PCs made a group of friends and killed at least two

of them. But, this is the world of Warhammer. If Jurgen and/or Karl helped the PCs and survived the fight they will travel with the PCs to the next village or city. If any of the PCs were to die in the last fight, Jurgen and/or Karl could potentially be taken up as PCs themselves, although they could easily be much further ahead of the rest of the group in experience.

Experience in this adventure should be rewarded for what the PCs accomplished during the two days:

Traveling with Herman and his crew and killing the Beastmen:	100 exp.
Learning Herman's Secret:	50 exp.
Killing Herman:	25 exp.
Enlisting Jurgen and/or Karl:	25 exp./
	Character

Appendix 1: Character Portraits and Characteristics

Herman
Human Witch Hunter (ex. Priest, ex. Initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
55	34	41	41	44	39	56	52
Secondary Profile							
A	W	Sb	Tb	M	Mag	IP	FP
3	18	4	4	4	0	4	0

Skills: Academic Knowledge (Astronomy +10%, Theology +10%), Charm +10%, Common Knowledge (Empire +10%, Dwarfs), Gossip +10%, Heal +10%, Perception +10%, Read/Write +10%, Ride +10%, Speak Language (Riekspiel +20%, Classical +10%)

Talents: Ambidextrous, Very Strong, Public Speaking, Suave, Sixth Sense, Strike to Injure, Seasoned Traveller, Specialist Weapon Group (Two Handed, Gunpowder, Throwing), Strike Mighty Blow

Weapons: Best Crafted Greatsword (Isabelle), 6 Throwing Knives, Dirk, 2 Pistols

Armor Points: Head-1, Body-5, Legs-5, Arms-5

Trappings: Plate Armor (minus helm), Leather Hat, Leather Coat and Boots, Survival Kit, Deus Sigmar, Journal, Warhorse (Thunderbolt), Saddle, Rations

Mutation: The Eye of Sigmar: Herman's mutated eye allows him to see the winds of magic as if he had the magical sense talent. Sometimes, when he uses this talent, his eye and scar glow green. This mutation is invisible to other people's magical sense.

Brother Markus
Human High Priest of Sigmar (ex Anointed Priest, ex Priest, ex Initiate)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
52	47	57	45	39	49	62	59
Secondary Profile							
A	W	Sb	Tb	M	Mag	IP	FP
3	17	5	4	4	3	0	0

Skills: Academic Knowledge (History +20%, Theology +20%), Charm +10%, Gossip +20%, Heal +20%, Perception +10%, Read/Write +20%, Ride +10%, Speak Language (Riekspiel +20%, Classical +20%), Channeling +10%, Common Knowledge (Empire +10%, Dwarfs +10%), Magical Sense +10%, Speak Arcane Language +10%

Talents: Very Strong, Public Speaking, Warrior Born, Armored Caster, Petty Magic (Divine), Meditation, Fast Hands, Divine Lore (Sigmar), Strike Mighty Blow, Lesser Magic (Dispel, Magic Lock), Cool Headed, Savvy, Specialist Weapon Group (Two-Handed)

Weapons: Best Crafted Great Hammer

Armor Points: Head-1, Body-4, Arms-1, Legs-1

Trappings: Full Leather Armor, Breastplate, Deus Sigmar, White Robes, Warhorse, Leather Boots, 2 weeks Rations, Penitent Seals

Jurgen
Human Judicial Champion (ex Veteran, ex Pit-Fighter)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
72	50	49	54	40	41	51	32
Secondary Profile							
A	W	Sb	Tb	M	Mag	IP	FP
3	20	4	5	4	0	0	0

Skills: Consume Alcohol, Dodge Blow +20%, Common Knowledge (Empire) +10%, Gamble, Gossip +10%, Intimidate +10%, Perception +10%, Speak Language (Riekspiel)

Talents: Warrior Born, Hardy, Disarm, Quick Draw, Specialist Weapon Group (Flail, Parrying, Two-Handed), Strike Mighty Blow, Strike to Injure, Very Resilient, Lightening Parry

Weapons: Best Crafted Sword (Hand Weapon), Best Crafted Axe (Hand Weapon)

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

Trappings: Full Mail Armor, Breastplate, Warhorse

Crazed Karl
Human Flagellant (ex Zealot, ex Soldier)

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
41	42	42	62	26	25	47	40
Secondary Profile							
A	W	Sb	Tb	M	Mag	IP	FP
2	19	4	6	4	0	2	0

Skills: Academic Knowledge (Theology) +10%, Animal Care, Charm +10%, Common Knowledge (Empire) +20%,

Dodge Blow, Gamble, Gossip, Heal, Intimidate +20%, Speak Language (Riekspiel)

Talents: Quick Draw, Strike Mighty Blow, Specialist Weapon Group (Two-Handed, Flail), Strike to Injure, Strike to Stun, Very Strong, Hardy, Fearless, Frenzy

Weapons: Flail

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

Trappings: Flail, Old Pants, Worn Boots, Scar

Insanities: The Numbness

Beastmen

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
40	25	35	44	35	26	25	25
Secondary Profile							
A	W	Sb	Tb	M	Mag	IP	FP
1	12	3	4	5	0	0	0

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tounge)

Talents: Keen Senses, Menacing, Rover

Weapons: Hand Weapon, Shield, Horns (SB-1 Damage)

Special Rules: Mutations: Animalistic Legs, Bestial Appearance, Horns
Silent as the Beasts of the Woods

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

Trappings: Leather Jack

Brutes

Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
50	25	40	44	40	26	25	25
Secondary Profile							
A	W	Sb	Tb	M	Mag	IP	FP
2	15	4	4	5	0	0	0

Skills: Concealment, Follow Trail, Intimidate, Outdoor Survival, Perception, Shadowing, Silent Move, Speak Language (Dark Tounge)

Talents: Keen Senses, Menacing, Rover

Weapons: Hand Weapon, Shield, Horns (SB-1 Damage)

Special Rules: Mutations: Animalistic Legs, Bestial Appearance, Horns
Silent as the Beasts of the Woods

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

Trappings: Leather Jack

Appendix II: Character Portraits



Herman



Jurgen



Markus



Karl