

# THE SIX POINTS

A Scenario for Warhammer Fantasy Roleplay

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## The Six Points

*Morrslieb stares balefully over Schoppendorf and the good citizens make the signs of their favoured gods to ward off its evil. However, a few celebrate the moon's presence for they know the conjunction of Erantoles approaches, a harbinger of the time of Tzeentch. In secrecy, the Cult of the Red Tentacle, led by the Red Magister, are working to ensure that this great time comes. A Grand Arbiter will soon arrive in Schoppendorf to lead the final ceremony, the Invocation of Brees.*

*You, as a member of the cult, are ready for the great rewards that will come your way when the Invocation of Brees is complete and your Lord, the Great Changer, arrives. Hail Tzeentch!*

*With four days to go until the Conjunction you join with the other five members of the Cult to receive the orders of the Red Magister. However, you find the Red Magister dying, a knife between his ribs and his final words a warning - one of the six brethren is a traitor...*

### Images:

Six pointed hexagram - Ocal

Ruin - Picture taken from Warhammer in Progress blog

Tzeentch - (Peter) Kofler Website

Sign of Tzeentch - W40k Lexicanum

Morrslieb - freepics.fr

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# The Six Points

The Six Points is a scenario designed to be run in 4 hours using (up to) six pre-generated characters. The PCs are members of the Tzeentch worshipping Cult of the Red Tentacle. Led by the Red Magister they are preparing for the conjunction of Erantoles which they believe will bring about the time of the Great Changer and bring with this their own great rewards. The scenario starts with the death of the Red Magister, leaving the PCs with a prophecy, a to-do list and a warning that one of their numbers is a traitor.

Against a background of increasing fear amongst the population, the clues take the PCs over the city looking for ingredients for the forthcoming ceremony. Meanwhile they await the arrival of the Grand Arbiter; a senior chaos priest. As they proceed the PCs become aware that the cult is being investigated by a band of adventurers.

The PCs are directed to the ruins of a Sigmarite monastery where the ceremony will take place. There the traitor may be revealed and there they may succeed and earn the power they so desire.

## The Dead Man

The Red Magister has been stabbed once; his own blade plunged under his ribcage. He has no possessions and his clothes are plain, cheap and often repaired. Below his robes is a purse with a few pennies, and a brass key on a chain around his neck. Under his mask he is an ordinary looking man in his forties, his hair cut in the military fashion. His hands are calloused and he has small scars along his arms. He sports faded tattoos on his upper arms, showing symbol of Manann, a mermaid and "Mum". All the PCs vaguely recognise the man as someone local but no more than that (although Karl and Ivan are sure they know him). There is a locked chest in the room (brass key to open) containing the following items:

- A ceremonial dagger
- Three sheets of cheap parchment.
- The prophecy of von Bromell-Hidenburg of Hidenburg (PlayerHandout1)
- A to-do list (Player Handout Two).
- A list of first initials and numbers. This is subs information (cultists pay 0/2 a week). "LD" (Luther Dresden) is three weeks behind.
- A small wooden, velvet lined box with 5 small vials of a blue liquid that smells faintly of clove (these are healing drafts).
- A small lead container, containing a faintly glowing green substance. This is Warpstone.
- An untitled book. It has thick leather covers and a silk bookmark. The front page says it was printed in Middenheim in 2187IC but some of the first few pages have been ripped out. The book contains over 200 astrological charts (reading this book, which none of the PCs can do, requires the reader to make a **Willpower Test** with failure resulting in 1 Insanity Point).

### Less Than Six Points

If you have less than six players than it is suggested, but not essential, you allocate PCs in the following order:

*Hans Albers*  
*Helmet Hegel*  
*Josef Uppelreik*  
*Luther Dresden*  
*Ivan van Gerheim*  
*Karl Segers*

Those PCs that have not been allocated can be assumed to be in shock at the Red Magister's death and just going through the motions. They will therefore follow the other PCs. Each of the above PCs also has a suggested nomination for joining the cult on their character sheet. These characters can be used as replacement PCs if required.

### More Than Six Points

Should you have 7 players then, in Appendix X, information for an extra player is provided. Obviously only 6 cultists can perform the ritual...so let them figure it out.

### Who is the Killer?

The scenario does not name the PC guilty of the Red Magister's murder. This is not really a necessary part of the scenario. Indeed, the Red Magister's dying mention of a traitor refers to someone else (Hans Albers), who is fulfilling a necessary part of the prophecy. If the GM wants to make one of the PCs the murderer then it should be discussed with the player beforehand.

## The Prophecy of von Bromell-Hidenburg of Hidenburg

(See Player Handout One)

The Prophecy of von Bromell-Hidenburg of Hidenburg was copied down many years ago by a member of the Tzeentch cult The Purple Hand who was also a scribe in the temple of Verena. Unfortunately his brethren believed it to be a false prophecy and there was a briefly lived and violently oppressed schism. Only one believer in the prophecy escaped, passing it on until it came to Schoppendorf. With the suppression of the Purple Hand, its old members are taking any chance to do Tzeentch's work. Over the years the prophecy has gained more support and this is why the Grand Arbiter is coming.

### To Do List (Player Handout Two)

- *Collect robes from Silas (red with velvet trim)*
- *Collect masks (Plain wood (with black lacquer) except for tentacles and eye holes (mark with sign of Tzeentch) – Theatrical Shop*
- *Purchase ingredients for powder of Zexandurggsanrocnroll (Heart of beast of the woods (killed with the ceremonial dagger), bones of blessed saint of the enemy (St Barak the Bleeding Heart), the tails of three blind mice, half a bucket of chalk, desiccated blood of a convicted miscreant (1 Quart\*), the web of a spider who has feasted on flies of maggots who has partaken of the human dead, blessed tears of the dove (stored in the bladder of a pig for a day and night). Make into powder for hexagram.*
- *Polish ceremonial dagger*
- *Meet Grand Arbiter at the East gate at the chimes of three of the afternoon*
- *Primary sacrifice (Live)*
- *Summon Tzeentch at Conjunction of Erantoles and revel in his glory.*

**GM Note:** The Band of Aurel, held by Hans Albers, is a gold ring that allows the wearer to cast a Fireball (as per Fireball spell (WFRP pg. 152) cast with Mag. level of 1. The ring has two charges left. The user must clearly call "Sigmar's Hand" to activate.

### Guilt by Association

The PCs arrived in the cellar in the following order:

- Hans Albers and Karl Segers (both arrived first at the same time)
- Luther Dresden
- *Edmund Consenheim\**
- Helmet Hegel
- Ivan van Gerheim
- Josef Uppelreik

The PCs joined the Cult in the following order:

- Helmet Hegel
- Luther Dresden
- Josef Uppelreik
- Karl Segers
- Hans Albers
- *Edmund Consenheim\**
- Ivan van Gerheim

\*Optional character.

#### Blackfire Star

Blackfire star is a bright star that appears every night. It is commonly used in astrology and it has an association with Sigmar. Legend tells that he used it to reach safety when hunted by goblins as a boy and then when Emperor referred to its constant presence in the sky as the being the same as the constant friendship between the Dwarfs and Humans.



## Countdown to Destiny

- Day 1 The murder of the Red Magister
- Day 2 PC collects stuff.
- Day 3
- Frot arrives (Right Hand of the Grand Arbiter, he only knows the Red Magister)
  - Arbiter's agent arrives: Koller (Adventurer). Peter Koller and his adventuring party get scent of the Cultists late in the day
  - Frot returns again if he was not met on day two.
  - Agitators appear on the streets
- Optional:** body of Red Magister is found if not weighed down in river
- Day 4 Travel to Rasberg; Night at the Inn or Forest in the Forest (Note: If players have not left for Rasberg they MUST do so now, or they are too late.)
- Day 5
- Blackfire Star disappears from the sky
  - The Conjunction of Erantoles
  - The summoning at Rasberg

## Disposing of the Body

If the body is left in the cellar under the butcher's where the group meets then it will be discovered the next morning and word will be spread around the city. If his robes have not been removed then there will be increased panic on the streets as rumour spreads of cultists.

If the PCs cut the body up and place the remains among the meat in the butchers then over the next few days the meat will be eaten by locals and due to presence of Morrslieb they will quickly become Ghouls. As this becomes known it will cause even more panic. These ghouls will be strangely linked to the PCs and follow them to the ceremony.

Cutting up the body is not difficult if the PCs break in to the butchers and get his tools. Cutting the body up requires a **Willpower Test** – Failure results in an Insanity Point. Cutting up the body without the butcher's tools is hard work and results in two Insanity Points, one for those who watch.

Another option is to dump the body in the river. Getting there is more difficult. The PCs will know that they will look suspicious if they are seen. If they try this then they will encounter four men from the Watch on patrol. As long as the PCs are level headed then they will be fine. Capture at this stage will result in torture, followed by execution. The names of the other cultists will be known to the authorities in one to two days' time and warrants issued for the PCs arrest.

If the body is thrown in the river it will be found in two days' time unless it is weighed down.

## Identifying the Body

The Red Magister was Klaus Klinnsmann, a middle-aged Stevedore. He was handed the prophecy of von Bromell-Hidenburg years ago and spent this time studying it. He came to believe the Conjunction was near and worked to summon his Lord God, Tzeentch.

The Butcher, Herr Fritz, knows Klinnsmann and rented his spare cellar room to him. Fritz knows where Klinnsmann lived and will tell the PCs on a **Fellowship Test** or if bribed. There is nothing of interest in his nearby rented room. However, someone has already searched the room in a hurry. Klinnsmann avoided his neighbours and they know nothing. His landlady will be able to tell the PCs that a man and woman (Peter Koller and Charlotta Bach) asked after him last night.

## The Hunters

The *Cult of the Red Tentacle* is being hunted by a group of adventurers led by Peter Koller and consisting of Grundi Ironatoes, Carlotta Bach, Heinz Lachmann and Boris Valheim (see Appendix IV for full profiles). The adventurers have learnt of the intended ceremony and appearance of the Grand Arbiter. They do not intend to inform the authorities unless they have to, having little trust in their competence or lack of association with the cult.

The location of the adventurers is described at locations and times throughout the scenario but overall they have no set path to track the PCs. They should be used to bring tension to the scenario and pressure the PCs. If you are running the scenario to a restricted time then the appearances of the adventurers should increase as they adventure continues, possibly with a confrontation once time is up – especially if the PCs have not left town. Generally the adventurers will be asking questions but will not be afraid to break in to homes or to confront the cultists (you know the drill!). Generally mistakes made by the PCs should be exploited by the adventurers.

The adventurers are staying at The Bay Horse (64) (Location 64 – see Appendix VII) inn near the docks and meet back around dusk each day. Otherwise they will generally travel in twos, although Grundi Ironatoes will often be on his own.

## When, Where & How

The PCs will not know when the Conjunction is nor where the ceremony should take place. Nor do they know what to do.

The book containing the astrological charts has been heavily annotated by Klinsmann. However, none of the PCs are able to understand it. Only Helmet knows Astronomy and he cannot read, and this is a specialised piece of knowledge. The PCs will need to talk to an astrologer to understand it. Some possibilities (on **Gossip Test**) include:

**1 DoS - Kurt Haak** - Draws astrological charts for wives of burghers. He will become obviously nervous as he looks through the charts in the book. Sweating he will ask PCs to come back later. He will then report the PCs to the Watch. If the PCs threaten him he will tell them that the charts show the date of the Conjunction (four days after the murder), and it brings a time of destruction with it. If he is able to go to the Watch they will believe him and will begin to track the relevant PCs down.

**2 DoS - Lord Astrologer Kahl of Beckmesser** - Now in his seventies, he was once the Astrologer to the Duke of Talabheim (and boy! He will let you know about it). Kahl is visibly and obviously excited by this turn of events as he believes that the book may provide the key to eternal life. He is also a worshipper of Tzeentch and part of a Cult known as the Five Purple Fingers, a splinter group of the Purple Hand. He still has a Purple Hand tattoo on his shoulder. This is trouble for the PCs. He says he will look at the book for only 1GC and they should come back that night for his reading. If the PCs let him have the book then he will not be there as he will be studying the charts at home.

He will tell the PCs the truth if threatened at any stage. One option is that he will inform his fellow cultist who will attack the PCs. He can also add that it will happen as soon as Blackfire Star disappears from the sky.

### Morrslieb

Throughout the scenario the Chaos Moon Morrslieb hangs balefully over Schoppendorf. Day by day it grows bigger in the sky. On the streets the people become slowly more tense and afraid. This can be illustrated by mentions of general rudeness, arguments and fights over the smallest provocations, religious symbols appearing painted on walls or painted on doors. Later in the scenario agitators will appear on street corners and occasionally there will be the sight of someone who succumbs to outright madness.



**3 DoS - Eric Reissman** -A back street astrologer for the poor. He will, undertake the job for money. He tells the PCs when it will take place (four days after the murder), as soon as Blackfire Star disappears from the sky.

## Collecting the Items

The Red Magister was waiting until nearer the Conjunction before he collected all the items he needed. Now he cannot do this. However, his to-do list details what must be done.

### Robes from Silas

*Collect robes from Silas (red with velvet trim)*

Silas Ganz is a robe maker, serving Priests and others across Schoppendorf. Klinsmann ordered seven robes six months ago, claiming that he was doing so on behalf of a theatre company that would be coming to town at this time. Ganz is still owed 40gcs by Silas. He said he was booking the robes for the Talagraad Theatre Company and gave his name as Luten, an agent for the company.

If the PCs act strangely then Ganz will be receptive when Peter Koller visits him. Koller and his colleagues. He has followed his leads to Schoppendorf. He and colleagues, having dealt with Cults before, are asking around the usual places. Ganz does not like Koller but if concerned enough will mention the PCs. If the PCs are friendly then Ganz may mention Koller to them.

### Masks

*Collect masks (Plain wood with black lacquer except for tentacles and eye holes)*

These have been ordered from a theatrical costume shop. Klinsmann told the owner that he needed masks for actors playing Dwarfs and that they should have stylised beards (that look a lot like tentacles). However, the owner has taken upon himself to change the beards so they look like masks of Dwarfs (which is what Klinsmann claimed they were). 30 GC to Pay!

The PCs will also need to decide how to add symbols of Tzeentch. This can be done with a chisel although the result will be rather rough.

### Ingredients for powder

*Purchase ingredients for powder of Zexandurggsanrocnroll*

This is the powder that will be used to draw the hexagram.

- **Heart of beast of the woods (killed with the ceremonial dagger):** This can be any beast that lives wild in the woods. It can also be captured by someone else. Helmut knows local butcher who can supply this.
- **Bones of blessed saint of the enemy (St Barak the Bleeding Heart):** This is the most difficult ingredient to obtain (see **The Temple of Sigmar**) below.
- **The tails of three blind mice:** As it says. Someone will have to blind the mice. Whoever does so is rewarded that night by a vision (see Player Handout 5 in appendix III).
- **Half a bucket of chalk:** Some options include tailor's chalk (used by tailors to mark clothes) or local farms will have some of this to help raise acid levels in the soil (Karl Segers will know this on **Intelligence Test**). Schools in the town will have some but not enough.
- **Desiccated blood of a convicted miscreant (1 Quart):** There are a number of places to get such blood. Doing so without drawing attention is more difficult (see **Bad Man's Blood** below).
- **The web of a spider who has feasted on flies of maggots who have partaken of the human dead:** This can be obtained from the gibbets that hang by the East gate or The Temple of Morr although there are no guarantees that those flies have eaten such.
- **Blessed tears of the Dove (stored in the bladder of a pig a day and night):** This refers to Holy water

from the Temple of Shallya and is easy to steal.

The powder is made by drying all the ingredients, or even burning some. Alternative ingredients can be used. The GM should decide if they are successful depending on the logic the players use.

## Bad Man's Blood

There are a number of possible ways and locations to obtain this. It does not have to be from a corpse.

1. Kill an ex-convict – easy enough, depending on who they choose. This results in a vision or mutation (see Player Handout 4 and 5 in appendix III) for those who take part.
2. Steal from graveyard – more difficult. It is being watched by the Clerics of Morr at night.
3. Steal recently deceased from Temple of Morr – A difficult job. The temple is busy. However, a dead criminal, executed at the prison, was bought in recently. The PCs could pay his relatives enough to claim the body and hand it over.
4. Go to the prison – There are a few private, small prisons in town, all converted houses. Paying enough money will obtain a prisoner or some of this blood.
5. Physician – Cannot really do much for the PCs.
6. Barber-Surgeon - In the right part of town one of these will know ex-criminals who will supply blood for a few coins.

## The Temple of Sigmar

The bones of St Barak the Bleeding Heart are the most valued possession of the temple of Sigmar in Schoppendorf. They have been there for 600 years. Barak was born in Schoppendorf but died in Middenheim, murdered on the steps of the Temple of Sigmar by a priest of Ulric. He was returned home with great ceremony. Since then he has resided in a small dedicated Chapel.

The Temple is a solid stone building with little in the way of decoration. It is staffed by three priests, five initiates and a support staff of twenty. In addition a half dozen or so guards take turns to stand guard over the bones. The bones are guarded at all times by a single guard (usually a warrior on penance). During the day there are many pilgrims. The Temple is rarely full but generally busy. At night the doors are locked and two guards are on duty. These warriors are standing guard out of religious devotion or as penance.

The heavy doors of the temple are barred and closed between dusk and dawn. The door at the rear of the temple is always unlocked leading to the quarters of the priest and others. The temple is full of shadows and it is possible (**Concealment Test**) to hide until night time.

The bones are in a large wooden box on the floor of the chapel. This is bolted to the floor with two sides containing a metal grill. Pilgrims reach through the grill and touch the bones. This is said to bring luck and the blessing of Sigmar. Only the larger bones are in range but some smaller bones can be seen at the centre of the box, and if a stick or similar is used they could be pulled to near the grill and removed.

### Encounters

The following can be added at any appropriate stage during the scenario.

### The Hinge Factor

As the PCs are passing a fruit stall, they notice that one of the pegs holding the table up is very loose. If one pulls this out then the fruit falls on the floor, causing an old woman to slip. She is caught by a young merchant who drops his bale of cloth, which rolls a short way down the hill, to knock down a man up a ladder fixing a roof, who falls off and lands on a cart, which tips up, causing a nearby pedlar to topple backwards, knocking in to a horse which slips and throws the rider, a templar of Sigmar, who impales himself on weapons outside a blacksmith.

The guilty PC is awarded a mutation (Player Handout 47) and a Fate Point by Tzeentch.

### Watchers

One of the PCs notices they are being watched. The follower, a Dwarf (Grundi Irontoes), disappears in the crowd on being spotted. The Dwarf is one of the adventurers hunting the PCs.

### Questions

A couple of the PCs who have talked to anyone about the various items on the list find that people have been asking questions about them. This is the adventurers.

## Meet The Grand Arbiter

*Meet Grand Arbiter at the East gate at the chimes of three of the afternoon.*

This is due to take place two days after the murder of the Red Magister time. However, the Grand Arbiter has no intention of coming into Schoppendorf. Instead he sends a loyal servant named Maxmillian Frot. Unfortunately Frot only knows Klinsmann.

Frot arrives on the second day of the scenario. If the PCs go to the gate on the first day they will see guards, hunters, refugees, pickpockets and other lurkers in addition to normal locals, making it a very busy place. No-one obviously stands out. A successful Hard (-20) Perception Test will notice the adventurers Peter Koller and Charlotta Bach scanning the area closely but there is nothing to indicate why.

The next day (Day 3) the gate area is even more packed. "The area around the East Gate is bustling. There are more guards than usual and they are checking newcomers. Many are coming for sanctuary in the town, afraid of what Morrslieb brings. Pie-sellers, pedlars and others are trying to sell to the newcomers. One pedlar is trying to sell a Warhammer that "should be used to kill wolves." A pair of young entertainers are re-enacting the Battle of Wolfenburg. A Cleric of Sigmar stands next to a Dwarf; both are watching the area inside the gate. A doomsayer is predicating doom for the Empire. A group of children are playing Dead Man's Folly. A young woman is asking single men if they have lost their wife".

Frot is the pedlar and he is wearing purple shoes. His hammer / wolf call is a poor attempt about talking about rivalry between Sigmar and Ulric (which the Purple Hand used to try and exploit). If the PCs approach him he will give the old Purple Hand signal. This is done by scratching the side of his nose with the little finger of his left hand while inserting the thumb of his right hand into his right ear, palm to the front and fingers fully extended. If any of the players return this sign he will take them as old Purple Hand members and be willing to talk to them.

He will want to know where The Red Magister is but once convinced he will tell the PCs that the Grand Arbiter does not wish to come into Schoppendorf. He will instead meet them in the "bones of Rasberg" on the day of the ceremony (Day 5). "Bring everything that is needed. My master does not take failure lightly." He can confirm the date of the ceremony if asked.

If the PCs make any kind of scene then they will be seen by the Dwarf Grundi Ironatoes, a companion of Peter Koller. He will report back to the rest of his party at the Bay Horse tavern.

### The Bones of Rasberg

A bit of research will reveal that Rasberg was a monastery that once stood two days travel to the North of Schoppendorf. It and the surrounding village of the same name were destroyed 300 years ago by Beastmen. Few go there anymore and the land grows wild.

### Primary sacrifice (Live)

The ceremony requires two human sacrifices. In addition to the death of the traitor during the ceremony, the second (but first to be killed) sacrifice just needs to be a human (or similar). This sacrifice is used to consecrate the hexagram.

## The Journey to Rasberg

### East Gate

As the PCs leave by the North Gate, a sergeant tells them to wait. A couple of guards step towards them but not too close. They make no other move and the PCs are kept waiting for a few minutes. It is only once a couple buckets of sludge and waste are tipped over the side of gate are they permitted to continue.

If the PCs run then the guards do not pursue.

A successful **Perception Test** will allow the PCs to notice that they are being watched by Peter Koller and Heinz Lachmann. If the PCs make an obvious sign they have been seen then they disappear.

It starts to rain, slowly at first but then increasing throughout the day until it is very heavy. This lasts until the end of the scenario.

### The Gibbet (Hanging Cage)

By the side of the road a thin man with wild hair has been placed in the Gibbet. He will shout at the PCs as they come close:

*"The time of the One is at hand. Flee! Flee! While you can!"*

*"Your sins will be punished. Beg for forgiveness."*

*"Schoppendorf will fall like Rasberg."*

*"Oi! You in [he then describes a PC clothes]. He watches you, he sees you! I see you know what I say is true. Your hidden secrets will be revealed."*

### Refugees

The PCs hear screaming ahead. Rounding the corner, they see a wagon has lost a wheel as it tried to cross a ford. The people on the wagon are pointing near the PCs. By the side of the road runs the river. In the swollen water, a small boy (little Gustav) is floundering, swept away by the current. If the PCs rescue the child they will be embraced as heroes by his family. If they do not help then the child will drown.

### The Flagellant

There is small wayside shrine ahead and from within is coming screaming and shouting. Inside is a Zealot, whipping himself with a thorny bush so that his head and his back is running red. His eyes are unfocused and he is sees right past the PCs until he says "I see you, I see you all followers of the forbidden ones." On the side of the shrine are three backpacks.

If the PCs do not kill or otherwise silence him, he waits until his two travelling companions return and then they follow the PCs to attack them. If the PCs do kill him then they can avoid conflict with the other two. For full profile see Appendix V: Zealots.

### The Woodcutters house

The PCs pass near a woodcutter's house. Rooks and ravens are gathered on the roof and floor pecking at dead bodies. If the PCs approach they must make a Willpower test or gain 2 Insanity Points (1 for only passing by 10) as they see the mutilated bodies of a family.

## 'The Branch' in the Road

'The Branch' is a Four Seasons coaching inn. The PCs can stay here for the night or they choose to stay in the woods.

The Branch is filled with travellers, heading both ways to try and escape the grinning moon. The atmosphere is strained with an edge of uncertainty. Tempers are a little frayed and when a drink is spilled there is almost a fight before the innkeeper calms it down.

After they arrive a group of Roadwardens (profile on appendix V) enters the inn and talks to one of the servants. He points across the crowded room to the PCs and they start to make their way across to them. If the PCs did not rescue little Gustav then the lead Roadwarden asks them what happened and says *"these are sorry times where respectable men will not help a child."* If little Gustav was rescued the friendlier Roadwarden asks them what happened and then orders drinks for them all before silencing the bar to offer a toast to the hero(es) of the hour. In this case they are bought drinks all night.

However, if the PCs ran from the gate and did not help Gustav, the Roadwardens question them closely. They will accept most answers as they do not really want the trouble of dealing with seemingly average locals.

Later in the night when one of the PCs (not any rescuer of Gustav) is heading outside to the outhouse, they are stopped by an angry drunken woodsman. He demands to know why the burghers of Schoppendorf are not doing more to help the poor people suffering in these hard times. He will resort to violence pretty quickly.

For full profile of the Roadwarden and the woodsman see Appendix V

## A Night in the Woods

If the PCs choose to spend the night in the woods it is a miserable night. They will however all receive a dream (Player Handout Three, see Appendix III). This dream is caused by the baleful influence of the Chaos Moon, causing them to see things that are not true. They are also attacked by 2 Beastmen of Khorne (see Appendix V), crashing nosily the undergrowth.

## The Monastery at Rasberg

In the eight century of Sigmar's Empire, the hill was the isolated home of a hermit dedicated to a life of solitude in honour of Sigmar. His only visitor was a hunter who sometimes brought him food. Over the fire they would argue about religion.

Then, one winter's day the hunter arrived in Altdorf and was admitted to the Grand Theogonist. The record of their conversation is lost but the hunter returned to Rasberg as a monk of Sigmar and built the temple. The order was at its peak in the fourteenth century declining to two dozen brethren by the time of its destruction by a beastmenwarband. Why the beastmen targeted the monastery was unknown and if any of the monks escaped they did not report to the Church authorities.

Now the monastery lies largely in ruins, avoided by most. All the roofs have collapsed in and most of the walls are crumbling, so that rubble is strewn everywhere underfoot. Only the temple and covered walkways around the Cloisters stand largely intact. At the centre of the monastery the cloisters themselves are largely clear, although any grass has long died. There is nothing to be found among the ruins apart from fragments of pottery or a rusted knife or tool. Here and there, sprayed across the walls, are dark patches – the blood of the monks slaughtered here.

The monastery map (modelled on Fountains Abbey, Yorkshire) at <http://www.britainexpress.com/History/medieval-monastery-map.htm> was used as a guide. (See also appendix VI)



## Crossing the River Taub

To reach Rasberg, the PCs need to cross the river Taub. If they stayed in the Inn (which is at the river), they will have noticed that there are several boats both of merchants and fishers who stayed the night. They can steal (beware of the Roadwardens) or pay for the crossing. They should get across for 1s each which they can haggle down to 5d per person.

## The Rock

The next day, something flies above the party. This is followed by a crash, seemingly a short distance away. If they investigate they find a smoking hole in the ground. Within is a glowing rock with a sickly green tinge. This is a small Warpstone meteorite. Anyone carrying it will begin to show a mutation very soon (see Player Handout 4 in appendix III).

## The Farm

This farm is home to the Vallen family, four children, mother and father and two young farmhands. They are wary of the PCs but will show them hospitality sharing some weak ale, cheese and stale bread with them. They also warn them not to go to Rasberg.

## Rasberg

The village of Rasberg is run down and abandoned. The roofs of the houses have collapsed in on themselves and grass and trees grows within the shells. The ground has grown soft and marshy and it becomes hard going for the PCs. The abandoned monastery can clearly be seen on the top of a large hill. Getting up the hill is difficult as the path has largely disappeared.

The monastery is largely a ruin, with parts showing signs of being ransacked and burnt. When the PCs enter the stoned cloister the Grand Arbiter appears, standing on a nearby roof. "My brethren! Welcome! Tzeentch moves the stars in to place and your moment is nearly at hand. Draw the hexagram, consecrate it with the blood of the first sacrifice and speak the words! [He throws down six scrolls]. I will join you soon" He steps back and disappears.

The scrolls contain the invocation of Brees (aka The Song of the Changer) (See Player Handout Six in Appendix III). Part of the ceremony, the chant is broken up across the scrolls, so that there are six parts. The Song reveals that one of the six must be sacrificed to Tzeentch and his place will be taken by the Grand Arbiter.

The words of the invocation need to be read in order by the PCs. The GM should not be too proscriptive about the players getting it right after a couple of goes. If one of the PCs is deliberately trying to sabotage the ceremony then that is another matter. The PCs have half an hour or so to get it all right.

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### The Attack of the Zealots

If the PCs did not kill the Flagellant at the shrine and escaped before his companions arrived, then they will manage to follow the PCs to Rasberg. They will attack as the Grand Arbiter makes his way down from the roof, charging in screaming and to the death.

### The Attack of the Ghouls

If the PCs hid the remains of the Red Magister's in the butcher's meat, creating ghouls (see Appendix V for full profile), then these undead are drawn to the ceremony. They lurk unseen until after the ceremony (and if applicable, the demon has disappeared), before attacking. They each speak in a distorted and eerie version of the Red Magister's voice.

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## The Song of the Changer

*Great Changer open the portals  
Between the Gods and mortals  
Power freely flows as our magic grows  
Now is the hour we give our souls  
We give our blood  
So the Gate may open  
We Six must choose the one  
The Blood of the Traitor  
To die at the centre of the Points  
And give the six points power to be theirs  
Standing at the stars point  
To choose our blessed one*

*Tzeentch, Tzeentch, Tzeentch, Tzeentch, Tzeentch, Tzeentch*

*choose me    choose him    choose them  
choose him    choose me    choose now*

As the words are being said, the Grand Arbiter appears and is chanting as he walks around the outside of the hexagram. At the end of the chant the air is noticeably different, charged with a something strange but making the PCs feel more alive than they ever felt before. If the PCs do nothing when the chant is done, then the Grand Arbiter, raps the end of his staff and shouts:

*“Where is the one to fall, where I am to stand my brethren? Who did you choose”*

If the PC's kill anyone:

### The Demon Appears

*The earth at the centre of the hexagram begins to break apart and a red glow appears in the cranks before the ground disappears, falling away to reveal a red glowing hole disappearing into the bowels of the earth. An uncomfortable heat rises from within. A moment later a terrible screeching can be heard, hurriedly rising in intensity until a huge demon is pulling itself from the hole. Upon its forehead is the symbol of Tzeentch, sharp teeth and huge ram-like horns dominating the head.*

Any PC who wants to do anything at this stage must make a **Terror Test** (WFRP pg. 198).

[Roll randomly for the two characters, from those standing at the hole, who are chosen. If they are still there they cannot escape.]

Read the following:

*For a moment the Demon stops and grabs a summoner with each hand, biting their heads clean off and throwing the twitching carcasses away.*

*With blood dripping down its chin, the demon unfolds a huge pair of black leathery wings and pulls itself into the air. It is followed by a host of smaller demons.*

*The demons fly towards Schoppendorf. And for two days and nights they terrorise the town, attacking and killing citizens and livestock and destroying property. Then they are gone leaving behind a brutalised population among the ruins.*

Any PC who is grabbed is, unless they have a Fate Point, is dead. Using a Fate Point means that another PC is (if possible) grabbed instead.

### **The Wrong Traitor**

If the Grand Arbiter or wrong cultist (i.e. one that is not a traitor) is killed during the ceremony, the hole in the ground still appears but as the demon appears the ground cracks and it tumbles away, the hole collapsing behind it. As it does so it reaches out to grab two of the summoners.

[Those chosen should make an **Agility Test** to avoid its hand. Failure means they are pulled into the hole.]

What constitutes a traitor is up to the GM. They can be a traitor against anything – as long as they have made a conscious decision to betray something they were previously loyal to.

If the Grand Arbiter is killed before the ceremony then nothing happens.

### **Afterwards**

Once the ceremony is over, the Grand Arbiter leaves as quickly and quietly as he can. Each PC gains a mutation (Player Handout 4).

If the ceremony has been successful then if the PCs return home, they do so to a ruin. However, they find they are offered opportunities and they quickly climb the ladder of power over the next couple of years. One random PC becomes a mutant a year later and, betrayed by a servant, is burnt at the stake. Those that run are never heard of again in Schoppendorf.

If Schoppendorf has not been attacked then the PCs activities are slowly uncovered and they are arrested and tortured, revealing the names of more of their erstwhile comrades. In time all are arrested and executed. Those that run only delay the inevitable.

# Appendices

Note that the appendices have been organised such that they can be used immediately when printed. This explains the empty pages. This obviously only works when using double sided printing!

## Appendix I - Main Players Character sheets

*Morrslieb stares balefully over Schoppendorf and the good citizens make the signs of their favoured gods to ward off its evil. You are one of the few that know the moon's presence heralds the conjunction of Erantoles, a harbinger of the time of Tzeentch. In secrecy, the Cult of the Red Tentacle, of which you are a member, led by the Red Magister, is working to ensure that this great time comes. A Grand Arbiter will soon arrive in town to lead the final ceremony, the Invocation of Brees. On that day great rewards are promised for those taking part in the ceremony to summon the Great Change. Hail Tzeentch!*

*With four days to go until the Conjunction you joined with the other five members of the Cult to receive the final orders of the Red Magister in preparation for this wondrous event. You arrived and donned your robes waiting for your leader to appear. With the others all present you waited longer than usual and then heard groans from behind the curtains leading to the inner chamber. Pulling aside the curtain you found the Red Magister dying, a knife between his ribs. "We have been betrayed. The ceremony must go ahead, do not let the traitor stop y..."*

You were an apprentice bookbinder when you approached the temple of Sigmar to notify them that your master, who, truth be told, had always been good to you, had undertaken work with forbidden texts. He burned a month later and even then you felt no guilt for your lies that sent him to his death. As you hoped you soon became a full member of the guild and life was good for you.

Years later you found yourself in jail accused of trying to swindle a rich merchant. There you were visited by Father Bormann a cleric of Sigmar. He came to see you and told you he was the brother of your late master. Not only that, he listed your many crimes and, worse, the locations of your hidden wealth. He told you that if you did not help him then you would pay. You agreed and as quick as you could you ran out of town. The next night Bormann pulled you out of your bed at the roadside inn and threw you in jail. Twenty one terrible days later you were freed and swore loyalty to him.

Father Bormann told you that he wanted you to infiltrate the Cult of the Red Tentacle, a group of Tzeentch cultists. Somehow you succeeded, the Cult attracted to you by your recent disgrace. At first all you had to do was find when and where the Grand Arbiter of the Cult would appear and report back. However, Bormann has said that this may be too risky. He has told you that with the Conjunction of Erantoles approaching you may not have time to do so. In that case you need to kill the Grand Arbiter yourself. He has given you the Band of Aurel, a magical ring that will allow you cast a fireball (make a fist and utter "Sigmar's Hand". Bormann thinks there may only be a single use left – but enough to kill the Grand Arbiter and escape.

You are not sure but you think this may be the chance to a hero and redeem yourself with the Gods.

**Description:** In your late thirties, you remain in good health, having put back on the weight you lost in jail. You dress in the latest fashions and always wear your guild badge. You are proud of your full head of blond hair. You need eye-glasses to see properly but only wear them in private.

### **Karl Segers – Grain Merchant**

A successful grain merchant, although some years back he was nearly bankrupt. He has a large nose that you find yourself staring at but he seems to be trying to distract attention from it with a large beard. Segers was recently beaten up but claimed to have fallen in the drain on Wagstrasse.

### **Ivan van Gerheim – Timber merchant**

A weak and weasly looking man he is a local representative for a merchant in Nuln, although he claims to part own the company. He spends a lot of time partying and there was a recent accusation of assault although nothing seems to have come of this.

### **Luther Dresden - Fletcher**

Looking well for a man in his forties, he is nevertheless conscious about his receding hairline only removing his hat to don his robes. There have been frequent rumours that the Guild of Fletchers wished to expel him but he is proud of his work and frequently wears his work clothes.

### **Josef Uppelreik – Scribe**

A sneaky man that you do not trust, Uppelreik has the look of a hunted man. He does not look good for his age with a red nose from too much drinking and black, rotting teeth. He was a scribe for a timber merchant or goldsmith but you heard he had been fired recently and cannot now find a job. Visiting your second cousin Johann in Nuln one summer you saw a fading wanted poster showing Uppelreik (then call Josef Wissen) wanted for the murder of priest while freeing a Chaos Sorcerer from jail. Asking around you confirmed Josef arrived in Schoppendorf shortly after this.

### **Helmet Hegel – Innkeeper**

The owner of the renowned Great Oak inn in the Merchant district, Hegel is now the longest serving member of the group. Very overweight, sweaty and greasy, he needs a stick to walk. Rumour has it that he was once a soldier. You know that Hegel's wife Helga is sleeping with Ivan van Gerheim. You suspect it is less because Ivan likes Helga and more because Ivan enjoys getting at Hegel.

### **Edmund Consenheim – Artisan Apprentice**

A handsome young man who was raised by the late Rudd Stimsky (former member). You loathe him as he magnifies your own physical discrepancies. That and nearly every evening he shares a different bed with a wench. Lately however you have seen him involuntarily scratching his crotch and you wonder if has got the nasty disease the 'Master's Lumberjack'. This thought gives you a deep satisfaction.

### **The Red Magister**

Before his death he was the leader of the Cult. He was always first to arrive last to leave and you never knew his identity. You did sometimes worry that you were not trusted to know and wonder which of the others knew him better.

**Your nomination for new member (if needed):** Eckhart Fichte. A scribe at the Temple of Sigmar, Bormann has told you to try and get Fichte in to the Cult. You will find it hard to believe the others will not view him as suspicious. You have yet to meet him.

### **Careers: Ex-Tradesman - Burgher**

WS	BS	S	T	Ag	Int	WP	Fel
29	31	35	40	39	46	38	31
A	W	SB	TB	M	Mg	IP	FP
1	13	3	4	4	0	2	0

**Skills:** Animal Care, Common Knowledge (the Empire), Drive +10%, Evaluate +10%, Gossip +10%, Haggle +10%, Perception +10%, Read/Write, Secret Language (Guild Tongue) +10%, Speak Language (Reikspiel), Speak Language (Tilean), Trade (Bookbinder) +20%

**Talents:** Artistic, Savvy

**Possessions:** Band of Aurel (Call "Sigmar's Hand" to activate), 7gc 11/6, Eyes Glasses, Light Armour (Leather Jerkin), Knife, Sword (at home under bed), Bookbinder Tools



## Karl Segers

### Grain Merchant

*Morrslieb stares balefully over Schoppendorf and the good citizens make the signs of their favoured gods to ward off its evil. You are one of the few that know the moon's presence heralds the conjunction of Erantoles, a harbinger of the time of Tzeentch. In secrecy, the Cult of the Red Tentacle, of which you are a member, led by the Red Magister, is working to ensure that this great time comes. A Grand Arbiter will soon arrive in town to lead the final ceremony, the Invocation of Brees. On that day great rewards are promised for those taking part in the ceremony to summon the Great Change. Hail Tzeentch!*

*With four days to go until the Conjunction you joined with the other five members of the Cult to receive the final orders of the Red Magister in preparation for this wondrous event. You arrived and donned your robes waiting for your leader to appear. With the others all present you waited longer than usual and then heard groans from behind the curtains leading to the inner chamber. Pulling aside the curtain you found the Red Magister dying, a knife between his ribs. "We have been betrayed. The ceremony must go ahead, do not let the traitor stop y...."*

Oh blessed was the day that the Cult of the Red Tentacle accepted you into their ranks. The storm of chaos had been hard for everyone but your usual contracts to supply grain were in the worst hit areas. Your proposed marriage to dear Helena collapsed and she would never return to you after you had struck her. Your mother then died of the coughing sickness, sent to Morr's embrace at the shock of your summons to court for your debts. Debtors' prison awaited. Why had the gods abandoned you? Had you not done everything in their honour, often giving a spare coin to the priests whenever you could afford it?

Helmet Hegel approached you and told you that the true path would make itself clear to you. The next day a merchant from the Hofbauer-Bodelstein Trading Company offered to help fund your business for a share of the profits. You were saved! Having to stab that woman as part of the cult initiation ceremony was worth every penny.

However, last week a representative of the Hofbauer-Bodelstein Trading Company asked for their cut (1000 GC) which you did not have. His thugs roughed you up but you did not care (you told the others you fell on Wagstrasse). The time of *Conjunction of Erantoles* approaches and Tzeentch will reward you for your faith.

**Description:** Nearly thirty, many describe you as handsome although you know your too large nose spoils your profile. You sport a beard to make you look yourself older, as others in the merchant guild look down on you due to your age.

### Hans Albers – Master Bookbinder

A proud and somewhat pompous man, who is vain about his mane of blond hair, he is a respected but little liked craftsmen. His master was executed many years ago for worship of the forbidden gods. He recently spent time in jail for allegedly swindling a rich merchant from Talabheim, but you do not think it came to court.

### Ivan van Gerheim – Timber merchant

A weak and weasly looking man he is a local representative for a merchant in Nuln, although he claims to part own the company. He spends a lot of time partying and there was a recent accusation of assault although nothing seems to have come of this.

### Luther Dresden - Fletcher

Looking well for a man in his forties, he is nevertheless conscious about his receding hairline only removing his hat to don his robes. There have been frequent rumours that the Guild of Fletchers wished to expel him

but he is proud of his work and frequently wears his work clothes. You arrived early to a meeting one day some weeks ago to hear Dresden arguing with the Red Magister. You heard Dresden say “You will regret ignoring me,” before he stormed out.

### **Josef Uppelreik – Scribe**

A sneaky man that you do not trust, Uppelreik has the look of a hunted man. He does not look good for his age with a red nose from too much drinking and black, rotting teeth. He was a scribe for a timber merchant or Goldsmith but you heard he had been fired recently and cannot now find a job.

### **Helmet Hegel – Innkeeper**

The owner of the renowned Great Oak inn in the Merchant district, Hegel is the longest serving member of the group. Very overweight, sweaty and greasy, he needs a stick to walk. Rumour has it that he was once a soldier. Recently you caught a glimpse of Helmet’s leg and saw strange red markings. This is clearly the blessing of Tzeentch. You have not decided if this means you he is blessed or simply in your way as the chosen one.

### **Edmund Consenheim – Artisan Apprentice**

A handsome young man who was raised by the late Rudd Stimsky (former member). You loathe him as he magnifies your own physical discrepancies. That and nearly every evening he shares a different bed with a wench. Lately however you have seen him involuntarily scratching his crotch and you wonder if has got the nasty disease the ‘Master’s Lumberjack’. This thought gives you a deep satisfaction.

### **The Red Magister**

Before his death he was the leader of the Cult. He was always first to arrive last to leave and you never knew his identity. You did sometimes worry that you were not trusted to know and wonder which of the others knew him better.

**Your nomination for new member (if needed):** Friedrich Zimmler is well respected member of the Merchants’ Guild who looks like he is going places. Some of his opinions have led you to believe he may be suitable for recruiting and he would be bound to repay the favour.

**Careers:** Tradesman, Merchant

WS	BS	S	T	Ag	Int	WP	Fel
27	32	31	30	36	44	41	27
A	W	SB	TB	M	Mg	IP	FP
1	13	3	3	4	0	0	0

**Skills:** Charm, Common Knowledge (Kislev), Common Knowledge (the Empire) +10%, Drive +10%, Evaluate +10%, Gossip +20%, Haggle +10%, Perception, Read/Write +10%, Ride, Secret Language (Guild Tongue) +10%, Speak Language (Breton), Speak Language (Reikspiel) +10%, Trade (Merchant) + 20%

**Talents:** Savvy, Streetwise, Super Numerate

**Possessions:** Purse with 5gc 7/6, 70gc in bank of Marhler and Marhler, Knife, Light Armour (Leather Jerkin), Town House, Goods (grain worth 300gc) in warehouse

## Ivan van Gerheim

### Timber Merchant

*Morrslieb stares balefully over Schoppendorf and the good citizens make the signs of their favoured gods to ward off its evil. You are one of the few that know the moon's presence heralds the conjunction of Erantoles, a harbinger of the time of Tzeentch. In secrecy, the Cult of the Red Tentacle, of which you are a member, led by the Red Magister, is working to ensure that this great time comes. A Grand Arbiter will soon arrive in town to lead the final ceremony, the Invocation of Brees. On that day great rewards are promised for those taking part in the ceremony to summon the Great Change. Hail Tzeentch!*

*With four days to go until the Conjunction you joined with the other five members of the Cult to receive the final orders of the Red Magister in preparation for this wondrous event. You arrived and donned your robes waiting for your leader to appear. With the others all present you waited longer than usual and then heard groans from behind the curtains leading to the inner chamber. Pulling aside the curtain you found the Red Magister dying, a knife between his ribs. "We have been betrayed. The ceremony must go ahead, do not let the traitor stop y..."*

You knew you made a terrible mistake the day you joined the Cult of the Red Tentacle a few months ago. With the ceremonial dagger in hand you had plunged the knife in to the bound sacrifice and drank a cup of her blood, the Red Magister holding the chalice until it was finished (you always felt faint at the sight of blood.) They promised you power and you are not sure they can deliver and now you are trapped. The authorities would never understand and you do not dare contemplate what the cult would do to you if you left.

Your situation is all the fault of your brother Heinz. He was the favourite of your father and though he was younger he was successor to run the company. You were sent to this backwater to organise trade with the local timber merchants. However, the contacts he gave you were poor and the business struggled. Nevertheless, you enjoyed life to the fullest with an endless round of partying, drinking and loose woman. However, your situation was not helped when you were accused of assault by a rival's sister. You have now been summoned back to Nuln in disgrace but if there is a chance that the ceremony will work then you have the power to your brother pay. To make them all pay!

**Description:** Once more your brother had the luck, and took his looks from mother's side of the family. You inherited the weak chin, pointed nose and beady eyes from father. Worse, your frame meant clothes never sat right on you and you now wear simple suits of black. Now in your mid -thirties the first signs of grey are showing in your hair.

### Hans Albers – Master Bookbinder

A proud and somewhat pompous man, who is vain about his mane of blond hair, he is a respected but little liked craftsmen. His master was executed many years ago for worship of the forbidden gods. He recently spent time in jail for allegedly swindling a rich merchant from Talabheim, but you do not think it came to court.

### Karl Segers – Grain Merchant

A successful grain merchant, although some years back he was nearly bankrupt. He has a large nose that you find yourself staring at but he seems to be trying to distract attention from it with a large beard. Segers was recently beaten up but claimed to have fallen in the drain on Wagstrasse. You know that he is heavily in debt and spent time in debtors' prison. Rare is the man that escapes from there.

### **Luther Dresden - Fletcher**

Looking well for a man in his forties, he is nevertheless conscious about his receding hairline only removing his hat to don his robes. There have been frequent rumours that the guild of fletchers wished to expel him but he is proud of his work and frequently wears his work clothes. He does not like you for some reason.

### **Josef Uppelreik – Scribe**

A sneaky man that you do not trust, Uppelreik has the look of a hunted man. He does not look good for his age with a red nose from too much drinking and black, rotting teeth. He was a scribe for a timber merchant or Goldsmith but you heard he had been fired recently and cannot now find a job. However, you have come to appreciate his talents, as he has been helping you fiddle the company books to ensure that you can fund your lifestyle. A customer or yours from Altdorf saw you talking to Josef one day. He asked Josef's name and said that he looked like an initiate of Sigmar he once knew. You gave a false name but you have wondered about this since.

### **Helmet Hegel – Innkeeper**

The owner of the renowned Great Oak inn in the Merchant district, Hegel is the longest serving member of the group. Very overweight, sweaty and greasy, he needs a stick to walk. Rumour has it that he was once a soldier. You hate Helmet. He does not remember but he once threw you out of the Great Oak. Every time you see him he makes you ill. You have been sleeping with his wife Helga for six months now. Not a very attractive woman but you are looking forward to the day when you tell him.

### **Edmund Consenheim – Artisan Apprentice**

A handsome young man who was raised by the late Rudd Stimsky (former member). You loathe him as he magnifies your own physical discrepancies. That and nearly every evening he shares a different bed with a wench. Lately however you have seen him involuntarily scratching his crotch and you wonder if he has got the nasty disease the 'Master's Lumberjack'. This may explain some small signs of recent erratic behaviour.

### **The Red Magister**

Before his death he was the leader of the Cult. He was always first to arrive last to leave and you never knew his identity. You did sometimes worry that you weren't trusted to know and wonder which of the others knew him better.

**Your nomination for new member (if needed):** Ragen Stresemann is one of the Exciseman on the local docks. Many times he has helped you bring goods in and out without paying the Excise – all for a few Karls. Getting him in to the cult would help encourage this relationship and you know he is a frustrated at the oppression of the common man.

### **Careers:** Tradesman, Merchant

WS	BS	S	T	Ag	Int	WP	Fel
25	30	36	36	48	39	40	34
A	W	SB	TB	M	Mg	IP	FP
1	14	3	3	4	0	4	0

**Skills:** Academic Knowledge (History), Academic Knowledge (Law), Animal Care, Charm, Common Knowledge (the Empire), Concealment, Drive, Evaluate, Gossip, Haggle, Perception +10%, Read/Write +10%, Secret Language (Guild Tongue), Speak Language (Breton), Speak Language (Reikspiel) +10%, Trade (Merchant) +10%

**Talents:** Flee! Public Speaking, Savvy, Street Fighting

**Possessions:** 17gc 4/7, Light Armour (Leather Jerkin), Four sets of Good Clothes, Jewellery (worth 40gc), Knife

## Luther Dresden

### Fletcher

*Morrslieb stares balefully over Schoppendorf and the good citizens make the signs of their favoured gods to ward off its evil. You are one of the few that know the moon's presence heralds the conjunction of Erantoles, a harbinger of the time of Tzeentch. In secrecy, the Cult of the Red Tentacle, of which you are a member, led by the Red Magister, is working to ensure that this great time comes. A Grand Arbiter will soon arrive in town to lead the final ceremony, the Invocation of Brees. On that day great rewards are promised for those taking part in the ceremony to summon the Great Change. Hail Tzeentch!*

*With four days to go until the Conjunction you joined with the other five members of the Cult to receive the final orders of the Red Magister in preparation for this wondrous event. You arrived and donned your robes waiting for your leader to appear. With the others all present you waited longer than usual and then heard groans from behind the curtains leading to the inner chamber. Pulling aside the curtain you found the Red Magister dying, a knife between his ribs. "We have been betrayed. The ceremony must go ahead, do not let the traitor stop y...."*

When the ceremony is over you will make all those that have stood in your way pay. If you had not already killed your old master then he would be the first. It took you five years longer than your peers to reach the level of Master Fletcher. They even tried to kick you out just because you had defended yourself from Johann Kaster's jibes. He would never have stopped if you had not silenced him with a bottle. When you later developed new methods of fletching using a dwarf-built machine they had laughed but you had seen the fear in their eyes. They threatened to expel you from the guild unless you stopped and they had sent word to the nearest towns of "your threat to the guild and its member's livelihoods". How dare they stand against you! How dare they stand against progress!

It was not until you met Rudd Stimpki that you truly understood. At first he explained how the rulers of the Empire worked to oppress the will of the people, stifling the words and the ideas of the common man through the nobles and the guilds. It was all so clear and when he spoke to you of Tzeentch and how he had been outlawed because he wanted change and freedom for the good of all – it was then you understood and you believed.

You were welcomed in the ranks of the Purple Hand. You survived the pogroms after the civil war and stayed faithful. One day the Red Magister sought you out and you joined the Cult of the Red Tentacle. Your body suffers from the onset of age but you know the time of the Great Changer is at hand and your ills will be cured and revenge will be yours. You were not very impressed with the Red Magister. You recently argued with him about allowing Ivan van Gerheim to join.

**Description:** Years of fletching has developed your body so that you are strong. In your early forties your hair is receding and you have taken to wearing a hat to cover this. You are rarely seen wearing other than your work clothes, as you are proud of your craftsmen's trade – rather that, then a jumped up trader.

### Hans Albers – Master Bookbinder

A proud and somewhat pompous man, who is vain about his mane of blond hair, he is a respected but little liked craftsman. His master was executed many years ago for worship of the forbidden gods. He recently spent time in jail for allegedly swindling a rich merchant from Talabheim, but it didn't come to court. You know Hans was released thanks to someone with influence but you could not find out who.

### **Karl Segers – Grain Merchant**

A successful grain merchant, although some years back he was nearly bankrupt. He has a large nose that you find yourself staring at but he seems to be trying to distract attention from it with a large beard. Segers was recently beaten up but claimed to have fallen in the drain on Wagstrasse.

### **Ivan van Gerheim – Timber merchant**

A weak and weasly looking man he is a local representative for a merchant in Nuln, although he claims to part own the company. He spends a lot of time partying and there was a recent accusation of assault although nothing seems to have come of this. You don't believe van Gerheim is good member of the Cult. Not enough backbone.

### **Josef Uppelreik – Scribe**

A sneaky man that you do not trust, Uppelreik has the look of a hunted man. He does not look good for his age with a red nose from too much drinking and black, rotting teeth. He was a scribe for a timber merchant or Goldsmith but you heard he had been fired recently and cannot now find a job.

### **Helmet Hegel – Innkeeper**

The owner of the renowned Great Oak inn in the Merchant district, Hegel is the longest serving member of the group. Very overweight, sweaty and greasy, he needs a stick to walk. Rumour has it that he was once a soldier. On your travels you once meet a cousin of Hegel's and bought him a drink. It seems Hegel was once an initiate of Sigmar but disgraced the family by leaving the temple.

### **Edmund Consenheim – Artisan Apprentice**

A handsome young man who was raised by the late Rudd Stimsky (former member). You loathe him as he magnifies your own physical discrepancies. That and nearly every evening he shares a different bed with a wench. Lately however you have seen him involuntarily scratching his crotch and you wonder if has got the nasty disease the 'Master's Lumberjack'. You have heard rumours that he has been looking for money.

### **The Red Magister**

Before his death he was the leader of the Cult. He was always first to arrive and last to leave and you never knew his identity. You did sometimes worry that you were not trusted to know and wonder which of the others knew him better.

**Your nomination for new member (if needed):** Detlef Boll is your latest apprentice and a snivelling little maggot he is. However, you have long told him of the glories of the Great Changer and his presence in the Cult would give you greater influence (as he will always do as you say).

### **Careers:** Tradesman, Artisan

WS	BS	S	T	Ag	Int	WP	Fel
27	26	41	37	31	33	33	31
A	W	SB	TB	M	Mg	IP	FP
1	10	4	3	4	0	3	0

**Skills:** Animal Care, Common Knowledge (the Empire), Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Reikspiel), Trade (Fletcher) +20%

**Talents:** Dealmaker

**Possessions:** 14gc, Light Armour (Leather Jerkin), Small home with workshop



## Josef Uppelreik

### Scribe (unemployed)

*Morrslieb stares balefully over Schoppendorf and the good citizens make the signs of their favoured gods to ward off its evil. You are one of the few that know the moon's presence heralds the conjunction of Erantoles, a harbinger of the time of Tzeentch. In secrecy, the Cult of the Red Tentacle, of which you are a member, led by the Red Magister, is working to ensure that this great time comes. A Grand Arbiter will soon arrive in town to lead the final ceremony, the Invocation of Brees. On that day great rewards are promised for those taking part in the ceremony to summon the Great Change. Hail Tzeentch!*

*With four days to go until the Conjunction you joined with the other five members of the Cult to receive the final orders of the Red Magister in preparation for this wondrous event. You arrived and donned your robes waiting for your leader to appear. With the others all present you waited longer than usual and then heard groans from behind the curtains leading to the inner chamber. Pulling aside the curtain you found the Red Magister dying, a knife between his ribs. "We have been betrayed. The ceremony must go ahead, do not let the traitor stop y..."*

When the blessing of Tzeentch comes all the pain, hurt and betrayal will be forgotten. Your reward will be great and you will have revenge on those that betrayed you.

The fifth and illegitimate son of a Wissendorf Wool merchant called Wissen, you were sent to the temple of Sigmar to be trained as an initiate. But you saw the corruption of the clerics and could not join the priesthood. At nights a voice spoke to you in your cramped, cold room promising you enlightenment and riches. In time you came to realise this was Tzeentch, the Great Changer. One autumn evening you saw them drag a priest of the Tzeentch into the temple cells. That night you killed the guard and rescued him, escaping in the forest. However, the man was a fraud. A pitiful specimen who did not understand the true face of the Chaos god. You strangled him as he slept and ran across the Empire to the backwater of Schoppendorf.

There you took a job with a timber merchant and kept yourself to yourself. Years later you came to hear an agitator and rabble-rouser speak. He made some sense but he was soon arrested. Later that day, the Red Magister approached you and told you of the Cult of the Red Tentacle and how the power of Tzeentch would be yours. Soon afterwards you were offered a well-paid job with a Goldsmith. Three weeks ago you were accused of theft (wrongly – you had intended to pay him back) by your employer and thrown out of your job. You will be homeless within a couple of weeks but you are not worried; by then the power and riches will be yours. In the meantime, you have been helping Ivan van Gerheim fiddle the company books.

**Description:** At 37 you have never been able to afford the clothes you wanted. Instead you wear second hand garments, usually the black and white of a scribe. You have never liked your plain face but years of drinking mean that your nose is growing red and bulbous. Your teeth are black and rotting.

### Hans Albers – Master Bookbinder

A proud and somewhat pompous man, who is vain about his mane of blond hair. He is a respected but little liked craftsman. His master was executed many years ago for worship of the forbidden gods. He recently spent time in jail for allegedly swindling a rich merchant from Talabheim, but you do not think it came to court. You recently saw Hans talking to a hooded man in an alleyway. You have been keeping an eye on him but he has done nothing suspicious.

### **Karl Segers – Grain Merchant**

A successful grain merchant, although some years back he was nearly bankrupt. He has a large nose that you find yourself staring at but he seems to be trying to distract attention from it with a large beard. Segers was recently beaten up but claimed to have fallen in the drain on Wagstrasse.

### **Ivan van Gerheim – Timber merchant**

A weak and weasly looking man he is a local representative for a merchant in Nuln, although he claims to part own the company. He spends a lot of time partying and there was a recent accusation of assault although nothing seems to have come of this. You have been helping Ivan to fiddle the company books. He has been stealing money from the family company for years.

### **Luther Dresden - Fletcher**

Looking well for a man in his forties, he is nevertheless conscious about his receding hairline only removing his hat to don his robes. There have been frequent rumours that the guild of fletchers wished to expel him but he is proud of his work and frequently wears his work clothes.

### **Helmet Hegel – Innkeeper**

The owner of the renowned Great Oak inn in the Merchant district, Hegel is the longest serving member of the group. Very overweight, sweaty and greasy, he needs a stick to walk. They say he was once a soldier. You heard a rumour that he burnt a rival Four Seasons inn to the ground a few years ago.

### **Edmund Consenheim – Artisan Apprentice**

A handsome young man who was raised by the late Rudd Stimsky (former member). You loathe him as he magnifies your own physical discrepancies. That and nearly every evening he shares a different bed with a wench. Lately however you have seen him involuntarily scratching his crotch and you wonder if he has got the nasty disease the 'Master's Lumberjack'. This thought gives you a deep satisfaction.

### **The Red Magister**

Before his death he was the leader of the Cult. He was always first to arrive last to leave and you never knew his identity. You did sometimes worry that you were not trusted to know and wonder which of the others knew him better.

**Your nomination for new member (if needed):** The widow of your late wife's late sister, Karl Mann is a Cobbler by trade. You know that he hates his "betters" especially since the Storm of Chaos. He is an ideal recruit especially since he is a weak individual that you will ensure backs you.

### **Career: Scribe**

WS	BS	S	T	Ag	Int	WP	Fel
39	33	34	34	28	29	33	36
A	W	SB	TB	M	Mg	IP	FP
1	13	3	3	5	0	2	1

**Skills:** Academic Knowledge (Theology), Common Knowledge (the Empire) +10%, Gossip, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Breton), Speak Language (Classical), Speak Language (Reikspiel), Speak Language (Tilean), Trade (Calligrapher)

**Talents:** Fleet Footed, Linguistics, Resistance to Disease

**Possessions:** 13gc, 5 Matches, A Pair of Candles, Backpack, Blanket, Breeches, Dagger, Hand Weapon, Illuminated Book, Knife, Purse, Shirt, Tattered cloak, Wax, Wooden cutlery set, Wooden tankard, Worn boots, Writing Kit

## Helmet Hegel

### Innkeeper

*Morrslieb stares balefully over Schoppendorf and the good citizens make the signs of their favoured gods to ward off its evil. You are one of the few that know the moon's presence heralds the conjunction of Erantoles, a harbinger of the time of Tzeentch. In secrecy, the Cult of the Red Tentacle, of which you are a member, led by the Red Magister, is working to ensure that this great time comes. A Grand Arbiter will soon arrive in town to lead the final ceremony, the Invocation of Brees. On that day great rewards are promised for those taking part in the ceremony to summon the Great Change. Hail Tzeentch!*

*With four days to go until the Conjunction you joined with the other five members of the Cult to receive the final orders of the Red Magister in preparation for this wondrous event. You arrived and donned your robes waiting for your leader to appear. With the others all present you waited longer than usual and then heard groans from behind the curtains leading to the inner chamber. Pulling aside the curtain you found the Red Magister dying, a knife between his ribs. "We have been betrayed. The ceremony must go ahead, do not let the traitor stop y...."*

The day you opened the Great Oak inn was the best of your life. You had dreamed of owning such a place from the first time you stayed in an inn on the River Talabec on your way to start life as an initiate of Sigmar. At the temple you excelled at combat but were rarely interested in the theological side. In time you became a temple guard and later found yourself fighting in the north as a mercenary. During those years you lost faith in the gods of the Empire. How could they allow such terrors to exist? Life was every man for himself until the Gods of Chaos won.

When you retired injured, the inn was yours. For years you enjoyed life and married Helga, the love of your life. Then one day Four Seasons Coaches opened an inn nearby, undercutting your prices and trying to drive you out of business. The local traders stood by and did nothing. The late Rudd Stimpiski told you of the glory of Tzeentch and you joined the Cult of the Red Tentacle. Two weeks later the Four Seasons inn burnt to the ground (Oh blessed is Tzeentch!). However three months ago Four Seasons started to build a new inn and one of their representatives told you that they were determined to be the biggest inn in this part of Schoppendorf.

**Description:** At fifty you are overweight and unfit. Your hair is greasy from the kitchen work and you walk with a limp due to the old wound in your leg and the gout is getting worse. In the last three months you have noticed that you have tentacle like red markings growing up your legs (something you have hidden from Helga). Truly a blessing from Tzeentch but it doesn't half itch.

### Hans Albers – Master Bookbinder

A proud and somewhat pompous man, who is vain about his mane of blond hair, he is a respected but little liked craftsman. His master was executed many years ago for worship of the forbidden gods. He recently spent time in jail for allegedly swindling a rich merchant from Talabheim, but you do not think it came to court.

### Karl Segers – Grain Merchant

A successful grain merchant, although some years back he was nearly bankrupt. He has a large nose that you find yourself staring at but he seems to be trying to distract attention from it with a large beard. Segers was recently beaten up but claimed to have fallen in the drain on Wagstrasse. You recruited him to the cult and think will be a useful and loyal member. However you know he is in debt to the Hofbauer-Bodelstein Trading Company.

### **Ivan van Gerheim – Timber merchant**

A weak and weasly looking man he is a local representative for a merchant in Nuln, although he claims to part own the company. He spends a lot of time partying and there was a recent accusation of assault although nothing seems to have come of this.

### **Luther Dresden - Fletcher**

Looking well for a man in his forties, he is nevertheless conscious about his receding hairline only removing his hat to don his robes. There have been frequent rumours that the guild of fletchers wished to expel him but he is proud of his work and frequently wears his work clothes.

### **Josef Uppelreik – Scribe**

A sneaky man that you don't trust, Uppelreik has the look of a hunted man. He doesn't look good for his age with a red nose from too much drinking and black, rotting teeth. He was a scribe for a timber merchant or Goldsmith but you heard he had been fired recently and cannot now find a job.

### **Edmund Consenheim – Artisan Apprentice**

A handsome young man who was raised by the late Rudd Stimsky (former member). You loathe him as he magnifies your own physical discrepancies. That and nearly every evening he shares a different bed with a wench. Lately however you have seen him involuntarily scratching his crotch and you wonder if he has got the nasty disease the 'Master's Lumberjack'. This thought gives you a deep satisfaction.

### **The Red Magister**

Before his death he was the leader of the Cult. He was always first to arrive last to leave and you never knew his identity. You did sometimes worry that you weren't trusted to know and wonder which of the others knew him better.

**Your nomination for new member (if needed):** Ferdinand "Ferd" Ebert is a Town Guard who has been coming to your inn for many years. He is full of the kind of bitterness that makes a good member and he would add a welcome bit of muscle.

### **Careers:** Initiate - Mercenary - Servant - Innkeeper

<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
57	41	40	42	42	44	41	40
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mg</b>	<b>IP</b>	<b>FP</b>
2	13	4	3	3	0	5	0

**Skills:** Academic Knowledge (Astronomy), Academic Knowledge (Theology), Animal Care +10%, Blather, Charm +10%, Common Knowledge (Bretonnia), Common Knowledge (the Empire) +10%, Consume Alcohol, Dodge Blow +10%, Drive, Evaluate, Gossip +20%, Haggle +20%, Heal, Lip Reading, Perception +20%, Read/Write +10%, Search +10%, Secret Language (Battle Tongue), Sleight of Hand, Speak Language (Kislevian) +10%, Speak Language (Reikspiel) +10%, Swim, Trade (Cook)

**Talents:** Dealmaker, Disarm, Etiquette, Public Speaking, Rapid Reload, Sharpshooter, Sixth Sense, Strike to Stun, Sturdy, Very Resilient, Very Strong, Warrior Born

**Possessions:** 14gc with 150gc hidden in attic, Crossbow with 10 Bolts (under bar), Dagger, Inn, Medium Armour (Mail Shirt) (a little tight these days), One set of Good Clothing, Shield, Sword, Waterproof cloak and boots, Tinderbox.

## Edmund Consenheim

### Artisan Apprentice

*Morrslieb stares balefully over Schoppendorf and the good citizens make the signs of their favoured gods to ward off its evil. You are one of the few that know the moon's presence heralds the conjunction of Erantoles, a harbinger of the time of Tzeentch. In secrecy, the Cult of the Red Tentacle, of which you are a member, led by the Red Magister, is working to ensure that this great time comes. A Grand Arbiter will soon arrive in town to lead the final ceremony, the Invocation of Brees. On that day great rewards are promised for those taking part in the ceremony to summon the Great Change. Hail Tzeentch!*

*With four days to go until the Conjunction you joined with the other five members of the Cult to receive the final orders of the Red Magister in preparation for this wondrous event. You arrived and donned your robes waiting for your leader to appear. With the others all present you waited longer than usual and then heard groans from behind the curtains leading to the inner chamber. Pulling aside the curtain you found the Red Magister dying, a knife between his ribs. "We have been betrayed. The ceremony must go ahead, do not let the traitor stop y...."*

As a boy you were continually beaten by a priest of Sigmar but your parents told you this 'special interest' was a gift from the gods. You were powerless and this kindled a deep hatred towards the cult of Sigmar. At a certain point you could not take it anymore and stabbed the priest. You knew that this could turn out badly for you and your family. You didn't however care a rats ass for your family so you fled to Schoppendorf where you lived on the streets until you met (the late) Rudd Stimpski. Rudd helped you getting a job as an artisan apprentice at Lucius Missener and he showed you the way of the true God and the path to glory, wealth and power. The one thing you have learned so far is that artisanship is a neither thing you are not particularly good at nor fond of. Two years ago Rudd had a fatal accident and you were allowed to take his spot among the cult. Your initiation was last year and you felt a deep rooted satisfaction when you plunged the knife in the Sigmar's initiate's belly during your initiation ceremony.

At 20 you have your whole live still in front of you, you are ambitious good looking and have it easy with the ladies and hence often find yourself in another's bed. Alas this has led to you catching the 'Masters' Lumberjack'. The physicians have told you this means that the rash in your groin area will spread and drive you mad before killing you. Still this will take about a year and there is a cure although you can feel it clouding your mind. However, this is expensive (1000GC) and beyond your reach now... You know however that within a couple of weeks you will be rich and powerful beyond your dreams and then you will take care of this nuisance.

**Description:** You are young tall and handsome and in the prime of your life. You have thick long black curly hair in a ponytail. Your body is in good shape and you have a six-pack which you love to show to the ladies. Compared to you, the others in the cult are all 'fat old farts'.

### Hans Albers – Master Bookbinder

A proud and somewhat pompous man, who is vain about his mane of blond hair, he is a respected but little liked craftsmen. His master was executed many years ago for worship of the forbidden gods. He recently spent time in jail for allegedly swindling a rich merchant from Talabheim, but you do not think it came to court.

### Karl Segers – Grain Merchant

A successful grain merchant, although some years back he was nearly bankrupt. He has a large nose that you find yourself staring at but he seems to be trying to distract attention from it with a large beard. Segers was recently beaten up but claimed to have fallen in the drain on Wagstrasse.

### **Ivan van Gerheim – Timber merchant**

A weak and weasly looking man he is a local representative for a merchant in Nuln, although he claims to part own the company. He spends a lot of time partying and there was a recent accusation of assault although nothing seems to have come of this.

### **Luther Dresden - Fletcher**

Looking well for a man in his forties, he is nevertheless conscious about his receding hairline only removing his hat to don his robes. There have been frequent rumours that the guild of fletchers wished to expel him but he is proud of his work and frequently wears his work clothes.

### **Josef Uppelreik – Scribe**

A sneaky man that you don't trust, Uppelreik has the look of a hunted man. He doesn't look good for his age with a red nose from too much drinking and black, rotting teeth. He was a scribe for a timber merchant or Goldsmith but you heard he had been fired recently and cannot now find a job.

### **Helmet Hegel – Innkeeper**

The owner of the renowned Great Oak inn in the Merchant district, Hegel is the longest serving member of the group. Very overweight, sweaty and greasy, he needs a stick to walk. Rumour has it that he was once a soldier. You heard a rumour that he burnt a rival Four Seasons inn to the ground a few years ago.

### **The Red Magister**

Before his death he was the leader of the Cult. He was always first to arrive last to leave and you never knew his identity. You did sometimes worry that you weren't trusted to know and wonder which of the others knew him better.

**Your nomination for new member (if needed):** Henke Bieswang. Henke is the other apprentice of Lucius, you know him from the day you started at Lucius' shop and you consider him your friend.

### **Careers: Artisan Apprentice**

<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>Ag</b>	<b>Int</b>	<b>WP</b>	<b>Fel</b>
27	32	38	40	35	30	30	40
<b>A</b>	<b>W</b>	<b>SB</b>	<b>TB</b>	<b>M</b>	<b>Mg</b>	<b>IP</b>	<b>FP</b>
1	12	3	4	4	0	5	0

**Skills:** Common Knowledge (The Empire), Gossip, Speak/Read/Write (Reikspiel), Charm, Perception.

**Talents:** Sturdy, Very Resilient, Coolheaded, Flee, Drive, Trade (wood cutter)

**Possessions:** 14gc, Sword, Artisan's tools, 4 sets of Clothing, Light Armour (Leather Jerkin), Knife.



## Appendix II - Backup Players Character Sheets

### Detlef Boll – Apprentice Fletcher

You have been Luther Dresden’s apprentice since the age of six. He looks after you and only beats you when you get something wrong, which is often. You know that Tzeentch is the messiah mankind is waiting for. Herr Dresden is one of the Great Changer’s great priests and he will be greatly rewarded.

**Career:** Servant

WS	BS	S	T	Ag	Int	WP	Fel
27	25	26	37	32	39	30	25
A	W	SB	TB	M	Mg	IP	FP
1	13	2	3	4	0	2	0

**Skills:** Blather, Common Knowledge (the Empire), Dodge Blow, Gossip +10%, Haggle, Perception, Read/Write, Search, Sleight of Hand, Speak Language (Reikspiel), Trade (Cook)

**Talents:** Etiquette, Flee!, Sturdy, Very Resilient

**Possessions:** 2/3, Blanket, Breeches, Dagger, Shirt, Sling Bag, Worn Boots

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### Ferdinand “Ferd” Ebert – Town Guard

You have served the people of Schoppendorf for twenty years and where has it got you. You never had a promotion, hardly a pay rise and rarely a holiday. The best bit of life is a drink each evening at the Great Oak. You would like to show everyone that they have been wrong and you would not mind giving a few of them a good kicking. Occasionally you get the pleasure of beating up someone in the cells.

Helmet Hegel, owner of the Oak, has always been good to you. He is the kind of soldier you would have liked to have stood on the battlefield with.

**Career:** Watchman

WS	BS	S	T	Ag	Int	WP	Fel
40	26	44	33	29	32	37	24
A	W	SB	TB	M	Mg	IP	FP
2	11	4	3	4	0	2	0

**Skills:** Academic Knowledge (Law), Common Knowledge (the Empire), Dodge Blow, Follow Trail, Gossip +10%, Intimidate, Perception, Search, Speak Language (Reikspiel)

**Talents:** Coolheaded, Excellent Vision, Street Fighting, Strike Mighty Blow, Strike to Stun, Super Numerate

**Possessions:** 2gc, Backpack, Blanket, Breeches, Dagger, Sword, Lamp Oil, Lantern and Pole, Light Armour (Leather Jack), Purse, Shirt, Tattered Cloak, Uniform, Wooden Cutlery Set, Wooden Tankard, Worn Boots



### Karl Mann - Cobbler

When you look upon the rich walking past your cellar window, you despise them for their vanity and arrogance. You recognise this as jealousy but cannot help it. You see the poor struggling every day to feed their children and you know that something must change. Only Shallya and Ranald care for the people.

Being asked to join a cult of the forbidden gods was a shock. You could not say no to Josef Uppelreik, your late wife's brother-in-law. But the more you think about it the more you realize that this is your destiny. The authorities, probably corrupted themselves, will not do anything about such groups. It is down to you to find out their evil plan and stop it, even if it means your own life.

**Career:** Tradesman

WS	BS	S	T	Ag	Int	WP	Fel
32	45	39	31	32	34	31	38
A	W	SB	TB	M	Mg	IP	FP
1	11	3	3	5	0	4	0

**Skills:** Animal Care, Common Knowledge (the Empire), Drive, Evaluate, Gossip, Haggle, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Reikspiel), Trade (cobbler) +10%

**Talents:** Fleet Footed, Marksman, Savvy

**Possessions:** 3gc 5/-, Backpack, Blanket, Breeches, Dagger, Mace, Light Armour (Leather Jerkin), Purse, Shirt, Wooden cutlery set, Wooden Tankard, Good Boots, Cobbler Tools

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### Ragen Stresemann - Exciseman

You have served the people of Schoppendorf for twenty years and where has it got you. You never had a promotion, hardly a pay rise and rarely a holiday. In return they hate you. You thought that the Storm of Chaos would sweep them all away and you would have been glad.

Ivan van Gerheim has always been good to you, a few coins now and then for looking the other way on the gate, and you respect him.

**Career:** Burgher

WS	BS	S	T	Ag	Int	WP	Fel
31	36	30	33	37	32	26	31
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	1	0

**Skills:** Common Knowledge (the Empire), Consume Alcohol, Drive, Evaluate, Gossip +10%, Haggle, Perception, Read/Write, Search, Speak Language (Reikspiel) +10%, Speak Language (Tilean)

**Talents:** Dealmaker, Lightning Reflexes, Savvy, Very Resilient

**Possessions:** 2gc, Abacus, Backpack, Blanket, Breeches, Dagger, Hand Weapon, Lantern, One set of Good Clothing, Purse, Shirt, Tattered cloak, Wooden cutlery set, Wooden tankard, Worn boots,



## Eckhart Fichte - Scribe

You have worked as a scribe in the temple for five years. In time you came to truly worship Sigmar, turning to him as the Storm of Chaos swept across the Empire. However, they told you were too old to become a Cleric. Then last week Father Bormann approached you and said that you may be approached by a man named Hans Albers to join a secret group. You were to do so and you to protect Hans Albers and ensure that he carried out his mission and ensure he “showed his loyalty to the Empire”.

### Career: Scribe

WS	BS	S	T	Ag	Int	WP	Fel
32	28	35	29	37	30	30	36
A	W	SB	TB	M	Mg	IP	FP
1	12	3	2	4	1	0	3

**Skills:** Academic Knowledge (Theology), Common Knowledge (the Empire), Gossip +10%, Perception, Read/Write, Secret Language (Guild Tongue), Speak Language (Breton), Speak Language (Classical), Speak Language (Reikspiel), Speak Language (Tilean), Trade (Calligrapher)

**Talents:** Linguistics, Mimic, Sixth Sense

**Possessions:** 7gc, 5 Matches, A Pair of Candles, Backpack, Blanket, Breeches, Dagger, Axe, Knife, Purse, Shirt, Tattered cloak, Wax, Wooden cutlery set, Wooden tankard, Worn boots, Writing Kit

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## Friedrich Zimmerler – Merchant

You were not a very good Merchant but you are a good politician. You have worked hard to climb the ladder within the Merchants Guild. However, now you are being blocked by those who see themselves as “true” merchants. You want to rise further and you do not mind how you do it.

Joining a Cult is a risk but what have the Gods of the Empire ever done for you. If these cultists are all like that weakling Karl Segers then you should be in charge in no time.

### Careers: Tradesman, Merchant, Burgher

WS	BS	S	T	Ag	Int	WP	Fel
28	32	27	27	35	37	36	29
A	W	SB	TB	M	Mg	IP	FP
1	11	2	2	4	0	1	0

**Skills:** Common Knowledge (the Empire), Consume Alcohol, Drive +10%, Evaluate +10%, Gossip +20%, Haggle +10%, Perception +10%, Read/Write, Search, Secret Language (Guild Tongue), Speak Language (Reikspiel) +10%, Speak Language(Tilean), Trade (Merchant) +10%

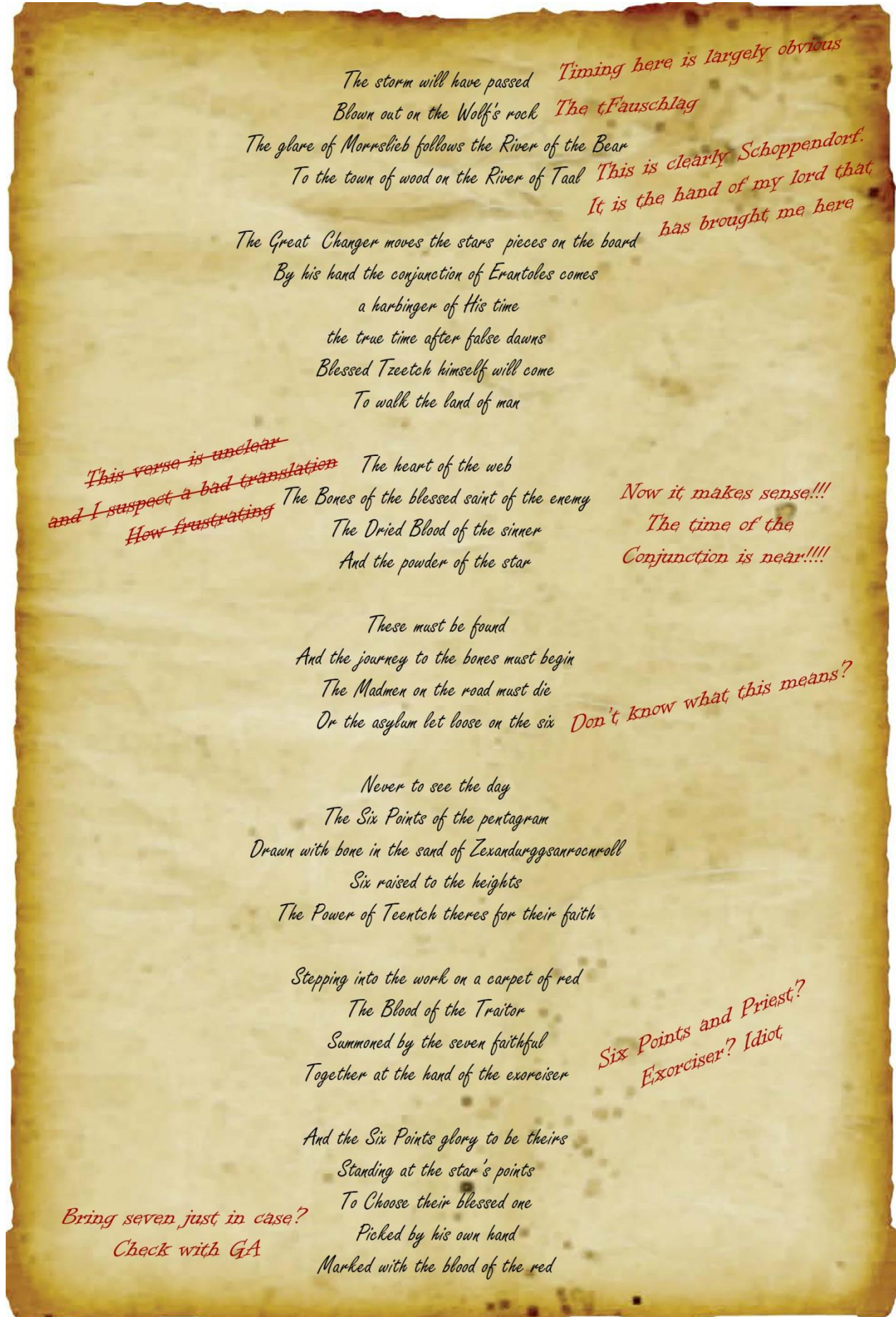
**Talents:** Dealmaker, Lightning Reflexes, Marksman, Savvy

**Possessions:** 24gc (20gc at home, 50gc in Bank of Marhler & Marhler), Abacus, Knife, Three sets of Good Clothing, Velvet Purse, Shirt, Tattered cloak



## Appendix III – Player Handouts

### The prophecy of von Bromell-Hidenburg of Hidenburg (Player Handout 1)





*Talagraad Theatre Company. Name of Luten.*

*2 Eggs*

*Cabbage*

*Ale*

*Bread*

*Soap*



## To do List (Player Handout 2)

*Collect robes from Silas (red with velvet trim)*

*Collect masks (Plain wood (with black lacquer) except for tentacles and eye holes (mark with sign of Tzeentch)*

*Purchase ingredients for powder of Zexandurggsanrocnroll (Heart of beast of the woods (killed with the ceremonial dagger), bones of blessed saint of the enemy (St Barak the Bleeding Heart), the tails of three blind mice, half a bucket of chalk, desiccated blood of a convicted miscreant (1 Quart\*), the web of a spider who has feasted on flies of maggots who has partaken of the human dead, blessed tears of the dove (stored in the bladder of a pig for a day and night). Make into powder for hexagram.*

*Polish ceremonial dagger*

*Meet Grand Arbiter at the East gate at the chimes of three of the afternoon*

*Primary sacrifice (Live)*

*Summon Tzeentch at Conjunction of Erantoles and revel in his glory.*

\*a Quart is just over 1 litre.





## To do List (Player Handout 2: readable)

Collect robes from Silas (red with velvet trim)

Collect masks (Plain wood (with black lacquer) except for tentacles and eye holes (mark with sign of Tzeentch)

Purchase ingredients for powder of Zexandurggsanrocnroll:

- heart of beast of the woods (killed with the ceremonial dagger);
- bones of blessed saint of the enemy (St Barak the Bleeding Heart);
- the tails of three blind mice;
- half a bucket of chalk;
- desiccated blood of a convicted miscreant (1 Quart\*);
- the web of a spider who has feasted on flies of maggots who has partaken of the human dead;
- blessed tears of the dove (stored in the bladder of a pig for a day and night).

Make into powder for hexagram.

Polish ceremonial dagger

Meet Grand Arbiter at the East gate at the chimes of three of the afternoon

Primary sacrifice (Live)

Summon Tzeentch at Conjunction of Erantoles and revel in his glory!

\*a Quart is just over 1 litre.



## The Dream (Player Handout 3)

These handouts are given out if the PCs camp out in the woods (before the Beastmen attack). Remove any that relate to PCs that are no longer present. The remainder should be handed to the players. Suggested player in parenthesis but you can mix it around as you like.

### PC1 (Hans Albers)

The glare from Morrslieb means that the night is not dark, expect for the shadows of the trees. If you were the nervous sort you think there might be movement out there. As the fire burns down, your companions are starting to drift off or are already asleep. But then you notice that **Karl Segers** is not there. No there he is, heading (sneaking) towards Ivan van Gerheim, with a knife in hand.

### PC2 (Karl Segers)

The glare from Morrslieb means that the night is not dark, expect for the shadows of the trees. If you were the nervous sort you think there might be movement out there. As the fire burns down, your companions are starting to drift off or are already asleep. But then you notice that **Luther Dresden** is not there. No there he is, heading (sneaking) towards the others, with a knife in hand.

### PC3 (Luther Dresden)

The glare from Morrslieb means that the night is not dark, expect for the shadows of the trees. If you were the nervous sort you think there might be movement out there. As the fire burns down, your companions are starting to drift off or are already asleep. But then you notice that **Hans Albers** is staring towards the others, his hand on his weapon almost like he is ready to strike.

### PC4 (Helmet Hegel)

The glare from Morrslieb means that the night is not dark, expect for the shadows of the trees. If you were the nervous sort you think there might be movement out there. As the fire burns down, your companions are starting to drift off or are already asleep. But then you notice that **Josef Uppelreik** is signaling towards the trees. You watch to check to make sure and he does it again – then something glints from the woods.

### PC5 (Josef Uppelreik)

The glare from Morrslieb means that the night is not dark, expect for the shadows of the trees. If you were the nervous sort you think there might be movement out there. As the fire burns down, your companions are starting to drift off or are already asleep. But then you notice that **Helmet Hegel** is not there. No there he is, heading (sneaking) towards the others, with a knife in hand.

### PC6 (Ivan van Gerheim)

The glare from Morrslieb means that the night is not dark, expect for the shadows of the trees. If you were the nervous sort you think there might be movement out there. As the fire burns down, your companions are starting to drift off or are already asleep. But then you notice that **Josef Uppelreik** is not there. No there he is, sneaking towards the woods. He is leaving you all, or worse going to meet your enemies.



## Mutations (Player Handout 4)

When a PC gains a mutation the GM should ask them to choose one of the following at random. You can cut these out as strips and let the player choose.

### **A Mutation (Grows fully over the course of a few hours)**

You thought it was just a headache but now you know otherwise. Tzeentch has seen fit to bless you with a gift. You now have an eye in the back of your head. Your vision may be a little blocked because of your hair but you can see clearly enough.

### **A Mutation (Grows fully over the course of a few hours)**

You thought it was just a rash; your skin has been itchy for days. But now you understand that Tzeentch has seen fit to bless you. Your skin is hardening and the pain you feel is reduced (1AP all over).

### **A Mutation (Grows fully over the course of a few hours)**

You thought it was just a rash; your skin has been itchy for days. But now you have a pair of purple leathery wings. These fold to a small lump.

### **A Mutation (Grows fully over the course of a few hours)**

You thought at first your sore rear was the old problem acting up. But something was growing and now you have a creature you saw in a book once) and you know that poison runs within (+1 Attack, poison).

### **A Mutation (Grows fully over the course of a few hours)**

Your hand and arm have been playing up, starting to itch. But now it has turned in to a long tentacle. +20Agility for Initiative.





## Visions and Insanity (Player Handout 5)

When a PC gains a vision the GM should ask them to choose one of the following at random. You can cut these out as strips and let the player choose. The insanity Player Handout can be given out if any PC gains an insanity.

### **A Vision**

Tzeentch has sent you a vision of castle in the woods. You are there surrounded by beautiful woman, chests of treasure on the floor. You know that all this is to be yours, a gift to you from Tzeentch.

### **A Vision**

Tzeentch has sent you a vision of a large stone building in the woods. You are there surrounded by beautiful woman, chests of treasure on the floor. You know that all this is to be yours, a gift to you from Tzeentch.

### **A Vision**

You see Schoppendorf laid out before you, its people dead or slaves. You see those you know and once cared for but you no longer care; for you sit on a great throne with five steps, each step the bones of one your comrades. (Gain 1 insanity point).

### **A Vision**

You see Schoppendorf laid out before you, its people dead or slaves. You see those you know and once cared for but you no longer care for you sit on a great throne with five steps, each step one of your comrades. (Gain 1 insanity point).

### **A Vision**

You see six bugs rummaging in the dirt. They all see a piece of food and fighting each other they try to get there. Only when it is too late to they realise that the food is but the trap of a creature that swallows you all whole. (Gain 1 insanity point).

### **A Vision**

Schoppendorf burns below you can feel the pain of its people and you know you have sinned against Sigmar. You will be judged.

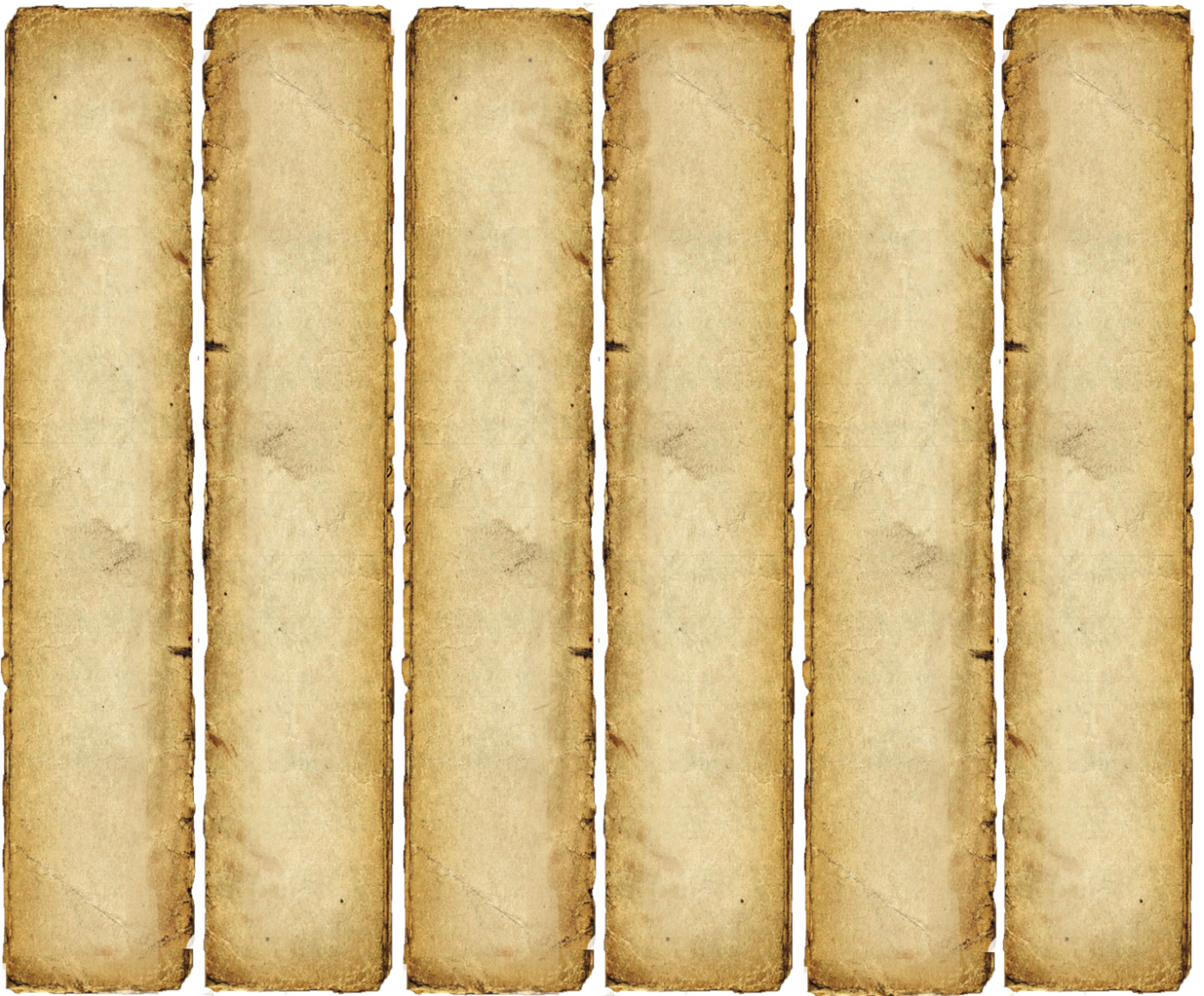
### **Insanity**

It is all so clear now. The mighty and all powerful Tzeentch has let you see that he controls everything. He has chosen you to be his leader among men. The others are all but pawns in this plan. When the moment comes you will strike the Grand Arbiter down and take your rightful place as leader and the others will recognise your greatness. The hard bit will be bidding your time, being patient with your followers...









## Appendix IV – The Adventurers

The adventurers, led by Peter Koller, are a close group of companions. They largely trust each other even if they do bicker. They are set on bringing down the cult. The adventurers can be played in a similar way to how PCs should act.

### Peter Koller

Koller is a tall and weathered man with a large scar across the right of his throat. He thinks before he speaks but is quick to make the right decision. It is this and his cool assurance and competence that leads men to follow him. This was not always true. Only a few years ago he was a reserved and shy fisherman on the Talabec. When the Storm of Chaos came he volunteered to fight for the Empire and survived long enough to command his own boat. He and his men nearly died after being betrayed by a superior who had sold his soul to the forbidden gods. In the aftermath of the Storm he was haunted by the sights he had seen and swore to hunt down and fight Chaos. Gathering a rag-tag band around him he learnt that a cultist has gone to ground in Schoppendorf.

**Careers:** Marine, ex-Fisherman

WS	BS	S	T	Ag	Int	WP	Fel
31	50	37	41	42	41	37	31
A	W	SB	TB	M	Mg	IP	FP
1	14	3	4	5	0	0	1

**Skills:** Common Knowledge (the Empire) +10%, Common Knowledge (the Wasteland), Consume Alcohol, Dodge Blow, Gossip, Haggle, Intimidate, Outdoor Survival, Perception, Row +10%, Sail, Secret Language (Battle Tongue), Speak Language (Norse), Speak Language (Reikspiel), Swim +10%, Trade (Merchant)

**Talents:** Fleet Footed, Hardy, Marksman, Orientation, Quick Draw, Strike Mighty Blow, Strike to Stun

**Equipment:** 10 yards of rope, 11gc, Backpack, Blanket, Breeches, Crossbow with 10 Bolts, Dagger, Fish Hook and Line, Grappling Hook, Hand Weapon, Light Armour (Leather Jack), Purse, Shield, Shirt, Spear, Tattered cloak, Wooden cutlery set, Wooden tankard, Worn boots

### Grundi Irontoes

The son of an Altdorf craftsman, Irontoes felt stifled by his apprenticeship and Dwarf society in Altdorf. As news of the growing threat of the Chaos Invasion filtered through, Irontoes was inspired by his grandfather's tales of dwarf heroes of old to join the

Marines. There he fought side by side with Peter Koller and the human gained his loyalty. When Koller told Irontoes what he intended to do, Irontoes swore that he would be by his side.

**Careers:** Marine, ex-Tradesman

WS	BS	S	T	Ag	Int	WP	Fel
49	27	32	38	26	49	41	19
A	W	SB	TB	M	Mg	IP	FP
2	13	3	3	3	0	0	1

**Skills:** Animal Care, Common Knowledge (Dwarfs), Common Knowledge (the Wasteland), Consume Alcohol, Dodge Blow, Drive, Evaluate, Haggle, Intimidate, Perception, Read/Write, Row, Secret Language (Battle Tongue), Secret Language (Guild Tongue), Speak Language (Khazalid), Speak Language (Reikspiel), Swim, Trade (Jeweller) +10%, Trade (Miner)

**Talents:** Disarm, Dwarf craft, Grudge-born Fury, Night Vision, Resistance to Magic, Savvy, Stout-hearted, Strike Mighty Blow, Strike to Stun, Sturdy

**Equipment:** 10 yards of rope, 21gc, Blanket, Bow with 10 Arrows, Breeches, Dagger, Grappling Hook, Hand Weapon, Light Armour (Leather Jack), Light Armour (Leather Jerkin), Purse, Shield, Shirt, Sling bag, Tattered cloak, Wooden cutlery set, Wooden tankard, Worn boots

### Heinz Lachmann

The third son of a poor Ostland noble, Lachmann was sent to the Temple to raise the status of the family. However, much as he tried, Lachmann failed to reach the standard required. Nevertheless, his seniors recognised his skills in lettering and he was sent to a rural monastery. There for twenty years he plied his trade, happy in his work. One summer he was sent to Wolfenburg to meet a noble who wished to commission a holy book. Lachmann found himself in a post Storm of Chaos world and was terrified. He felt he had wasted his life hiding and set off to fight against Chaos. Peter Koller and his group saved him from being beaten to a pulp in a tavern fight and he has been with them ever since. Older than the others he feels responsible for them. The recent death of one of the group, Sebastien Kohl, has affected him deeply.

**Careers:** Initiate - Scribe

WS	BS	S	T	Ag	Int	WP	Fel
43	40	43	35	37	41	39	37
A	W	SB	TB	M	Mg	IP	FP
1	13	3	3	4	0	0	0

**Skills:** Academic Knowledge (Astronomy), Academic Knowledge (Theology) +10%, Charm, Common Knowledge (the Empire) +10%, Gossip, Heal, Perception +10%, Read/Write +10%, Secret Language (Guild Tongue), Speak Language (Breton), Speak Language (Classical) +10%, Speak Language (Reikspiel) +20%, Trade (Calligrapher)

**Talents:** Linguistics, Luck, Public Speaking, Resistance to Poison, Very Strong, Warrior Born

**Equipment:** 9gc, 5 Matches, A Pair of Candles, Blanket, Breeches, Dagger, Hand Weapon, Illuminated Book, Knife, Purse, Religious Symbol, Robes, Shirt, Sling bag, Tattered cloak, Wax, Wooden cutlery set, Wooden tankard, Worn boots, Writing Kit

**Boris Valheim**

The illegitimate son of a Baron whose land stretched across the border of the Empire and Kislev. His father raised him and Boris was one of the family, although he never knew that others in the family resented him. Then his father died the new Baron, his half-brother, exiled in from the only home he had ever known. Valheim lived for the next few years he lived his life by his wits, learning to support him by playing cards and cheating.

He met Peter Koller and the others when they were travelling on the same road. Valheim saw that Koller had a purpose in life and found it was something that hand he wanted and followed him since that day.

**Careers:** ex-Noble, Gambler

WS	BS	S	T	Ag	Int	WP	Fel
40	36	35	31	40	40	32	49
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

**Skills:** Blather, Charm +10%, Command, Common Knowledge (the Empire) +10%, Evaluate, Gamble, Gossip +20%, Perception, Performer (Musician), Read/Write +10%, Ride, Sleight of Hand, Speak Language (Reikspiel) +10%

**Talents:** Acute Hearing, Etiquette, Flee! Or Luck, Luck, Mimic, Specialist Weapon Group (Fencing), Specialist Weapon Group (Parrying)

**Equipment:** 9gc, Backpack, Blanket, Breeches, Dagger, Deck of Cards, Dice, Foil, Hand Weapon, Jewellery worth 40gc, Light Armour (Leather Jerkin), Main Gauche, Noble Garb, Purse, Riding Horse with Saddle and Harness, Shirt, Tattered cloak, Wooden cutlery set, Wooden tankard, Worn boots

**Carlotta Bach**

The youngest daughter of an indentured labourer, Bach rebelled against the casual cruelty of her betters. However, it was not until the recruiters came to her hamlet to tell them all that they needed to fight for Sigmar's Empire "to protect all it had given them" that she snapped. She killed the soldier who was dragging her brother outside to join and then fled to the forest. There she joined a band of outlaws preying on travellers. It was a hard life and any romance was soon gone.

One evening she found herself scouting Peter Koller and his companions. As she listened she caught a glimpse of a life with a purpose. Following the group she helped them fight off a goblin attack and joined them. She is proud of what she does. Bach usually provides bow support for the group.

**Careers:** Outlaw

WS	BS	S	T	Ag	Int	WP	Fel
35	42	32	34	32	38	34	30
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

**Skills:** Common Knowledge (the Empire) +10%, Concealment, Dodge Blow, Gossip +10%, Perception, Ride, Scale Sheer Surface, Silent Move, Speak Language (Reikspiel), Swim

**Talents:** Excellent Vision, Marksman, Sharpshooter, Streetwise

**Equipment:** 14gc, Backpack, Blanket, Bow with 20 Arrows, Breeches, Dagger, Hand Weapon, Light Armour (Leather Jerkin), Purse, Shield, Shirt, Tattered cloak, Wooden cutlery set, Wooden tankard, Worn boots



## Appendix V – Other NPC's

### Zealots

WS	BS	S	T	Ag	Int	WP	Fel
26	31	33	31	34	28	37	34
A	W	SB	TB	M	Mg	IP	FP
1	12	3	3	4	0	0	0

**Skills:** Academic Knowledge (Theology), Charm, Common Knowledge (the Empire) \* 10%, Gossip, Intimidate, Read/Write, Speak Language (Reikspiel)

**Talents:** Coolheaded, Hardy, Public Speaking, Resistance to Disease, Specialist Weapon Group (Flail), Very Strong

**Equipment:** 7/6, Backpack, Blanket, Bottle of Good Craftsmanship Spirits, Breeches, Dagger, Flail, Hand Weapon, Light Armour (Leather Jack), Purse, Shirt, Tattered cloak, Wooden cutlery set, Wooden tankard, Worn boots

### Roadwardens

WS	BS	S	T	Ag	Int	WP	Fel
24	34	36	29	30	34	39	24
A	W	SB	TB	M	Mg	IP	FP
1	13	3	2	4	0	0	0

**Skills:** Animal Care, Common Knowledge (the Empire) \* 10%, Drive, Follow Trail, Gossip, Navigation, Outdoor Survival, Perception, Ride, Search, Speak Language (Reikspiel)

**Talents:** Coolheaded, Quick Draw, Specialist Weapon Group (Gunpowder), Sturdy

**Possessions:** 10 Yards of Rope, 5gc, Blanket, Breeches, Dagger, Hand Weapon, Light Armour (Leather Jack), Light Warhorse with Saddle and Harness, Medium Armour (Mail Shirt), Pistol with 10 Shots, Purse, Shield, Shirt, Sling bag, Tattered cloak, Wooden cutlery set, Wooden tankard, Worn boots

### Woodsmen

WS	BS	S	T	Ag	Int	WP	Fel
27	35	32	35	34	33	28	30
A	W	SB	TB	M	Mg	IP	FP
1	11	3	3	5	0	0	0

**Skills:** Common Knowledge (the Empire), Concealment, Follow Trail, Gossip, Perception, Scale Sheer Surface, Secret Language (Ranger Tongue), Secret Signs (Ranger), Silent Move, Speak Language (Reikspiel)

**Talents:** Fleet Footed, Marksman, Night Vision, Rover, Specialist Weapon Group (Two-handed)

**Equipment:** 2d10 gc, Antitoxin Kit, Backpack, Blanket, Breeches, Dagger, Great Weapon (Two-handed Axe), Hand Weapon, Light Armour (Leather Jack), Purse, Shirt, Tattered cloak, Wooden cutlery set, Wooden tankard, Worn boots

### Beastmen of Khorne

WS	BS	S	T	Ag	Int	WP	Fel
40	25	35	45	35	25	25	25
A	W	SB	TB	M	Mg	IP	FP
1	12	3	4	5	0	0	0

**Skills:** Concealment, Follow Trail, Intimate + 10%, Outdoor Survival, Perception, Shadowing, Silent Move Speak Additional Language (Dark Tongue)

**Talents:** Keen Senses, Menacing, Rover

**Special Rules:**

1. Blood Lust, Cyclops
2. Pincer Hands, Running Sores

**Armour Points:** Arms 1, Body 1, Legs 0

**Weapons:** Axe / Pincers.

### Ghouls

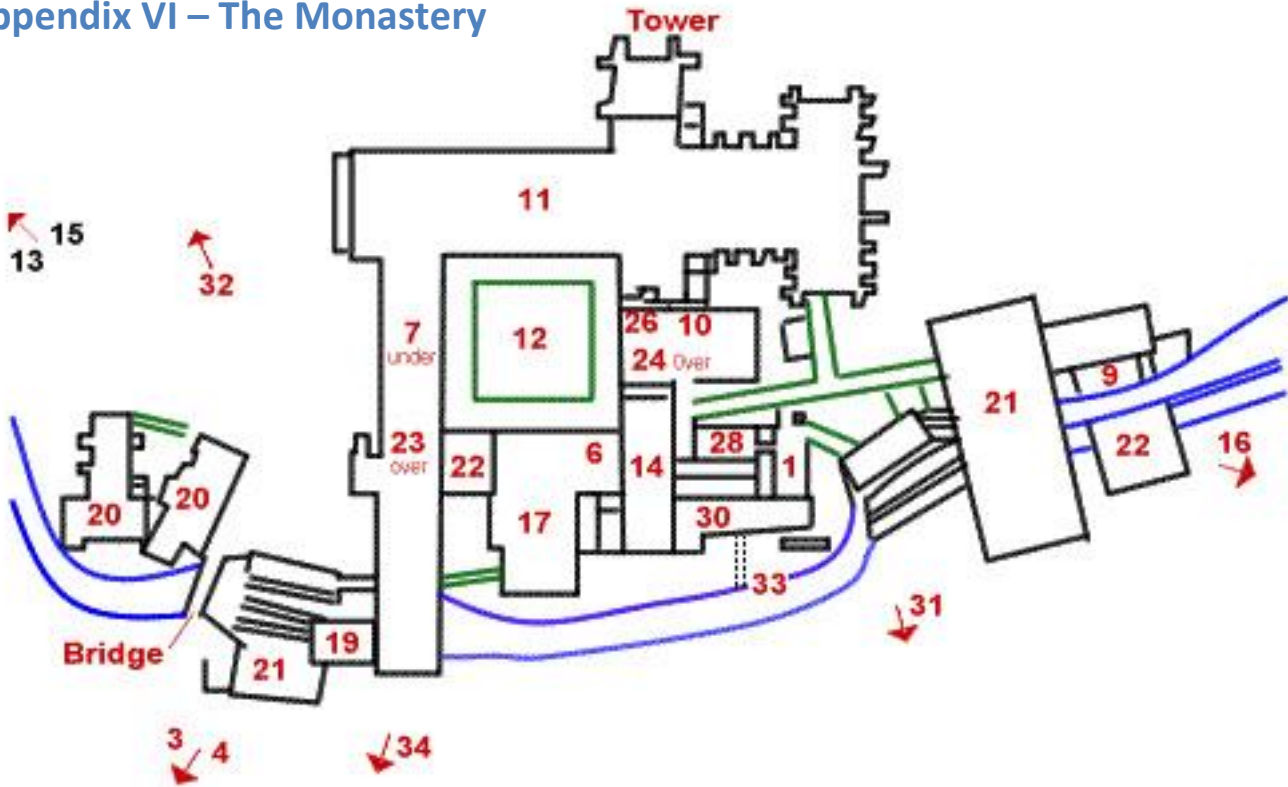
WS	BS	S	T	Ag	Int	WP	Fel
32	0	37	45	34	18	31	5
A	W	SB	TB	M	Mg	IP	FP
2	11	3	4	4	0	6	0

**Skills:** Concealment, Perception, Outdoor Survival, Scale Sheer Surface, Silent Move, Shadowing, Speak Language (Reikspiel)

**Talents:** Fearless, Frightening, Natural Weapons, Night Vision, Rover

**Special Rules:** Targets injured by a Ghoul's attack must make a **Challenging (-10%) Toughness Test** or suffer 2 additional wounds.

## Appendix VI – The Monastery



[http://www.britainexpress.com/Histor  
y/medieval-monastery-map.htm](http://www.britainexpress.com/Histor/y/medieval-monastery-map.htm)

Note: not all the places listed are visible on this plan.

- |                                                                                                            |                                                                                                                                                                                                        |                                                                                                        |
|------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|
| <b>1</b> Abbot or Prior's house                                                                            | <b>16</b> Fish ponds - Stagnant                                                                                                                                                                        | contemplation.                                                                                         |
| <b>3</b> Bake house - Ruins                                                                                | <b>17</b> Frater house - Sometimes called "frater" or "refectory" - the dining area.                                                                                                                   | <b>24</b> Library - Empty of any valuables.                                                            |
| <b>4</b> Brew House - Ruins                                                                                | <b>19</b> Garderobes - latrines.                                                                                                                                                                       | <b>26</b> Night Stairs - permitted passage from the dortoir to the church for night services.          |
| <b>6</b> Calefactory - a warming room                                                                      | <b>20</b> Guest Houses - destroyed                                                                                                                                                                     | <b>28</b> Prison cells - a monk or lay brother might be confined in a cell for major transgressions.   |
| <b>7</b> Cellarium - An underground storeroom                                                              | <b>21</b> Infirmary - the sickroom of the monastery, with its own chapel and kitchens. Burned out.                                                                                                     | <b>30</b> Reredorter - Small rooms at the rear of the dorter (dormitory) with seats and running water. |
| <b>9</b> Chapels                                                                                           | <b>22</b> Kitchen - the kitchen was in a separate building because of the risk of fire. Ruins.                                                                                                         | <b>31</b> Smithy - Located away from the main buildings because of the risk of fire.                   |
| <b>10</b> Chapter House - the meeting rooms for the administrative body of the monastery. Roof is missing. | <b>23</b> Lay brothers dormitory - the lay brother was not a full-fledged monk. He took religious vows, but focused on a life of manual work, allowing the monks to spend more time in scholarship and | <b>32</b> Stables                                                                                      |
| <b>11</b> Temple                                                                                           |                                                                                                                                                                                                        | <b>33</b> Sewer: Broken and crumbling                                                                  |
| <b>12</b> Cloister - an open area, with a smashed fountain in the centre.                                  |                                                                                                                                                                                                        | <b>34</b> Workshops                                                                                    |
| <b>13</b> Corn mill                                                                                        |                                                                                                                                                                                                        |                                                                                                        |
| <b>14</b> Dormitory - called "dorter" from the Bretonnian "dortoir", the sleeping quarters of the monks.   |                                                                                                                                                                                                        |                                                                                                        |
| <b>15</b> Farm - Ruins                                                                                     |                                                                                                                                                                                                        |                                                                                                        |





**PLACES OF NOTE**

- ALTSTADT**
- 1. The Fisherman's Mission
- 2. Old Fish Market Square
- 3. The Old Temple of Sigmur
- 4. Harbour Master's Offices
- 5. Rikhardt Blacksmiths
- 6. Temple of Shalloya
- 7. Kacy's Sizer
- ANGENHEIMBERG**
- 8. Laig and Sitatore
- 9. Old Jaek Theatre
- 10. Pfeftraucher House
- 11. Pfeftraucher Park
- 12. The New Reiklander
- 13. Pfeftraucher Arms Hotel
- DAWHALT**
- 14. Dorcia Richter's
- 15. Wallinger's Arms
- 16. Runster House
- 17. Von Grissenwald Mansion
- 18. Karsten's Market
- GRISSENDAMM**
- 19. The Porral Manse
- 20. Garden of Morr
- 21. Temple of Morr
- 22. Maser's Ferry
- 23. The Candle Inn
- HANDELSVIERTLE**
- 24. Merchants' Guildhall
- 25. Temple of Verena
- 26. Faler Keep
- 27. Gaffer Guildhouse
- 28. The New Sigmur Temple
- 29. Handrich's Mercystop
- 30. Reikrich's Bakers
- 31. Odenthaus Pantera
- HOCHFEIF**
- 32. State Army Barracks
- 33. The Tapping Ram
- 34. Vehrtruhler Stables
- 35. The Pfeftraucher Institute
- KANONENTOR**
- 36. Grisen Kennels
- 37. Fabricance House
- 38. Miners' Guildhouse
- 39. Cannon Gate
- 40. The Reiklander Tower
- KHAZID SLUMBOL**
- 41. Clanhall
- 42. Doratskum's Booth
- 43. Grimmer's Pride
- KHOLEVIERTLE**
- 44. Coal Square
- 45. The Work House
- 46. Temple of Myrmdia
- 47. Grissen Warehouse
- 48. The Magnus
- 49. Aren Keep
- MIDDENPLATZ**
- 50. Town Hall
- 51. Middle Square Market
- 52. The Grand Temple of Sigmur
- 53. Templar Chapelhouse
- 54. Courthouse
- NEUSTADT**
- 55. Reak House
- 56. Shipwright Guildhouse
- 57. Cannon Ball Express Coaching Inn
- NORDENDAMM**
- 58. Four Seasons Coaching Inn
- 59. Solgrid's General Store
- 60. Waterman Ferry House
- NORDHAFEN**
- 61. Korbel Merchanthouse
- 62. The Top Deck
- 63. Watermans' Guildhouse
- 64. The Bay Horse
- 65. Stredore House
- OSTHAFEN**
- 66. Powder Warehouse
- 67. The Lorlay's Song
- 68. Temple of Grundfather Reik
- 69. Nulter Gate
- PFENNIGLAND**
- 70. Grunfid's Apothecary
- 71. The Grand Imperial Printers
- 72. The Grissenwald Hospice
- 73. Sijfer, Enesa & di Marco
- 74. Allen's Sons
- SUDWAND**
- 75. Watch Station
- 76. Sepp's
- 77. Flesh Market
- 78. Feilghant Tower
- 79. Garsig's Circle
- WESTBANK**
- 80. Gfistegle Trading
- 81. Grissenwald House
- WESTHAFEN**
- 82. The Bronze Count
- 83. Riserwarden's Hall



# Appendix VIII – Schoppendorf Area





- Bookbinder -

Hans Albers

Hans Albers

- Bookbinder -

---

- Timber Merchant -

Ivan van Gerheim

Ivan van Gerheim

- Timber Merchant -

---

- Grain Merchant -

Karl Segers

Karl Segers

- Grain Merchant -

---



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- Fletcher -

Luther Dresden

Luther Dresden

- Fletcher -

---

- (Unemployed) Scribe -

Josef Uppelreik

Josef Uppelreik

- (Unemployed) Scribe -

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- Innkeeper -

Helmet Hegel

Helmet Hegel

- Innkeeper -

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**PC7 (Edmund Consenheim)**

The glare from Morrslieb means that the night is not dark, expect for the shadows of the trees. If you were the nervous sort you think there might be movement out there. As the fire burns down, your companions are starting to drift off or are already asleep. But then you notice that **Luther Dresden** is not there. No there he is, heading (sneaking) towards the others, with a knife in hand.

- Artisan Apprentice -

Edmund Consenheim

Edmund Consenheim

- Artisan Apprentice -

**Henke Bieswang – Artisan Apprentice**

You have been Lucius Missener’s apprentice since the age of six. He looks after you and only beats you when you get something wrong, which is often. You know that Tzeentch is the messiah mankind is waiting for. Your fellow apprentice and friend Edmund is one of the Great Changer’s great priests and he will be greatly rewarded.

**Career:** Servant

WS	BS	S	T	Ag	Int	WP	Fel
27	25	26	37	32	39	30	25
A	W	SB	TB	M	Mg	IP	FP
1	13	2	3	4	0	2	0

**Skills:** Blather, Common Knowledge (the Empire), Dodge Blow, Gossip +10%, Haggle, Perception, Read/Write, Search, Sleight of Hand, Speak Language (Reikspiel), Trade (Cook)

**Talents:** Etiquette, Flee!, Sturdy, Very Resilient

**Possessions:** 2/3, Blanket, Breeches, Dagger, Shirt, Sling Bag, Worn Boots